

Bloody Butcher - Premise

NO MATTER WHAT SCENE DIRECTIONS ARE CHOSEN, THIS ADVENTURE DECK WILL ALWAYS TAKE THE FORM OF A SPRING BREAK VACATION IN A REMOTE LOCATION. AS YOU GO THROUGH EACH SCENE, ROLL FOR DIRECTION.

Bloody Butcher - Special Rules

THE LEADER READS ALL OF THE PROMPTS SILENTLY BEFORE READING THEM ALOUD, DISCARDING ALL PROMPTS THAT ARE IMPOSSIBLE DUE TO CHARACTER DEATHS.

REGULARS DO NOT DOUBLE UP ON CREW ROLES. INSTEAD, REGULARS ARE ALLOWED TO PLAY MULTIPLE CHARACTERS IN THIS ADVENTURE.

IF ALL THE CHARACTERS THAT A REGULAR IS IN CHARGE OF DIE, THEN THAT REGULAR BECOMES OR JOINS THE HOUSE.

Bloody Butcher - Optional School Archetypes

IN THE PLACE OF OUR USUAL ARCHETYPE DECK, YOU MAY PULL FROM THESE SCHOOL SETTING SPECIFIC ARCHETYPES.

—
ROLL A D20.

- | | |
|-------------------------|-------------------------|
| 1. THE STONER | 11. THE SKATER |
| 2. THE CLASS CLOWN | 12. THE BOOKWORM |
| 3. THE TEACHER'S PET | 13. THE FARM KID |
| 4. THE TRANSFER STUDENT | 14. THE PUNK |
| 5. THE DRAMA KID | 15. THE CHEER CAPTAIN |
| 6. THE DEBATE CHAMPION | 16. THE TECH WIZARD |
| 7. THE OVERACHIEVER | 17. THE GAMER |
| 8. THE SLACKER | 18. THE GERMOPHOB |
| 9. THE EMO POET | 19. THE VOLUNTEER |
| 10. THE RICH KID | 20. THE YEARBOOK EDITOR |

Scene 1 - Beginning (d6)

1. THE CHARISMATIC NERD WANTS TO EXPRESS THEIR FEELINGS FOR THE HOMECOMING QUEEN, SO THEY SET UP A WEEKEND OF WOODLAND PARTYING WITH THE CREW AT THEIR UNCLE JEP'S LOG CABIN.
2. THE SCHOLASTIC NERD WANTS TO PROVE TO THE REST OF THE CREW THAT THEY KNOW HOW TO CUT LOOSE SOMETIMES, SO THEY RENT A MASSIVE VRBO THAT USED TO BE THE CREED HOTEL.
3. THE JOCK WANTS TO GET ABSOLUTELY OBLITERATED, SO THEY ORGANIZE A TRIP TO THE FAMILY LAKEHOUSE WHERE GRANDPA JEP LEFT HIS MOONSHINE COLLECTION.
4. THE CLASS PRESIDENT WANTS THE REST OF THE STUDENT CABINET TO BOND, SO THEY ORGANIZE A TRIP TO THE CREED FAMILY SKI RESORT DURING THE OFF-SEASON.
5. THE HOMECOMING QUEEN'S UNCLE JEP RUNS A RANCH OUT WEST, AND THEY INVITE THE CREW ON A THREE DAY PACKHORSE TRIP.
6. THE CROSS-COUNTRY RUNNER WANTS TO RUN A MARATHON, AND THE REST OF THE CREW INVITES THEMSELVES ALONG WHEN THEY LEARN THAT THE FAST NERD IS GOING TO BE STAYING ON THE GROUNDS AT THE OLD CREED VINEYARD.

Scene 2 - Introductions (d6)

1. THE CREW INTRODUCE THEMSELVES ONE-BY-ONE THROUGH THE LENS OF WHAT THEIR CHARACTERS PACKED WITH THEM AND HOW THEY SET UP THEIR ROOM.
2. THE CREW INTRODUCE THEMSELVES AS THEY ARRIVE ONE AT A TIME TO THE VACATION SPOT.
3. THE CREW INTRODUCE THEMSELVES ONE-BY-ONE THROUGH THE LENS OF HOW THEIR CHARACTERS TRAVEL TO THE VACATION SPOT.
4. THE CREW INTRODUCE THEMSELVES AS THEY DRINK AND SHARE HOW THEY MET EACH OTHER AND THEIR FIRST IMPRESSIONS.
5. THE CREW INTRODUCE THEMSELVES ONE-BY-ONE AS THEY DRINK AND PLAY TRUTH OR DARE AT THE VACATION SPOT.
6. THE CREW INTRODUCE THEMSELVES AS THEY DRINK AND TRY TO ONE UP EACH OTHER WITH EMBARRASSING STORIES ABOUT THEMSELVES.

Bloody Butcher - Page 2

Scene 3 - The Plan

ON THE MIDDLE OF THE NIGHT (SCENE 3A). THE SURVIVING CREW REMEMBERS THAT THE BLOODY BUTCHER IS (SCENE 3B) WHO MURDERS BY (SCENE 3C) AND TRAPS THEIR VICTIMS (SCENE 3D). THE THREE MAJOR WORKAROUNDS ARE (SCENE 3E), (SCENE 3E), AND (SCENE 3E).

Scene 3a - Victim (d6)

1. DO NOT READ THIS CARD OUT LOUD: ADVANCED OPTION. THE CHARISMATIC NERD IS SECRETLY THIS GENERATION'S BLOODY BUTCHER. CHOOSE ANOTHER CARD AND PRESENT THAT ONE TO THE CREW. ANY TIME THAT A CARD WOULD MAKE THIS IMPOSSIBLE, DRAW ANOTHER CARD INSTEAD
2. THE SCHOLASTIC NERD IS MURDERED WHILE RESEARCHING IN THE LIBRARY
3. THE JOCK DIES WHILE SEARCHING FOR DRUGS OR BOOZE
4. THE CLASS PRESIDENT IS MURDERED WHILE GATHERING SUPPLIES FOR BREAKFAST
5. THE HOMECOMING QUEEN IS MURDERED WHILE GETTING IT ON WITH ANOTHER CHARACTER
6. THE FAST NERD IS MURDERED WHILE TAKING A LOOK AROUND

Scene 3b - Legend (d6)

1. A CANNIBAL WHO KILLS PEOPLE FOR THEIR MEAT
2. A MASKED SERIAL KILLER WHO WAS A FAILED CIA EXPERIMENT
3. A FARMER WITH A VENDETTA AGAINST EVERYONE WHO WEARS A NOOSE AROUND THEIR NECK IN REMEMBRANCE OF WHEN THEY WERE UNJUSTLY HUNG BY THE TOWNSFOLK
4. A SCARECROW THAT CAME TO LIFE AND KILLS PEOPLE TO FEED A FIELD OF CARNIVOROUS CORN
5. A LOCAL MASS MURDERER WHO MADE A BARGAIN WITH THE LOCALS TO ONLY ATTACK OUT OF TOWNERS
6. A CRAZED HUNTER WHO ONLY HUNTS HUMANS

Scene 3c - Murder Method (d6)

1. HANGING THEIR VICTIMS WITH A NOOSE
2. REMOVING ALL EDIBLE PARTS OF THEIR VICTIMS WITH A BUTCHER'S KNIFE
3. FIELD DRESSING THEIR VICTIMS LIKE A BIG GAME HUNTER
4. DISMEMBERING THEIR VICTIMS WITH A CLEAVER AND HIDING THE DIFFERENT BODY PARTS
5. STRANGLING THEIR VICTIMS WITH THEIR BARE HANDS
6. DRAGGING THEIR VICTIMS KICKING & SCREAMING OFF INTO THE NIGHT

Scene 3d - Trap (d6)

1. BY SHUTTING OFF ALL THE POWER
2. WITH WILD ANIMALS THAT VICIOUSLY ATTACK ANYONE WHO LEAVES
3. WITH TRAINED DOGS THAT VICIOUSLY ATTACK ANYONE WHO LEAVES
4. BY LOCKING THE CREW INSIDE OF THE VACATION LOCATION
5. BY LOCKING THE CREW OUTSIDE OF THE VACATION LOCATION
6. BY SHOOTING AT ANYONE WHO GOES OUT IN THE OPEN

Scene 3e - Workarounds (d20)

- | | |
|--|------|
| STARTING A FIRE | ← 1 |
| STEALING A CAR | ← 2 |
| SWIMMING FOR IT | ← 3 |
| BUILDING A BARRICADE | ← 4 |
| MAKING A TRAP | ← 5 |
| BLINDING THE KILLER | ← 6 |
| CRAFTING MAKESHIFT WEAPONS | ← 7 |
| MAKING A RUN FOR IT | ← 8 |
| BULLRUSHING THE KILLER | ← 9 |
| CREATING A DISTRACTION | ← 10 |
| FAKING A DEATH | ← 11 |
| CLIMBING ONTO THE ROOF | ← 12 |
| LEAVING A FALSE TRAIL | ← 13 |
| FORCING THE KILLER INTO THE OPEN | ← 14 |
| SENDING A DISTRESS SIGNAL | ← 15 |
| STEALING THE KILLERS WEAPONS | ← 16 |
| SOMETHING THE KILLER CONSIDERS SACRED | ← 17 |
| TRIGGERING AN OLD ALARM SYSTEM | ← 18 |
| USING A BUNCH OF ANTIQUES AS WEAPONS AND DISTRACTIONS | ← 19 |
| A RUBE GOLDBERG MACHINE THAT'S DEFINITELY NOT GONNA MESS UP DURING A CRITICAL MOMENT | ← 20 |

Scene 4 - Setback (d6)

1. WHILE PREPARING FOR THE PLAN, THE CHARISMATIC NERD UNCHARACTERISTICALLY GIVES IN TO HOPELESSNESS AND THE CREW LOSES PRECIOUS TIME BRINGING THEM BACK
2. WHILE PREPARING FOR THE PLAN, THE SCHOLASTIC NERD REALIZES THAT THEIR CONTRIBUTION TO THE PLAN WAS UNCHARACTERISTICALLY DUMB.
3. WHILE PREPARING FOR THE PLAN, THE JOCK UNCHARACTERISTICALLY PULLS A MUSCLE WHILE PREPARING FOR THE PLAN.
4. WHILE PREPARING FOR THE PLAN, THE CLASS PRESIDENT UNCHARACTERISTICALLY LOSES FOCUS AND BREAKS SOMETHING NECESSARY TO ONE OF THE WORKAROUNDS.
5. WHILE PREPARING FOR THE PLAN, THE HOMECOMING QUEEN UNCHARACTERISTICALLY LOSES THEIR COOL, FREAKING OUT AND JEOPARDIZING A PART OF THE PLAN.
6. WHILE PREPARING FOR THE PLAN, THE FAST NERD UNCHARACTERISTICALLY SPRAINS THEIR ANKLE WHILE SCOUTING.

Bloody Butcher - Page 3

Moment 4½ - Overcome

THE CREW OVERCOMES THE SETBACK WITH AN ADDITIONAL WORKAROUND.

Scene 5 - Go Time (d6)

1. AFTER THE PLAN KICKS OFF, THE CREW FINDS A PREVIOUS VICTIM.
2. AFTER THE PLAN KICKS OFF, THE SCHOLASTIC NERD IS MURDERED NEXT.
3. AFTER THE PLAN KICKS OFF, THE JOCK IS MURDERED NEXT.
4. AFTER THE PLAN KICKS OFF, THE CLASS PRESIDENT IS MURDERED NEXT.
5. AFTER THE PLAN KICKS OFF, THE HOMECOMING QUEEN IS MURDERED NEXT.
6. AFTER THE PLAN KICKS OFF, THE FAST NERD IS MURDERED NEXT.

Scene 6 - Rising Action (d6)

1. THE SURVIVING CREW CARRYOUT THE REST OF THE PLAN UNTIL THE BLOODY BUTCHER REVEALS THEIR PLAN BEFORE THE CHARISMATIC NERD FINDS THE STRENGTH TO OVERCOME THE BLOODY BUTCHER.
2. THE SURVIVING CREW CARRYOUT THE REST OF THE PLAN UNTIL THE SCHOLASTIC NERD IS ABLE TO DEFEAT THE BLOODY BUTCHER BY EXPLOITING A WEAKNESS THEY DISCOVERED BY RESEARCHING THE LEGEND.
3. THE SURVIVING CREW CARRYOUT THE REST OF THE PLAN UNTIL THERE IS A MOMENT WHERE THE JOCK IS THE ONLY ONE LEFT STANDING, BUT THEY SHOULDER THE FIGHT LONG ENOUGH FOR EVERYONE ELSE TO GET BACK ON THEIR FEET AND TURN THE TIDE.
4. THE SURVIVING CREW CARRYOUT THE REST OF THE PLAN UNTIL THE BLOODY BUTCHER REVEALS THAT THE CREW HAS FALLEN INTO THEIR TRAP, BUT THEN THE CLASS PRESIDENT TRIGGERS A PART OF THE PLAN THEY "FORGOT" TO TELL EVERYONE ELSE ABOUT, SEALING VICTORY FOR THE CREW.
5. THE SURVIVING CREW CARRYOUT THE REST OF THE PLAN UNTIL THE BLOODY BUTCHER REVEALS THAT THE CREW HAS FALLEN INTO THEIR TRAP, AND THE HOMECOMING QUEEN CARRIES OUT AN EXTREMELY PERFORMATIVE SURRENDER BEFORE THE REST OF THE CREW JUMPS THE BLOODY BUTCHER.
6. THE SURVIVING CREW CARRYOUT THE REST OF THE PLAN UNTIL THE FAST NERD GOES DOWN OF THE FINAL ENCOUNTER ONLY TO COME BACK JUST IN THE NICK OF TIME TO TAKE DOWN THE BLOODY BUTCHER.

Scene 7 - Climax (d6)

1. THE FINAL ENCOUNTER ENDS WHEN THE SURVIVING CREW TAKE DOWN THE BLOODY BUTCHER BEFORE CONTINUING ON TO SAFETY.
2. THE FINAL ENCOUNTER ENDS WHEN THE SURVIVING CREW RUNS FAR ENOUGH AWAY THAT THE BLOODY BUTCHER DOES NOT FOLLOW.
3. THE FINAL ENCOUNTER ENDS WHEN THE SURVIVING CREW RUNS FAR ENOUGH AWAY THAT THE BLOODY BUTCHER DOES NOT FOLLOW.
4. THE FINAL ENCOUNTER ENDS WHEN THE SURVIVING CREW RUNS FAR ENOUGH AWAY THAT THE BLOODY BUTCHER DOES NOT FOLLOW.
5. THE FINAL ENCOUNTER ENDS WHEN THE SURVIVING CREW RUNS FAR ENOUGH AWAY THAT THE BLOODY BUTCHER DOES NOT FOLLOW.
6. THE FINAL ENCOUNTER ENDS WHEN THE SURVIVING CREW RUNS FAR ENOUGH AWAY THAT THE BLOODY BUTCHER DOES NOT FOLLOW.

Scene 8 - Ending (d6)

1. THE SURVIVING CREW RETURN TO THE SCENE WITH THE COPS TO FIND THE BLOODY BUTCHER HAS VANISHED.
2. THE SURVIVING CREW ATTEND THE FUNERALS OF ALL THE CREW THAT DIED. FROM THE SHADOWS, THE BLOODY BUTCHER SILENTLY ATTENDS AS WELL.
3. THE SURVIVING CREW RETURN TO THE SCENE WITH THE COPS TO FIND THE BLOODY BUTCHER'S MORTALLY WOUNDED BODY BUT WITHOUT ANY OF THEIR SIGNATURE GEAR. ELSEWHERE, A NEW BLOODY BUTCHER TAKES UP THE MANTLE.
4. THE SURVIVING CREW RETURN TO THE SCENE YEARS LATER, IN REMEMBRANCE OF THE CREW THAT DIED.
5. THE SURVIVING CREW GO TO GROUP THERAPY. THE THERAPIST HAS BEEN SECRETLY REPLACED BY THE BLOODY BUTCHER.
6. THE SURVIVING CREW RETURN TO THE SCENE WITH THE COPS ONLY FOR EVERYONE TO BE MURDERED.

Bloody Butcher - Name Deck

TO NAME YOUR CHARACTERS, CHOOSE THE LIST ASSOCIATED WITH THEIR CREW ROLL AND ROLL A D6.

—

FOR NPCs, ROLL A D6 THEN ANOTHER D6. THIS ADVENTURE MIGHT NOT HAVE ANY NPCs.

IF YOU ARE PLAYING A GAME WHERE EVERYONE IS THE HOUSE, THE PLAYER WHOSE ROLE THE NPC NAME IS ASSOCIATED WITH IS IN CHARGE OF THAT NPC'S NARRATIVE ACTIONS AND DIALOGUE.

1 - LEADER (Charismatic Nerd)

1. DAKOTA BLACK
2. JIM GLASS
3. BERRY STRAW
4. TOM THUMB
5. BANTAM GOLD
6. HAYES WHITE

2 - BRAIN (Academic Nerd)

1. KELLY LOG
2. RUBY GREEN
3. PAUL ROBESON
4. GERMAN JOHNSON
5. BOXCAR WILLIE
6. RUTGERS

3 - BRAWN (Jock)

1. HOPE STRING
2. YIN YANG
3. DRAGON
4. TANYA POD
5. JACOB CATTLE
6. MAGIC MOLLY

4 - SPEEDSTER (Cross-Country Runner)

1. HABAN ARROW
2. TORO COMO
3. PEPPER FISH
4. ANCHO POBLANO
5. TABITHA ASCO
6. SARAH NOE

5 - CHARMER (Homecoming Queen)

1. BRUN WICK
2. DANI SHBALL
3. EARL WAKEFIELD
4. NAPA CHOY
5. KALE KORLRABI
6. CHARLIE WAKEFIELD

6 - SPECIALIST (Class President)

1. KENNEBEC
2. OZETTE
3. RED NORLAND
4. MAGIC MOLLY
5. RUSSET BURBANK
6. ROSE FINN