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Bloody Reunion

Spine

Player Characters are alumni of a small rural high school, returning to town for their 10-year class reunion. Ten years ago, they all participated in a prank that killed a classmate, Christopher Olive, the night before graduation. Four students - Allen Kramer, Gary Greenwood, Mary Black, and Gloria Fisher – all joined the PCs in this prank. The events of that night remained a secret and these students each went their separate ways. Now on the night of their reunion party, they are being killed one-by-one in horrific ways. Early clues point to the return of Christopher Olive from the grave, extracting revenge. The actual killer is a deranged fellow alumnus with a split-personality.

Character Backgrounds

The PCs worst things they've ever done should relate to the deadly prank. Encourage the players to invent the prank and how it led to Olive's death. It need not be complex. Each player decides their character's role in the prank. If needed, use the optional **Killer Prank** below.

The Late Christopher Olive

Olive was a disturbed boy. Deformed in body and mind, he often amused himself by dressing up in a bloody boar's head mask to terrorize others. Petty and vindictive, he sought revenge for any slight, real or imagined, often setting up bizarre traps. He was widely hated. Olive had a huge crush on one of the PCs, preferably the “good girl” if one exists. During play, the GM should run at least one flashback scene, an interaction with Olive and one or more PCs.

Killer Prank (optional)

Olive was lured into a farmer's field by a seductive note from his crush. Believing he would score, he arrived at a predetermined spot. He was wearing nothing but his boar's head mask as the note instructed. Then the PCs jumped out from hiding, dressed as horrible creatures, and gave him a taste of his own medicine. Olive, scared witless, ran straight toward the farmhouse. Old farmer Bentley was drunk and polishing a shotgun on his porch when Olive ran screaming toward him. Terrified, Bentley shot and killed Olive. He never saw the other kids and took full responsibility for Olive's death. The years following, Bentley dove further into the bottle.

NPCs

Allen Kramer – Where the rest of the school hated and ostracized Olive, Kramer formed a secret friendship with him and tried his best to reform him. But Kramer couldn't redeem Olive and, in frustration, joined in the deadly prank. His involvement in his friend's death was ultimately too much for him to bear. His psyche was shattered and in times of stress his personality becomes that of Christopher Olive. While in this state he dons the frightful boar's head mask and seeks vengeance. Naturally, being insane has given Kramer superhuman abilities befitting that of a horror movie psychopath. Other than that, Kramer is a soft-spoken and all-around nice guy.

Gary Greenwood - Wealthy hedge fund manager and douche bag, Gary flaunts his success.

Mary Black – Gossipy reunion organizer, Black has a penchant to annoy. Asks “What's the buzz” a lot.

Gloria Fisher – Thrice divorced, Fisher shows interest in all the male PCs. Flirts shamelessly.

Farmer Bentley - Crazy old Farmer Bentley shows up at the reunion, drunk and raving.

Mamma Olive - Olive lived with his mother in an old dilapidated house on the edge of town. The old crone is sure the returning PCs had something to do with her son's death.

Sheriff Gleason – Serious and suspicious, Gleason investigated Olive's death 10 years ago.

Events (need not occur strictly in this order)

- Alumni begin to arrive at the hotel holding the reunion. Hotel is in a secluded location. All PCs are from out of town and have rooms.
- Olive's old crush finds a valentine heart drawn on the bathroom mirror.
- Drunk, crazy farmer Bentley accosts a PC.
- At dinner, a mysterious, covered serving platter rests on the PCs table. A bloody severed hog's head lies within.
- After dinner, the DJ begins the dance. Mama Olive seen briefly, glaring at a PC before slipping away.
- Gloria Fisher found murdered. Sheriff Gleason called. An active crime scene no one allowed to leave.
- Gleason talks to PCs. Suspects and hassles one of the PCs, the “bad boy” preferably if one exists.
- Random PC injured in a bizarre trap.
- Kramer fakes own injury, blames a “strange figure dressed in a boar's head mask”.
- Bodies pile up: Greenwood, Fisher, farmer Bentley, even Sheriff Gleason.
- Cars disabled earlier. Phones disconnected. Escape is only possible on foot. “Olive” pursues anyone trying to leave hotel on foot.
- Any lone PC is hunted down first. Traps set throughout the hotel. “Olive” now kills indiscriminately.

Clues and Investigations

- **Shrink** – Kramer seems tightly wound.
- **Infiltration** – Access to Kramer's hotel room. On the dresser is a journal Kramer was writing 10-years ago. It describes his friendship with Olive and his attempts to reform him. Last entry, Kramer writes that he is fed up with Olive and plans to join the other's in the prank.
- **Flattery** – Mary Block reveals that Kramer spent time in a “funny farm” years ago. Doesn't know why.
- **Investigative Procedure** – Fingerprints found in Olive's old crush's room match Kramer's.
- **Bureaucracy** – Doing research on Kramer reveals he spent time in a psychiatric hospital for a “dissociative identity disorder”.
- **Mechanics** – Notice that PCs cars have been tampered with. Vital parts removed making cars inoperable.
- **Filch** – Take Gleason's gun and/or handcuff's while he's still alive. Shotgun and radio are in Gleason's car (will be destroyed by Kramer toward the end of the scenario).
- **Cop Talk** – Using Gleason's radio, PCs can request help. Dispatch will advise: “No spare deputies at the moment. Will send someone as soon as they can”. That help will not arrive in time.
- **Fleeing/Scuffling** – Needed to survive a physical encounter with “Olive”.
- **Sense Trouble** – Notice one of “Olive's” traps.
- **Shrink** – Talk Kramer out of his “Olive” persona.
- **Impersonate** – Use bloody boar's head from dinner as an Olive disguise to confuse “Olive” Kramer.

Note: Kramer, in either persona, is immune to **Bullshit Detector**.

Final Confrontation

Kramer (as Olive) confronts any surviving PCs staying together for safety. He is physically unstoppable, but PCs might be able to reason with Kramer and convince him that he's not really Olive. If talked down he will remain Kramer for just a few moments. He'll beg for death because “Olive is coming back and I can't stop him”. If killed while in his normal Kramer persona he stays dead. Exhausted and hurt, remaining PCs limp away from the hotel, happy to see rising sun again. The real Christopher Olive arrives.