

ARBOR DAY, BLOODY ARBOR DAY

(A Dread Adventure)

CREDITS:

Author: Matt Harrop

Co-Author: Angela Robertson

BLURB:

Several years ago, your good friend Sam suffered a tragic accident and died during your yearly Arbor Day celebration campout and party. Their body was never recovered. You were all stunned. From then on it never felt right to continue the Arbor Day tradition and so it was canceled. Now you are all graduating from college in a month and you will probably never see each other again. What better way to celebrate your futures and your friendships than one last Arbor Day celebration. But the past never forgets, never forgives, and never dies...

Blood makes the trees grow. Kill! Kill! Kill!

For 4-5 PCs. Beginners welcome.

STORY:

It all started as a lark. A bunch of friends got together during their freshman year in high school and decided to celebrate Arbor Day by going camping and throwing a big party. They even decided to plant a tree. Sam's family owned a cabin near a secluded lake. It was a blast. So much so that they decided to make it a yearly event at the cabin. And they even continued to plant trees.

Four years later in their freshman year at college, a tragic accident happened during the camp out and Sam died, or so they presumed. The surviving friends fled and when they returned with the authorities, there was no body found. They were obviously devastated. When the following year's Arbor Day rolled around, no one was interested in celebration. The pain was too much. The tradition came to an end.

But life doesn't stop, and day by day, the pain lessened. As college graduation approached, it was obvious that afterwards, the friends would drift apart as they moved on into their next phase of life. So they all made plans for one last Arbor Day trip to the old cabin. It would be a celebration of their friendship and the future.

However the past always has a way of intruding on the present. Sometimes violently...

ACT 0: SETUP

When setting up the tower, hold back **6 bricks** (two rows). Use these blocks as enticements to do horror tropes (See **Appendix D**). They can be spent as usual. If the tower collapses, then refresh the pool of “enticement” bricks so there is a total of six bricks removed from the tower - this includes any bricks in the PCs possession.

Point out to the players that on the backs of the character sheets are a list of common horror tropes and explain to them that they can earn the held back bricks by working in some of the tropes into their actions. Though only 1 per player is allowed.

Start by reading the **Opening Blurb** to the PCs. This will introduce the PCs to the setting and help them understand their questions.

OPENING BLURB:

The camera opens on a bunch of teenagers in a forest at night, frolicking around a bonfire and having a good time. In the distance, a cabin near a lake can be seen. Nearby is a bulldozer, next to a tree marked with an orange spray-painted “X”. The scene is captioned “*Four years ago...*”

As the partying continues, the kids gravitate towards the tree and bulldozer. They start messing around. A small group of kids can be seen drawing straws. A kid wearing a Star Wars shirt, Sam, loses. Standing next to Sam is another kid, <the Nerd>, with a guilty expression on their face. The two high school sweet hearts, Gary and Becky, then chain Sam to the tree, while Sam’s identical twin, Chris, looks on with concerned amusement.

Shortly afterwards, one of the kids <the Adventurous Spirit > pretends to drive the bulldozer at Sam and accidentally starts the bulldozer, spilling several cups of alcohol all over. It lurches towards the marked tree and Sam.

The teens start to panic. They attempt to stop the destructive machine, but to no effect. Sam screams for the key to the locked chain. One kid, <the Innocent>, can be seen in the background panickingly patting themselves down with a horrified look on their face.

The dozer continues inexorably towards its gruesome destiny. Another panicked kid, <the Jock>, swings an axe at the chains holding Sam to the tree. Unfortunately they miss and hit Sam square in the gut. In the background another teen, <the Stoner>, can be seen flicking away their lit joint, which unfortunately lands on the bulldozer, accidentally igniting it.

Now the bulldozer, like some preternatural flaming beast from hell, plows into Sam and the tree. Sam screams in agony. With a sickening crunch, it pushes the mangled wreckage of tree and teenager into the lake. The camera follows along and staying focused on the still, dark water.

Smash cut to a pair of SUVs pulling up to the old cabin in the late afternoon. Your characters, looking a bit older, along with Chris (Sam’s twin), Becky, and Gary, get out and stretch as it has been a long, boring ride. Gary can be heard complaining that Alex will be late as always, probably showing up tomorrow. The scene is captioned “*Today...*”

Then allocate about 30 or so minutes for the players to fill out their questionnaires, except the relationship questions (the ones denoted by the letter **S**). Make sure they understand that the questions are there to help them understand their character. While the players work on them, ask the group what gender they would like Sam and their twin, Chris, to be. Once returned to you, spend some time reviewing the questionnaires and updating **Appendix E: Questionnaire Worksheet** as necessary.

After you have reviewed their questions, have each player describe their character. Then have each player, in turn, share their relationship question as they answer it.

Note: In order to stay true to the genre when running the game, try to work in various classic horror movie tropes. Again see **Appendix D** for examples and inspiration.

ACT 1:

This Act should focus on character interaction and relationships. Remember that this is a parody/homage to the slasher films of the 1980's and 90's so don't hold back on the Cheese!

When the characters pull up, they will see the cabin. It's exactly as it as they remember, but it obviously hasn't seen use for four years. It is dusty, musty, and full of cobwebs. Outside, the lake is still beautiful with the old dock. Where that infamous tree was, there is a stump. It has been turned into a memorial for Sam. Ask each player for a detail and note in **Appendix C**. Finally, near the edge of the lake is the old, rusty bulldozer. It won't start for the PCs, but naturally it works in later Acts.

Note: There is no cell coverage out here, so cell phones won't work.

Once out of the cars, there are many preparatory actions to take, such as unload the car, clean out the dusty cabin, gather up firewood, start the fire, cook, etc. They should finish setting up around early evening. With all of the chores done, they will probably want to have some fun, such as explore the forest, goof around, swim in the nearby lake, tell ghost stories, and/or party. After all that is what they are there for. Don't be afraid to have the players make pulls for some otherwise mundane activities, the awkwardness of the situation vis-à-vis Sam can easily justify the need.

Below are some events that should occur in no particular order.

A Friendly Visit From Ranger Ricks

A local Forest Ranger (named Pat Ricks) stops by. They warn the PCs that there have been reports of poachers in the area so be careful. The characters are encouraged to report any weirdness to the local ranger station just a couple miles up the road.

That's Damn Peculiar

As the PCs are frolicking about, offer them a chance to make a pull to notice something strange. A second pull can be to recognize what they see. Here are some interesting things to notice:

- A strange Native American artifact or rock art. This indicates that an Indian burial ground is in the area (useful to explain Sam coming back from the dead).
- Tracks leading from the lake. They are fresh shoe prints.
- Tracks from a vehicle. They match that of the old rusted bulldozer and are recent.
- An old rusty chain locked around a tree (the key from four years ago naturally fits).
- An ominous figure holding something dangly backlit by a flash of lightning and a rumble of thunder (foreshadowing the coming storm). The dangly thing is a chain and lock.
- Revving of an engine. It is that of a bulldozer.

That Most Classic of all Horror Tropes

In the night, before the storm, Gary and Becky sneak off to a secluded spot along the lake, near the woods, to have some "fun". Any PC who makes a pull can hear them giggling as they sneak off. A second pull will also allow the PC to hear Chris, moments later, also leaving. To follow them discreetly, another pull will need to be made. The NPCs will not return since they, naturally, die off screen.

Transition

Sometime later after Gary and Becky, Chris, and any others have snuck off into the forest a scream will be heard. But from who? Becky, Gary, Chris, Ranger Ricks, or someone else? Regardless, this signals the start of **Act 2**.

Tower Collapse

As always, the context of the failed pull should indicate how the PC loses their agency. One thing that should be considered is the Dead Man Walking option (*Dread pp. 34-35*) since this is early on in the adventure.

EVERY CHRIS, BECKY, AND GARY... ...AND ALEX

So what is the deal with these NPC friends Chris, Becky, and Gary?

Firstly, they are the PCs friends, so they should be portrayed as relatable and likeable. Every PC has a question relating to either Chris, Gary, or Becky which should help define their personalities and relationships with the PCs. They also have other purposes in this scenario:

- Gary and Becky are simply there to be the very first victims. This way you don't have to worry about trying to get the tower to fall in the first act, which would take a lot of pulls. They also allow the oldest horror trope to be worked into the adventure - killed in the dark, having sex.
- Chris, Sam's twin, is also there to be a victim... well sort of. They can be killed or they can also serve another purpose, to be a candidate for the killer. This will be explored further in **Appendix A**.

All three will be killed off screen. But how will the PCs know? By discovering their corpses. They can be discovered where you want - at the location of their deaths, in the SUVs, in the killer's hideout, or anywhere that makes sense in the story.

Remember that if Chris is to be the killer then their corpse can either never found, some "proof" to suggest his death, or he is only cosmetically dead.

And then there is Alex. Remember Alex? They are there to pick up any survivors on the next day. And maybe they are in the sequel?

Appendix B is provide to record any important details needed for the NPCs.

ACT 2:

This act is where the killer makes their presence known, usually by attempting to kill the PCs. By this time, you should have some idea of who the killer could be, but don't get locked in just yet (See **Appendix A** for options). A better candidate might make themselves known via the fiction.

Allow some breaks in the murder fest for the characters to interact and perhaps take a breather. Be flexible, pay attention to the players and follow their lead, but keep the pressure on. Regardless of what happens, keep the Slasher genre conventions in mind (See **Appendix C** for ideas) and keep the cheese pedal to the metal. Below are some example encounters/events.

A Dark and Stormy Night

At the start of Act 2, a storm blows in with a preternatural quickness. It will be a heavy, driving rain with dramatic lightning and thunder. It will be a great excuse to make the players take pulls, or make extra ones, to accomplish anything. This is due to the rain making it harder to see anything, surfaces becoming slick and wet, as well as the mud making it hard to move around.

Sam's Memorial

When the PCs are out and about in the dark and stormy night, offer them a chance to make a pull to notice that Sam's memorial has been defaced - bloody axe or chain would be appropriate, or perhaps the severed head of Gary or Becky. Or even Chris, if you have decided to kill them off. Really the possibilities are endless, but regardless of how, the defacement should be disturbing.

In Cars

At some point, the PCs are sure to make a break for the SUVs. And of course the vehicles are sabotaged. It could be from a banana in the tailpipe, sugar in the gas tank, tires slashed, distributor cap missing, or all of the above. Choose whichever you want or come up with your own. Regardless the cars are a dead end. Maybe for the characters too. It would make a great place to discover a Gary, Becky, or Chris's corpses. And an even better place for an ambush.

Ranger Danger!

Should the PCs head to the Ranger Station, they will be highly disappointed. Offer the players a pull to notice that something is off; it just feels wrong. The door is locked and will take a pull to enter. Other than the lights not on, everything else appears normal.

Transition

There is no real transition to **Act 3**. Use your judgement and keep an eye on the time. A good measuring stick is how many PCs are left, if there are 2 or three left, then you should definitely go to the next Act.

Tower Collapse

As always, the context of the failed pull should indicate how the PC loses their agency. Dead Man Walking option (*Dread pp. 34-35*) is a great way to keep the player engaged. But remember this is a slasher flick, so PC death is not a bad thing. And the first character to die during this Act would make a good candidate for the killer.

Unbeknownst to the players, the killer has cut the power to the building so nothing works. The power can be restored from the outside fuse box via a pull (the little lock has been broken and the switches thrown). Anything else obviously useful is either missing or has been thoroughly destroyed (e.g. the fire axe is missing, walkie talkies are missing batteries, the radio had its guts ripped out, SUV has been disabled, etc.). Since the easy to get to/obvious stuff has been dealt with, it will take multiple pulls to find anything vaguely helpful - two for small or basic stuff, three or more for the larger or more obvious stuff depending on what it is.

If the Ranger's body hasn't been discovered yet, then there are two ways it can be handled:

1. Have the Ranger show up wondering what is going on and then dying before the PCs very eyes. A pull must be made to avoid freaking out.
2. The PCs can find their thoroughly murdered body. A pull must be made to find it.

Either way look to **Appendix A** for the various methods of murder.

Who Can It Be Now?

At some point, a dark mysterious stranger shambles towards the PCs. Play up the mystery as much as possible. The goal is to get the PCs to do something amusing, stupid, or both. If the PCs are hiding in the Ranger Station, have the stranger walk and slowly knock on the door ominously. Depending on when you place this scene, it could be any of the NPCs whose bodies haven't yet been discovered - the poacher the characters were warned about in Act 1, the Ranger, or even Chris, Gary, or Becky. Naturally they are on death's door, but they just don't realize it yet - axe in the back, face, or chest; massive sucking chest wound; or whatever tickles your fancy.

ACT 3:

Act 3 is all about the killer attempting to accomplish their goal of killing all of the victims. You should definitely have chosen who the killer is at this point (See **Appendix A** for options). The entire act should all occur during that night. Remember that this is the finale so keep the Cheese Dial cranked to 11. Murder them all! In the face!! To death!!!

The Hunt Comes To Fruition

At this point, the killer has tired of playing with their “food” and is ready to end it. First, the killer will herd the PCs back to the cabin, harassing them along the way. Once in the cabin, the killer will focus all of their attention on killing the PCs, violently. Along the way, maybe they stumble across the hideout (see below). The bulldozer would make a great weapon to plow into the cabin. Keep the pressure on. Don’t give the PCs time to rest.

The Killer’s Hideout

When the moment is right, have the PCs find the killer's hideout. It could be a previously hidden trap door in the cabin, a nearby cave, or where ever make sense. The hideout will reflect the identity of the killer and their reasons. **Appendix A** lists several possibilities. If there are any undiscovered corpses, this would be a very convenient place to find them - stacked like cord wood, hanging from the ceiling on hooks, or maybe it’s just their heads on spikes. While they are distracted, this would be a great time for the killer to attack. Regardless, the discovery of the hideout should presage the Final Confrontation.

Final Confrontation

If the PCs choose to confront the killer, it should be a dramatic affair. It will take at least 5 total pulls, but interspersed with a few attacks by the killer, forcing reactionary pulls that don’t count towards the total to defeat them. If at all possible, the cabin should be destroyed in a cathartic release for either the killer or the victims. It could be from fire or a bulldozer or whatever. Try to work it in, but don’t force it if it doesn’t happen organically.

In the vein of all slasher flicks, if the killer dies, try to keep their death ambiguous - falling into the lake, buried under a collapsed/burning building, etc. There should be no body to find.

The Last Scene (Only if there are survivors)

The very last scene will be them driving away from the carnage in Alex’s car as the morning sun shines. Remember Alex from the Opening Blurb? They were going to be late. Well they arrived in the morning just in time to rescue the survivors. Read the Closing Blurb below:

CLOSING BLURB

The scene starts outside of Alex’s car as it drives off. The battered survivors can be seen in the car, all with the Thousand Mile stare. Rush’s Trees can be heard, at first on the car’s radio, but then swells into the scene. After the car drives off, the camera pans back and the killer can be seen standing beneath the shadows of the trees.

Tower Collapse

Blood makes the trees grow. Kill! Kill! KILL!

APPENDIX A: THE KILLER REVEALED

Who is it?

This adventure is deliberately vague about the killer's identity. It is intended that the killer is determined through play. There are seven candidates - Sam, Chris, or one of the PCs.

- *Sam*: Sam is the default choice. Either they survived or they came back from the beyond as a vengeance fueled undead killer (see **Act 1**).
- *Chris*: Chris is an interesting option. They are Sam's twin. It makes perfect sense for them to want to murder everyone involved with Sam's death. If Chris is your choice for the killer, then they will need to be one of the first victims, faking their own ambiguous murder. This way, they will be free to enact their murderous plans.
- *The PCs*: Each PC has a question that could explain why they might think of murder. When the first Player knocks down the tower, their PC, like Chris above, will fake their death and truly embrace their murder-fest. If needed, you can have Chris be an initial accomplice - the agent of the PC's "death". Naturally Chris will be then killed.

While you need to know who the killer is, or at least who it isn't, it doesn't mean that the players ever have to learn the identity. If they can learn the identity

APPENDIX B: IMPORTANT NPCs:

Sam – Friend of the group; The victim of an unfortunate accident four years ago; Came up with Arbor Day idea; Family owns the cabin; Chris's identical twin.

Gender: *Notes:*

Chris – Friend of the group; Family owns the cabin; Sam's identical twin.

Gender: *Notes:*

Gary and Becky – Friends of the group; High school sweet hearts.

Notes:

Alex – Friend of the group; Perpetually late.

Gender: *Notes:*

Ranger Pat Ricks – Forest Ranger.

Gender: *Notes:*

naturally through the story, even if it is a cheesy reason, then go for it. Don't force it.

Why do they kill?

Because the script says so? The killer has a nigh-preternatural need to kill the PCs as violently as possible. No other reason is really necessary. However, if one is needed then here are some explanations.

- *Sam*: Regardless if they survived or came back from the dead, they want revenge as they blame everyone for their present condition.
- *Chris*: They will want to avenge Sam's death as they secretly blame everyone involved in the accident.
- *The PCs*: Each character has a question (#5 on their questionnaires) which could be used as justification.

What do they look like?

The killer will be wearing a full sized Star Wars Jawa costume, complete with black mesh that covers the face and glowing LEDs for "eyes".

How do they kill?

Naturally based on Sam's death, the killer prefers to kill by axe or chain. However they will work in fire, drowning, death by bulldozer, and even a saw as opportunities arise.

APPENDIX C: SAM'S MEMORIAL

Detail 1:

Detail 2:

Detail 3:

Detail 4:

Detail 5:

Detail 6:

APPENDIX D: COMMON HORROR MOVIE TROPES

For GMs

- Ambiguous endings.
- Animals going nuts/fleeing right before...
- Anyone can snap a neck with a simple twist of the head.
- Being watched/watching others.
- Bloody writing.
- Butter fingers with car keys, weapons, etc.
- Cars don't actually explode like they do in movies.
- Coincidences kill.
- Everything is creepy.
- If it looks evil, it is evil. Same goes for sound and smell.
- If it looks weird, it's probably evil.
- It's just clothing on a chair/coat hook/etc.
- Keep creepy objects.
- Monster comes from below or above.
- No killer. Open door. Do something. Close door. Killer is now behind the door.
- No matter how fast you run, you fall and the killer catches up.
- Not seeing the monster/killer until late in the movie.
- Nothing goes your way...ever.
- Nothing stays buried in a burial ground/cemetery.
- Off-screen violence
- Overly complicated traps/tricks never work. And they usually hurt you.
- Parents and other authority figures are useless.
- Parties, costume or otherwise.
- Random flash of lightning/car lights reveals monster in the dark.
- Scratched walls and torn fingernails.
- Searching for someone/something never goes well.
- Set up for a sequel.
- Someone feels the need to record everything on video.
- Something that moves by itself that shouldn't.
- Sounds in the darkness/fog.
- Sprain your ankle/hurt your arm/get a concussion.
- Survivor of the previous movie dies before the opening credits of the sequel.
- Technology fails (car doesn't start; no cell service).
- The cheap scare.
- The fake-out scare. Sometimes immediately followed by the monster actually attacking.
- The final girl. Sometimes a final guy.
- The killer is fucking unKILLable.
- The killer was one of us all along.
- The mirror scare.
- There's always one douchebag in every group.
- There's never enough light.

For PCs

- Believe the killer is actually dead.
- Butter fingers with car keys, weapons, etc.
- Clumsy, clumsy, clumsy.
- Coincidences kill.
- Don't ever take the time to finish the Killer off.
- Don't check the backseat.
- Follow the trail of blood or scream.
- Get trapped in dumb places.
- Go into abandoned, dark, and/or scary places.
- Hide in a closet, attic, basement, or obvious location.
- If you drink alcohol, do drugs, or have sex, you die.
- Ignore useful tools at disposal.
- Keep creepy objects.
- Make sounds while hiding when killer is a few feet away.
- Scream to draw attention to yourself as a potential next target.
- Shower Scenes.
- Someone feels the need to record everything on video.
- Split up.
- Trying to talk, beg, or reason with Killer instead of running.
- Watch someone else get murdered.

APPENDIX E: QUESTIONNAIRE WORKSHEET

The Adventurous Spirit

1. You really liked Sam, but they had or did something that still fills you with envy. What was it?
2. After Sam's death, how did you take advantage of Chris when you were supposed to be comforting them?
3. That was not your first accident with construction equipment, so why were you messing with the bulldozer?
5. How did Sam's death ruin your future and why is it everyone else's fault?
6. You have really poor vision without corrective lenses. Why do you rarely wear your glasses or contacts?

The Innocent

1. What did Sam do to you that you still resent to this very day?
2. Why does Chris encourage you to get out more?
3. Why haven't you told anyone that shortly after the incident, you found the key to Sam's chains? What did you do with it?
5. Why do you still blame the others for Sam's death?
6. You know that being outdoors can trigger your Asthma. Why did you leave your inhaler at home?

The Jock

1. You and Sam both shared a love for Star Wars. What did you do to help them with their Jawa Halloween costume?
2. Choose Gary or Becky, what made you fall in love with them and why haven't you told them?
3. Ever since you accidentally hit Sam with an axe, you have been fascinated by axes and obsessively collect them. Why?
5. You were a heavily recruited prospect out of high school. How did Sam's death negatively impact your sports career even though it wasn't your fault?
6. What about the dark terrifies you?

The Nerd

1. Why did you feel comfortable opening up to Sam, sharing your innermost secrets?
2. What did you and Chris bond over after the tragedy?
3. How do you still use the sleight of hand trick that you used to slip the short straw to Sam?
5. Why do you believe, deep down inside, that someone else should die to balance the scales? Who?
6. Why did you skip your last AA meeting?

The Stoner

1. What about Sam caused you to fall in love with them?
2. You and Gary used to be great friends. What happened to sour your friendship?
3. Knowing that your lit joint caused the bulldozer to explode in flames, why do you still smoke them?
5. Why do you believe the others blame you for Sam's death?
6. How did you sprain your ankle?

Optional Character – The Person Who Believes They Are In A Horror Film

1. Why did you choose to skip out on the Arbor Day trip the year Sam died?
2. How does Becky pick you up when you are feeling down?
3. What tragic death happened at Camp Parnell a couple of years ago that convinced you that you are in a Horror Film?
5. Since the Camp Parnell incident, you have had nightmares about being the killer. Why are you worried that they might be more than just dreams?
6. How has your fear of fire made your life difficult?

APPENDIX F: QUESTIONNAIRES

The Adventurous Spirit

1. You really liked Sam, but they had or did something that still fills you with envy. What was it?
2. After Sam's death, how did you take advantage of Chris when you were supposed to be comforting them?
3. That was not your first accident with construction equipment, so why were you messing with the bulldozer?
4. What do you do that makes others jealous?
5. How did Sam's death ruin your future and why is it everyone else's fault?
6. You have really poor vision without corrective lenses. Why do you rarely wear your glasses or contacts?
7. You have always said that you will try anything once. What didn't you try and still regret not trying?
8. What is your name?
9. Choose a PC. You owe them a debt that you can never repay. What happened?

The Innocent

1. What did Sam do to you that you still resent to this very day?
2. Why does Chris encourage you to get out more?
3. Why haven't you told anyone that shortly after the incident, you found the key to Sam's chains? What did you do with it?
4. What did you hide in the cabin on that fateful night that Sam died? Why do you hope that it is still there?
5. Why do you still blame the others for Sam's death?
6. You know that being outdoors can trigger your Asthma. Why did you leave your inhaler at home?
7. People always assume that because you are an optimist and always giving people the benefit of the doubt that you are naive and pure. What have you done that would completely stun your friends if they found out?
8. What is your name?
9. Choose a PC. Why do you like to annoy them?

The Jock

1. You and Sam both shared a love for Star Wars. What did you do to help them with their Jawa Halloween costume?
2. Choose Gary or Becky, what made you fall in love with them and why haven't you told them?
3. Ever since you accidentally hit Sam with an axe, you have been fascinated by axes and obsessively collect them. Why?
4. You are a natural born athlete. What non-sports related skill have you learned that would completely surprise your friends?
5. You were a heavily recruited prospect out of high school. How did Sam's death negatively impact your sports career even though it wasn't your fault?
6. What about the dark terrifies you?
7. Why did you stop going to church?
8. What is your name?
9. Choose a PC. Why can't you seem to like them that much, despite being friends for so long?

The Nerd

1. Why did you feel comfortable opening up to Sam, sharing your innermost secrets?
2. What did you and Chris bond over after the tragedy?
3. How do you still use the sleight of hand trick that you used to slip the short straw to Sam?
4. You are known for your intellectual pursuits. What sport have you learned that would cause your friends' minds to explode?
5. Why do you believe, deep down inside, that someone else should die to balance the scales? Who?
6. Why did you skip your last AA meeting?
7. After changing majors several times, what did you finally earn your degree in?
8. What is your name?
9. Choose a PC. Why do you cling to some resentment for them?

The Stoner

1. What about Sam caused you to fall in love with them?
2. You and Gary used to be great friends. What happened to sour your friendship?
3. Knowing that your lit joint caused the bulldozer to explode in flames, why do you still smoke them?
4. What did you bring that surprises even you?
5. Why do you believe the others blame you for Sam's death?
6. How did you sprain your ankle?
7. What important thing did you accidentally leave behind?
8. What is your name?
9. Choose a PC. You shared a deep secret with them. What is it and why them?

Optional Character – The Person Who Believes They Are In A Horror Film

1. Why did you choose to skip out on the Arbor Day trip the year Sam died?
2. How does Becky pick you up when you are feeling down?
3. What tragic death happened at Camp Parnell a couple of years ago that convinced you that you are in a Horror Film?
4. What did you bring with you, just in case there is another "incident"?
5. Since the Camp Parnell incident, you have had nightmares about being the killer. Why are you worried that they might be more than just dreams?
6. How has your fear of fire made your life difficult?
7. This is the first time since Camp Parnell that you have gone camping. Why did you agree to go this time?
8. What is your name?
9. Choose a PC. Why do you never want to lose touch with them?

APPENDIX G: NOTES

Arbor Day, Bloody Arbor Day
A Dread Adventure

Every Arbor Day the friends would have a camp out and then planted a tree at the end.
Last time Sam/Chris died mysteriously. And now the survivors are thinking of resuming the tradition

Each PC think they are the real killer and Sam/Chris wants revenge or One of the PCs is the killer and wants to kill the rest.

Blood makes the trees grow. Kill. Kill. Kill.

Characters

Jock

Adventurous Spirit

Nerd

Innocent

Slacker/Jester?

Subtract two rows during setup? Each PC has their own mini tower??

It all started as a lark. During your freshman year in high school, you and your friends decided to celebrate Arbor Day by going camping and planting a tree. It was so much fun you decided to make it a yearly event. But then in your senior year at high school (???or freshman year at college???), an accident happend during the camp out and your friend Sam died. After that the tradition ended, the pain was too much.

But now you all are getting ready to graduate from college and head your separate ways. You all decided to go out on one last camping trip on Arbor Day to celebrate your friendship.

kids screwing around with and near a tree with orange mark, bulldozer nearby.

kids hitting tree with axe and chainsaw, and dorking with bulldozer

1. kids draw short straw, loser kid (Sam) chains themselves to the tree
2. bulldozer starts, spilling liquor and lurches towards tree.

kids panic

3) chained kid screaming where is key

bulldozer stops right before crushing kid and tree.

4) panicked kid accidentally hits chained kid with axe instead of chain

5) Another kid catches bulldozer on fire with lit joint

Tree falls over smushing kid

Flaming bulldozer then lurches and plows kid and tree down into the lake

Body never recovered

Kids flee in car

Fade in to cars pulling up to the cabin on the other side of (or nearby) the lake. PCs, along with Chris (Sam's twin), Becky, and Gary, get out and stretch as it has been a long, boring ride. The scene is captioned "Today..."

Late friend Alex show up in morning

Arrive at late afternoon.

Act one - camping

act two - death stalks (needs additional npcs to kill?)

act three - chased to the cabin where sam died. The Killer revealed (a PC or Sam)

National Arbor Day is celebrated every year on the last Friday in April;

1 - Relationship with Sam

2 - Relationship with Chris, Becky, or Gary (one should be jealous of Gary or Becky)

3 - Question regarding death participation

4 - Skill/Item - specialness

5 - motive for possible murder

6 - weakness

7 - character thing

8 - Name

S - Relationship with PC

Relationship with Sam Questions

1. What about Sam caused you to fall in love with them?
2. What did Sam do to you that you still resent to this very day?
3. Why did you feel comfortable opening up to Sam, sharing your innermost secrets?
4. You really liked Sam, but they had or did something that you were very envious of. What was it?
5. You and Sam both shared a love for Star Wars. What did you do to help them with their Jawa halloween costume?

Relationship with Gary Becky Chris Questions

1. After Sam's death, how did you take advantage of Chris when you were supposed to be comforting them?
2. What did you and Chris bond over after the tragedy?
3. Choose Gary or Becky, what made you fall in love with them and why haven't you told them?
4. How does Becky pick you up when you are feeling down?
5. You and Gary used to be great friends. What happened to sour your friendship?
6. Why does Chris encourage you to get out more?

Death Participation Questions

1. Why haven't you told anyone that shortly after the incident, you found the key to the lock Sam used to chain themselves to that tree and did you bring it with you this time?
2. Knowing that your lit joint caused the bulldozer to explode in flames, why do you still smoke them?
3. That was not your first accident with construction equipment, so why were you messing with the bulldozer?
4. Ever since you accidentally hit Sam with an axe, you have been fascinated by axes and obsessively collect them. Why?
5. How do you still use the sleight of hand trick that you used to slip the short straw to Sam?

Special/Item

1. You are a natural born athlete. What non-sports related skill have you learned that would completely surprise your friends?
2. You are know for your intellectual pursuits. What sport have you learned that would cause your friends' minds to explode?
3. What do you do that makes others jealous?
4. What did you bring that surprised even you?
5. What did you hide in the cabin on that fateful night that Sam died? Why do you hope that it is still there?
6. What did you bring with you, just in case there is another "incident"?

Motive for possible Murder

1. Why do you still blame the others for Sam's death?
2. Why do you believe the others blame you for Sam's death?
3. You were a heavily recruited prospect out of high school. How did Sam's death negatively impact your sports career even though it wasn't your fault?
4. How did Sam's death ruin your future and why is it everyone else's fault?
5. Why do you believe, deep down inside, that someone else should die to balance the scales? Who?
6. Since the Camp Parnell incident, you have had nightmares about being the killer. Why are you worried that they might be more than dreams?

Weakness

1. How has your fear of fire made your life difficult?
2. What about the dark terrifies you?
3. Why did you skip your last AA meeting?
4. You know that outdoors can trigger your Asthma. Why did you leave your inhaler at home?
5. You have really poor vision without corrective lenses. Why do you rarely wear your glasses or contacts?
6. How did you sprain your ankle?

Relationship

1. Choose a PC. Why can't you seem to like them that much, despite being friends for so long?
2. Choose a PC. You owe them a debt that you can never repay. What happened?
3. Choose a PC. Why do you never want to lose touch with them?
4. Choose a PC. Why do you cling to some resentment for them?
5. Choose a PC. Why do you like to annoy them?
6. Choose a PC. You shared a deep secret with them. What is it and why them?