

Eric Night's High School Reunion

Or The Last Dance

By Riko Reese

Sam looked at his drink and fiddled the glass' lip with his thumb.

"Are you married?" He asked.

"I was," came the reply.

"Divorce?" The words came with a tinge of hope.

"Yep," this time the voice sounded more enthusiastic and Sam smiled to himself.

"Me too. Only a few years after we left this place I tried to settle down. Couldn't seem to find a job that fit me and the road was no place for her and she left."

"That's why I never took the plunge," a new voice broke in the conversation. The two at the bar turned and through broad smiles they both called out.

"Mark!?"

"I didn't expect to see either of you here tonight," the new comer interjected as he sat next to Sam. "Damn, Candy you are looking pretty good."

"Oh Mark, you would say that to anyone. But, it is nice to see you." Candy blushed.

"I swore I would never return to this town after graduation. But, here I am," Mark ordered a drink as he spoke.

"Yeah, after the accident and all, I was ready to get out of town as well," remarked Sam.

"Yeah, there were some strange things going on after that night" commented Sam. "I mean, poor Megan had to live with the fact that she saw Eric die the night they were crowned Prom King and Queen. That's just sad." Candy recalled.

"That just he half of it too. Megan survived without a scratch. It was like Eric was meant to go. Then Megan began to see him everywhere she went. Poor girl went crazy I think." Mark sipped his beer.

"I hear she actually came tonight. No really, she is at the high school right now." Candy interjected.

Just then a loud screech echoed through the walls of the bar. The three old friends stood and rushed to the door. An eerie glow filled the road as a ghastly figure rose from the church graveyard. Dressed in a tuxedo the figure walked passed the glowing shadow of a wrecked car and moved toward the high school.

Eric Night had returned and it looks like he wants one last dance at his class reunion.

The Rules

Objective

The investigators are back in their hometown to attend their High School reunion. All seems to be going well, until the Prom King arrives. Eric Night was killed in a car wreck the night of the Prom during the player's senior year. Miraculously, Megan the Prom Queen survived without a scratch. Eric has chosen this year to return with a few of his undead friends to claim his crown and his Queen. The players hear the sound of a crash near the church, just out side the bar they are in (waiting to arrive sociably late). The crash is reminiscent of the one that killed Eric. They see the zombie body of Eric leave

his grave and head toward the high school and decide they had better follow him and save the Prom Queen.

Game Component

- 1 Tiles you will need: Bar, church, gun shop, jail, library, doctor's office, and high school.
- 2 Disks you will need: Mega adversary, all adversaries, all allies, all items, four security disks, disk number one (1).
- 3 Disk Number one (1) is the Prom King's crown. It has a 6H to find and a carry weight of one.

Game Set-up

- 1 Place the tiles in a straight line starting with the bar and ending with the high school. The church should be next to the bar but all other tiles may be randomly placed.
- 2 Place a random assortment of adversaries, items, and allies in the church. Place the mega- adversary face up on the furthest "!" from the bar tile.
- 3 Place two shotguns, one security, and one random item or adversary in the gun shop.
- 4 Place two security disk and a random assortment of items, allies, and adversaries in the jail.
- 5 Place one security disk and a random assortment of items, allies, and adversaries in the library.
- 6 Place a random assortment of items, allies, and adversaries in the doctor's office.
- 7 Place one female ally disk (Megan the Prom Queen) on a "?" in the gym of the high school face up and shuffle the rest of the disks, including number one (1), and place them on the high school on the "?" and the "!" spaces. Make sure that disk number one (1) is in side the high school.
- 8 Players start in the bar. No disks are in the bar.

Game Play and Special Rules

- 1 As soon as the first player leaves the bar Eric Night's body begins to move to the high school. Roll for Eric as the same way for a character and add his speed (S) to the roll. Disregard any "Oh Crap" or "WooHoo" rolls for his movement. Eric is trying to make it to Megan, the Prom Queen, who is at the reunion. Eric will then move every round after all the players have finished there turn.
- 2 The disk labeled number one (1) represents the crown that was to be given to Eric on the night of the Prom. He wants his crown and to have his dance with his queen (Megan). Any player who gets the crown and gives it to Eric gets VP's equal to Eric's attack, "A", target number.
- 3 No player has to enter combat with Eric unless they choose to or if Megan refuses to accept the last dance with him.

Winning Conditions

- 1 The game ends when one player is able to convince Megan to dance with Eric. This is done with a normal persuasion role as if gaining her as an ally. Each

player only gets one chance to do this. If she accepts then Eric and his buddies return to their graves.

- 2 The player that convinces Megan is the Winner and receives VP's as if she had defeated Eric in combat.
- 3 If none of the players can convince Megan to dance with her dead boyfriend then Eric must be killed. If he is killed at this time or any other time in the game the game is over and there is no actual "winner" for advancement reasons.
- 4 All VP's are awarded as normal no matter if Megan is convinced or Eric is killed.