

THE NIETZSCHE CLUB

An Adventure For In Dark Alleys

Synopsis- The PCs will find themselves in the midst of a Columbine-style school shooting, orchestrated by a teenage Lost who has contrived to have the entire school end up in the Deserted City.

Player Introductions- GMs may have to be creative to find ways to get PCs in the school on the fateful day. This is easiest if the PCs are high school students: we can simply say this is their high school. Otherwise, some suggestions for getting PCs to the school are:

-PCs were caught doing something illegal and sentenced to community service. They are fulfilling their community service requirements by tutoring high school students in the school library, or by giving a “scared straight” talk to students in the auditorium.

-PCs are doing a favor for a friend or relative to pick up a teenager from school. Perhaps the teen’s caregiver is in the hospital and the PC is going to take him or her there. Or perhaps the teen is sick and, the caregiver being unable to leave work, a PC has promised to pick the teen up and take him or her home.

-The PC is there to give a presentation to a class or to the entire school in the auditorium. This is likely to happen if the PC has an interesting day job and a teacher or school administrator, who happens to be an old friend of the PC, asked the PC to come talk about it.

-PCs were tipped off about unusual things happening in the school (see below) and found some excuse to get into the school (posing as a student, getting a job in the cafeteria, coming in as a substitute teacher).

-A Professional PC may be asked to investigate events in the school, and given official permission to be there.

Entering the School- Simi Valley is a fairly wealthy suburban community to the Northwest of Los Angeles. It is primarily white, middle class, and often earns a place on safest cities of America lists. Simi Valley Central High School is the largest high school in the city. It was recently built. A large, fenced in city block contains large fields, a football stadium, a sprawling parking lot, several outbuildings (auto shop, overflow classrooms, gymnasium) and, in the center, a large, two story white building that houses most of the school’s classrooms, administrative offices, library and auditorium. Although built recently, the architect went for a classic school building look: a long paved path leads to wide steps, at the top of which are white columns and four large wooden doors. Except for alarmed emergency exits at the back and on the sides, these front doors are the only way in and out of the building.

Immediately inside the front doors is a security area, where security guards in black uniforms search students and visitors. There are tables on which students put their bags for search, and students are given examinations with metal-detector wands. Every student or visitor who enters the building is

searched, without exception. The security guards carry tasers and pistols. Small white devices stick out of the floor on either side: they are RFID readers and students must press their cards against them, a chime noise telling the guards they have been accepted, to prove they are students. After screening, all non-students are instructed to go sign in at the administrative offices (at less busy times, a security guard will accompany them).

The administrative offices are close to the front entrance. There is a front office, busy with staff administrative assistants and volunteer students taking phone calls and dealing with a steady stream of students coming in to deal with various issues. The offices of the Principal and Vice Principal are in the back. Visitors must state their purpose for visiting, where in the school they are going, show ID, sign in, and wear a visitor badge.

Unusual Events- Although new, the school building has started falling apart. In the office, one might hear the Principal on the phone arguing with contractors, threatening to sue them for shoddy work and flawed materials. Walking down the hallway, one might notice several signs that things are going bad: cracks in the walls hastily filled with cement, plastic tarp covering places where ceiling tiles fell down, fluorescent lights that are flickering or are out, areas marked off with caution tape where a pipe has burst and flooded an area, scaffolding and temporary braces where workers are attempting to fix walls that have started to sag. If a PC talks to a worker, the worker will confess to complete confusion: how could some place so new be completely falling apart? If PCs attempt to map the breakages they will find them clustered around the four corners of the school.

Students have noticed and have been talking about unexplained sobbing noises. Many students report hearing sobbing in a bathroom, thinking someone is crying from one of the stalls, but opening every stall and finding no one there. The school nurse has found that reported instances of depression, bulimia, cutting and suicide attempts have risen dramatically in recent weeks.

All of these unusual events started about two weeks ago. Before that, there was nothing unusual about the school.

The Nietzsche Club- A group of five angry boys have been plotting for more than a year to attack their fellow students in a way that would “put Columbine to shame.” They have even formed an official school club so they could meet in an empty classroom on their free period. The club claims to be for discussion of the work of the philosopher Nietzsche.

What all five members of the club share in common is anger. They are all white males, from 15 to 17 years old. From a young age they have been picked on by bullies

and shunned by other kids. Teachers and administrators have ignored them. They all come from families where their parents are desperately unhappy, working too many hours at jobs they hate, and the kids have no hope for their own futures. They have adopted a militaristic goth-punk style: black leather boots, camouflage or black leather jackets, hair dyed black in spikes or Mohawks, chains or blunt spikes. They walk the halls listening to music on their iPods, the sound in their earbuds so loud that people can hear it across the hallway. Insane Clown Posse is one of their favorites.

Despite their pretensions as philosophers, the Nietzsche Club are not especially bright nor well read. Their philosophy, inasmuch as they have one, is cobbled together from a basic understanding of white supremacist ideas, anarchism and nihilism. They have taken their visits to the Deserted City (see below) as proof that "God is dead," that everyone's lives are meaningless and that they should do whatever they want.

The Club's unofficial leader is Mark Payne, a prodigious young Lost. Mark has learned to travel to the Deserted City and has even been able to lead his friends there. After experimenting with artifacts brought back from the city, the Club came up with a plan for the ultimate school shooting: they figured that if they buried Deserted City artifacts at corners of the school it would cause the entire school to "sink" into the Deserted City. There would then be no way that anyone could come to the aid of students, teachers and administrators. Then they could use weapons and explosives (stolen from military armories across the world, smuggled in and hidden around the school at night by Mark, using his Lost abilities) as the Club executed every last person.

Since there would be no possibility of the school being discovered, or of witnesses escaping, the Club made videos of themselves describing what they were going to do, how they were going to do it, and how each student, teacher and administrator would die. These they left in their rooms for investigators to find.

The Fall- Some time during the day the PCs are at the school, the fabric of the real world will crumble. It will feel like an earthquake, then there will be a split-second sensation of falling, then a bang as the school hits the ground of the Deserted City. Almost everyone will be knocked down, windows will shatter, ceiling tiles will fall, books will fall off shelves, fluorescent light ballasts will fall and dangle from wires, and all the electricity will go out. Emergency exit lights will turn on all over the school, illuminating everything in a dim green glow.

Immediately students will begin to panic, thinking they are in the midst of a terrible earthquake. As soon as the floor is still, they will swarm towards the front doors, but will find them blocked, only able to open a few inches. If someone shines a light in the crack of the doors, they will see dirty red bricks. They do not know it, but the entire school building is in the middle of a Deserted City street, sandwiched between Deserted City buildings.

002 The Nietzsche Club

Mark Payne, Lost School Shooter

Appearance- A short, pudgy kid with pale skin, black spiky hair, wearing dark glasses, a black trench coat, a ballistic vest, black pants with many pockets, a belt covered with grenades, black boots and holding an automatic rifle. He smells of whiskey.

Attributes- AGY 5 (incl. vest penalty), AWR 4 (incl. alcohol effects), CHM 5, END 5, INL 13 (9 for speed of thought from alcohol), SPD 8, STH 8, WIL 14, BLD 3, BDY 4, INCY 4. +4 to save vs. fear and pain from alcohol.

Special Skills- Get Lost (3), Homing (4).

Special Equipment- Flask of Alcohol (he has already drunk enough to give him a +10 bonus to Get Lost), Automatic Rifle (ROF 6, FR 7 ft., 6 bladed damage, 32 round clip), 6 extra clips, 8x Fragmentation Grenades (1d20 damage, pierces as double, range increment 4 ft.), Ballistic Vest (AR 5, PR 6 bladed 2 blunt).

Typical Action- First he uses Get Lost and Homing to appear where the targets are. Then he does a split action, running towards the next exit or corner and making an Area Attack, using the full ROF of the Automatic Rifle. He blankets a 10 ft. area at INL (9) +6 (ROF) -10 (split action) +1d20 vs. 20 (or 1d20 vs. 15).

Typical Reaction- Rather than react, he keeps running towards the nearest exit or corner, depending on his ballistic vest to protect him. As soon as he rounds the corner or goes through the door, he uses Get Lost again to leave the area.

Alex Rice, School Shooter

Appearance- Skinny young man with blonde hair in a mohawk and bad acne, wearing a black leather jacket, ballistic vest, cammo pants and black boots, with a belt of grenades, carrying a sawed-off shotgun.

Attributes- AGY 8, AWR 11, CHM 3, END 6, INL 8, SPD 11, STH 6, WIL 14, BLD 4, BDY 4, INCY 4.

Special Equipment- Sawed-Off Shotgun (ROF 1, FR 5 ft., MR 40 ft., +8 to Strike, 5 bladed damage, 7 shot magazine), 10 extra magazines, 8x Fragmentation Grenades (1d20 damage, pierces as double, range increment 4 ft.), Ballistic Vest (AR 5, PR 6 bladed 2 blunt).

Typical Action- Strike with shotgun at INL (8) + AGY (8) +8 (weapon) -1/5 ft. vs. 25 (or 1d20 -1/5 ft. vs. 1), doing 5 bladed damage.

Typical Reaction- Simultaneous Strike with Shotgun at 1d20 vs. 7.

Seth Marshall, School Shooter

Appearance- Tall boy with shaved head, round glasses, long face, a crooked-toothed grin, wearing an old green military surplus jacket over a ballistic vest, black jeans and black boots, with a belt of grenades, carrying two pistols.

Attributes- AGY 11, AWR 7, CHM 3, END 11, INL 6, SPD 10, STH 9, WIL 10, BLD 4, BDY 3, INCY 5.

Special Equipment- Two Automatic Pistols with armor piercing rounds (ROF 4, FR 5 ft, 3 damage, pierces as 6, 9 round magazine), 6 extra magazines, 8x Fragmentation Grenades (1d20 damage, pierces as double, range increment 4 ft.), Ballistic Vest (AR 5, PR 6 bladed 2 blunt).

Typical Action- Area Attack in a 10 foot range, using both pistols at full ROF, at INL (6) + 8 (ROF), -4 (paired weapons) vs. 20 (or 1d20 vs. 10).

Typical Reaction- Dodge at AGY (8) + AWR (11) vs. 25 (or 1d20 vs. 6).

Terry Cunningham, School Shooter

Appearance- A fat kid, almost 6 ft. tall, with a thin beard, wearing a black t-shirt, ballistic vest, black pants, black boots, belt of grenades, and carrying an automatic rifle. He also has a samurai sword strapped across his back.

Attributes- AGY 4, AWR 9, CHM 4, END 5, INL 9, SPD 5, STH 14, WIL 12, BLD 5, BDY 5, INCY 2.

Special Equipment- Automatic Rifle (ROF 6, FR 7 ft., 6 bladed damage, 32 round clip), 6 extra clips, 8x Fragmentation Grenades (1d20 damage, pierces as double, range increment 4 ft.), Ballistic Vest (AR 5, PR 6 bladed 2 blunt).

Typical Action- Area Attack in a 10 ft. range, using full ROF, at INL (9) + 6 (ROF) +1d20 vs. 20 (or 1d20 vs. 5).

Typical Reaction- Simultaneous Area Attack at 1d20 vs. 13.

Casey Platt, School Shooter

Appearance- A small boy, looking to be only about 12, with short curly hair under a cammo cap, wearing a ballistic vest, cammo hunting jacket and pants and brown boots. He is carrying an automatic rifle.

Attributes- AGY 10, AWR 12, CHM 4, END 9, INL 3, SPD 9, STH 4, WIL 7, BLD 5, BDY 3, INCY 3.

Special Skills- Rifle/Shotgun (3).

Special Equipment- Automatic Rifle (ROF 6, FR 7 ft., 6 bladed damage, 32 round clip), 6 extra clips, 8x Fragmentation Grenades (1d20 damage, pierces as double, range increment 4 ft.), Ballistic Vest (AR 5, PR 6 bladed 2 blunt).

Typical Action- A Vital Strike with Automatic Rifle at INL (3) + AGY (10) +12 (skill) -1/7 ft. vs. 35 (or 1d20 -1/7 ft. vs. 10) doing 12 bladed damage if successful.

Typical Reaction- Simultaneous Strike at INL (3) + AGY (10) +12 (skill) -1/7 ft. + WIL (7) vs. 55 (or 1d20 vs. 13), doing 6 bladed damage if successful.

Only the members of the Nietzsche Club will be prepared. They will make their way to their lockers, unlock them, and remove their weapons. Their first goal is to find and kill all the security guards and confiscate their pistols and tasers. Then, they believe, they can begin executing the rest of the school at their leisure.

The students of the school have had to put up with school shooting drills since they were young. As soon as they hear or see gunfire, they will do what they have practiced: find a classroom, or any other room they can hide in, lock the doors, barricade them, and hide behind furniture. Within a few minutes after the shooting starts, the majority of the school's 500 students, faculty and staff will be scattered throughout the school building, hiding and waiting for someone to come save them.

School Layout- The school is large, with a roughly square footprint, made up of two stories. Each floor has wide hallways that cross each other, filled with lockers and display/trophy cases. The main hallway goes from the front door, is intersected by a hallway leading to the left and right (and to alarmed emergency exits) and continues towards the rear of the building. It ends at the entrance to the auditorium. The hallway splits at the entrance to the auditorium into two smaller hallways, which snakes around both sides to the rear of the building (where there are alarmed emergency exits).

The first floor contains bathrooms, a teacher's lounge, the library, several classrooms, the nurse's office, administration offices, the lunchroom (to the left after the main entrance, with a kitchen area in back) and the large indoor auditorium (which takes up both floors, and has a backstage area and catwalk for putting on plays).

There are elevators (non-operational) to the second floor, and staircases near the main entrance and down the hallway to either side. The second floor is less spacious (a large chunk of it being blocked off by the auditorium) and features classrooms (including chemistry lab and computer lab) the chemistry and biology storage room, nurse's office, janitor's rooms, the music room, and a large storage room of costumes and props for plays. One stairway leads up past the second floor to a metal door with a padlock on it: this opens out onto the roof.

Outside- The exits, and most windows, on the front and back of the building, are blocked off by the brick or concrete of Deserted City buildings. However, if PCs can get to a window or emergency exits on the side or second floor, or can get through the locked door to the roof, they can see and access the Deserted City. Keep in mind that all emergency exits are alarmed, with battery powered alarms, and opening the door will draw the attention of one or more of the shooters roaming the halls.

Unfortunately, the huge crash of a large building into the Deserted City has attracted the attention of three Deserted City creatures, who are prowling around the outside curious about this new thing.

The Spider: Floating a few inches from its body is the head of a Caucasian woman, with tangled black hair, eyes and mouth wide open in a vacant stare. The body is made up of a dozen long, muscular female legs, radiating out like the tentacles of an octopus. Underneath, at the center, is a large mouth. The thing is naked and covered in sores, scabs, scars and grime. Whenever it sees a human (or anything else unusual, e.g. a basketball rolled out onto the street) it will clamber over to it, climb on top of it, lower the mouth onto it, and devour it entirely.

Attributes- AGY 4, AWR 4, END 50, INL 1, SPD 4, STH 30, WIL 50, BLD 20, BDY 20, INCY 5.

Abilities- Immune to pain, electricity and poisons. It is nearly impossible to knock over, but can be picked up and flipped over (a 40 difficulty STH feat).

Typical Action- First a Knockdown at 1d20 vs. 10, then a “grab” (clambering over the prone figure) at 1d20 vs. 5, then, each round, a bite attack (cannot be dodged or blocked when the PC is trapped under the legs) doing 5 bladed damage.

Typical Reaction- Doesn't bother reacting unless it takes 10 or more damage, then it Blocks with a leg at 1d20 vs. 5.

Bubble-Machine: A short column (about 4 feet high), made of black wrought iron, looking like a classic Greek column, with a flat square pedestal on top. It moves by teleporting short distances, but can only move when nobody is watching it. It is attracted to noise and will move towards any noise. A hole at the top of the top of the column features a mouth, with broken, rotten teeth and blood at the corner of its mouth. At random intervals it stops moving and begins to vomit a stream of white foam high into the air, splattering most everything in the area. The foam is caustic to anything from the mundane world, including human flesh.

Attributes- AWR 5 (can only hear), SPD 6, BLD 10, BDY 30, INCY 0.

Abilities- The wrought iron gives it an AR 18, PR 8 bladed 8 blunt. A targeted attack on the mouth will bypass the armor. Immune to pain, poison, acid, cold and heat. Can teleport through walls.

Typical Action- Every round there is a 1 in 20 chance the thing will begin spewing acidic bubbles up in the air. Treat this as an area attack, at 1d20 vs. 5 within a radius of 20 ft. around the thing. Anyone hit with bubbles takes 3 acid damage (treat the same as burn damage, see IDA, p.133) per round until they are able to douse themselves with water or remove their clothes.

Typical Reaction- None.

Camera: This appears to be a large humanoid figure, wearing a torn and dirty brown cloak. In place of a head is an old-fashioned box camera. It crawls on all fours, can crawl up any wall, and stands only to “take a picture.” It is crawling on the sides of the school building and may appear crawling past windows as PCs are looking out of them.

Attributes- AGY 7, AWR 10, END 5, INL 5, SPD 5, STH 20, WIL 20, BLD 15, BDY 10, INCY 10.

Abilities- Can climb walls at its full speed. Can paralyze victims in the view of its camera (only while standing). Heals at a rate of 1 Health Attribute Point per round.

Typical Action- When it is within 10 feet of a victim, it uses an action to stand, then, next round, so long as its camera lens is pointed at the victim, the victim is paralyzed. Treat this as an attack with a projectile weapon (a PC can attempt to dodge the camera's gaze) at 1d20 +10 vs. 0. The victim is completely paralyzed, cannot even breathe, and takes damage as per oxygen deprivation. The victim is only released if the camera is covered or moved off the victim (e.g. if another PC knocks the thing over).

Typical Reaction- None, although if it is reduced to 5 BLD it will try to leave the area and come back later when healed.

Possible Endings- First and foremost the PCs have to deal with the school shooters, which will be very difficult, especially if the PCs are not especially combat oriented. If the PCs can convince the students and teachers that nobody is coming to save them they may be able to prepare them to attack the Club members with chairs, desks, books, staplers, fists and feet. Another option may be to lure the shooters out into the Deserted City and hope they get attacked by a Deserted City creature.

If the PCs can get a hold of a recording made by the club, or can interrogate a member, they can learn interesting things about the nature of Deserted City artifacts, the properties of which the club has studied thoroughly.

Once the threat of the shooters is taken care of, the next problem is how to return to the real world. If a PC is Lost, or if the PCs can capture Mark and make him do what they want him to, the PCs may be able to get home. Yet this would leave hundreds of innocent kids, teachers and staff to perish in the Deserted City.

The four city artifacts that the Club buried at the school have shown up in the city (still buried in clumps of dirt that came with the building). Three of these are useless to the PCs: a shard of glass, a brick, an old-fashioned lightswitch cover plate, none of which have special powers. The last artifact, however, is a brass doorknob. It will attach itself to any door, and give that door the ability to open to wherever the opener wants it to. If used, this could allow all the students to come back to the mundane world. The PCs can't take the doorknob with them: it's attached to the inside of the door, and once that door closes it becomes (from our side) just a mundane door again.

Whether or not the students, faculty and staff are saved, the Powers That Be will quickly move in and take over the situation. They will confiscate the tapes of the club members detailing their plans, will concoct a story about the young men planting explosives to blow up the school building, and will convince survivors that they managed to crawl out of the school building before it completely collapsed. The huge crater that stands where the school building was will be fenced off, filled in and paved over within a few days.

Experience Points

PC Survived the Adventure: 7 XP

All PCs Survived the Adventure: 3 XP

1-10 Faculty/Staff/Students Rescued: 3 XP

11-50 Faculty/Staff/Students Rescued: 4 XP

51-100 Faculty/Staff/Students Rescued: 5 XP

101-250 Faculty/Staff/Students Rescued: 7 XP

251-450 Faculty/Staff/Students Rescued: 10 XP

451-500 Faculty/Staff/Students Rescued: 15 XP