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HALLOWEEN HORROR RETURNS!



**The 3rd Annual Chaosium.com
Halloween Adventure Contest**



HALLOWEEN HORROR RETURNS

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Hope

By Bob Brinkman

“Hope is the worst evil, for it prolongs the torment of man”
— Friedrich Nietzsche

Set in 1924 Arkham, MA this adventure is meant as a one shot departure from the normal Call of Cthulhu game, for this time, the players **are** the cultists.

The cultists have become aware of the location of a ritual mask of great Cthulhu, reputed to have great power. It has recently been brought to Arkham by a team of self-proclaimed Investigators returning from Brazil.

The mask is, of course, treasured by the investigators and will be difficult to locate and retrieve. But then, when has a little thing like the safety of others meant anything to the followers of great Cthulhu?

Of course, Halloween is a time for both masks and rituals, so the cultists have a rare opportunity, and so do the players.

Keeper’s Information

A team of seasoned investigators has just returned from Brazil, bringing with them the “Mask of Icthultu”, a cult ceremonial object reputed to have great power. Indeed, the mask does have great power, but not of the sort that one might believe.

The investigators had quite a difficult time retrieving the mask from the Brazilian cult, leaving one of their number dead and two others badly injured. Of course, the Brazilian cult want the mask back and so there are two forces for the PC cultists to work against.

The mask had lain on a cult altar for the past 60 years, undisturbed and untouched. The power of the mask is so great, that even insane cultists handle it with care lest their minds be ripped asunder. The mask opens a direct linkage from the mind of the cultist to the mind of sleeping Cthulhu; a linkage that

no mind can handle without being subsumed forever.

Of course, this is a fact that is unknown to our ill-intentioned cultists. The more they “learn” about the mask, the more they will most likely desire it. The mask is meant to give the cultists hope, but in the end, that self-same hope will be their undoing. Consider this a one-shot morality play.

If the players are successful in gaining possession of the mask they should be encouraged to unleash its full power upon the work. Those foolish enough to believe that they can survive becoming the chosen of Cthulhu most likely deserve whatever fate may befall them.

Remember, the characters are cultists, they aren’t nice people and Keepers, as well as players, need to keep that in mind. These men do not trust each other and on a base level don’t even like each other. There is a very good chance that the PCs could, at any moment, turn on each other.

Unlike normal adventures where this is discouraged, if this starts let it happen. This is meant as a one shot adventure for a reason. Not every game can center on evil cultists, but once in a great while it can be a refreshing change of pace.

Player’s Information

The players should be reminded that being a cultist doesn’t make them a comic book villain. Stealth and subtle action are their best tools. Players who feel that walking down the street and killing random passers by is the correct way to behave certainly aren’t getting the point.

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That said, once the players learn of the Mask of Icthultu, they should be encouraged to do everything in their power to obtain it. They will have several chances to fail before they can succeed.

Arkham Advertiser

The staff of the Arkham Advertiser will be a bit tight lipped about details surrounding the mask, other than what is in the paper itself. They are hoping to do a follow-up with more information and are loathe to give away a potential scoop.

Should the players try to get information about the Mask of Icthultu without giving the paper information in kind, add a 10% penalty on all efforts to get information from the newspaper staff.

The Morning Edition

The Cultists are at the home of Robert Baehr and wake late in the day on Saturday, October 25th, having been into the early hours performing the rites to glorify Cthulhu. Let the players RP a bit, allowing them to get into their roles of being villains rather than heroes. Allow them to boast of last night's actions (which involved the ritual sacrifice of a particularly pesky Boston antiquarian, the partner of whom is still locked in the basement) while they go through their standard morning activities.

Take this time to let the players know that there are no other scheduled cult rituals for the next two weeks so there should be no real sense of urgency to their actions. The person who had been on their trail is dead, Cthulhu has been appeased, and all is going their way for a change.

Once the players get settled into their roles, one of them will find an article of interest in the morning paper.

Should the players wish to "explore" the house, remind them that it is their base of operations. There is nothing really extraordinary save for the library, and the basement.

Arkham Advertiser

Explorers Return with Rare Mask (Player handout #1)

Local man, James Regardie and his companions have just recently returned to Arkham from their latest expedition to South America. While in Brazil, the men were key in the breaking up of a satanic cult and they have brought back a rare, ceremonial mask as proof of their deeds.

The paper has been unable to reach Mr. Regardie for comment, but has been able to confirm that the mask, the "Mask of Icthultu", will be appearing on display at the Arkham Museum of Art and Antiquities in time for Halloween.

This bit of news should peak the interest of the cultists. The similarity between Icthultu and Cthulhu should be fairly obvious to the cultists, and the idea of wresting such a prized ceremonial relic from the hands of the enemies of Cthulhu should be tempting.

Give the players time to decide what they want to do, whether it is finish breakfast or do some research in the cult's library and allow them to get settled in, preferably giving one or two Library Use rolls. However, before they can finish what they are doing the cultists encounter their first snag of the day...the antiquarian's companion.

A thunderous crashing echoes through the house, coming from the basement. Another crash is followed by the sounds of splintering wood. That blasted investigator must have broken free of his bonds. So much for killing him off at your leisure, if he gets free he'll have the police on your heads in no time!

You struggle to remember what little you know about this man, now on the loose. You took away his pistol and threw it in the river, so at least he isn't be armed...at least, he shouldn't be.

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Walter Green, Injured Investigator

STR 14 CON 11 SIZ 15 INT 12 POW 10
DEX 10 APP 11 EDU 22 SAN 50 HP 7

Damage Bonus: +1d4

Weapons: Fist/Punch 40%, damage 1d3+db

Chair leg 50%, damage 1d6+db

Spells: none.

Skills: Climb 60%, Conceal 25%, Dodge 40%, Hide 55%, Listen 30%, Sneak 40%

The sound of the cellar door crashing down is the first sign that something is wrong. Walter Green has somehow managed to escape his bonds and has burst out of the basement armed with a chair leg. He seeks to escape and contact the authorities and will take any and every opportunity to avoid combat if presented with the possibility of getting away from the cultists.

The sight of Walter Green, bloodied, enraged and wielding a broken chair leg so shakes the confidence of the cultists that it costs 0/1 SAN.

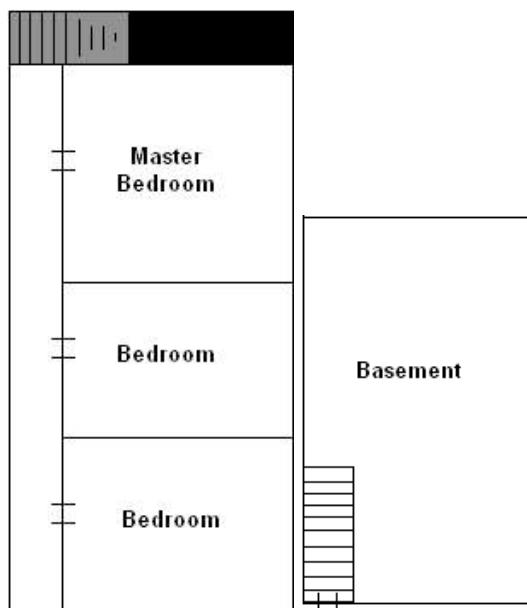
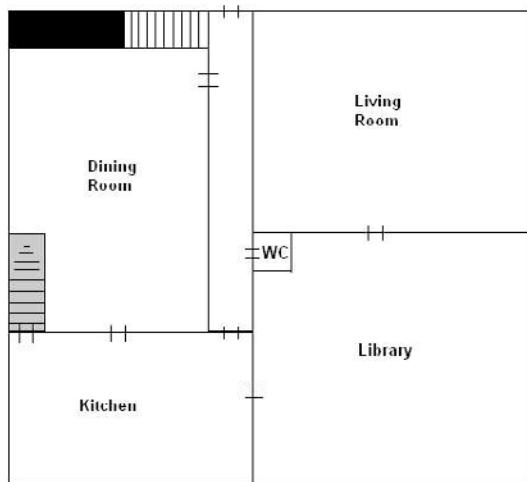
Should the cultists manage to corner Walter Green, he shall fight to the death. He is no fool and knows what fate lies in store for him; these are the same cultists who sacrificed his friend and mentor (Albert Hall, the Antiquarian).

If Walter Green escapes, the cultists will have little time to gather things and escape before the police arrive. Should this occur, the cultists will be at a -50% penalty on any Library Use roll based upon books grabbed from the house library.

Unless the cultists are overly foolish, they should be able to evade capture, though this allows for *optional encounter #1*, later in the adventure. This also can cause them a great deal of problems. They can no longer return to Baehr's home, or to any of their homes, for fear of having been identified. This means that new arrangements, such as a hotel, will need to be made. It also means that there is a 95% chance that one or more of the PCs will be recognized at either police station...should the PCs be so foolish as to go.

With luck on their side, or just bad luck on Green's side, the cultists should manage to make short work of Green. This encounter, while potentially disastrous for the PC's should serve to give the players a taste of what the cultists are like as they will most likely mercilessly slay the wounded investigator.

Indeed, should the players get Green back into their mercy and hesitate, they should be encouraged to do away with the troublesome investigator who has proven himself too dangerous to leave alive.



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Basement

The air down here is thick with the incense from last night's ceremony mixed with the tang of burned blood. The room is dominated by the altar, on which that pesky antiquarian was sacrificed last night. His body still lies on the altar, waiting to be disposed of.

If Walter Green has not yet escaped he will break free when someone comes into the basement, attacking immediately. He will escape if any opportunity presents itself, else wise fighting to the death.

Home Schooling

Despite the fact that the library holds several tomes of forbidden knowledge, it looks quite ordinary. Indeed, someone who was not aware of the library's contents might well spend a great deal of time pouring over the titles of the books before coming across anything of real value.

This is, of course, intentional. As Robert Baehr often says, "Hiding something in plain sight is the best way to avoid it being sighted."

The library here at the house has a fairly extensive collection of occult tomes. There are several tidbits that might turn up upon a successful *Library Use* roll.

The Green Book The Chosen of Cthulhu

(Player handout #2)

There are certain rites and rituals that can be used to gain favor with the great Cthulhu. It is said that those who dare to don the *Mask of Icthultu* stand to gain great powers as one of the god's chosen few.

Rites of Brazilian Death Cults

Joining of the Gods

(Player handout #3)

It is believed, among the O dorminhoco da loucura cult that the performance of this ritual somehow joins them with their god, the "Sleeper of Madness", granting them

untold amounts of mystical power and the ability to bind reality to their will.

O dorminhoco da loucura

(Player handout #4)

The cult, O dorminhoco da loucura, is a Brazilian group devoted to the worship of their dark god, Icthultu. Founded in the early 18th century by a man calling himself Sonho Preto, or "Black Dream", the cult's practices and rituals revolve around a ceremonial mask made in the likeness of their deity.

Local tribesmen whisper that the High Priest of the cult is still Sonho Preto, made immortal through blood sacrifice to his god.

Arkham Advertiser

Two Men Found Dead at Logan Field

(Player handout #5)

Last night, two men were found dead at the Boston airport, Logan Field. Both men had been brutally stabbed and stripped naked, their corpses left in the men's lavatory.

Police have no leads.

The Hunt Begins

At this point the cultists have many avenues of investigation open to them, and the clock is running. Sometime in the next week the Mask of Icthultu will be transferred to the Museum, where it will certainly be much harder to gain access to.

Allow the cultists to visit one or two locations before realizing that they are being followed. This is, of course, the two Brazilian cultists who are responsible for the deaths at the airport. They are hoping the cultists will lead them to the mask.

Arkham Advertiser

A little asking around by the cultists will allow the players to contact Richard Hellner, the reporter who wrote the story about the Mask of Icthultu. He really doesn't know much more about the Mask than what was in the article, other than the fact that Regardie has made sure that the Museum will be keeping very tight security on the mask.

Hellner is not above making up a few “facts” about the mask and its history in exchange for any information that the players might have. Feel free to have fun and be creative but bear in mind that Hellner has no real occult knowledge and he will hint at legends of power rather than making claims of great power.

Hellner will also stress the importance of Halloween in black magic and may well make mention of the fact that he knows for a “fact” that many satanic rituals take place on Halloween. This “clue” is meant to encourage the players to consider attempting to perform the rites associated with the mask (see *optional encounter #3*).

A successful search at the Arkham Advertiser will turn up a few articles of interest involving James Regardie.

Local man breaks up Smuggling Ring (Player handout #6)

Police were stunned to receive word from archaeologist James Regardie with information involving an Opium smuggling ring. They were even more shocked to learn that Mr. Regardie had already captured the ringleaders of the organization.

Mr. Regardie declined to comment but police were quick to praise Mr. Regardie’s efforts.

“We’d been after those fellows for months,” said one officer, “We knew the drugs were coming in through Innsmouth, but we had no idea that it was all being coordinated here in Arkham.

Archaeologist Donates Rare Book (Player handout #7)

Local archaeologist James Regardie has announced that he will be donating a rare copy of the *Black Sutra* to the Miskatonic University’s special collection. Regardie came across the book while in Burma working on a project for the local government.

Arkham Museum of Art and Antiquities

The Arkham Museum of Art and Antiquities is a small, but imposing, structure that houses some of the rarest aboriginal art treasures in the Eastern United States. Housed inside the museum are many things that might catch the eye of an interested cultist, though the risk usually negates the possible rewards.

The museum’s security is top notch; armed guards with dogs roam the corridors by night, ever alert for a possible intruder. Of course, finding information out during the day is a great deal easier than robbing the museum by night.

Should the players come up with a plausible reason (and nudge it with a successful Fast Talk) for needing the information, the museum will gladly provide them with the home address of James Regardie.

It can also be learned that the Mask is due to arrive on Thursday (five days from now), so that it can go on display to the public over the following weekend.

Arkham Police Station

If the cultists be so bold as to make inquiries at the police station there is a 15% chance that Greg Hicks will be recognized as a wanted criminal (armed robbery), if he is present. Should this happen, allow the cultists to escape but make them feel that they managed it by the skin of their teeth.

A successful Persuade roll will get the desk officer, Sgt. Patrick Devine, to open up a bit about the Boston airport murders.

“T’cha, yeah and it was a bad night at the airport, isn’t that for certain. Those poor bastards, I don’t think they ever had a chance. There were so many knife wounds...from what I hear mind you...that it was almost if they didn’t even try to defend themselves.”

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Sgt. Devine knows very little else, but what he knows may be of value. A second Persuade success and he'll mention that the Boston PD recovered both of the murder weapons, strange knives with wooden sheaths carved in the likeness of an octopus. He knows nothing else.

Players succeeding in an Anthropology or History roll will remember that many Brazilian knives are decorated with images of local gods. The knives used could well carry images of Cthulhu himself!

Boston Police Station

The players may get it into their minds to go to Boston to attempt to obtain the knives used in the Logan Field murders. The knives are evidence, and as such are not easy to gain access to. There is also an even greater chance of Greg Hicks being noticed and recognized here (20%).

If Greg Hicks is noticed for the first time, use the instructions listed with the Arkham Police Station info. If Greg Hicks was recognized in Arkham, then the players are in serious trouble, as they don't get a second free ride.

Boston's Finest

STR 14 CON 12 SIZ 13 INT 10 POW 9
DEX 12 APP 10 EDU 12 SAN 45 HP 13 13 12 11
Damage Bonus: +1d4
Weapons: Fist/Punch 50%, damage 1d3+db
Nightstick 45%, 1d6+db
.38 revolver 35%, damage 1d10
Skills: Dodge 40%, Hide 55%, Listen 30%,

Regardless of whether Hicks is recognized or not, it is at the Keeper's discretion whether or not they manage to obtain the knives used in the murder. Other than their appearance they are unremarkable knives, and are treated as Butcher knives if used in combat.

Miskatonic University Library

While the greatest research materials that the library has to offer are not available to the PCs, there is still a wealth of information that can be found amongst the non-restricted

collection. A successful Library Use roll is required for each item.

Paper Fragment found in book

(Player handout #8)

...said that those who wear the crown of Icthultu will be granted immortality and power everlasting... Crown = Mask?

This paper also includes detailed notes on how to perform the ritual, the "Joining of the Gods". The spell is easy to learn and is meant to be performable within the adventure should the players choose to do so.

Latin Text from Untitled Book

(Player handout #9)

And they spoke of times to come, when great Cthulhu would rise and his priests would sit at his side while he devoured the rest of humanity, the unbelievers. They who shall be spared will wear his face as their own.

Shadows Flicker on the Wall

After the players have had a chance to visit one or two locations, have them make Spot Hidden checks to notice that they are being followed from a distance.

As you exit the building and look around, you see two figures skulking on the other side of the street, some distance away. The two men wear ill-fitting clothing with their hats pulled low, to conceal their faces. You can't help but wonder how long they may have been following you.

If the cultists try to approach their shadows, the two men will duck into a nearby alley and make their escape. They will hope to regain the players' trail later, even if they must resort to going back to the home of Mr. Baehr.

Checking up on Mr. Regardie

Eventually, the PCs will want to head over to check out Mr. Regardie and take their best shot at recovering the mask. The Regardie

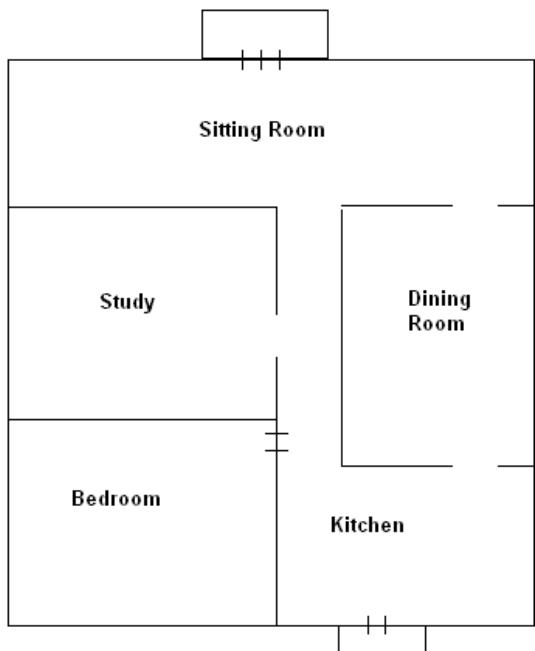
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home is just outside of Arkham and is on a fairly rural road. Not a lot of traffic, certainly not a lot of neighbors. It seems to be the perfect place to investigate while not worrying about being seen from outside...in theory.

Lurking nearby are the two Brazilian cultists, who will sit back and wait, hoping that they can take the mask from the PCs (should the obtain it), or at least let the PCs further weaken the defenses of the Regardie household.

James Regardie and his friends are seasoned investigators, and are certainly wary of possible attack over their possession of the Mask. They have, in fact, been discussing the possibility of destroying the Mask of Icthultu altogether, to eliminate any threat. The irony is that if the PCs weren't here looking for the mask, Regardie would probably never agree to destroy it.

If the PCs actually try to talk Regardie out of the mask, they will fail, plain and simple. This will also convince Regardie that the Mask of Icthultu poses a continued threat and should be destroyed. The only chances the PCs have of getting the mask are by stealth or violence.



Sitting Room

This large, trophy filled room, dominates the front of this small home. The walls are lined with big game trophies, including a few that you are fairly certain didn't come from a big game hunt.

There are a total of six overstuffed wingback chairs here, each with a small end table next to them. It looks as though this seating area gets quite a bit of frequent use, despite the clutter of pottery, piles of books, and other strange odds and ends.

Mr. Regardie is fairly sure of himself and of his privacy. Mounted on the wall amongst the big game heads are a pair of stuffed Deep One heads (Cthulhu Mythos to identify them for certain) mounted to look like large fish coming straight out of the plaque. It is obvious that these heads are unusual, but only someone familiar with the mythos would know for certain. Should a cultist positively identify the heads, it will shake them to the very core of their being, as it implies that Mr. Regardie has slain several of Dagon's immortal children (0/1 SAN).

Study

The scent of pipe smoke hangs heavy in this room, clinging to the heavy drapes and fabrics of this room. The room itself is quite dark, the curtains pulled closed and letting in no light at all from the outside, making it impossible to see in or out the window.

Bookshelves line the walls of this room, shelves packed with everything from the Art of War to far more esoteric titles. There is almost a feeling of anticipation in this room, as if the room itself dreads what is to come.

If the PCs arrive at a normal hour of day or night, all three occupants of the house will be gathered here, discussing whether or not it is safe to allow the Mask of Icthultu to continue to exist. If the cultists wait until the house settles in for the night, only Regardie's friends will be here, sleeping on

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the floor (as it isn't safe to sleep on the bedroom floor).

Regardless of the time, day or night, the Mask is here, locked in a wall safe concealed behind a swing away section of bookshelf. It requires two Spot Hidden checks to get to the safe, one to notice the false bookshelves, the other to find the release. Further, a successful Lock Picking check is required to open the safe.

Also in the safe is a slim journal detailing Regardie's current investigations and who his informants are. Such knowledge would go a long way in protecting the minions of Cthulhu. Indeed, it even details where to find the informers and what code words are used to gain their confidence. This information can be used for *optional encounter #2*.

Bedroom

This room is a fairly simple affair, once you get look past the clutter on the floor. The entire room is strewn with old clothing, making it impossible to even see the floor under the mounds of unwashed laundry.

In the far corner of the room is a bed, next to a small wardrobe. All in all, it looks fairly ordinary, if incredibly unkempt.

The room may appear ordinary, but it is not. Beneath the clothing on the floor is a large quantity of broken glass. The glass is in small pieces, far too small to pose a threat to a shod foot, but large enough to crunch when someone walks across the floor.

Beneath the pillow of the bed is a .38 revolver, with a box of extra rounds concealed in a false bottom of the wardrobe. A successful Spot Hidden is required to find the .38 rounds.

Dining Room

The dining room is a simple affair, a wooden table with seating for four people. A strange looking candle sits in the middle of the table, carved with strange runes and sigils; it certainly looks a bit out of place.

The candle is far more mundane than it appears. Found in an abandoned church converted to Satanism, this candle was taken as a trophy after Regardie and his companions broke up that cult.

The cult members were mostly young men, with no real grasp of the occult and the candle shares their lack of metaphysical commitment.

Kitchen

Some parts of this small house are more normal than others; this is not one of those "normal" rooms. Hanging above the stove is what appears to be an elephant gun. Around the room, several Hex Signs are situated in prominent places, so as to protect the room.

A cast iron skillet rests on the stovetop, and a large butcher's block of knives sits on the counter next to the stove.

The elephant gun was once a firing weapon, but now it is a cleverly designed warning system. The gun is attached to a cord that leads into the kitchen wall. Should someone try to remove the gun from the wall, the cord will tug on several bottles concealed within the wall. They will fall, within the wall, shattering and making noise. If Regardie and his companions are asleep, they will need to succeed in a Listen check to wake up.

A successful Occult roll will allow the cultist to realize that the Hex Signs in the kitchen are meant to prevent the spoilage of eggs and milk. While the milk and eggs in the icebox are still fresh, it has nothing to do with the Hex Signs.

Eventually, Regardie and his companions will need to be dealt with, as they pose a continuing threat to the cultists and to the plans of great Cthulhu.

Even in their current state, the investigators should present a bit of a challenge for the cultists, as they are all fairly handy with their weapons. Regardie

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will use his limited knowledge of Mythos magic to its best possible affect, hitting cultists with *Wither Limb* should the opportunity present itself.

James Regardie, Seasoned Investigator

STR 14 CON 13 SIZ 15 INT 12 POW 11
DEX 17 APP 12 EDU 18 SAN 44 HP 14

Damage Bonus: +1d4

Weapons: Fist/Punch 65%, damage 1d3+db
.45 Revolver 40%, damage 1d10+2

Fighting Knife 45%, damage 1d4+2+db

Spells: Elder Sign, Wither Limb

Skills: Cthulhu Mythos 15%, Dodge 32%, Listen, 45% Spot Hidden 40%

Mike Keehn, Injured Investigator

STR 9 CON 7 SIZ 13 INT 14 POW 8
DEX 15 APP 17 EDU 14 SAN 40 HP 8

Damage Bonus: none

Weapons: Fist/Punch 25%, damage 1d3
12 gauge shotgun 45%, damage 4d6/2d5/1d6
.45 Revolver 30%, damage 1d10+2

Spells: none.

Skills: Cthulhu Mythos 10%, Dodge 20%, Listen 40%, Spot Hidden 40%

Paul Chyson, Injured Investigator

STR 9 CON 14 SIZ 11 INT 16 POW 7
DEX 13 APP 13 EDU 19 SAN 35 HP 12

Damage Bonus: +1d4

Weapons: Fist/Punch 65%, damage 1d3+db
Tommy gun 45%, damage 1d10
.45 Revolver 30%, damage 1d10+2

Spells: none.

Skills: Cthulhu Mythos 10%, Dodge 40%, Listen 55%, Spot Hidden 40%

Please note that any modifiers due to the injuries to the investigators have already been factored into the skill #'s.

If the mask is destroyed, read the following passage to the players.

There is a crashing sound, almost like that of thunder, as the mask cracks and splits. Brilliant, almost blinding, white light pours out of the cracks, followed by a thick, fetid darkness.

A wind picks up in the room, hurling small items across the room as the deafening sound of crashing surf builds in the room getting

louder, and louder and louder until....silence.

The Mask of Icthultu has been destroyed, its power forever lost.

Returning to the Museum

It is possible that the PCs choose to tackle the Museum rather than the home of a well known investigator. This makes perfect sense, but it is hard to determine which would really have been the easier course of action.

It requires a successful Lock Picking check to enter the museum and successful Sneak checks to get into the gallery housing the Mask without being noticed by the guards. The mask itself is wired to an alarm and is inside a thick glass case. There is no way to get the mask from here without alerting someone inside the museum.

Regardless of the reasons behind it, the museum guards will come running.

In the darkness of the museum you can hear the pounding of running feet and the barking of alert and angry dogs.. The bouncing lights of a pair of flashlights are coming your way.

The museum guards aren't too terribly tough, but should slow the PCs down a bit. If you feel that the cultists are breezing through the guards too quickly, feel free to add a second set to rattle their confidence a little.

Museum Guards

STR 17 CON 14 SIZ 16 INT 10 POW 9
DEX 12 APP 10 EDU 12 SAN 45 HP 15, 15

Damage Bonus: +1d6

Weapons: Fist/Punch 60%, damage 1d3+db
Nightstick 45%, 1d6+db
.38 revolver 35%, damage 1d10
Skills: Dodge 30%, Hide 55%, Listen 30%,

Guard Dogs

STR 9 CON 14 SIZ 6 POW 6 DEX 14 HP 10, 10

Damage Bonus: -1d4

Weapons: Bite 40%, damage 1d6
Skills: Listen 75%, Scent 90%,

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If the PCs defeat the security guards and the dogs, they should be able to make a break for it with the mask.

Meanwhile, outside...

One of three things will have happened leading up to this encounter. Either the PCs have gained possession of the Mask of Icthultu from Regardie, the PC's gained possession of the mask from the museum, or the mask has been destroyed.

If the mask has been destroyed, the Brazilian cultists will bypass negotiating with the PCs (having been sensitive enough to sense the mask's destruction) and will immediately attack anyone and everyone nearby, starting with the PCs. Yes, if there are passersby, guards, etc, the Brazilian cultists will seek to kill them too, hoping to redeem themselves in death through a violent and bloody sacrifice to their dark god.

They will fight until they, or everyone else, is dead. They will show no mercy...and they expect no mercy when they return to Brazil. They have failed their god and they can imagine what the penalty will be.

If the cultists do emerge with the mask, read them the following.

In the shadows there is a flare of orange light, the tip of a cigarette a beacon in the darkness. In the brief flash of dim light you can make out a lone figure in the darkness.

A voice comes from the shadows, speaking with a distinct (Portuguese) accent. "Good evening gentlemen. You have something that belongs to us, and we'd like it back...make that we **will** have it back."

There are sounds of movement off to one side of the building. "We have you surrounded. Put the mask down and go back inside. If you do this, we will leave you something for your trouble. If not, we'll be forced to kill you and then take what is ours."

There are, of course, only two cultists. But a sound bluff is always better than having to kill worshipers of your own god. The Brazilians will try to handle this without bloodshed if possible. They have come with a briefcase filled with \$25,000 in order to purchase the mask if need be. Given the chance, they will take the mask and keep the money for themselves. Regardless, the cultists will do **whatever** is necessary to procure the mask and return it home.

Antonio Manuel de Oliveira, Cultist

STR 7 CON 17 SIZ 13 INT 12 POW 9
DEX 9 APP 9 EDU 16 SAN 45 HP 15

Damage Bonus: none

Weapons: Fist/Punch 50%, damage 1d3
.45 Revolver 30%, damage 1d10+2

Spells: Flesh Ward, Wither Limb

Skills: Cthulhu Mythos 25%, Dodge 25%, Listen 30%, Other Language – English 25%, Spot Hidden 40%

Carlos Carvalhas, Cultist

STR 14 CON 13 SIZ 11 INT 12 POW 11
DEX 13 APP 16 EDU 19 SAN 55 HP 8

Damage Bonus: +1d4

Weapons: Fist/Punch 50%, damage 1d3+db
Fighting Knife 85%, damage 1d4+2+db
.45 Revolver 30%, damage 1d10+2

Spells: none.

Skills: Cthulhu Mythos 10%, Dodge 20%, Listen 40%, Other Language – English 15%, Spot Hidden 40%

Conclusion

If cultists managed to kill all of the investigators that they encountered in the adventure reward them with 1d3 Cthulhu Mythos (cultists don't gain sanity). Grant them an additional point of temporary POW per person if they managed to sacrifice their victims to Cthulhu in a ritual fashion. If Simon manages to poison Regardie and his companions, grant him an extra temp Magic Point.

If the cultists managed to get hold of the Mask of Icthultu grant them a temporary point of POW each. If the cultists **use** the mask, well they're dead and don't need sanity at that point.

HALLOWEEN HORROR RETURNS!

If the mask is destroyed, the PCs should lose a point of permanent POW over the next week as Cthulhu makes his displeasure known. This loss is permanent.

In the end, the mask should eventually return to the hands of the Brazilian cultists. If the PCs use the mask, the Brazilians can pick up the mask from the room that contains their corpses. If the cultists don't use it, then Brazilians will continue to make attempts to retrieve the mask until they succeed or the mask is destroyed.

Of course, no cultist should be so foolish as to destroy the mask....

Optional Encounter #1 The Return of Walter Green

This encounter only takes place if Walter Green has managed to escape the cultists. Should this happen, he will later return to deal with the PCs. The timing of this is up to the Keeper's discretion, but it will happen sometime while the PCs are out and about looking for clues. If at all possible, this encounter will play out at night.

As you exit the building a car screeches to a halt at the curb. Dark shapes can be seen inside, pointing something out the windows...

You see the brilliant white of muzzle flashes as the passengers in the car open up with Tommy guns.

Passenger 1, Enraged Investigator

STR 12 CON 11 SIZ 10 INT 12 POW 7
DEX 10 APP 11 EDU 22 SAN 35 HP 13

Damage Bonus: None

Weapons: Fist/Punch 60%, damage 1d3+db
Tommy gun 50%, damage 1d10

Spells: none.

Skills: Dodge 40%, Listen 30%,
Spot Hidden 25%

Passenger 2, Enraged Investigator

STR 14 CON 11 SIZ 15 INT 12 POW 8
DEX 16 APP 11 EDU 22 SAN 40 HP 13

Damage Bonus: +1d4

Weapons: Fist/Punch 55%, damage 1d3+db

Tommy gun 45%, damage 1d10

.45 Revolver 30%, damage 1d10+2

Spells: none.

Skills: Dodge 32%, Spot Hidden 40%

Walter Green, Recovered Investigator

STR 14 CON 11 SIZ 15 INT 12 POW 10

DEX 10 APP 11 EDU 22 SAN 50 HP 13

Damage Bonus: +1d4

Weapons: Fist/Punch 70%, damage 1d3+db

.45 Revolver 30%, damage 1d10+2

Spells: none.

Skills: Climb 60%, Conceal 25%, Dodge 40%, Hide 55%, Listen 30%, Sneak 40%

Obviously, the investigators hope that an opening volley of submachine gun fire will take down the cultists and thus they will fire bursts, attempting to do the most damage possible. Should the cultists return fire, the investigators will use the car for cover and continue to shoot at the PC's. The Investigators will continue for five rounds before seeking to make an escape.

Should they manage to escape, and the cultist PCs survive the adventure, they might make a good recurring antagonist.

Optional Encounter #2 Greasing a Snitch

Having learned of Regardie's network of spies and informants, the cultists may want to take time to take action against one of them to silence the loose lips that might give them away.

Checking through the notes turns up an informant in Arkham, and his is a familiar name. Terrance Powers runs a small import business in Arkham where your group picks up some of its more mundane, but hard to find, ritual accessories.

The notes associated with him are short, but very disturbing. The notes contain several names, each followed by question marks, the list includes the name "M'Butho." Obviously Mr. Powers has been

HALLOWEEN HORROR RETURNS!

talking to people he shouldn't be speaking with.

Also, written directly after Terrance Power's name is the phrase "Cock of the walk."

"Cock of the Walk" is the identification phrase used by Regardie, or his agents, when dealing with Mr. Powers. Should the cultists use this phrase when dealing with the snitch, he'll be completely at is, thinking that they too are part of Regardie's network. If M'Butho is present he will even joke about how he had turned M'Butho's name over to Regardie as a possible cultist. Of course, the joke is on him.

Terrance Power's shop, *Third Eye Imports*, is a fairly non-descript shop near the riverfront. The shop consists mostly of the show room with a small living area/stockroom in the back.

Terrance Powers, Snitch

STR 7 CON 9 SIZ 10 INT 10 POW 12
DEX 6 APP 11 EDU 12 SAN 60 HP 9

Damage Bonus: *None*

Weapons: Fist/Punch 50%, damage 1d3
.22 Short Automatic 30%, damage 1d6

Spells: none.

Powers is a prime candidate for the Dark Sacrifice, and if the players are planning on performing the *Joining the Gods* ritual, they may well end up using him in a sacrificial role.

Powers will do his best to fend off his attacks, given the chance. But his advanced age (73) will certainly work against him.

If attacked in the shop, Powers will try to get to the front counter where he keeps his .22 hidden. If he can reach his gone he will certainly take advantage of its rate of fire (3) and rapidly empty the gun at the PCs.

If attacked in the back room, Powers will make due with what improvised weapons he can lay his hands on, throwing books, swinging a broom, etc. Powers has no real weapons in the back and should be a quick diversion for the cultists.

Optional Encounter #3

CHAOSIUM INC.

The Samhain Ritual

This encounter only takes place if the cultists decide to attempt to perform the ritual of *Joining the Gods*. This encounter is more of a narrative than anything else, all dependent on what the cultists do. Should the cultists decide to perform the ritual *Dark Sacrifice* prior to the *Joining of the Gods*, read them the first text box, otherwise go directly to the second.

The ritual preparations for the sacrifice are long and tedious; there are so many steps, and so many details. The ritual space is filled with the sounds of muffled moans of the "chosen". Finally the time is right.

With a brutal motion, the throat is slit, and the life-blood begins to slowly beat out into the air. Acting quickly, and before the life can escape from the victim, the chest is ripped open, only a gag and sound-proofing guarantee the victim's shrill and gurgling screams will not be overheard by any who might be near enough to listen.

Finally, the faintly beating heart, holding the magical reserves of the sacrifice is ripped free, trailing blood and gore. <Insert

Caster's Name Here> devours the heart, his eyes flashing with newly found strength and power.

Once the cultists begin casting the *Joining of the Gods* read to them the following text.

The ritual is begun, and your voices rise in supplication to the great god Cthulhu, calling to him as Icthultu and the "Great Sleeper of Madness." The atmosphere in the room is electric, as <Insert Caster's Name here> slips the mask over his face and begins to draw upon the energies of the room.

Strange, howling winds are conjured and reality seems to warp and bend as the ritual nears completion. A weird, fluting...piping sound can be heard and a dank, fetid odor begins to fill the room.

HALLOWEEN HORROR RETURNS!

It is at this point that the cultist performing the ritual needs to make their roll to see if they succeed with the ritual. Make the check and read them the appropriate text.

Failure

The winds continue to howl, and there comes a screeching, as if distant voices are crying out in a language that man was never meant to comprehend. But then, disaster. A mispronunciation, and the chanting loses its cadence, the spell begins to unweave.

Soon, the winds have gone and no trace remains, save for a damp and foul odor that lingers in the room. Your energies are spent, and your efforts have come to naught. You have failed. You have failed yourselves, you have failed your brethren, and you have failed your god. This knowledge leaves you shaken to your very core, for what has occurred during this ritual would certainly be enough to make a believer out of even the most jaded skeptic.

Success

The winds continue to howl, and there comes a screeching, as if distant voices are crying out in a language that man was never meant to comprehend. The air is filled with electric anticipation as your minds open to great Cthulhu.

He accepts your sacrifice, ripping your souls from your bodies, joining your energies with his, devouring your essence.

The ritual ends, as the mask drops to the floor, as your lifeless corpses fall. You have joined with your god, and your minds twist and shatter under the might of the cosmic secrets that unfold. For you are one with Cthulhu and the universe lays before you. At least until the last of your soul's energies are burned away.

And then, there is nothing.

HALLOWEEN HORROR RETURNS!

(Player Handout #3)

Joining of the Gods

It is believed, among the O dorminhoco da loucura cult that the performance of this ritual somehow joins them with their god, the “Sleeper of Madness”, granting them untold amounts of mystical power and the ability to bind reality to their will.

(Player Handout #1)

Explorers Return with Rare Mask

Local man, James Regardie and his companions have just recently returned to Arkham from their latest expedition to South America. While in Brazil, the men were key in the breaking up of a satanic cult and they have brought back a rare, ceremonial mask as proof of their deeds.

The paper has been unable to reach Mr. Regardie for comment, but has been able to confirm that the mask, the “Mask of Icthultu”, will be appearing on display at the Arkham Museum of Art and Antiquities in time for Halloween.

18th century by a man calling himself Sonho Preto, or “Black Dream”, the cult’s practices and rituals revolve around a ceremonial mask made in the likeness of their deity.

Local tribesmen whisper that the High Priest of the cult is still Sonho Preto, made immortal through blood sacrifice to his god.

(Player Handout #5)

Two Men Found Dead at Logan Field

Last night, two men were found dead at the Boston airport, Logan Field. Both men had been brutally stabbed and stripped naked, their corpses left in the men’s lavatory. Police have no leads.

(Player Handout #2)

The Chosen of Cthulhu

There are certain rites and rituals that can be used to gain favor with the great Cthulhu. It is said that those who dare to don the *Mask of Icthultu* stand to gain great powers as one of the god’s chosen few.

(Player Handout #8)

Paper Fragment found in book

...said that those who wear the crown of Icthulhu will be granted immortality and power everlasting... Crown = Mask?

(Player Handout #4)

O dorminhoco da loucura

The cult, O dorminhoco da loucura, is a Brazilian group devoted to the worship of their dark god, Icthultu. Founded in the early

HALLOWEEN HORROR RETURNS!

(Player Handout #6)

Local man breaks up Smuggling Ring

Police were stunned to receive word from archaeologist James Regardie with information involving an Opium smuggling ring. They were even more shocked to learn that Mr. Regardie had already captured the ringleaders of the organization.

Mr. Regardie declined to comment but police were quick to praise Mr. Regardie's efforts.

"We'd been after those fellows for months," said one officer, "We knew the drugs were coming in through Innsmouth, but we had no idea that it was all being coordinated here in Arkham."

(Player Handout #7)

Archaeologist Donates Rare Book

Local archaeologist James Regardie has announced that he will be donating a rare copy of the *Black Sutra* to the Miskatonic University's special collection. Regardie came across the book while in Burma working on a project for the local government.

(Player Handout #9)

Latin Text from Untitled Book

And they spoke of times to come, when great Cthulhu would rise and his priests would sit at his side while he devoured the rest of humanity, the unbelievers. They who shall be spared will wear his face as their own.

Joining of the Gods (New Spell)

This arcane ritual has but one purpose, to allow great Cthulhu to devour the very soul of the caster, drawing in their essence to fuel his own. Of course, nobody ever told the cultists that. The "known" purpose of this spell is to forge a mystic link between the High Priest and his god, allowing him to draw upon the power and wisdom of Cthulhu. The promised rewards of such a link vary, but they are all false.

Casting this ritual requires the wearer of the mask to channel a minimum of 35 Magic Points into the mask (coincidentally the exact amount of Magic Points the cultists have between all of them), providing a 40% chance of the ritual succeeding. The caster gains an extra 1% for each additional Magic Point channeled into the Mask. Once the ritual is completed the effects, listed in the description of the Mask of Icthultu, take place immediately.

Dark Sacrifice (New Spell)

This bloody ritual allows the cultists to draw magical energy from their sacrificial victims. The sacrificial ritual is a long process, taking approximately 2 hours to prepare. The performance of this dark rite costs 3 Magic Points and 1d6 SAN, per victim but the benefits most often outweigh the costs. Once completed and the victim's heart ripped from their chest, the caster may eat the heart to gain temporary Magic Points equal to the victim's POW.

The Mask of Icthultu (Enchanted Ceremonial Mask)

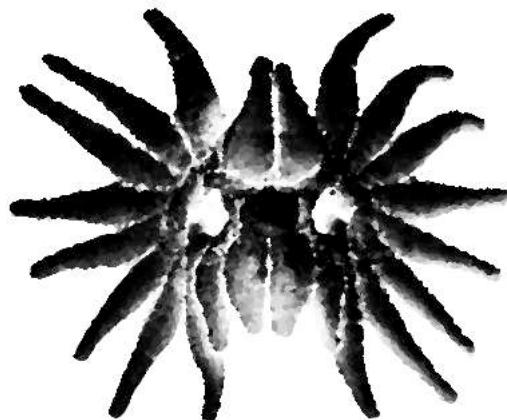
The Mask of Icthultu is the most holy of artifacts to the Brazilian cult of “O dorminhoco da loucura” (the Sleeper of Madness) and was in the possession of the cult for well over 200 years.

This tendril covered mask is modeled on a dream image sent to Sonho Preto, an ancient High Priest of great power. The priest immediately set out to create and enchant the mask, believing his dream to be a divine command from Icthultu. Fashioned in such a way as to be wearable for cult ceremonies, the cult showered the mask with their strongest enchantments. Little did they know what they were really creating, a gateway to the very mind of Cthulhu.

The primary power of this mask is to directly link the mind of the wearer with the mind of slumbering Cthulhu. Once connected, Cthulhu devours the wearer's POW at a rate of 10 points per round, starting with all sources of increased POW (such as items, charms, and those assisting with the ritual) and finishing with the wearer's POW. Once begun, this process can not be stopped as those involved in performing the ritual die screaming as their minds and souls are ripped apart to feed the hungers of the alien god.

Fortunately, it takes more than merely slipping the mask on one's head to activate

the link. There is a lengthy ritual that must be performed first. Of course, all notes on that ritual point to it being a spell to grant great power and insight by making the wearer of the mask one of the “Chosen of Cthulhu”. Chosen meal would be far more appropriate.



When not in use to feed Cthulhu the Mask of Icthultu does have a secondary power. The wearer of the mask can drain magic points from willing participants to use in the casting of powerful magics. That this is required to be able to complete the ritual that awakens the mask's true power must be, of course, incidental.

HALLOWEEN HORROR RETURNS!

1920s



Cultist Name	Robert Baehr
Occupation	Cthulhu Cultist
Colleges, Degrees	BA Language Studies - Miskatonic U
Birthplace	Boston, MA USA
Mental Disorders	Obsessive Compulsive Disorder
Sex	Male
Age	28

1920s Cultist's Sheet

Player's Name



CALL OF CTHULHU

Horror Role-Playing



Sanity Points

Insane	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31															
32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47
48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63
64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79
80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95
96	97	98	99												

Characteristics & Rolls

STR	16	DEX	8	INT	16	Idea	80
CON	11	APP	10	POW	9	Luck	45
SIZ	14	SAN	45	EDU	16	Know	80
		99-Cthulhu Mythos	45			Damage Bonus	+1d4

Skills

Accounting (10%)	_____
Anthropology (01%)	_____
Archaeology (01%)	_____
Art (05%):	_____

Astronomy (01%)	31
Bargain (05%)	_____
Biology (01%)	_____
Chemistry (01%)	_____
Climb (40%)	_____
Conceal (15%)	30
Craft (05%):	_____

Credit Rating (15%)	_____
Cthulhu Mythos (00)	54
Disguise (01%)	_____
Dodge (DEX x2%)	16
Drive Auto (20%)	_____
Electr. Repair (10%)	_____
Fast Talk (05%)	20
First Aid (30%)	40
Geology (01%)	_____
Hide (10%)	40
History (20%)	36
Jump (25%)	_____

Law (05%)	_____
Library Use (25%)	55
Listen (25%)	_____
Locksmith (01%)	_____
Martial Arts (01%)	_____
Mech. Repair (20%)	_____
Medicine (05%)	_____
Natural History (10%)	_____
Navigate (10%)	_____
Occult (05%)	70
Opr. Hvy. Mch. (01%)	_____
Other Language (01%):	_____
Portuguese	65
Arabic	30

Own Language (EDUX5%):	_____
English	80
Persuade (15%)	40
Pharmacy (01%)	_____
Photography (10%)	_____
Physics (01%)	_____
Pilot (01%):	_____

Psychoanalysis (01%)	_____
Psychology (05%)	25
Ride (05%)	_____



Sneak (10%)	60
Spot Hidden (25%)	40
Swim (25%)	_____
Throw (25%)	_____
Track (10%)	_____

Firearms	_____
Handgun (20%)	45
Machine Gun (15%)	_____
Rifle (25%)	_____
Shotgun (30%)	_____
SMG (15%)	_____

Weapons

melee	%	damage	hd	rng	#att	hp	firearm	%	damage	hd	rng	#att	shots	hp
Fist (50%)	_____	1D3+db	1	touch	1	n/a	.45 Auto	45	1d10+2	00	15 yds	1	7	8
Grapple (25%)	_____	special	2	touch	1	n/a	_____	_____	_____	_____	_____	_____	_____	_____
Head (10%)	_____	1D4+db	0	touch	1	n/a	_____	_____	_____	_____	_____	_____	_____	_____
Kick (25%)	_____	1D6+db	0	touch	1	n/a	_____	_____	_____	_____	_____	_____	_____	_____
Sm Knife	35	1D4+db	1	touch	1	9	_____	_____	_____	_____	_____	_____	_____	_____

HALLOWEEN HORROR RETURNS!

Robert Baehr

Even as a child, folks always knew that there was something different about you, something unnerving. Once you hit adolescence they stopped trying to figure out what that difference was, because it meant spending time with you. Your teenage years were years of secretive experimentation involving everything from opium use to the torturing of animals. At the age of sixteen, you finally matured into darker perversions, and that was when you discovered your true calling.

After mugging a graduate student from Miskatonic University, you came across a strange book in his satchel, something that wasn't just a textbook, though for you it became a textbook of sorts. The book, *Invocations to Dagon*, opened your eyes to a whole new world... a world that you now knew had always been waiting for you. It was then that you began seeking out other rare books and antiquities.

Most of your attempts were thwarted though, as some of the most powerful texts were stored in the restricted sections of the Miskatonic University library. You began to truly push yourself academically and, at the age of seventeen, you enrolled at Miskatonic. Working in the library gave you greater access to more and more materials. It was there that you first learned of Cthulhu, a dark god whose power dwarfed that of Dagon. That power called to you and before the end of your tenure at the university you had already stepped upon the path to High Priesthood.

Now you have gathered a small following, one that will surely grow as your reputation continues to increase. It matters not that you aren't from Dunwich or Innsmouth, and that you don't have the name of Marsh or Whateley, for you are confident that you are meant to dwarf them all. You **shall** aid in the awakening of great Cthulhu, and you shall reap the rewards of your lifetime of service. You have recently uncovered a spell, Extend, which can grant you immortality. You just need to find a way to wield the sort of power that the spell requires.

Known Spells: Contact Cthulhu, Dark Sacrifice, Extend, Flesh Ward, Grasp of Cthulhu

Other Cultists

Greg Hicks – A thug, more useful as muscle than as a worshiper. Still, he does take part in all of the rituals.

M'Butho – A cultist from the heart of Africa, M'Butho poses the only real threat to your leadership of the cult.

Simon Sands – A new Acolyte recruited from Miskatonic University. You aren't certain how well he'll work out, but Greg Hicks knows what to do if young Simon outlives his usefulness.

HALLOWEEN HORROR RETURNS!

1920s



Cultist Name	M'Butho
Occupation	Cthulhu Cultist
Colleges, Degrees	N/A
Birthplace	Bahia, Brazil
Mental Disorders	
Sex	Male
Age	56

1920s Cultist's Sheet



CALL OF CTHULHU
Horror Role-Playing



Characteristics & Rolls

STR	12	DEX	14	INT	16	Idea	80
CON	11	APP	8	POW	10	Luck	50
SIZ	15	SAN	25	EDU	6	Know	30
99-Cthulhu Mythos	32			Damage Bonus	1d4		

Sanity Points

Insane	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	
15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65
66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82
83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Magic Points

Unconscious	0	1	2	3
4	5	6	7	8
9	10	11		
12	13	14	15	16
17	18	19		
20	21	22	23	24
25	26	27		
28	29	30	31	32
33	34	35		
36	37	38	39	40
41	42	43		

Hit Points

Dead	-2	-1	0	1	2	3
4	5	6	7	8	9	10
11						
12	13	14	15	16	17	18
19						
20	21	22	23	24	25	26
27						
28	29	30	31	32	33	34
35						
36	37	38	39	40	41	42
43						

Skills

Accounting (10%)	_____	Law (05%)	_____
Anthropology (01%)	_____	Library Use (25%)	_____
Archaeology (01%)	_____	Listen (25%)	_____
Art (05%):	_____	Locksmith (01%)	_____
	_____	Martial Arts (01%)	_____
Astronomy (01%)	_____	Mech. Repair (20%)	_____
Bargain (05%)	_____	Medicine (05%)	_____
Biology (01%)	_____	Natural History (10%)	_____
Chemistry (01%)	_____	Navigate (10%)	_____
Climb (40%)	60	Occult (05%)	55
Conceal (15%)	_____	Opr. Hvy. Mch. (01%)	_____
Craft (05%):	_____	Other Language (01%):	_____
	_____	Swahili	30
Credit Rating (15%)	_____	English	25
Cthulhu Mythos (00)	67	Own Language (EDUx5%):	_____
Disguise (01%)	_____	Portuguese	40
Dodge (DEX x2%)	30	Persuade (15%)	_____
Drive Auto (20%)	_____	Pharmacy (01%)	_____
Electr. Repair (10%)	_____	Photography (10%)	_____
Fast Talk (05%)	_____	Physics (01%)	_____
First Aid (30%)	_____	Pilot (01%):	_____
Geology (01%)	_____		_____
Hide (10%)	_____	Psychoanalysis (01%)	_____
History (20%)	50	Psychology (05%)	_____
Jump (25%)	_____	Ride (05%)	_____



Sneak (10%)	45
Spot Hidden (25%)	35
Swim (25%)	_____
Throw (25%)	_____
Track (10%)	28

Firearms

Handgun (20%)	_____
Machine Gun (15%)	_____
Rifle (25%)	_____
Shotgun (30%)	_____
SMG (15%)	_____

Weapons

melee	%	damage	hnd	rng	#att	hp	firearm	%	damage	malf	rng	#att	shots	hp
Fist (50%)	_____	1D3+db	1	touch	1	n/a	_____	_____	_____	_____	_____	_____	_____	_____
Grapple (25%)	_____	special	2	touch	1	n/a	_____	_____	_____	_____	_____	_____	_____	_____
Head (10%)	_____	1D4+db	0	touch	1	n/a	_____	_____	_____	_____	_____	_____	_____	_____
Kick (25%)	_____	1D6+db	0	touch	1	n/a	_____	_____	_____	_____	_____	_____	_____	_____
Fighting Knife	45	1D4+2+db	1	touch	1	15	_____	_____	_____	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____

HALLOWEEN HORROR RETURNS!

M'Butho

You were born in the heart of the Brazilian jungles, and have the ritual scars on your cheeks to prove it. Faced with being sacrificed to the dark gods or becoming a worshiper, your childhood ended early when you killed your brother in the name of Icthultu. Sadly, there were witnesses to the sacrifice, and so you fled Brazil for Africa, hoping that the white men would not be able to tell the difference. Your plan worked.

You spent the next ten years in Somalia, trying to blend in as best you could, while privately continuing your worship of Icthultu. Gradually, you became accepted by the local tribesmen. You were an outsider, but you were not a White Devil and so they gradually took you into their confidence. You were overjoyed to learn of a cult in Somalia worshiping Cthulhu, a god so similar to Icthultu that it must be the very same god.

You were driven, even then, to absorb all you could from their priests, to devote yourself wholly over to your god. It came as no surprise when you tried to seize control of the cult by murdering the High Priest, but somehow he had been forewarned. You barely escaped death that day and fled once more, this time to America.

The power of the Cthulhu cult was scattered and weak in America, a perfect place for someone that many cultists might like to see dead. By a sheer act of coincidence you managed to kill an investigator who had been on the trail of Robert Baehr. It was then that he recruited you to serve beneath him.

Baehr does not know your true origins, thinking you to be from somewhere in “darkest Africa”. The man is so ignorant that it pains you. For all his education, he is nothing to you. You have not learned your art from books, you learned at the feet of some of the greatest High Priests in the world. Soon you will remove him and take your place as the head of this group, as is your right.

Known Spells: Dark Sacrifice, Dread Curse of Azathoth, Shriveling, Soul-Trap

Other Cultists

Greg Hicks – A thug, more useful as muscle than as a worshiper. Still, he does take part in all of the rituals and he follows orders very well. You can trust him as much as you could ever trust a white man.

Robert Baehr – An overbearing amateur with no real grasp of who you are or what your abilities are. You know that someday soon you will need to move against him. Greg Hicks knows what to do when the time comes.

Simon Sands – An untrained child who seeks to learn the ways of Cthulhu. You long to teach him all you know, to create in him a worthy disciple to follow your teachings. Sadly, Baehr has taken him as his own student and you wonder if Baehr is seeking to turn Simon against you.

HALLOWEEN HORROR RETURNS!



• 100 •

Cultist Name Greg Hicks
Occupation Muscle for Hire / Reluctant Cultist
Colleges, Degrees St Mary's School for Troubled Youth
Birthplace Boston, MA USA
Mental Disorders
Sex Male **Age** 36

Characteristics & Rolls

STR	10	DEX	12	INT	16	Idea	80
CON	9	APP	9	POW	9	Luck	45
SIZ	15	SAN	45	EDU	11	Know	55
99-Cthulhu Mythos	79			Damage Bonus	+1d4		



CALL OF CTHULHU

Horror Role-Playing

Player's Name

Sanity Points

Magic Points

Unconscious	0	1	2	3
4	5	6	7	8
12	13	14	15	16
20	21	22	23	24
28	29	30	31	32
36	37	38	39	40
			41	42
			43	

Hit Points

Dead	-2	-1	0	1	2	3
4	5	6	7	8	9	10
12	13	14	15	16	17	18
20	21	22	23	24	25	27
28	29	30	31	32	33	34
36	37	38	39	40	41	43

Skills



Weapons

HALLOWEEN HORROR RETURNS!

Greg Hicks

You never knew who your parents were. You grew up in an orphanage until you were old enough to run away. Of course, life on the streets wasn't exactly as easy as you thought it was going to be. Scrounging for scraps out of garbage cans soon became stealing from the local grocer. You were doing pretty good until you got caught then it was off to St. Mary's School for troubled youth. Looking back, those nuns were right, you aren't any good at anything, except being bad.

Once you got out of St. Mary's you started looking around for someone to give you some work, something a bit more substantial. Sure, you could work protection and numbers, heck there was nobody better with a Tommy gun, but there was a problem. Not knowing who your parents were, and having a name given to you by the orphanage ruined your chances of ever being a made man. You were destined to be a low ranking (and expendable) mob soldier.

That stuck in your craw a bit and so you started looking to freelance and with a little bit of work you stumbled across Mr. Baehr. Now, Mr. Baehr might be pretty smart when it comes to all this spooky stuff, but in the real world he's a bit...dim. Hell, if it wasn't for you he'd be dead five times over by now. That's got you thinking; maybe **you** should be the boss.

M'Butho has given you orders to kill the Baehr and Baehr has given you orders to kill the kid. You're not sure either Baehr or M'Butho are right for the job of ring leader and you figure it'd be pretty easy to ice them both if it comes to that. Then you can take the creepy kid and start your own gang and leave this Cthulhu stuff far far behind you. A job is a job, but your soul is a bit high a price to pay for a steady wage.

Known Spells: None

Other Cultists

M'Butho – This guy is pretty creepy, and you aren't exactly certain he trusts you. His instructions to kill Mr. Baehr might be a trick, so if it comes down to it, he dies first. Still, you've seen him do some really creepy stuff dealing with magic and the like, so if it comes to that, you better not miss.

Robert Baehr – If you left this guy outside in the real world for a few days you're pretty sure he would end up dead. He's just not street smart. Sure, he runs the gang, but he just doesn't understand that stepping on too many toes is a pretty bad idea.

Simon Sands – Simon is a nice enough kid, but you get a weird feeling about him. You catch him watching folks when he doesn't think that anybody is looking. Still, you suppose he isn't any creepier than anyone else in the gang and if you took him under your wing he'd probably be alright.

HALLOWEEN HORROR RETURNS!



1920s

Cultist Name Simon Sands
 Occupation Student / Cthulhu Cultist
 Colleges, Degrees _____
 Birthplace New York, NY USA
 Mental Disorders Clinical Sociopath
 Sex Male Age 19

Characteristics & Rolls

STR	10	DEX	12	INT	16	Idea	80
CON	11	APP	8	POW	8	Luck	40
SIZ	14	SAN	40	EDU	15	Know	75
99-Cthulhu Mythos <u>94</u>				Damage Bonus <u>None</u>			

1920s Cultist's Sheet

Player's Name _____



CALL OF CTHULHU
 Horror Role-Playing



Sanity Points

Insane	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	
15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65
66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82
83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Magic Points

Unconscious	0	1	2	3
4	5	6	7	8
9	10	11		
12	13	14	15	16
17	18	19		
20	21	22	23	24
25	26	27		
28	29	30	31	32
33	34	35		
36	37	38	39	40
41	42	43		

Hit Points

Dead	-2	-1	0	1	2	3	
4	5	6	7	8	9	10	11
12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27
28	29	30	31	32	33	34	35
36	37	38	39	40	41	42	43

Skills

Accounting (10%)	_____	Law (05%)	_____
Anthropology (01%)	30	Library Use (25%)	45
Archaeology (01%)	30	Listen (25%)	_____
Art (05%):	_____	Locksmith (01%)	_____
Astronomy (01%)	_____	Martial Arts (01%)	_____
Bargain (05%)	_____	Mech. Repair (20%)	_____
Biology (01%)	_____	Medicine (05%)	_____
Chemistry (01%)	50	Natural History (10%)	_____
Climb (40%)	_____	Navigate (10%)	_____
Conceal (15%)	_____	Occult (05%)	45
Craft (05%):	_____	Opr. Hvy. Mch. (01%)	_____
Credit Rating (15%)	35	Other Language (01%):	_____
Cthulhu Mythos (00)	5	Latin	40
Disguise (01%)	_____	Greek	25
Dodge (DEX x2%)	_____	Own Language (EDUx5%):	_____
Drive Auto (20%)	_____	Persuade (15%)	_____
Electr. Repair (10%)	_____	Pharmacy (01%)	50
Fast Talk (05%)	_____	Photography (10%)	_____
First Aid (30%)	_____	Physics (01%)	_____
Geology (01%)	_____	Pilot (01%):	_____
Hide (10%)	25	Psychoanalysis (01%)	_____
History (20%)	40	Psychology (05%)	_____
Jump (25%)	_____	Ride (05%)	_____
		Firearms	_____
		Handgun (20%)	_____
		Machine Gun (15%)	_____
		Rifle (25%)	_____
		Shotgun (30%)	_____
		SMG (15%)	_____



Weapons

melee	%	damage	hd	rng	#att	hp	firearm	%	damage	maf	rng	#att	shots	hp
Fist (50%)	55	1D3+qb	1	touch	1	n/a	_____	_____	_____	_____	_____	_____	_____	_____
Grapple (25%)	40	special	2	touch	1	n/a	_____	_____	_____	_____	_____	_____	_____	_____
Head (10%)	_____	1D4+db	0	touch	1	n/a	_____	_____	_____	_____	_____	_____	_____	_____
Kick (25%)	_____	1D6+db	0	touch	1	n/a	_____	_____	_____	_____	_____	_____	_____	_____
							_____	_____	_____	_____	_____	_____	_____	_____
							_____	_____	_____	_____	_____	_____	_____	_____
							_____	_____	_____	_____	_____	_____	_____	_____

HALLOWEEN HORROR RETURNS!

Simon Sands

The life of a wealthy young man can be a pretty dull one. Look how long it took you to discover your true joy in life...poisons. It wasn't until you were seventeen that you first enjoyed the thrill of watching a man slowly strangle and twist as your poison worked through his body. Mother always looked at you strange after father's death, but you took good care of her too. Now you had no real worries about money. Certainly you could get low on cash, but it is always easy enough to kill someone and take what they have.

Miskatonic University was supposed to be a way to blend in and go unnoticed. You certainly didn't want any undue attention your way, so wouldn't it figure that while looking through *Sapientia Maglorum* you would catch someone's attention. You had just been looking for the recipe for a particularly nasty poison that the book is reputed to contain and the next thing you know you're dragged amongst a group of religious freaks.

Well, it should be easy enough to get them out of the way once you feel the time has come. You've even got a special little treat for them, courtesy of the *Sapientia Maglorum*. In the meantime, it might be worth learning a little bit about this mystic mumbo-jumbo. Who knows, it might come in handy later.

Known Spells: None

Special: Simon has 5 doses of Carotid Toxin (see Call of Cthulhu Rulebook for details). The poison takes one or two weeks (on average) to kill a victim but even those who survive are incapacitated for long periods of bed rest, leaving them helpless.

Other Cultists

M'Butho – M'Butho isn't from Africa, he swears in something that sounds a bit like Spanish. People tend to swear in their native languages...so what else is this guy hiding? You have the feeling that if you aren't careful he could look into your soul and lay it bare before him. He's more than creepy; he has the eyes of God.

Robert Baehr – If you had wanted a father you certainly wouldn't have killed your own. Now you are stuck with this guy? He's a bit pushy for your tastes, always has to be in charge. He probably feels threatened by M'Butho....and maybe even by you. Maybe that's why he won't let you out of his sight for very long.

Greg Hicks – This guy has to be the worst of the lot. At least Baehr and M'Butho believe in all the weird stuff that they are preaching, but Hicks seems to be along for the ride. Sure, there is something to all of this, you've seen a few things and you know that Hicks has too, but Hicks isn't committed to anything, and that makes him a real threat. You never know what he might be up to...and he keeps looking at you.

The Return of The Headless Horsem

By, David M. Fetter

Introduction

It is the year of 1914 in early October. There have been two murders recently in the growing area of Sleepy Hollow, a glen of Tarry Town, New York. These murders are big news in the media because rumors tell about how the heads of the victims have been severed. Residents of Sleepy Hollow and surrounding areas are quickly correlating these recent events with the *Legend of Sleepy Hollow*, a tale that took place around a similar time of the year in 1790, over a century ago. The story tells of a headless horseman who returns from the grave to avenge his death by chopping the heads off those who killed him. Superstitious folks are saying how the legend is true and The Headless Horseman has returned, but the local police are passing it off as some lunatic who is using the legend in their murderous plots. Needless to say, Sleepy Hollow is now a restless and weary place.

Keeper's Background

This adventure is designed for 3-6 beginning investigators. It is geared more for intellectual investigators and has a limited amount of action involved. The investigation process and solving of the mystery is the core. Little tidbits of the following information should be "discovered" by the investigators as they dig into the mystery, which in turn should help them figure out who is behind it all.

This story revolves around one Professor Michiel Platte, who teaches history at the nearby Butler Memorial School for Young Ladies. His specialty is American History but he teaches a few other history classes as well. He has a particular fascination with the American

Revolutionary War and specifically the Hessian known through supposed legend as "The Headless Horseman". Of course, in Sleepy Hollow, who doesn't have such interest in this legend? Being that Prof. Platte teaches American History primarily, it is not out of character for such a person to also have a keen interest in the American Revolutionary War. All in all, nothing seems to out of the ordinary about Professor Michiel Platte...on the surface at least.

Something that the professor does not usually discuss with others is that he has somewhat of a broken lineage. This troubled him greatly in his youth. Professor Michiel Platte was born and raised in Sleepy Hollow, as was his father, Ruben Platte. His mother, Maisie, was an immigrant from Scotland and she would speak of the vast family from the distant land which Michiel never did meet personally. It seems that his family lineage on his father's side only went back two generations, however, which seemed odd being that most others who were from Sleepy Hollow went back much farther. The lineage on his father's side stops at his mother, Willemina, and there was no mention anywhere of his father's father. In fact, even Ruben didn't know him and his own mother kept quiet about him. That led Michiel to spend much time researching this more on his own despite being told numerous times by his parents, "not to worry his troubled mind about it". This path of study eventually led him to become the history professor that he became later in his life.

It was while he was in college studying for his history doctorates degree that he discovered the horrifying yet intriguing truth of his past. The Hessian known in local legend as "The Headless Horseman" was based on a real man and his name was Frederick von Koehler. During

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the American Revolutionary War he was sent with British troops to suppress an uprising of the Dutch peoples of Sleepy Hollow. In Michiel's research he obtained a sole document which stated that the child, Ruben, was fathered by Frederick von Koehler. Later the name "von Koehler" became "von Platte" and finally was just Platte.

Not only did Michiel discover this lineage, but he also found it particularly remarkable that Frederick von Koehler was indeed hunted down and beheaded just as he did to countless Dutch during his time with the British. In fact, in one particular old document dated prior to the publishing of the story in 1820, it told of the reign of terror by a headless horseman. He killed all those who killed him in life then disappeared before the mystery could be solved. This document was determined to be a journal entry by one Jesse Merwin, who supposedly the *Legend of Sleep Hollow* portrayed as Ichabod Crane. The real story of Jesse Merwin's involvement with Michiel's grandfather, Frederick von Koehler, is that he helped investigate and figure out who he was. This led a lynch mob of sorts to hunt him down and kill the murderer, Frederick, in the same manner he killed so many of the Dutch people. Due to this acquired knowledge, Michiel has had a quiet loathing for Hubrecht Merwin, which is a descendant of Jesse Merwin. Hubrecht, of course, has no idea of any of this but does know that he is descendant from Jesse Merwin, who the character of Ichabod Crane is supposedly based after. All of this has made him a local celebratory of sorts all his life. Most people, including Hubrecht, simply think that for some reason Jesse Merwin was used as the model for the character of Ichabod Crane and that there was no more to it than that. Michiel knows the truth though, or so he believes, through his research.

Another note was found in a historical archive seemingly hurriedly written by what is assumed to be one of the victims of the headless horseman exacting his revenge from the grave just prior to his own death and beheading. These documents not only explained more of Michiel's heritage but it implied that the stories of the headless horseman were somehow true. All of this, while shedding the light on Michiel's heritage, also unfortunately drove him subtly mad. Rightly so, after discovering such a history to one's own blood line. For good reason, Michiel does not share this knowledge with anyone and the documents he found are kept locked away in his private files or personal historical collection.

Another secret kept by Professor Michiel Platte is his deep research and involvement of the Occult. His discovery of the supposed truth to the Headless Horseman tale, led him to become curious of the Occult world. Along with his other studies and research, he found some Mythos tomes which helped bring Michiel across to true madness. For many years his secret Mythos studies slowly caused this insanity. Now,

Michiel has crossed the line fully by using some Mythos magicks to transform himself essentially into a headless horseman. He quietly seeks to kill what he sees as his enemies, being the descendants of those who hunted down and killed his grandfather, Frederick von Koehler, the infamous Headless Horseman of the *Legend of Sleepy Hollow*.

Professor Platte has found through his research that of the men who hunted down and beheaded his grandfather, four of them had male children prior to the Headless Horseman returning for his revenge. These four boys grew to become men and had families of their own and so on. He has all of these descendant's names and addresses, including one additional "enemy" being one Hubrecht Merwin, the direct descendant of Jesse Merwin. Michiel formulated specific plans to kill each of these descendants, in the order of: Daniel Vanderveer; Casper Mesick; Sofie Van Buren; Pieter Closson; and, Hubrecht Merwin. Each one is planned to be killed just prior to midnight on each Saturday of October. Hubrecht Merwin is to be killed last as part of a ritual sacrifice of sorts that Michiel is planning.

After they have all been slain he plans to take all five heads to the great dead tree, where his grandfather is supposed to be buried. There he will perform a resurrection ritual to summon him back from the dead to share what he has done to avenge his death. Michiel chose the night of "All Hallows Eve" to perform the *Resurrection* spell because it is only fitting that he summon a daemon from hell on the devil's night, a powerful night in the realm of the Occult. After Michiel has appeased his grandfather, he then plans to ask him the multitude of questions in regards to his heritage from that side, finally putting to rest his search for this knowledge.

On the 1st of October 1914, Professor Michiel Platte performed the *Apportion Ka* ritual, placing his Ka into one of his kidneys. He then removed the kidney per the spell, placed it into a jar with appropriate liquids to keep it preserved and put it on one of the shelves of his locked bookcase. Once this piece was performed, he subsequently severed his own head so when he rides to slay those on his list he will most assuredly appear as The Headless Horseman. Due to the magickal nature of the Apportion Ka, he is still able to control his own body as if nothing was any different, given that he remains within a few blocks of his headless body. It should be noted also, that for months prior, Michiel has always been seen wearing various scarfs around his neck. Thus, he is still seen with a scarf though underneath he fastens his head on while during his normal activities. He borrows a black horse from a nearby stable by using the *Command Stallion* spell so the animal does his bidding without issue. When finished for the night, he returns the horse as if nothing had happened then proceeds back to his home. So far, he has succeeded in killing two on his



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list, being Daniel Vanderveer and Casper Mesick. The investigators have three weeks remaining but for each week that passes, another dies unless Professor Michiel Platte is discovered then captured or killed.

Getting the Investigators Involved

The adventure starts on Sunday, October 11th (see below for a calendar). As already noted, the investigators have only three weeks to solve the mystery or the most horrible of things will come to life (see the third conclusion below). Detective Comyn McMurphy is the lead on this murder case at the local police precinct. The detective is shrewd and usually goes to external resources to assist in the investigations, especially ones as bizarre as this. One or more of the investigators should know Detective Comyn McMurphy, who has likely gone to the investigator(s) more than once in the past for some sort of expertise.

At this point, Detective Comyn McMurphy and the police in general are highly concerned with these recent events. What the media knows, and thus the general community, is that the murders of Daniel Vanderveer and Casper Mesick have happened over the last two weekends. There is no known connection to the two victims. Witnesses have described essentially a headless horseman riding on a black horse with a sword unsheathed in hand. Maybe someone actually saw one of the beheadings but so far none have come forward with such information. This information, in its own right, is quite troubling.

Detective McMurphy will explain to the investigator(s) he requests assistance from them and explain that there is more than just what is commonly known. What the media has not been told is that the heads have not been recovered at all and so far have not been located. Also, the time of death for both current victims was not just at some random point over the weekend, but on Saturday night close to midnight. This all leads to the grim conclusion that there is some method to this madness and that the murderer is likely a serial killer of the most disturbed kind. This serial killer may complete his killing in a short amount of time then simply disappear and the mystery will go unsolved, so there is haste to work on this which is why he is looking for external help.

So far, the only lead the police have is in regards to the black horse because there are only two stables in the area who happen to have black horses among their stock, being the Hart Stables and the Rockefeller Estates. Beyond this, Detective McMurphy will recommend that maybe they could discuss matters with Professor Hubrecht Merwin, who happens to teach psychology (note that in this time psychology subscribed to the

behaviorist ideology, whereas the cognitivist thinking came about around the 1960's and is what is used commonly today). The detective will explain that he commonly seeks advice from Professor Merwin in such matters due to his insight into the mind, unfortunately, he is too busy working on this case in other matters to visit just now.

Other investigators can get involved in a few different ways depending on their profession. Some of the possibilities might be:

- The investigator could be a student at Butler Memorial School for Young Ladies (if they're female) and maybe even know one or both of the professors involved.
- They could know or be acquaintances of one of the current victims.
- If they happen to be on the police force they could be already involved with the case, which Detective Comyn McMurphy is leading.
- It's possible they could simply be a witness to one of the previous murders and/or know Detective Comyn McMurphy.
- One investigator who isn't directly connected to the mystery could become connected simply because they know one of the other investigators who are involved with it as well.

There are a variety of methods and possibilities for the investigators to get involved. The Keeper could also make pre-made PC's for use by the players, but I haven't included them here. Whatever method is used, the investigators will need to have the strong desire to look into matters quickly. The police key clue right now is that the previous two murders both happened just prior to midnight on the last two Saturdays. Thus, if this is as simple as a serial killer on the loose, the rush might be to figure it out before the next Saturday comes along or else another victim may die.

Investigation

There is a variety of information that can be discovered through investigation from several different sources. I will discuss the key bits of information that seam this adventure together here, but more could be added and not all of this has to be used necessarily for the mystery to be solved. The first two potential sources of information was given by Detective Comyn McMurphy, who told the investigators about the black horses belonging possibly to one of two places and also to discuss matters with Professor Hubrecht Merwin.

If the investigators should choose to speak to Professor Hubrecht Merwin they will find that he doesn't seem to

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know too much about the recent happenings. He will offer up some psychological theory about the killer, stating that he must've had some awful childhood to enact such fantasies and how it's a horrible thing. If he is asked about his heritage in regards to The Headless Horseman and Ichabod Crane (from the story), the professor will chuckle and state that people have asked such questions all his life. He will explain that all he knows is that for some reason the original author of *The Legend of Sleepy Hollow*, Washington Irving, must have been friends with his grandfather, Jesse Merwin. Why else would he base a character in his story on him? Other than that, it is just a story and this killer is enacting some fantasy using the story in a most wicked fashion. Professor Hubrecht Merwin really only knows this much about the history, nothing compared to Professor Michiel Platte. If the investigators decide to ask Professor Merwin about Professor Platte, he will explain that he is a professor of history in another hall and that for some reason Professor Platte has had some sort of a grudge against him since their college years. They actually grew up together in Sleepy Hollow and went to the same schools but at college something happened to cause this grudge which Professor Merwin is unaware what that may be. One particular thing of note, which Professor Merwin will not be forthcoming with, is that both of them developed an interest in the Occult and from time to time they have bumped into each other at specific Occult sorts of shops. Further questioning, will let the investigators know where these shops are and they could potentially go speak to the folks at the shops to find out more about what exactly Michiel has taken interest in. (Keeper Hint: Clues could be left in regards to the nature of the spells Michiel has been researching, which in turn could lead the investigators to speculate what he may be up to.)

The investigators could go to the other leads the detective gave them, which are to query about the black horses. If they go to either the Hart Stables or the Rockefeller Estates, they will get essentially the same information. The owners will explain that they keep a close eye on their horses, especially the black stallions, and nobody rides them outside of their family and friends. Even then it is by scheduled appointment only. The owners will both be somewhat perturbed by such assumptions. It's possible that one of the investigators might come up with the idea to somehow mark the horses temporarily so if witnesses see the rider with the horse of a specific mark they might know in fact where the horse came from. If the investigators explain to the owners why they're asking, it's even possible one of them might offer this up as an idea if they are properly persuaded or feel in good nature. (Keeper Hint: Use this last bit to help the investigators if they seem to be having difficulties getting good clues, otherwise, leave them to their own wits if they're already doing well. Obviously, this means the investigators would be offering up the next victim as bait. Also, they could offer free security

services to watch the horses at night which if done right might be accepted by the owners. If they do, then they would get to see the black horse from the Hart Stables escape and meet Professor Michiel Platte before he goes on the hunt. Such an idea could quickly end the session so it should not be offered up too quickly.)

Speaking to witnesses or the relatives of the current victims could give some clues as well. The witnesses could relay more detail about the rider. One or more relatives may know that there is some link to The Headless Horseman in their family background. Either one of these could lead the investigators into more paths. (Keeper Hint: What information is given and how much is up to the Keeper, but both of these could serve a wide variety of purposes.)

Should the investigators get enough clues to cause suspicion of Professor Michiel Platte and they happen to be a bit of the roguish sort, they might decide to break into his home. If they do, there are a few major clues they could discover if searching well and in the right areas. His house is a typical two-story Victorian structure with a fireplace in the family room. Of note, there is a sword in a glass case displayed on the fireplace mantle (see details under Spells and Items). Upstairs, Michiel has converted the third bedroom into a Den with a small library. Most of the books on the open book shelves are history in nature, which is not surprising. In this room there is a locked book case with rolling closure and two locked file drawers on either side of a desk that sits in the middle of the room. In the locked book case, they will find a variety of Occult materials and books, including some Mythos ones (see the books listed under Spells and Items). They will also find a peculiar item, which is a jar filled with some liquid and some sort of organ inside (this is Michiel's removed kidney, though the investigators likely do not know that). In the left side locked file drawer of the desk they would find some historical documents, including the two key letters (see handouts #2 & #3). In the right side locked file drawer of the desk they would find a collection of genealogical documents pertaining to Professor Michiel Platte's family as well as all of those who are on his list to kill, including Professor Hubrecht Merwin. Everything is here to prove plausible reasoning why Professor Platte is the murderer. (Keeper Hint: If you think the investigators were too quick to just go break into his home, then have Professor Michiel Platte come home suddenly. They will either flee quickly or they will be accosted as to what they're all doing in his home. Otherwise, they could take these documents to the Detective Comyn McMurphy and the police could arrest him with this proof alone as well as alert the other possible victims. This would lead to the 1st conclusion.)

As usual, there are a plethora of possibilities during the investigation. These are merely the key points of this adventure. The rest is up to the Keeper. Feel free to be as

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creative as you like or need with this adventure to make it work.

Action

The action would occur only if the investigators catch Professor Michiel Platte acting as The Headless Horseman. The horse is a normal steed, though healthy and strong. The body itself is just as much flesh and blood as any one of the investigators, except that it will continue to move and function even if shot or stabbed, etc. For all intensive purposes, it is immortal but it can sustain injuries. It is possible that if the body becomes injured in a specific way, that the injury could be seen the next day on Professor Platte's own body. The link could then be made from one to the other. This sort of thing can certainly make it easier for the investigators to solve the mystery. (Keeper Hint: Combat would occur as per normal rules in regards to a rider on horse with a sword in hand versus on foot investigators with whatever weapons they may have. It's up to the Keeper just how strong the horse and rider are to a certain extent. The Keeper may want to adjust combat with the horse and rider so it's more difficult or perhaps less difficult depending on how many investigators there are and their combined strength. You wouldn't want to it to be too easy in this case, but the possibility should exist.)

Should the investigators knock the headless body of Professor Michiel Platte off of the horse, then it will come after them with the sword unless significant danger causes the professor to call his body back. Even then, it will only be called away so it can pursue its intended victim a different route for a head must roll that night in order for the professor's plans to complete successfully. It's feasible, though difficult, that the investigators could subdue the headless body, thus capturing the professor. Once captured, it might be quite easy to figure out who the body belongs to. Going to the professor's home will find his head, alive and well (causing 1d8 SAN loss for all who witness). (Keeper Hint: This will lead to the 1st conclusion unless they decide to kill the atrocity that is Professor Michiel Platte, which will lead them to the 2nd conclusion. Also, note that the professor's head must be within a close proximity to the headless body in order for him to still have control over his body. Once the professor moved close enough to his intended victim, he likely has his body place his head in some nearby hidden location then controls his headless body on the horse from there before charging them down to take their head.)

Conclusion

A few different possible outcomes can happen. I will describe the likely possibilities here.

1. If the investigators trace the murders to Professor Michiel Platte and inform Detective Comyn McMurphy, then the Detective will go to arrest him. More than likely they will all discover that the professor is actually headless yet somehow still lives. This will cost them 1d4 SAN loss (1d8 SAN loss if they actually see him remove his head). The detective will pay the investigators \$1,000 for their work and an additional \$5,000 for the reward that was placed for the murderer's capture, all to be split amongst themselves. The police will pass him through the courts and they will recommend that the professor get sent to the nearest insane asylum, being Arkham Sanitorium. The local officials will completely ignore the entire "headless" bit as nonsense and the professor will never be allowed visitors or seen again. The government entities will do what is necessary to cover up the mysterious nature of what has happened to Professor Michiel Platte so they can conduct their own studies in private.
2. If the investigators trace the murders to Professor Michiel Platte, but they somehow kill him by either destroying his removed kidney that contains his Ka or causing severe brain trauma, then they will run into a bit of legal trouble. They will be applauded that they managed to discover the villain but they will have to go through the courts in regards to why they beheaded him. The system will not believe that he was somehow already beheaded, so they will assume they did it which is not looked upon as appropriate civic duty. The courts will eventually relieve the investigators of all charges but due to court fines and other charges, they will summarily lose all payment of any duty performed for the local police. Again, knowing that the professor was actually headless yet still living will cost them 1d4 SAN loss (1d8 SAN loss if they actually see him remove his head).
3. If the investigators fail to find out who the murderer is by October 31st of 1914, then Professor Michiel Platte will have succeeded with his plan but at a price. The professor has made a major mistake, in that the resurrection spell does not function as he expected and he did not do enough research in that regards. Unfortunately, Michiel was far too insane to think as clear as he once did and proceeded despite his lack of thoroughness in this regards. When he resurrects his long dead grandfather, Frederick von Koehler, the infamous Headless Horseman rises once more to claim a head. This time, it will be the head of Professor Platte. Not

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far away, Professor Michiel Platte will be found dead with his head severed and missing. The grave of the original Headless Horseman will be found disturbed, which will make media in all its glory, though the Headless Horseman will never be seen again. All suspicion, if there was any, in regards to Professor Michiel Platte will be lost and the mystery will go unsolved. The various files he had in his private collections will be lost in the shuffle of his belongings, maybe to be found another time.

There are other possible outcomes depending on what the investigators choose to do, but these are the more likely. Feel free to adjust these as necessary so as to fit what the investigators have done.

Maps

Maps can easily be obtained for the area of Sleepy Hollow (i.e. Tarrytown, NY) by searching online. These maps could be useful for describing where the investigators can go within the area, thus giving boundaries, but they aren't necessary for this adventure.

NPCs

- **Professor Michiel Platte**, Age 67, History Professor

Description: Professor Michiel Platte is a rather tall fellow, standing at 6'3". He has red hair from his mother's side and the broad build of his father's side. He looks quite healthy for his age. He speaks confidently with little doubt in his tone and manner. He might even seem arrogant to those associating with him.

STR:10 CON:15 DEX:12 SIZ:16 INT:17 POW:13 APP:12 EDU:25 SAN:35
Idea:85 Knowledge:99 Luck:65 Magic Points:13 Hit Points:16 Damage Bonus:+1D4

Occupation Skills - Anthropology:99 Bargain:70 Credit Rating:67 History:99 Library Use:99 Other Language (Egyptian):92 Persuade:37 Psychology:41

Hobby Skills - Archaeology:23 Astronomy:16 Cthulhu Mythos:30 Dodge:27 Occult:43 Other Language (Chinese):36 Other Language (Latin):14 Own Language (Dutch & Scottish):99 Ride:78 Use Cavalier Sabre:77

Spells Known - Apportion Ka; Command Stallion; and, Resurrection.

Income: \$6500

- **Professor Hubrecht Merwin**, Age 66, Psychology Professor

Description: Professor Hubrecht Merwin is average height and size. He looks to have taken good care of himself as far as health but age does get to everyone. He is highly intelligent but has a humble mannerism about him. He listens with care and precision, though he speaks only after properly thinking things through so he can seem a bit on the quiet side.

STR:8 CON:12 DEX:10 SIZ:12 INT:16 POW:17 APP:11 EDU:24 SAN:78
Idea:80 Knowledge:99 Luck:85 Magic Points:17 Hit Points:12 Damage Bonus:+0

Occupation Skills - Bargain:17 Biology:79 Credit Rating:28 Library Use:81 Medicine:99 Other Language (Latin):83 Persuade:88 Psychology:98

Hobby Skills - Anthropology:15 Chemistry:09 Cthulhu Mythos:07 Dodge:26 Fast Talk:12 Law:12 Listen:61 Occult:34 Other Language (English):06 Own Language (Dutch):99 Pharmacy:11 Psychoanalysis:74 Ride:13

Spells Known - Mental Suggestion.

Income: \$7500

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- **Detective Comyn McMuprhy**, Age 36, Police Detective

Description: Detective Comyn McMurry is your typical Irish police officer of the times. His father was a locksmith, so he acquired much knowledge of locks and their workings, though he took a different path due to his other interests and natural skills. He's a robust fellow, standing fairly tall at 6'1". His drinking has taken a bit of a toll on his health however. He is often seen whittling a small piece of wood with his pocket knife. He does this while he thinks. He's also has his experience with fighting, even partaking of boxing for a short bit prior to his police work. His mannerism is a bit on the gruff side but he is obviously intelligent.

STR:16 CON:12 DEX:10 SIZ:17 INT:15 POW:14 APP:10 EDU:15 SAN:70

Idea:75 Knowledge:75 Luck:70 Magic Points:14 Hit Points:15 Damage Bonus:+1D6

Occupation Skills - Bargain:24 Fast Talk:32 Handgun:81 Law:78 Listen:80 Persuade:35 Psychology:36 Spot Hidden:70

Hobby Skills - Craft:13 Dodge:25 Drive Auto:31 First Aid:41 Fist/Punch:57 Grapple:32 Head Butt:29 History:29 Kick:36 Locksmith:59 Other Language (Dutch):14 Other Language (English):18 Own Language (Irish):76 Ride:11 Rifle:31 Small Club/Nightstick:32 Throw:32 Track:24

Spells Known - None

Income: \$4500

Spells and Items

The following books and/or manuscripts can be found locked away within a book shelf in Professor Michiel Platte's home, should the investigators go that route to discover such things.

- **Apportion Ka** (pg. 218 of CoC 6ed source book): This spell is found within an Egyptian language book called *Black Rites* (pg. 98) written by one of the priests of Nephren-Ka.
- **Command Stallion** (per *Command Animal Spells* on pg. 225): This small incantation is found within the English book entitled *Naacal Key* (pg. 98) which describes how to gain control of a stallion.
- **Resurrection** (pg. 241): This spell is found within a copy of one of the *Seven Cryptical Books of Hsan* (pg. 97), being specifically book 7 of the series.

This sword sits within a glass casing on the shelf above a fireplace in Professor Michiel Platte's home, should the investigators somehow get inside to see it. If they do and they ask about the sword, the professor will simply say that it is a nice historical relic he found in the past and dismiss it as somewhat trivial.

- **Sword of The Headless Horseman** (use *Cavalier Sabre* stats on pg. 64 as base): This sword was found by Professor Michiel Platte while conducting his research on everything else. It was the sword that his grandfather, Frederick von Koehler, used to sever the heads of his multiple victims. It is imbued with additional energies now giving a +1 bonus to damage, +10% to skill usage and it instantly cauterizes the slashing wound it causes.

Handouts

Handout #1: The accurate calendar days of the month of October in 1914. Such a calendar can be found in many places by the investigators.

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Su	Mo	Tu	We	Th	Fr	Sa
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31

Handout #2: This letter can be found in Professor Michiel Platte's personal historical records collection. This is the letter assumed to be written by a victim of the Headless Horseman. It is poorly written with bad spelling but it can be comprehended and fortunately is in good enough condition that the message can be read fully. Dark spots are on the note, if analyzed these spots would be determined to be dried blood. (Writing this out on some parchment to give as a handout would work best.)

He's coming for me now. I'm writing this note in hopes that it finds the way to my wife and child so that they can know that I love them very much. May God have mercy on me.

Handout #3: This page can be found in Professor Michiel Platte's personal historical records collection. It seems to be a series of journal entries torn from the original journal, which are the thoughts of Jesse Merwin about discovering who the new "strange" man is and the consequences of actions by the towns folk. (Writing this out on some parchment to give as a handout would work best.)

October 1st 1812,

I have discovered who this strange recluse man is and it is most startling. It seems that this newcomer's name is Frederick von Koehler, who was none other than the savage rider who slain countless Dutch here in Sleepy Hollow side by side the British suppressors. I have informed the local officials and I believe they are organizing some sort of lynch mob to bring the evil tyrant to justice.

October 14th 1812,

The organized lynch mob hunted Frederick von Koehler down and beheaded him in some form of eye for an eye vengeance. It seems this may not have been enough to keep him down however. Two of the men who were part of the lynching have been found beheaded. A few have seem a dark rider who is headless and they say it is that of Frederick. The towns folk are nervous, especially the others who took part in bringing Frederick to justice and rightfully so.

November 4th 1812,

All of the men who took part in killing Frederick are now dead. All of them found beheaded. It has been almost a week and there have been no more signs of The Headless Horseman. The towns folk are hoping he is gone for good and so am I.

Halloween at St. Odilo's

By Jason Williams

Introduction

This scenario works best if one of the investigators has a few skill points of Cthulhu Mythos or above average Occult skill. They will be contacted to assist in a supernatural matter that requires discretion. It is set in the interwar period of the late 1920's and could be worked into a campaign that is set in Arkham Country during that timeframe. Details about the NPC's appear at the end of the scenario with some of them being borrowed from various Chaosium Call of Cthulhu publications.

There is a section within this scenario that the investigators will travel through the Dreamlands. If the keeper has that supplement they are encouraged to expand upon that section. If the investigators have no previous experience with the Dreamlands then they will pick up two new skills.

Dreaming – Starts at a percentile amount equal to the investigator's POW

Dream Lore – Base chance equal to half the investigator's Cthulhu Mythos skill (rounded down) with the minimum starting value being 1%.

Successful completion of this scenario should include as a reward, checks for each of these skills.

On the road from Arkham leading southeast from the city towards Kingsport about half a

mile past the airfield there is a parcel of land owned by the Catholic Church. For years there has been a small Benedictine community (St. Odilo's) that mainly serves as a weekend retreat for Catholics from Boston. In recent years donations have been made which allowed the order to also establish a small Benedictine Nunnery and orphanage. The school associated with the orphanage is dedicated to St. Scholastica. The next phase in their building project involves fundraising for a fifty bed nursing home for veterans to complement their veterans cemetery established during the Great War (World War I). This cemetery was mainly for military personnel from the Arkham area whose families could not afford to bury them. The cemetery saw further use by deceased veterans during the influenza epidemic in 1918-1919. In recent years donations from retired officers and local businessmen have allowed the monastery to turn the cemetery into a public park with landscaped grounds, cobblestone walkways and plaques dedicated by the various military units that the veterans served with.

The local church committee has decided to attract wealthy donors from Arkham and Boston by having the Abbey participate in the annual Arkham harvest festival. This festival traditionally carries on for a one week period at the end of October and ends on Halloween with events for the local children such as costume contests, bobbing for apples and storytelling sessions. As a participant, the Benedictine Sisters and orphans have decorated the park area of the cemetery with

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carved pumpkins and other decorations and some locals from the area will be present to tell ghost stories to the groups traveling through. Arrangements have been made by the abbey for some of the potential donors to bring their children to the events and stay until November the 2nd when there will be dedication on All Souls Day to the departed veterans. This is particularly appropriate since that particular church festival day was established by St. Odilo who is the namesake of the Abbey.

Keeper Information

Unbeknownst to the Abbot and Sisters, one of the storytellers that will be part of the Halloween event has sinister intentions. He is an Arkham resident named Jack Wildman that was originally from Kingsport. Jack is a notorious loafer who has drifted between jobs his entire life. In recent years he has made his living sitting in parks, bars and restaurants telling stories for drinks, food and the occasional donation of cash. His family disowned him when he was young because he spent most of his time sleeping and his father kept telling him he would amount to nothing. What his family and acquaintances do not know about him is that since he was very young almost every night of his life has been spent in the Dreamlands. Several years ago while in the Dreamlands, Jack had a plan to recover some artifacts from the marshes in Mnar where the lost city of Sarnath once stood. While he was in the marshlands he performed an invocation to the reptilian god Bokrug seeking favor to help him in his search. This greatly angered Zo-Kalar who is the surviving god of the people of doomed Sarnath. Zo-Kalar appeared before Jack's dreaming form and destroyed him, banishing him from the Dreamlands. In the following years, Jack has been shattered by no longer being able to dream and has turned to the bottle, drinking hard apple cider and earning him the local nickname of "Apple Jack".

Jack is a charismatic man and even though he is somewhat down on his luck, many locals go

out of their way to look out for him by offering him a spare bed if they have one, or even a hot meal. One kindly individual has allowed him to stay in a room in his basement for almost two years. It did not take long for Jack to look through stored boxes and discover that they contained many old books collected by the owner's family over the last few generations. One of those books was a hand written account from an individual who had physically entered the Dreamlands and returned after many years. Jack studied the book for many weeks and read of terrible spells one of which he believes will open a doorway between the waking world and the Dreamlands and allow him to return there. While having difficulty with understanding some portions of the book, another tenant of the basement started visiting him late at night. Jack does not clearly remember the visits other than the fact that the man was dark skinned and seemed to know all about the spells in the book. With the assistance of this stranger Jack was able to understand the book and learn three spells. Jack also had to make a solemn promise that when he entered the Dreamlands he would journey to the city of Nithy-Vash and attempt to pray at the forbidden temple of Sthood. The dark man (Nyarlathotep) explains to Jack that the god of that temple is very lonely and has not been prayed to for a very long time.

Lately Jack has been going to the Orne Library at Miskatonic University to read through J.G. Frazer's third edition *Golden Bough* and determined from the following quote that the most auspicious date is October 31st.

"But it is not only the souls of the departed who are supposed to be hovering unseen on the day 'when autumn to winter resigns the pale year'. Witches then speed on their errands of mischief, some sweeping through the air on besoms, others galloping along the roads on tabby-cats, which for that evening are turned into black steeds. The fairies, too, are all let loose, and hobgoblins of every sort roam freely about." – J.G. Frazer – The Golden Bough

Jack's interpretation of this imagery is that on Halloween the veil between the two worlds can be passed through freely. Since he has been invited to the event to tell ghost stories in the cemetery he has concocted a monstrous plan to cast the spell **Raise Corpses** (detailed in NPC section) that will rend a hole between the Waking World and the Dreamlands through which he can pass. This is a spell from the Dreamlands book and is slightly modified to open a gate through which Nyarlathotep plans to eventually send creatures from the Dreamlands to spread chaos and madness into the waking world.

Jack will wait until he has enough listeners and then have them chant a phrase that works towards the casting of the spell. He intends to use the confusion of the appearance of the zombies to crawl into one of the open graves and then journey on to the Dreamlands. He views the inevitable slaughter of the bystanders to be a suitable sacrifice to Bokrug who is a vengeful god.

Drawing the investigators into the scenario

On October 27th the Halloween event organizers hold a meeting with the participants to go over the final plans and to give the volunteer storytellers some guidelines as to how they should conduct themselves. This includes emphasizing that they are not to use profanity since it is a church sponsored event and that they should ensure that the stories are not too gruesome since there will be children present. After the meeting one of the monks involved finds a small diary that somebody dropped and flips through it to see if it contains the name of the owner so that he can contact him. Much to his surprise it is a diary of sorts containing information that the monk views as satanic in nature. He turns it over to his abbot whom in turn shows it to one of the visiting monks who is there on retreat. Elderly Brother Drogo of the Order of the Sword of St. Jerome (formerly an experienced Dreamer) read through the book and recognized at once that it

belonged to somebody who was intimately familiar with the Dreamlands. There is enough hints and information in the last few pages of the book to make him believe that some sort of dark magic will be perpetrated at the Halloween event. He implores the abbot to intercede with the church committee to cancel their participation in the harvest festival, but the fund raising aspect is far too important to drop out at this late stage for "superstitious reasons". Brother Drogo calls an associate of his, Brother Fidelis, who also has knowledge of Dreaming and begins looking for capable individuals whom they can trust to send into the Dreamlands on a mission to thwart the unknown individuals' plan. Either one of them would be willing to undertake the ordeal but through past experiences neither of them can ever enter the Dreamlands again unless they do so physically.

If the investigators have adventured previously in the Arkham area they may come to the attention of Brother Drogo in a number of ways:

- Charles Anderson is a wealthy industrialist who has made several sizable donations to the orphanage. The investigators may have met him when his son Carter Anderson was kidnapped by a cultist from the Esoteric Order of Dagon in Bless the Beasts and the Children from Adventures in Arkham Country. He and his wife are assisting with organizing the event and Brother Drogo will gently pry information from him about who he would trust for assistance in a delicate matter. If the Bless the Beasts and the Children scenario ended favorably, he will not hesitate to recommend the investigators.
- Dr. Henry Armitage the head librarian at the Orne University at Miskatonic University. Investigators may have had occasion to meet with him in the past. Members of the Order may have had occasion in the past to deal with Armitage to view some of the books in the restricted section for research purposes. As with

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Anderson, Drogo will gently question him and ask for recommendations for reliable individuals whom he could obtain assistance from. It is up to the keepers discretion if Armitage will actually attend the fund raising event.

- Members of the Order of the Sword of St. Jerome. If the investigators have had any adventures that involved members of the order then Brother Drogo will be able to find out through inquiries to order contacts in Boston or New York.

If none of the above criteria match any of the investigators backgrounds, then the next likely reasons for them to be contacted is if any of them are known as an imaginative private investigator or occultist.

Brother Drogo will contact one of the investigators and ask to meet with them and any of their close associates immediately. He will not go into details over the telephone and only mention to them that the matter is urgent and involves something of a supernatural quality. Brother Fidelis another member of the Order of the Sword of St. Jerome will arrive on the 28th and be ready to assist Brother Drogo any way that he is able.

The location that he chooses for the initial meeting is the Orne Library on the Miskatonic University campus. Drogo will ask Dr. Armitage if he can use one of the offices for an hour or so for a private meeting. When the investigators arrive the elderly monk will offer them a drink from a bottle of brandy that he brought with him on his last trip to Europe.

Briefing from the Brothers of the Order of the Sword of St. Jerome

Brother Drogo will conduct the initial briefing of the investigators and approach it as if he expects them to be somewhat skeptical. He tells them that he believes the fact that a book containing some of the evil plans fell into his hands was an act of God but that ultimately it is up to them to thwart the plot.

- A diary that was found indicates that one of the storytellers involved in the Halloween event is planning on conducting some sort of religious ritual that involves a mass sacrifice to open a gateway between the Waking World and a parallel world called the Dreamlands.
- The abbot of the monastery does not have an understanding of the supernatural and does not want to cancel the event since it is a fundraiser that will be attended by Cardinal O'Connell and a high level representative sent by President Calvin Coolidge.
- Brother Drogo and his associate who will be joining them Brother Fidelis are members of a secret church order that is dedicated to rooting out and destroying supernatural threats to mankind. He will warn the investigators that the pursuit of evil must be done carefully to avoid destroying their own mind and soul.

There are four local storytellers that will be participating and it is too close to the festival event to replace them. Brother Drogo will tell the investigators the following about these individuals and allow them to draw their own conclusions. At the moment he is reserving judgment but he believes that Granny Orne knows something about the Dreamlands based on what he has been able to find out about her storytelling.

1. Granny (Agatha) Orne from Kingsport – renowned for her stories about sea monsters and the strange old house high atop Kingsport Head. (This NPC is detailed in the Kingsport supplement).
2. Joshua Pickman – A graduate student at Miskatonic University. He is a well liked young man who has a flair for storytelling and working in themes of time and space as part of his interest in

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physics, particularly recent theories such as those of Einstein, Rutherford, and Heisenberg.

3. "Apple" Jack Wildman – a down on his luck but well liked local who knows many stories about magical lands populated with evil creatures and some stories about creatures that haunt the local cemeteries.
4. Dr. Elliot Mills – Professor in the Miskatonic University Department of History for nearly ten years. Mills has a passion for the culture of the American Indian and has extensive knowledge of stories about Algonquin tribal lore. (This NPC is detailed in the Miskatonic University supplement).

Drogo then introduces the investigators to Brother Fidelis and tells them that they will have a day to look into the backgrounds of the storytellers to find out what they can. After that, if nothing can be determined, they will assist the investigators to journey into the Dreamlands.

Investigators looking into the storyteller's backgrounds will be able to find out the following information about each of them.

Granny Orne

- 72 years old and born in Kingsport
- Sister to Captain James P. Orne who sailed out of Gloucester. He was famous for catching a 50 foot "sea monster" and then putting it on display. The sea monster, Captain Orne and a number of other people disappeared in 1922 while he was displaying the creature at Martins Beach.
- People who have heard her stories remember vividly those about the house that sits high above Kingsport at the very top of Kingsport Head. She speaks about winged creatures that circle the house and are seen at its front door that faces the Cliffside.

- She loves visitors to her home and frequently entertains tourists on her porch with her stories.

Joshua Pickman

- 25 years old and born into a well regarded family in Arkham.
- Everybody that the investigators speak with about Pickman refers to him as having a brilliant mind.
- Professors are exasperated with Joshua being constantly distracted by the latest theories in physics instead of focusing on "classical" theories. They begrudgingly admit that he is at the top of the class even with his distractions.
- He tells stories constantly to younger students and even some of the older children in Arkham about non-Euclidian space and time travel, using mathematical references that for the most part are well beyond the understanding of the listeners. People still listen to him because of his entertaining manner and obvious passion for what he is saying. Some of the younger listeners have even become more enthused about studying mathematics because of Joshua. People, who have heard him, describe his stories as an exciting cross between H.G. Wells and Jules Verne.
- Children talk about him showing them a "one-sided object" but cannot explain it themselves. (He has been carrying around strips of paper and a roll of masking tape and putting together a Möbius strip for his demonstrations).
- His physics project is "top secret" but he claims that it will revolutionize the world. People who have seen it cannot explain it but can say that it is some sort of "hydrogen device".

Jack Wildman

- 48 years old and born in Arkham to a family of a small business owner.

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- His family tossed him out when he turned 18 because he was a “lazy good for nothing” who spent more time sleeping than working.
- Jack has never been able to hold a steady job for very long. He is notoriously lazy and is either constantly late for work or just does not show up.
- In recent years he has been doing odd jobs for people (painting, mowing, brush clearing, etc.) in exchange for a place to sleep, meals and a bit of cash.
- In his spare time within the last ten years, he has been picking up coin or drinks in exchange for telling stories about “magical lands”. Those that have listened to his stories compare them to those of Lord Dunsany and lament the fact that he is so slothful. They all agree that if he had the discipline and inclination to put his stories on paper that he could make a living at it.
- In his late twenties he turned to drink and by the end of most days is usually drunk. His preferred drink is hard apple cider which has earned him a nickname of “Apple Jack”.
- Employees of the Orne Library at Miskatonic University have seen Jack drop by in the afternoons and sit in the reference room reading. If asked for further information they can say that he appeared to be making notes from Frazer’s “The Golden Bough”. The set that they have is the full 12 volume third edition set which was printed

before Frazer’s Christian references were abridged.

Dr. Elliot Mills

- People comment on the fact that he is still a bachelor at the age of 51 despite the fact that he is a full professor and making a good living.
- Has been disappearing every summer for a number of years now. He says that he is going on archaeological digs but there is no record of him being on any Miskatonic University digs. There are rumors that sometimes students go with him for the summer.
- He seems to be particularly fond of the history of American Indians and can tell Algonquin Indian legends for hours.
- Many of his stories revolve around creatures given power by Glooscap such as giant eels and lobsters fighting under the sea. Most of his tales attribute human-like traits to animals that either helps the early Indian tribes or work mischief and evil against them.
- Elliot speaks about the mysterious stone ruins scattered throughout New England and quite often tells tales about what they might have been used for. He makes comparisons to those found throughout Europe and the British Isles.

At this point if the investigators decide to take a direct approach and talk to each of the storytellers, even a successful Psychology skill roll will not provide any revealing information.

Joshua Pickman's Hydrogen Device

The secret experiment that he is working on is nothing more than a device meant to produce heat and water that he hopes to send along for testing on the Antarctic expedition that is being planned.

The device design is a reaction chamber into which hydrogen and oxygen is fed from cylinders. The mixing of the gases creates water and heat. It is the heat that Joshua is attempting to make use of by having a portion of the water fed into a circulation system that surrounds the reaction chamber. His theory is that gradually enough heat will be transferred to the surrounding body of water that insulates the chamber and within the closed system will turn to steam. Relief valves will bleed off the steam to spin a small turbine which in turn pumps the water through the system (with an overflow leading into a cistern to provide clean drinking water). Pickman postulates that a small amount of heat will radiate from the device sufficient to heat one of the

Entering the Dreamlands

Brothers Drogo and Fidelis prepare a room in the monastery where the investigators can lie down during their dream journey. They explain that the investigators may be asleep for several hours and they will watch over them. There are further cautions that time passes strangely in the Dreamlands and that subjectively they may experience days or even weeks of travel while just a few hours pass in the waking world.

Brother Drogo cautions them that any disturbing events or creatures that they encounter can affect the sanity of their waking selves. He further advises that if while in the Dreamlands they truly feel that they are in danger, they can attempt to wake up.

What Brother Fidelis tells the investigators about the Dreamlands journey:

- The method that they will use to help them enter the Dreamlands is called Assist Dreamer.
- When the investigators awake in the Dreamlands they will be in a dangerous area called the Vale of Pnath and in the area of the City of Whisperers. They must move carefully since they will be crossing miles of open fields covered by human bones. Also, if they hear any loud movement, they should hide immediately since that area has been known to be populated with Dholes who are very large mindless worms
- who are capable of crushing the investigators without even realizing it.
- The investigators should seek out a temple to the east of that ruined city that sits on a hilltop. It can be spotted by the light coming from its open doors. They are warned to travel carefully to the temple and enter it respectfully since it is dedicated to a deity of the Dreamlands named Nodens. They would be wise to pay as little attention as possible to the gargoyle statues that sit on the edges of the roof. The priest within the temple can provide the investigators directions on how to reach the area below the Crag of Ghouls. They should also ask the priest how to say a few phrases in the Ghoul language, the most important being, 'please lower a ladder.' (A successful IDEA roll gives the investigator 1% in Speak Ghoul).
- Once they have climbed to the top of the ladder, they will be on the Plain of Ghouls. Ask the Ghouls that they meet to show them how to get to the stairway that exits into the ruined city of Sarkomand.
- From Sarkomand they should make their way along the coast to the city of Inquanok.
- When they arrive at Inquanok they must make inquiries as to how to reach

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the library. From the there the librarian should be able to show them a passage that will allow them to travel to the City of Celephaïs.

- Outside of Celephaïs, they are to locate what looks like a Norman Abbey built in a replica Cornish fishing village. In the center of that village is a large manor house belonging to the Dreamer whom they must locate named King Kuranes.

Drogo goes on to say that King Kuranes was once a native of the waking world but now permanently lives in the Dreamlands. He is a powerful dreamer and if they tell him that they suspect that a man in the waking world has plans that involves the Dreamlands, Kuranes will listen to what they have to say and offer them what aid that he can.

During this process have the investigators add the following two skills to their character sheet:

Dreaming – This skill starts at a percentage equal to the investigators POW. As per the Dreamlands book “The investigator gets one experience check in this skill each time he re-enters the Dreamlands and remains for more than a dream week, the skill increasing in identical fashion to any other game skill.” There is much more detail about this skill, and how the investigators can use it, in the Dreamlands book.

Dream Lore – This information skill is used to determine if a dreamer has any information about a particular Dreamlands location or entity. It has a base chance equal to half the investigators Cthulhu Mythos skill (rounded down). For every two points that the investigators Cthulhu Mythos skill increases add one point to their Dream Lore. As with the Dreaming skill above, Dream Lore increases as other game skills.

The Vale of Pnath

When the investigators dream selves manifest in the Dreamlands, they will be in the Vale of Pnath near the City of Whisperers. The Vale is in darkness and investigators realize that items that they have with them begin to writhe and change into a lower technology equivalent. Flashlights become oil lamps or torches, pistols become knives or blowguns, cameras become a sketch book and pencils.

On a hilltop in the distance they can see a light source. This is the Temple of Nodens that they were told to travel towards. Several times they can feel that they are walking into great ditch-like depressions. A successful Cthulhu Mythos skill roll will caution them that these are likely depression from the passage of the mighty Dholes that are known to live in the Vale of Pnath.

The keeper should add some atmosphere and tension to this journey by describing the sounds of Dholes passing in the distance, or have one pass in the darkness ahead of them blotting out their view of the light coming from the hilltop temple. Additionally, they may hear the beating of many wings as nightgaunts pass overhead.

City of Whisperers

As the group passes by the City of Whisperers their eyes will have become somewhat adjusted to the darkness. There is almost no light at all except for that coming from the temple they are traveling towards so allow them to attempt a Spot Hidden skill roll at -40% to see the dim outlines of buildings. As they draw nearer to the structures, all of the investigators begin to hear voices whispering in a language that they do not understand. Occasionally the whisperer sounds like they are right behind the investigator along with an occasional whispered laughter from all around them. Investigators passing through this area are subject to a Sanity roll for 0/1D3. If the investigators wish to enter the city to explore inform them that it appears to be a maze of narrow streets, stairways and ramps. If they

still choose to enter, have the investigator with the lowest Luck percentage attempt a roll. Failure means that they get lost and wander through the city for an additional 4D6 hours. If they spend over 12 hours lost in the city have them attempt another Sanity check for a further loss of 0/1D3.

Temple to Nodens

This temple is described in the Dreamlands book as *“A building without windows constructed out of black masonry. Its twin bronze doors, green with age, stand open and light pours out from the building’s interior into the surrounding void. Perched atop the building’s lofty roof sit seven nightgaunts in a row. They appear to be statues carved of the same material as the building, but are actually living specimens.”*

When the investigators enter the temple they will see that it consists of one large room. Directly across the room from the doorway is a large bas-relief carving of a human-like figure with a beard of tentacles hunting winged octopus creatures with a trident.

In a corner of the temple are a sleeping pallet and the resident priest of Nodens Nuguth-Yug. The Dreamlands book contains more information about this individual and his statistics are detailed in the NPC section at the back of this scenario. Nuguth-Yug has much information about the Vale of Pnath and a lesser amount about the rest of the Dreamlands underworld. He does not leave the temple and is anxious for news about the outside world. If the investigators respect him and the temple, Nuguth-Yug will do his best to help them.

The priest can give them detailed directions on how to reach the spot directly below the Crag of Ghouls. Nuguth-Yug can also teach them the following phrases in Ghoul:

- I am a friend of the ghouls
- Could you lower a ladder
- Yes
- No
- Thank you

- Please
- Wait
- I am not hungry (very important in case they offer to share their “food”)

Crag of Ghouls

This is a promontory that juts out over the Vale of Pnath from the Plain of Ghouls. Ghouls use this outcrop to throw away the remnants of their nightly meals of corpses from the waking world. As a result of the vast number of centuries that this dumping has been taking place, the pile of bones directly below the crag is nearly one mile deep. Investigators traveling to this point will have a grisly walk through crunching human bones. As they approach the top of the bone pile, have the investigators attempt a Listen skill roll to hear bones landing that has been tossed down from above.

When the investigators reach the top of the mound of bones, they must yell up to the ghouls until they hear a response. The ghouls will then lower down a “rope” ladder woven from human hair. Investigators examining the ladder with a light source should attempt an Idea roll to figure out what the ladder is made of. During their wait for the ladder, have the investigator with the lowest Luck attempt a skill roll, if they fail, their noise and light has attracted a Dhole that passes beneath them while they are climbing. Investigators can attempt a POW x 5 roll to control themselves from looking down at the giant creature. Those that look must make a successful Spot Hidden (-40%) skill roll to see the monster in the darkness below with a resulting Sanity check of 1D4/1D20 for seeing a Dhole.

When the investigators arrive at the top of the rope ladder they will be greeted by a ghoul squatted down patiently waiting for their arrival. Investigators should attempt a Sanity check when seeing the ghoul for a loss of 0/1D6. The ghoul will attempt to communicate with the investigators and when it realizes that they do not speak ghoul fluently, will signal them to sit down and wait. It will then leave

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them and return a short while later with another ghoul who speaks some human languages.

If the keeper has the Dreamlands book and is so inclined, they can have this English speaking ghoul be Richard Upton Pickman from H.P. Lovecraft's story *Pickman's Model*.

The Plain of Ghouls

When asked for directions, the ghoul that speaks with the investigators will show the way to the burrows that lead up into the ruined City of Sarkomand. As they cross the Plain of Ghouls they will see thousands of ghouls feasting on bodies that they have brought from the waking world. This will require another Sanity check for a 0/1D6 loss.

After walking for several hours, the ghoul will indicate that they have arrived at the burrow to the surface. Investigators will have to crawl for approximately one hour through a narrow, dark tunnel that has traces of rotting corpse flesh and fluid along with slimy mold coating the floor and walls. The corpse stench is overpowering and investigators must attempt a CON x 5 roll to avoid vomiting at least once during this section of their journey.

Sarkomand

This ruined city lies in the northern regions of the Dreamlands on the south edge of the Plateau of Leng. It had stood for over ten thousand years before the moonbeasts descended upon it, casting down its towers and slaughtering the inhabitants.

Sarkomand is not entirely deserted, in the center of the city is located the lair of Oorn who is the mate to Mnmonquah. Her lair is in a temple like structure which is regularly visited each full moon by moonbeast priests who cast sacrificial victims from Leng into her deep pit. Oorn can sense the life force of investigators who stray to close to her lair and lure them in to be devoured.

To continue on their journey the investigators must head southwest out of the ruins until they

reach the coast. They should then head westward for several days until they arrive at the city of Inquanok, which is situated on the eastern edge of the Plain of Kaar.

Inquanok

This city is located in the northern area of the Dreamlands on the coast of the Cerenarian Sea. North of the city is the famous giant onyx quarries. Inquanok can be seen for a considerable distance because of its onyx spires and bulbous domes. On a hill in the center of the town is the temple of the Elder Ones with great streets, plazas and surrounding gardens.

Behind the temple on a higher hill is the many domed palace of the Veiled King. Visitors can explore the palace gardens during the day but must leave by nightfall. Investigators who stare too long at the great dome of the palace will be sent strange dreams by Quumyagga the father of all Shantaks who dwells therein.

There is no specific information within the Dreamlands book as to where the opening to the Great Library of the Dreamlands is located within Inquanok. The investigators should have to explore the city for some time before locating the library. Perhaps individuals whom they inquire of might direct them to large bookstores or private libraries instead.

The Great Library of the Dreamlands

As described in the Dreamlands book:

"A magical structure which has entrances in the cities of Celephai's, Dylath-Leen, Hazuth-Kleg, Ilek-Vad, Inquanok, Kadatheron, Theelys, Thorabon, and Ulthar. It is a great circular stone building with 52 book-filled hallways radiating outwards. The library is tended by Tukor, a native of Thorabon, and Nodar, his Ultharian assistant."

City of Celephai's

This entire land of Ooth-Nargai was created from the dreams of Earth's greatest dreamer King Kuranes. This is the individual that the two monks have sent the investigators to find.

The city and land is timeless and everything here escapes the ravages of time. Structures do not deteriorate, seasons never change and the inhabitants do not age. Architecturally the buildings within the city are similar to those of medieval Cairo or Baghdad, with many tall minarets, domes and whitewashed clay walls.

Just outside of the city walls to the east of Celephaïs is the town of Cornwall-by-the-sea, which consists of a Norman Abbey and a small fishing village that would not seem out of place in coastal England. King Kuranes spends much of his time within a Gothic manor house located near the center of the village.

King Kuranes

In the waking world, this individual began dreaming at an early age and created Celephaïs within his dreams. During his lifetime in an effort to spend more time dreaming, he overdosed on drugs as a ruined man who had been once wealthy and powerful.

Kuranes now lives permanently within the Dreamlands and is the benevolent leader of the city that he created. Recently he has become homesick for the waking world which he will never see again. This led him to create the Cornish village that he now spends much of his time in.

If the investigators approach him with respect and honesty he will certainly help them any way that is within his abilities as a powerful Dreamlands entity. If he feels that they are withholding information from him, he will still help them but present them with a quest to prove that they are worthy Dreamers.

Information that Kuranes can provide:

- Kuranes will tell the investigators that on Halloween the boundaries between the waking world and the Dreamlands are very thin and that creatures can cross over easier. People casting Dreamlands based spells in the waking

world during this time will have an increased chance of success. Also for that one night any spells that normally could only be cast in the Dreamlands can also be cast in the waking world.

- Since it is unknown what spells are known by the individual that the investigators wish to hinder, Kuranes is unable to provide any specific protection, but can send some items through to the waking world that will assist them. He asks the investigators to be in the old burying ground in Arkham at midnight of the night that they awake. It is his intention to contact the ghouls and have them carry the items to the investigators. The items are described as three stones that must be placed in a triangle. Those within the triangle will be protected from any summoned creatures while they stay within the invisible boundaries. The cubes are described in the Dreamlands book as "The Three Diorite Cubes of Golthoth". They are carved on all six sides with one side on each being the sign of a five pointed star. Placed in a triangular shape they offer the same protection as an elder sign. These are unique items and Kuranes asks that when the investigators are done, that they return them the following night to the same burying ground and hand them back to the ghouls.
- King Kuranes speculates (correctly) that there was a dreamer who had been killed near dead Sarnath some years ago who had angered the chief god Zo-Kalar of that city. Apparently this dreamer had been attempting to look for Sarnath's fabled gems and treasures in the marshes along the lake. People of Mnar say that the dreamer made offerings for protection to the god Bokrug in their temples. This was the god who had risen from the lake many years ago and destroyed the inhabitants and buildings of doomed Sarnath in

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revenge for the slaughter of his worshippers in the City of Ib one thousand years before.

- If the investigators ask Kuranes any questions about events during their journey in the Dreamland he will have a very good chance of answering since his Dream Lore skill is 94%.

Return to the Waking World

When the investigators have completed their mission they can attempt to return to the waking world by making a successful Dreaming skill roll. When one investigator is successful, the monks watching over their sleeping bodies in the waking world can force the others to wake up. If all of the investigators fail their skill check on their first attempt, the keeper should feel free to lead them into thinking that they are trapped there forever. Wait for a few days of Dreamlands time to pass before allowing them another attempt and perhaps even run a mini adventure for them if you have the Dreamlands book.

When the investigators wake up it will be early evening on the 30th of October. They will be disoriented, stiff and very hungry. The two monks will question them as much as possible so that their Dreamlands memory will not fade away before the key details can be written down, the most important of which is that they must meet a ghoul in the old Arkham burying ground later that night.

Brother Drogo will tell the investigators that he and Brother Fidelis cannot accompany them since they must make certain preparations for the evening of Halloween and cannot be in the presence of a ghoul during that period of time. If required, they can arrange for transportation to the Arkham burying ground later that evening.

Meeting the Ghoul “Courier”

When the investigators arrive later in the evening they will discover that the gates to the old burying ground are locked. They will have to pick the lock, break the lock or climb over

the fence. If they elect to climb the wrought-iron fence, have them each make a DEX x 5 roll to avoid slipping and hurting themselves on the spiked fence (1D3 damage). A light rain is falling and this late in October in New England it is quite chilly. The noise of the rain prevents the investigators from hearing anything clearly so the ghoul will have to find them and can do so quite easily with its ability to see well in low light conditions. If you wish you can have the investigators attempt a Spot Hidden skill roll at -20% from their normal chance to see the ghoul moving towards them. Those that see the ghoul are subject to a regular sanity check for a 0/1D6 loss.

The ghoul delivering the stones will have a 25% speak English skill and will be very cautious about approaching the group of humans. The investigators will not be aware of the fact that he brought four other ghouls with him in case there is any trouble. These other ghouls are hiding close by within the graveyard.

If the ghouls are attacked they will retreat to the tomb that they entered the graveyard from and defend themselves while doing so. One of the ghouls is able to cast the Dampen Light spell and will expend 10 magic points to create a 10 yard radius zone of darkness within which the ghouls can either retreat safely or attack the investigators (keeper's option). The investigators will only be aware of the fact that everything has gone black and they can hear an eerie whistling tune. Within the area of darkness, attack skills are reduced to a 1% chance. Remember that as stated above there is a steady rainfall that prevents hearing any sounds of movement.

Should the players find themselves in a combat situation with the ghouls, if firearms are used the police will show up to investigate in 3 + 2D6 combat rounds. Have the ghouls carry away any of their dead or wounded before the police can find them. This will leave the investigators trying to explain why they are in a graveyard in the middle of the night shooting

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at nothing. The police will assume that any injuries that the investigators have sustained were inflicted upon each other. Depending on the situation when the police arrive, the least of the charges will be *discharging a firearm within city limits* the maximum penalty for which is a fine of \$50.00 and 180 days in the county jail.

Halloween Night

The weather for the evening has been forecast to be a clear and warm for the end of October. Throughout the day and early part of the evening, the orphans and some of the children from the Arkham area have been busy carving pumpkins that were donated to the cause by several local farmers. These pumpkins have had large candles placed within them and have been set throughout the park-like veterans cemetery.

If the investigators wish to wear costumes to the event Brother Drogo can provide each with authentic leather and rings armor and a Frankish sword that has **Bless Blade** cast on it. A blessed blade is capable of dealing damage to entities not harmed with normal weapons. The armor provides 5 points of protection as long as the helm is worn and only 4 points if it is not. NOTE: It takes two rounds to remove the armor. This may become important if Jack Wildman manages to cast **Living Clothes** (see Wildman in NPC section at the end of scenario) on the investigator.

The base statistics for the sword are (From Cthulhu Dark Ages):
Base skill 25%, damage 1D8+1+db, HP 25, Minimum STR/DEX 7/6.

As the sun goes down, the flickering jack-o-lanterns add greatly to the eerie setting. The orphans and other children play games together such as bobbing for apples and peanuts in the shell, and pumpkin pie eating contests. Groups of adults, some in costumes, walk around the grounds watching the children play and chatting. Nuns from the orphanage have tables setup with slices of apple and

pumpkin pies along with mugs of hot mulled cider, and pots of tea and coffee.

Following is a partial list of the attendees of this charitable fund raising event:

From Arkham

- Arthur Anderson & family – Manager of the First National Grocery chain
- Danny O'Bannion & family – Local Irish crime boss/businessman
- Father Paul Sheene – Priest from St. Michaels Church
- Father Anthony Morency – Priest from Sacred Heart Church
- Father Casimir Iwanicki – Priest from St. Stanislaus Church

From Kingsport

- Martin Cabot & family – Chamber of Commerce Executive Director
- Lt. Commander Charles Maddern – U.S. Coast Guard
- Father Raymond Rapoza – Priest from The Church of Our Lady of Fatima
- Father Dario Alighiero – Priest from St. Francis Church

Other Dignitaries

- Cardinal William O'Connell – Archbishop of Boston – politically powerful in Massachusetts at the time Calvin Coolidge was Governor and President. The Cardinal has always been a strong advocate of centralized power within his diocese and is attending this event to show that the project has his blessing.
- Dwight F. Davis – Secretary of War – Professional tennis player (Davis Cup) and politician. Served as Assistant Secretary of War and then Secretary of War during the Calvin Coolidge administration.

In the main park area of the cemetery, burlap bags have been laid out on the ground for children to sit on while they listen to the storytellers. Children and their parents wander

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around until they find a spot to settle down to listen to a tale and then move on to the other storytellers.

The event will be opened with a speech by Cardinal O'Connell who will perform a blessing followed by an appeal for generous contributions towards the building project. One of the memorable quotations that he produces during his speech is attributed to St. Benedict:

"Founding a monastery is a continuous process of sawing to build your design and trying to dispose of the sawdust, while you're always being forced to reconstruct. You have to give it your all and it's never done."

Other dignitaries at the event also get to make speeches. Investigators making an Idea roll realize that most of the monks and priests seem to be trying to ingratiate themselves with the Cardinal. The exception seems to be the two monks from the Order of the Sword of St. Jerome. Those two individuals seem to be amused by the blatant toadyism that they are witnessing.

While the investigators move through the crowd to watch what is going on, have them attempt listen rolls to hear snatches of stories from the storytellers. The quote is displayed followed by name of the storyteller who said it. The investigators are free to interpret what they hear in any manner that they like. This may lead to them jumping to conclusions about the wrong individual.

- In dimensions that we cannot perceive, there lurk beings that observe us and are waiting until the time is right to reveal themselves. – Joshua Pickman (Extrapolating about quantum theories by Heisenberg and Schrödinger that they published in 1926)
- Who wants to see a one sided object? – Joshua Pickman (Talking about creating a mobius strip out of a long narrow piece of

paper and some masking tape, which was invented in 1925)

- Although many of the old timers know about them, people don't speak about the dark critters that fly around the old house that stands high atop Kingsport Head – Granny Orne (Reference to H.P. Lovecraft's *The Strange High House in the Mist*)
- Nobody knows what he pulled from the sea that day, and nobody knows what came and took it back. – Granny Orne (Reference to H.P. Lovecraft's *The Horror at Martin's Beach*)
- On the far side of the moon, is a land filled with great inhuman beasts that descend to Earth on nights when it is foggy. – Jack Wildman (Reference to Moon Beasts)
- The evil wizard twisted the land with his own desires so that everything stood still in time. Nothing aged, no children were born and those that were sick and in pain could never die. – Jack Wildman (Reference to King Kuranes)
- A great battle takes place under the sea twice a day involving giant creatures and has been going on since the beginning of time. – Dr. Elliot Mills (Abenaki Glooscap story)
- At the end of the battle all of the water that had been hidden was released to cover the Earth again, and the giant frog creature was destroyed. – Dr. Elliot Mills (Abenaki Glooscap story)

The Casting of the Spell

During one story by Jack Wildman he reaches a point where he asks the listeners to help him out by chanting the spell that the hero in his story is casting to defeat the evil wizard.

The chanting is nonsensical to listeners unless they make a Cthulhu Mythos skill roll. If so they realize that what is being chanted might be an actual spell, but do not know what it might do. Investigators who pull out a gun and shoot the storyteller at this point will terminate the casting of the spell, and none of the following events will occur but the individual

will also be subject to charges of attempted murder or murder. District Attorneys and Judges are unlikely to buy into a story that the man was an evil sorcerer who was attempting to summon monsters. At best this might end up in charges for attempted murder and prison time and at worst a one-way trip to the Danvers State Hospital for the insane.

If the spell reaches its conclusion, everyone will become aware of an eerie stillness in the air. It is as if the entire world is holding its breath and waiting for something to happen. Have investigators attempt a Listen skill roll with those who succeed hearing digging sounds in the ground all around them. As they watch, small holes begin to open in the ground and clawed human hands begin to push aside the earth. Moments later the first of over two hundred zombies crawl out of their graves and begin shambling towards the horrified bystanders. The sight and smell of rotting flesh is overwhelming and the fact that they are all dressed in tattered and moldy uniforms adds an additional macabre element to the viewers growing horror. Reactions vary with some people and children running towards the gates of the cemetery, some is paralyzed with fear and others faint or cower behind gravestones. Investigators must attempt a Sanity check for a loss of 1/1D8.

Ideally the investigators have made plans to spread out and be ready to drop the Diorite Cubes of Golthoth in a protective triangle. If they do so, 3D6 of the zombies will already be within the protective area and must be dealt with. A successful Grapple skill roll followed by a successful STR vs SIZ check will force the zombie beyond the protective area from where it cannot return.

From this point on keepers should feel free to use whatever sequence of events that they wish, but should instill in the investigators that the entire situation is chaotic. Remember that the setting is a graveyard at night with shambling zombies, individuals dressed in

strange costumes, glowing pumpkins and the screaming of injured and terrified adults and children.

Suggested Events

- Jack Wildman will back away from the group and immediately be surrounded by ten large zombies whom he will hide behind. Investigators who wish to shoot at Jack cannot get within 20 feet without being attacked by a zombie and in addition the investigators skill roll is at -20% to reflect the difficulty of firing through the shambling mob of monsters that is surrounding the target.
- A number of children are outside of the protective circle and must be rescued. The children may be either orphans or offspring of some of the prominent people attending the fund raiser. Statistics for the children appear in the NPC section at the end of the scenario.
- If it appears that the investigators are going to be able to defeat the zombies that are surrounding Wildman, he will target them with the spells Living Clothes and Maws of Pandemonium both of which are from the Dreamlands supplement. The keeper should continue to move zombies into the investigators path as fast or faster than they can be dispatched.

Grand Finale for Apple Jack

The act of rending the tenuous veil between the waking world and the Dreamlands has brought Jack Wildman to the attention of not just the investigators and King Kuranes, but also another Dreamlands entity has taken notice and become quite enraged by what it has seen.

The investigators and other onlookers first notice that a dark mist is drifting out of the open graves. Each billow begins to coalesce into individual swirling clouds of blackness drifting over the ground. Investigators who inquire about the number can attempt a Spot Hidden skill roll to see if they can count them all. A successful roll reveals that there are two

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dozen clouds. For the keeper's information, these creatures are from the Dreamlands and are Shades. They are intelligent creatures whose tendrils cause physical damage and can only be harmed by being contacted by light sources (Torches, candles, etc.).

Moments after the Shades appear everybody in the graveyard hears a low rumble coming from the earth and from one of the nearby zombie holes explodes a column of dirt and rock.

Out of the enlarged hole strides a human-like figure nearly ten feet tall and very slender. His skin and hair is bone white but his eyes are solid black. He is wearing a robe of black satin and appears to be carrying no weapons. This is a Great One from the Dreamlands named Zo-Kalar who was the chief god in the City of Sarnath.

He will not speak unless spoken too and if annoyed will match his magic points against those of his opponent. If Zo-Kalar overcomes his opponent they are permanently turned into a Shade and become his to control. This is the attack that he will use against Jack Wildman whose magic points should be seriously depleted at this point.

Zo-Kalar will do his best to ignore any other humans in the area and once Wildman has been turned to a Shade, will return to the opening in the ground with all of the Shades. If he is forced to speak he will do so grudgingly and any perceived impudence will be punished severely.

What Zo-Kalar will be willing to reveal:

- In the Dreamlands Wildman desecrated Sarnath by worshipping the god Bokrug amongst the ruins.
- Nyarlathotep offered knowledge to Wildman if he promised to worship at the temple of Sthood when he returned to the Dreamlands. Stirring that god from his slumber would have had dire consequences for both the waking world and the Dreamlands.

- It was Wildman's intention to have the zombies kill everybody in the graveyard as an offering to Bokrug. He would then be allowed to enter the Dreamlands physically through one of the zombie holes.
- Wildman as they knew him is no more and is now simply a Shade that serves Zo-Kalar.

Aftermath

If the investigators manage to stop Jack Wildman before he casts his spell to summon the zombies, award them a 1D6 SAN bonus. If the plot got to the point that they have to battle the zombies, award them 1D6 minus 1 SAN for each innocent killed by the zombies. Award investigators 1 SAN point for each person that they rescue. Please note that this can result in an overall net loss of sanity, if the battle turns into a real bloodbath.

This scenario can open up many possibilities for investigators including future adventures in the Dreamlands, contact with the Order of the Sword of St. Jerome, a connection to the Federal Government through the Secretary of War, and connections with many prominent people in the Arkham and Kingsport area (including the local Irish crime family).

NPC's (alphabetical by surname)

Father Dario Alighiero – age 35
(From Kingsport – City in the Mists)

He is described in the Kingsport supplement as a thin, soft-spoken, prematurely bald man in his late 30's. He is humble and kind and speaks with a thick Italian accent. He will be at a loss during the zombie attack and will do little more than pray and attempt to defend himself from direct attacks.

Charles Anderson – age 38
(From Adventures in Arkham Country – Bless the Beasts and the Children)
Anderson is described as a wealthy New York industrialist who has invested money into the Arkham area to develop a manufacturing facility. Charles Anderson and his wife June

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are both active in society circles and were invited to this charity fund raising event. He is a kind decent man but is also a shrewd businessman.

Dr. Henry Armitage – age 65

(From Miskatonic University – A Handbook to the Pride of Arkham)

Dr. Armitage is the Master of the Orne Library at Miskatonic University. He is well known and well liked amongst campus staff and students. If this scenario is inserted into a campaign after September 1928 then he will already have dealt with the monstrous events detailed in H.P. Lovecraft's *The Dunwich Horror*.

STR 11 CON 8 SIZ 12 INT 18 POW 16
DEX 10 APP 13 EDU 24 SAN 55 HP 11
Damage Bonus: none.

Weapons: none.

Skills: Academic Lore (Miskatonic) 85%, Academic Standing (Miskatonic) 99%, Accounting 40%, Cryptography 75%, Cthulhu Mythos 18%, English Literature 75%, History 65%, Library Use 95%, Occult 29%, Persuade 74%, Psychology 48%.

Spells (after September 1928): Banish Son of Yog-Sothoth, Powder of Ibn Ghazi.

Languages: English 98%, French 80%, German 70%, Greek 68%, Latin 75%.

Martin Cabot – age 39

(From Kingsport – City in the Mists)

Cabot is the Kingsport Chamber of Commerce Executive Director and from one of the oldest families in that city. He has an inflated ego and uses whatever business contacts he can establish to enrich himself and his family through various real estate rentals and purchases. His father is a former mayor of Kingsport named Captain Stephen Cabot. He is attending the event primarily for the chance to interact with Secretary of War Dwight Davis.

Dwight Filley Davis – age 49

(Historical figure)

Davis is remembered for his brilliant career in professional tennis and by designing the format for the Davis Cup tournament. Davis is also the Secretary of War for Calvin Coolidge from 1925 to 1929. Coolidge is from Massachusetts and has sent Davis to this veteran's home fund raising event to raise its profile within the community and ensure that many non-Catholic donors will also attend. Dwight Davis is an athletic six foot tall man who was educated at the Washington University Law School in Missouri, receiving a degree in law but never practicing. In the interest of his future career in government he will never speak of anything that he sees that he deems supernatural. He is an honorable man and will provide assistance or minor favors to any investigators whom he sees committing heroic acts.

Brother Peter Drogo – age 68

(NPC created for this scenario)

This member of the Order of the Sword of St. Jerome has been a spiritual warrior for as long as he can remember. When he was young he discovered the Dreamlands and spent much time there adventuring and gaining knowledge. Sadly, his Dreamlands body was killed a number of years ago and he can never return unless he does so physically. He retains some of the knowledge of the Dreamlands and even the ability to cast spells that he has learned throughout his lifetime.

Over the last thirty years he has been working towards tracking down mythos books and worshippers on behalf of the Order. Over two years previously he was told by a fortune teller in Spain that he must be in the Boston area for the eve of All Saints Day. There was no indication why, only that it would be important.

Brother Drogo is a physically frail man, but his mental faculties are just as sharp as any other point in his life. He is very tall and thin with a

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quiet but commanding voice that has a tendency to stop other conversations around him. He always seems alert and fully aware about what is happening all around him.

STR 8 CON 9 SIZ 11 INT 15 POW 19
DEX 14 APP 9 EDU 15 SAN 60 HP 10
Damage Bonus: none.

Weapons: Sword 75% damage by type of weapon.

Skills: Craft (swords) 85%, Cthulhu Mythos 16%, Dreaming 65%, Dream Lore 45%, First Aid 60%, History 75%, Natural History 60%, Spot Hidden 50%, Psychology 40%.

Spells: Assist Dreamer*, Bless Blade, Detect Enchantment, Dream Vision, Healing.

Languages: English 80%, Arabic 50%, French 60%, German 45%, Greek 75%, Latin 85%.

Brother Vincent Fidelis – age 73

(NPC created for this scenario)

Brother Fidelis has traveled the world for nearly fifty years on behalf of the Order of the Sword of St. Jerome. He has tracked down and studied several small cults and in some cases made arrangements for their destruction. Outwardly he is friendly and easygoing but thrives in a crisis situation. When it comes to dealing with people involved with the Cthulhu Mythos Fidelis is ruthless and efficient. He despises the fact that he is growing old and that his body is beginning to betray him. His trust and respect is difficult to earn, but once an investigator has proven that they are willing to “fight the good fight” he will be willing to lay down his life for them. When it comes to describing the horrors of the mythos to investigators Fidelis will not pull any punches. He will tell them that what they will encounter in the Dreamlands is straight out of their worst nightmares and in some cases represents the essence of evil incarnate in the Waking World.

In recent years with his decline in physical abilities he has become more valuable to the order to teach younger monks about the horrors that they may face. He has been systematically cataloging the information that he has spent a lifetime gathering. It is probable that when he is finished writing about everything that he has faced in his long career, readers will gain Cthulhu Mythos knowledge and lose Sanity.

STR 9 CON 8 SIZ 12 INT 13 POW 21
DEX 9 APP 10 EDU 17 SAN 50 HP 10
Damage Bonus: none.

Weapons: Sword 50% damage by type of weapon.

Skills: Cthulhu Mythos 12%, Dreaming 75%, Dream Lore 50%, First Aid 75%, History 90%, Library Use 70%, Natural History 50%.

Spells: Assist Dreamer*, Bless Blade, Detect Enchantment, Dream Vision, Healing, Unmask Demon, Warding the Eye.

Languages: English 90%, French 60%, Greek 75%, Italian 50%, Latin 85%, Spanish 75%.

***Assist Dreamer (Dreamlands Book)** – *This spell can be cast only in the Waking World by an experienced dreamer upon going to sleep. It costs 8 magic points, no SAN, and catapults the dreamer directly to the dark and forbidding Underworld, bypassing the Upper Dreamlands completely.*

The dreamer finds himself or herself on the floor of the dread Vale of Pnath, covered with countless bones and inhabited by the strange and terrible dholes.

Sister Kathleen Flynn – age 62

(NPC created for this scenario)

She is a kindly woman with a keen wit who loves everything about the life that she has chosen. She has an unshakable faith and strongly believes in the existence of evil in the world. Her administration skills are formidable and she runs the orphanage school like a well

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oiled machine squeezing every bit of value from each penny in her meager operating budget. Sister Flynn is not an advocate of severe corporal punishment in her school instead she speaks one-on-one with any transgressors and lets them know that both she and God are very disappointed.

For her age Sister Flynn is very energetic and healthy, seemingly everywhere at once, making helpful suggestions, delivering information and in general making sure that her young charges are well looked after.

STR 9 CON 12 SIZ 10 INT 14 POW 13
DEX 10 APP 11 EDU 15 SAN 60 HP 11
Damage Bonus: none.

Weapons: None.

Skills: Accounting 55%, Bargain 65%, Fast Talk 20%, First Aid 75%, History 45%, Library Use 45%, Persuade 50%, Psychology 30%, Spot Hidden 40%.

Spells: None.

Languages: English 80%, French 40%, Italian 30%, Latin 40%.

Father Casimir Iwanicki – age 63

(From *Arkham Unveiled*)

Father Iwanicki has accumulated much knowledge over the years about the Arkham witch Keziah Mason and her familiar Brown Jenkin. He is aware of the existence of a secret cult devoted to her but does not have enough information to act on it.

His congregation is mostly Polish and their place of worship was established in 1897 in a former Baptist church.

King Kuranes – Ruler of Celephaïs and Serranian

(From H.P. Lovecraft's Dreamlands)

King Kuranes is perhaps the greatest dreamer who ever lived. He discovered the Dreamlands

at an early age and created the city of Celephaïs out of his dreams. As an adventuring dreamer, Kuranes traveled in many realms other than Earth's Dreamlands. He is the only dreamer to have returned from Azathoth's throne sane and unchanged.

STR 17 CON 18 SIZ 11 INT 17 POW 34
DEX 15 APP 15 EDU 20 SAN 55 HP 15
Damage Bonus: +1D4.

Weapons: Longsword 92%, damage 1D8+1+1D4.

Skills: Bargain 67%, Cthulhu Mythos 44%, Dreaming 99%, Dream Lore 94%, Fast Talk 64%, Hide 66%, Listen 68%, Natural History 58%, Navigate 61%, Persuade 94%, Pilot Boat 45%, Pilot Sky Galleon 60%, Ride 86%, Sneak 56%, Swim 63%.

Spells: Many Dreamlands specific spells (see Dreamlands book).

Lieutenant Commander Charles Maddern – age 51

(From *Kingsport – City in the Mists*)

As the Commanding Officer of the Coast Guard station in Kingsport, Maddern was asked to attend in full uniform to serve as an inspiration to the older orphans who one day might wish to join the service. He is a barrel-chested man almost six feet tall, with curly reddish-brown hair and beard, and piercing blue eyes. Stern-looking and serious, those who get to know him discover he is possessed of a wicked sense of humor. As part of his full uniform he will have his service revolver with him and when the zombies attack can do his part to defend the civilian victims.

STR 11 CON 13 SIZ 15 INT 16 POW 13
DEX 10 APP 12 EDU 16 SAN 63 HP 14
Damage Bonus: +1D4.

Weapons: Fist 60%, 1D3, Grapple 50%, .45 Service Revolver 45%, 1D10+2.

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Skills: Astronomy 30%, Boating 60%, Dodge 30%, First Aid 45%, History 40%, Jump 30%, Law 55%, Listen 35%, Make Maps 60%, Mechanical Repair 30%, Navigate 60%, Occult 10%, Oratory 55%, Psychology 35%, Sailing 65%, Ship Handling 70%, Ship Lore 65%, Spot Hidden 45%, Survival 45%, Swim 50%, Throw 30%.

Dr. Elliot Mills – age 51

(From Miskatonic University – A Handbook to the Pride of Arkham)

Still a bachelor, Mills has been teaching at Miskatonic for nearly a decade specializing in upper-division American History Classes. With his wide range of knowledge he frequently moonlights in the archaeology or anthropology departments primarily on the culture of the American Indian.

He is a long time member of the Boston Society for American Indian Research and disappears most summers to conduct archaeological digs on their behalf.

With his wealth of knowledge about Indian history and lore, he is well suited to add some variety to the stories that will be told during the Halloween festivities. Sister Flynn felt that the orphans and other children participating should be exposed to something that might be informative and educational. As she stated to Mills “I would rather have the children listening to stories about the pagan Indians instead of something from one of those dreadful pulp magazines.”

STR 11 CON 10 SIZ 14 INT 16 POW 12
DEX 11 APP 13 EDU 19 SAN 64 HP 12
Damage Bonus: +1D4.

Weapons: Grapple 35%, Hatchet 35%, damage 1D6+1+db, .30-06 Rifle 35%, 2D6+4.

Skills: Academic Standing (Miskatonic) 85%, Algonquian Indian Lore 80%, Anthropology 60%, Archaeology 70%, Botany 20%, Biology

35%, Chemistry 20%, Drive Automobile 35%, Geology 15%, History 80%, Natural History 25%, Navigate 30%, Occult 20%, Persuade 40%, Psychology 40%, Spot Hidden 45%, Zoology 10%.

Languages: English 99%, French 65%, Latin 80%.

Father Anthony Morency – age 54

(From Arkham Unveiled)

Father Morency is the priest for the Sacred Heart Catholic church in Arkham. His congregation is predominantly Italian.

The Father has recently obtained permission from ranking church officials to seal over a portion of the catacombs and crypts beneath his church due to burrowing sounds along the south wall.

Abbot Patrick Murphy – age 64

(NPC created for this scenario)

Abbot Murphy is a kindly soft spoken man who through sheer competence has been thrust into a leadership role within his order. He believes in strict order and expects the other brothers within his community to obey him without having to impose strict discipline.

The role of being situated in a place used as a weekend retreat by Catholics from the Boston area suits him well since he loves to debate with people of differing opinions. Murphy sees his role to be one of a mentor to impart spiritual values on those who are searching for answers in their lives.

Although he stays calm during panic situations he very often takes too long to make decisions. In the situation he will face during the Halloween event this could be disastrous for his future, especially in front of Cardinal O’Connell.

STR 9 CON 10 SIZ 14 INT 15 POW 14
DEX 11 APP 13 EDU 17 SAN 70 HP 12

Damage Bonus: +1D4.

Weapons: None.

Skills: Accounting 45%, Bargain 35%, First Aid 55%, History 65%, Library Use 65%, Persuade 55%, Psychology 30%, Spot Hidden 45%.

Languages: English 90%, Latin 80%.

Danny O'Bannion – age 33 (From Arkham Unveiled)

This man of Irish descent manages the Lucky Clover Cartage Company in Arkham and is widely regarded in the community as a charming businessman. Danny has a keen mind and remembers and tells jokes well and can talk about anything for hours. He dresses in well tailored suits, drives a new black Packard and lives in a suite atop the Timbleton Arms.

He is originally from Boston and his move to Arkham was sponsored by mob bosses. His true nature is cold and brutal and he takes pleasure in humiliating or destroying those who cross him. O'Bannion's trucking business is a front for mob activities which involve bootlegging, numbers running and the disposal of an occasional body at sea.

During the fund raising event he will have his wife and two young children with him. If the situation presents itself to save any of his family members, the investigators might find themselves with a mobster who owes them a big favor.

STR 15 CON 15 SIZ 16 INT 15 POW 14
DEX 13 APP 15 EDU 12 SAN 21 HP 16
Damage Bonus: +1D4.

Weapons: Fist/Punch 55%, damage 1D3+1D4, Head Butt 40%, damage 1D4+1D4, Kick 65%, damage 1D6+1D4, Grapple 35%, damage special, .38 Automatic Pistol 40%, damage 1D10.

Skills: Accounting 15%, Bargain 45%, Credit Rating 50%, Dodge 65%, Drive Automobile 35%, Fast Talk 75%, Oratory 25%, Psychology 50%, Sneak 30%, Spot Hidden 45%.

Cardinal William O'Connell – age 68 (Historical figure)

O'Connell was born in Boston into a family of eleven children to Irish emigrants. He was an above average student in school and was singled out to be sent to Rome to study at the Pontifical North American College. Noted for being the first leader of the Archdiocese in Boston to be appointed as a Cardinal he also had a great deal of political power in the state of Massachusetts and was a contemporary of Calvin Coolidge.

He is an imposing man whose demeanor is very serious but he has not been promoted to the highest levels of the organization without having excellent people skills. O'Connell is very comfortable moving within the upper circles of power in Boston both in society and politics and is not easily intimidated.

The Cardinal administers his diocese with a very strong centralized rule which includes many Catholic institutions such as hospitals, schools, asylums and parishes. Almost nothing happens within Catholic circles in New England that Cardinal O'Connell does not know about.

If the investigators acquit themselves well during the zombie attack, the Cardinal will treat them favorably in any future interactions and even overlook the fact that some of them may not be Catholic.

Agatha "Granny" Orne – age 72 (From Kingsport – City in the Mists)

Granny is old and bent, loves to have visitors and is wealth of information about New

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England oddities particularly those in the Kingsport area.

She was invited to the Halloween event by an old friend of her late brother Captain James P. Orne. They know that she is a wonderful storyteller and would be able to spin a few tales that would be appropriate for the Halloween setting.

Joshua Pickman – age 24 (NPC created for this scenario)

Young Joshua Pickman is one of the brightest stars in the Miskatonic University science department. He is studying physics and his skills and knowledge exceeds some of his professors. Coming from one of the older local families has helped him achieve his goals of furthering his education in a subject that he is very interested in. At the age of seven he began teaching himself German so that he could read the untranslated works of mathematicians and physicists.

Joshua has a very outgoing personality and is well liked amongst his fellow students whom it always seems that he can spare a minute for. He works tirelessly on his personal projects and volunteers twice a week to work with children who are having difficulty with mathematics. He seems to have a love of teaching and his young students all love his stories and demonstrations of the practical uses of mathematics. Sister Flynn has had him tutor some of her charges at the orphanage school in the past and invited him to participate in the Halloween event.

STR 11 CON 12 SIZ 11 INT 18 POW 14
DEX 12 APP 12 EDU 19 SAN 70 HP 12
Damage Bonus: +0.

Weapons: None.

Skills: Astronomy 40%, Chemistry 40%, Electrical Repair 75%, Geology 30%, History

55%, Library Use 80%, Mechanical Repair 70%, Physics 90%.

Languages: English 95%, German 75%, Latin 80%.

Father Raymond Rapoza – age 65 (From Kingsport – City in the Mists)

Father Rapoza is in charge of a congregation of mostly Portuguese emigrants who fled to America from the revolutions in their country. He is of an average build but has become quite weak with his age. Rapoza is a firm believer in the supernatural in both its good and evil aspects.

He will be quite useless during the attack of the zombies since his only reaction will be to stand in front of them holding a cross and yelling prayers in Latin. Investigators may have to choose to rescue either him or some of the children.

Father Paul Sheene – age 50 (From Arkham Unveiled)

Father Sheene presides over the congregation of the St. Michael's Catholic Church on Lich Street in Arkham. One of the prominent members of his church is Danny O'Bannion and Sheene feels somewhat uneasy in accepting donations from him. He soothes his conscious by using the money for an athletic program to keep kids off the streets and out of trouble. He realizes that O'Bannion does not tell him everything in the confessional and is most likely quite happy about that.

Sheene will not panic during the zombie attack and if the opportunity presents itself to him will be able to help out by pulling children to safety or physically moving the slow moving zombies while putting himself at risk. If you are going to use this character in a combat situation you may wish to rough out his physical statistics keeping in mind that he leads a rather sedentary existence.

“Apple” Jack Wildman – age 48

NPC created for this scenario)

This individual is a desperate former “Dreamer” who is looking for a method to breach an opening between the Waking World and the Dreamlands. Through his past experience and studies and the prompting from an avatar of Nyarlathotep he is convinced that a mass sacrifice to the Dreamlands god Bokrug will achieve his goals.

The investigators should not be able to obtain enough information to stop him before the Halloween fundraiser and the events detailed previously should be allowed to play out.

Having worked most of his life doing physical labor, Wildman is in very good shape. His excessive drinking is beginning to take its toll on him and at this point he would rather die than continue on without being able to return to the Dreamlands.

Jack will hide behind a screen of zombies to protect himself from being attacked and will cast spells at anybody that looks like they are trying to target him. Unfortunately for Wildman, before he can enter an open grave to begin a physical trip to the Dreamlands, he will be confronted by a very angry Zo-Kalar and a group of Shades.

STR 14 CON 12 SIZ 14 INT 13 POW 21
DEX 14 APP 10 EDU 19 SAN 0 HP 13
Damage Bonus: +1D4.

Weapons: None.

Skills: Cthulhu Mythos 24%, Dodge 60%, Dreaming 60%, Dream Lore 50%, Fast Talk 50%, Library Use 50%, Natural History 65%, Persuade 60%, Sneak 50%.

Spells: Living Clothes*, Maws of Pandemonium*, Raise Corpses*

*Spells from H.P. Lovecraft’s Dreamlands

Living Clothes: costs 8 magic points, 1D10 Sanity points, and requires 3 rounds to complete. The target’s clothes turn into living, moving flesh, glistening with slime. This foul shell tightens its grip on the warm human body it surrounds, squeezing the target for 1D3 hit points per round until he or she is dead. As the cold, clammy shell crushes the victim, he or she loses 0/1D6 Sanity points. The victim may apply his STR against the nominal STR 10 of the living clothing to peel it off, and companions may aid in this. The clothing fully removed, it begins to dissolve and the victim is safe from further harm, though naked.

Maws of Pandemonium: cost 6 magic points per mouth created, 1D8 total Sanity points, and takes three rounds to cast. If the caster overcomes the target’s magic points, the victim’s body sprouts one or more red-lipped mouths which gibber and moan, in the process draining off the victim’s magic points at the rate of 1 per minute. The victim’s Sneak skill is reduced to 0% as long as the mouths are active. Once the victim’s magic points are reduced to 0 and he collapses, the mouths become quiet for 2D6 hours. Then, they once again begin to howl and drain whatever magic points have been regenerated by the victim in the interim.

Raise Corpses: Costs 50 magic points, 2D10 Sanity points, and takes 1 round to cast. This spell raises all corpses within 50 yards of the caster, and causes the zombie-like terrors to seize and devour victims within the caster’s field of vision. Witnesses lose 1/1D8 Sanity points. Successful Dodge or Parry roll allows a target to avoid a zombie. A successful STR against STR roll on the Resistance Table allows a target to break free if seized (succeeding, the victim has torn away the zombie’s arm, which remains attached to the living target). Human corpses are nominally of STR 3D6. Note: Nyarlathotep has altered this spell to also open an entryway through any of the open graves into the Dreamlands and to allow the spell caster to have other

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participants unknowingly contribute a portion of their available magic points towards the total required.

Nuguth-Yug – age 45

(From H.P. Lovecraft's Dreamlands)

He is the priest that lives within the Temple of Nodens in the Vale of Pnath. He has long unkempt hair and pale skin. He takes his duties as Noden's priest very seriously, but he is often lonely. His only companions are the nightgaunt guardians of the temple. The entrance to Nuguth-Yug's temple is warded with an Elder Sign.

STR 10 CON 12 SIZ 11 INT 15 POW 16
DEX 14 APP 10 EDU 12 SAN 50 HP 12
Damage Bonus: +0.

Weapons: None.

Skills: Bargain 67%, Cthulhu Mythos 44%, Dreaming 99%, Dream Lore 94%, Fast Talk 64%, Hide 66%, Listen 68%, Natural History 58%, Navigate 61%, Persuade 94%, Pilot Boat 45%, Pilot Sky Galleon 60%, Ride 86%, Sneak 56%, Swim 63%.

Spells: Call/Dismiss Nodens, Contact Deity/Nodens, Create Barrier of Naach-Tith, Elder Sign, Heal, Shriveling, S/B Nightgaunt.

Zo-Kalar – ageless Great One

(From H.P. Lovecraft's Dreamlands)

Zo-Kalar was once the chief god of the City of Sarnath in the Mnar region of the Dreamlands. He is tall and slender with bone white skin and hair and solid black eyes. He always wears black satin robes and is accompanied by a number of Shades.

He is the god of birth and death, in charge of the life history of all Earth's Dreamlands residents. Zo-Kalar is very melancholy, and rarely welcomes human company. He is shy of mortals and stays clear of them unless absolutely necessary.

When he enters the cemetery he will command others to stay away from Jack Wildman since he intends on destroying the human. If the zombies are in his way he will command them to attack the undead creatures. There is no intention on Zo-Kalar's part to rescue or assist the living humans, to him they are almost beneath his notice. If anybody attempts to attack him or hinder him, he will be merciless in his response.

STR 50 CON 40 SIZ 20 INT 20 POW 25
DEX 20 APP 8 HP 30
Damage Bonus: +3D6.

Weapons: Touch 95%, reduces target's POW by 1D6.

Spells: can summon a Shade at a cost of 1 magic point. Can always command all Shades present. He can match his magic points against the magic points of any one foe within sight. If he overcomes that foe, he can forcibly turn his foe into a Shade by expending magic points equal to the foe's POW.
Zo-Kalar knows all Contact Deity spells for his fellow Great Ones, as well as Contact Deity/Nyarlathotep.

Sanity Loss: it costs no Sanity to see Zo-Kalar.

Ghouls

	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10
STR	18	17	17	22	18	21	14	20	13	17
CON	9	13	12	16	15	14	16	16	14	16
SIZ	12	14	16	16	16	18	12	17	17	15
INT	9	12	13	14	15	16	18	12	14	16
POW	15	13	13	17	16	12	15	13	13	15
DEX	14	12	13	15	15	17	15	16	17	16
HP	11	14	14	16	16	16	14	17	16	16

Average damage bonus: +1D4

Weapons: Claws 30%, damage 1D6+db
Bite 30%, 1D6 + automatic worry

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Armor: firearms and projectiles do half of rolled damage; round up any fraction

Spells: roll D100 – if the roll is higher than the ghoul's INT, it knows no spells; if equal to or lower than INT, it knows that many spells, as chosen by the keeper.

Skills: Burrow 75%, Climb 85%, Hide 60%, Jump 75%, Listen 70%, Scent Decay 65%, Sneak 80%, Spot Hidden 50%.

Sanity Loss: 0/1D6 Sanity points to see a ghoul.

Shades

	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10
STR	16	12	16	14	13	13	12	19	16	15
SIZ	20	21	23	18	20	28	27	19	14	16
INT	3	9	12	7	5	5	7	6	6	11
POW	20	21	18	17	12	20	18	17	21	16
DEX	10	9	5	11	9	7	11	5	12	3
HP	not applicable									

Average damage bonus: +1D4

Weapon: Tendril 50%, damage 1D4+db

Armor: none, but shades take no damage from ordinary weapons. Only light-sources used to actually touch the creature harm it. A torch does 1D6 damage, a candle 1D3. The shade is completely dispelled by light damage if its magic points are overcome on the Resistance Table by the damage points.

Spells: none.

Sanity Loss: it costs 0/1 Sanity points to see a shade.

Children – ages 6 to 12

	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10
STR	6	7	6	5	7	8	6	8	8	7
CON	12	14	14	8	5	14	4	7	12	12
SIZ	7	9	8	9	8	5	9	9	8	7
INT	14	17	16	12	7	12	9	8	10	12
POW	13	9	14	6	7	10	10	13	8	14
DEX	9	12	12	9	6	10	9	8	10	10
HP	10	12	11	9	7	10	7	8	10	10
Db	none									

Attack: None

Skills: Climb 40%, Dodge (DEX x 2)

For the first two combat rounds the children will flee in random directions but after that those that are near trees will try to climb out of harms way. Most of the children that are grabbed by attacking zombies lack the strength to break free and will require immediate rescue.

Zombies

	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10
STR	24	14	26	21	26	17	14	24	11	15
CON	20	8	12	27	16	21	17	11	8	12
SIZ	18	11	19	16	19	13	11	18	9	12
POW	1	1	1	1	1	1	1	1	1	1
DEX	3	10	5	2	6	12	3	4	4	4
HP	19	9	15	21	18	17	14	14	8	12

Move: 6

Average damage bonus: +1D4

Weapon: Bite 30%, damage 1D3, Large Club 25%, damage 1D8+1+db

Armor: none, but impaling weapons do 1 point of damage, and all others do half rolled damage.

Skills: Obey Command 99% or Pursue Human Flesh 99%

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Sanity Loss: 1/1D8 Sanity points to see a zombie.

Test play notes:

One of the players had the idea of trying to obtain a handwriting specimen from each of the storytellers and then compare the samples to the writing in the diary. I had Jack Wildman evade this by being busy plastering a wall when they tracked him down and too messy to

write out anything for them. I also had Granny Orne be reluctant to write out anything telling the players that she did not have much formal schooling. The student Joshua Pickman was too busy working on his project to do anything except speak with them briefly. Dr. Mills did provide them with something written and they used that to rule him out as a suspect early on in the adventure but this still gave them three “suspects”.

Masks of Halloween

By Oscar Rios

Introduction – Halloween had always been a strange, rather unpleasant holiday but that was starting to change in America. The times of mischief night, where youths would run wild committing acts of violence and vandalism are slowly fading away. New traditions like Halloween parades and community festivals were slowly starting to take hold. With organized activities, young people had something else to do. Rather than break windows or shatter mailboxes they were going to costume parties or trick-or-treating for candy. The dreaded autumn night of chaos was becoming something that parents and children alike could look forward to.

The town of Willowton was trying its hand at creating their own new tradition for Halloween. Advertisements for “The First Annual Willowton Halloween Festival” had been placed in many area newspapers. Centered on a place called “Old Man Johnson’s Farm” the ad said there would be apple picking, hayrides, a cornrow maze and a Halloween parade ending in a costume party. Cash prizes were being offered for the best costume, as well as for anyone who could “beat” the cornrow maze. It seemed like the perfect escape, especially since Halloween fell on a Sunday night this year (1926).

The face of Halloween in America was changing, donning a new and friendlier mask. It was becoming a holiday to be enjoyed not discouraged; to be welcomed not feared. Willowton had chosen to be a part of this new sort of Halloween celebration. Maybe it was time to see what this new Halloween was all about. Besides, apple picking, hayrides and costume parties sounded like fun.

Keepers Information – Old Man Johnson’s farm had been in the Johnson family for three generations but that all changed last year. Keith

Johnson’s sons left home, moving to big cities and leaving their father to carry on as best he could. Unfortunately the elderly widower couldn’t keep the farm going on his own. He didn’t have the funds to hire help either and soon the bills started to pile up. Eventually his creditors closed in on him and Mr. Johnson was forced to sell the farm, an act that broke his heart. Old Man Johnson now lives in town, not far from his former property.

Over the past year the new owners, William and Carmela Glover, made many renovations to the farm using local builders. They kept the apple orchard but sold off most of the livestock and the only crops they planted were pumpkin and corn. The Grovers also redecorated the main house, turning it into a lovely bed and breakfast. The last and largest change was to the large barn, which they gutted and changed into a spacious open hall for hosting parties.

The Grovers got permission from the local mayor of Willowton to open the farm to the public, for apple picking and other autumn activities. They turned their cornfield into a corn maze, made a trail for hayrides and built a stand so that people could pick their own pumpkins and apples. The Grovers also hired a dozen local teenagers to help out. The town took out ads in the area promoting “The First Annual Willowton Halloween Festival”. The area chamber of commerce loves the idea, as many of the members benefit from this financially. Even regular townspeople are getting into the spirit, well aware that the tourists will be pumping money into the local economy. Everyone is happy, except Keith Johnson.

Mr. Johnson hates everything about the Halloween festival. He views the alterations to his former property as an insult to his family legacy and some sort of personal betrayal. The

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fact that the farm still bears his name further enrages him. Mr. Johnson has gone to the mayor, the sheriff and his lawyer but no one will listen. They all told him that when he sold the property he gave up all rights to it and that the new owners aren't doing anything illegal. They explain that he was given a fair price and that he shouldn't let this bother him so. But Mr. Johnson believes that he's being treated like some old fool; first by his sons, then the bank and now the entire town.

Keith Johnson's mind became unhinged. He roamed aimlessly into the forest near where he kept a still, drinking himself nearly blind. Eventually, he collapsed against an ancient carved stone, his wandering steps being led to this mysterious object. Mr. Johnson swore to whoever would listen that he'd have revenge on them, on all of them, no matter what the cost. He then promptly passed out. Something older than mankind was listening and decided to help Mr. Johnson get his revenge. When he woke up his mind was filled with the mystical instructions for conducting a ritual to summon Jack-O-Lantern, avatar of Nyarlathotep. As the festival begins Mr. Johnson completes the final part of the ritual and Willowton suddenly becomes a very dangerous place.

Involving Investigators – Investigators can become involved in this scenario in a variety of ways. The easiest is to simply have them visit Willowton in order to attend the Halloween festival activities. Keepers can always use the "old friend or family member" hook, connecting one of the PC's to someone in Willowton. A good person for this sort of connection would be William and Carmela Glover, the new owners of "Old Man Johnson's Farm". Investigators who need an actual reason to be there could be hired to looking into "The Willowton Tavern" claim of being haunted (see below).

Willowton – Willowton is a small town of about four thousand people. It's a farming community that is slowly moving away from agriculture being its primary source of income.

Many of the smaller farms are being combined into larger ones. Every generation fewer and fewer people choose to carry on their family traditions of "raising crops". The people are friendly, hard working and basically honest.

Willowton can be located anywhere in New England, so long as there is forested area nearby. Keepers should place it within an hour and a half's drive of a major urban center. Willowton could be just outside of Boston, Philadelphia or Providence; it could be in rural Vermont or New Hampshire, even out on Long Island or upstate New York.

Part One – Arriving in Willowton

Investigators arriving in Willowton can find a number of places to stay in town including Old Man Johnson's Farm itself. They can enjoy a good meal, wander town or participate in one of the town's organized activities. Investigators may also wish to look into the Willowton's "Haunted Tavern" and the "Legend of Virginia Black". These are only red herrings, created by the townspeople to attract business. Keith Johnson is about to give everyone in Willowton something to actually be afraid of.

Arriving in Willowton – The road to Willowton while rough is actually better than most country roads in the area. There are several new road signs posted directing visitors towards town. Willowton itself is a rather handsome town and the local trees are in their full autumn colors. Most townspeople are happy to direct investigators to anywhere in Willowton they're looking for.

Willowton has a number of good restaurants (diners), quaint shops and comfortable places to stay. Many of these establishments are fairly new. Other places of note, such as the sheriff's office, local library, doctor's office, "The Willowton Tavern", "The Black House", Keith Johnson's rented house and "Old Man Johnson's Farm" are also listed below.

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Chamber of Commerce Flyer – Everywhere around Willowton investigators will be able to pick up, or see posted, notices of the special holiday events that are taking place over the next few days. Most public places and stores will have small piles of these flyers available and have the flyer prominently posted. The flyer is Handout One and investigators can obtain this easily upon arriving in town.

Handout One

The Willowton Chamber of Commerce is proud to welcome you to

THE FIRST ANNUAL WILLOWTON HALLOWEEN FESTIVAL

Join us for spooky fun at “Old Man Johnson’s Farm” all weekend long.

Pumpkin & Apple Picking, Cornrow Maze and a Halloween Night Costume Party

Located at the south end of Ashlund Avenue, open from 11am to Sundown

Other special activities throughout town are...

Dinner with Edgar Allen Poe – At the Maple Leaf Inn (10 Vine Street), on Friday October 29th at 8 PM. Enjoy a fine three-course meal and dessert while your host Edgar Allen Poe (as portrayed by thespian Simon Branch) entertains diners with some of his best-known tales and poems of dread and terror. Reservations suggested.

Ghost Story Competition – Hosted by the Willowton Public Library (19 Vine Street) Saturday, October 30th at 3 PM. Come listen to the spooky tales or share one of your own. Prize awarded for best tales.

Apple Bobbing Contest – Join us at the Old Country Store (corner of Ashlund and Vine) on Saturday, October 30th at 7 PM for this fun holiday tradition. Prizes awarded.

Walking Tour of Haunted Willowton – Setting out from The Willowton Tavern (corner of Elmont and Baker) on Saturday, October 30th at 9pm, join a local historian as he conducts a lantern lit tour of Willowton’s most haunted locations, including The Black House, former home of Virginia Black. Refreshments included.

Halloween Parade – Children of all ages are invited to join us for our Halloween costume parade. Starting at noon on Halloween, the parade starts at The Maple Leaf Inn and ends at Old Man Johnson’s Farm with several “Treat Stops” along the way. Don’t miss it!

Brought to you by the Willowton Chamber of Commerce.

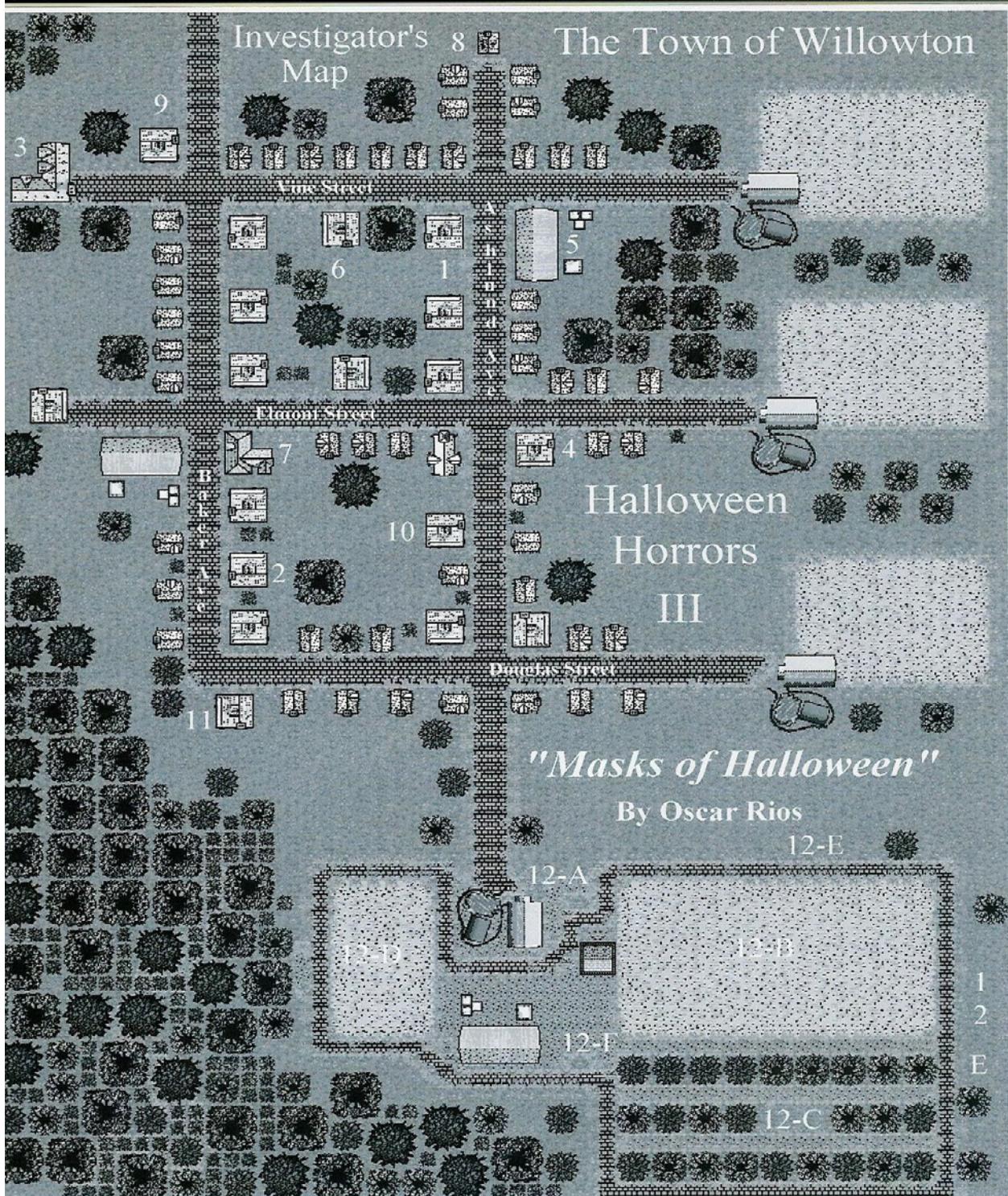
Local Rumors - While there are any number of rumors and gossip circulating around town, one bit of news is connected to the scenario. It seems that numerous house pets have vanished over the past week. This has been reported in the local paper that covers the area, called “The Chronicle”. The police are “looking into the matter” with hopes that this is just a prank and the animals will be found or returned. The missing animals are dead, sacrificed to Nyarlathotep by Keith Johnson in his summoning of Jack-o-lantern. The article is Handout Three (see Part Four, *Clues at the Willowton Public Library*).

1) The Bradley Inn – This large house has recently been converted into an inn. There are ten rooms for renting, three of which are still available. The rooms are very comfortable and quiet, with massive beds, comfortable armchairs and numerous fireplaces. The inn also has a library room, which is small and cramped but has a number of bookcases filled with popular favorites. Willis Bradley and his wife Kate, who are both friendly and helpful, own and run the Bradley Inn. The Inn doesn’t offer food, although the Bradleys can recommend a couple of local restaurants.

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2) Willowton Bed and Breakfast – Owned by Charles Uber, the Willowton Bed and Breakfast is a lovely country house and a comfortable place to stay. There are only four rooms for rent here, two of which are still

available. The rooms are exceptionally comfortable and tastefully decorated with a selection of local art and antiques. Mr. Uber also lays out a massive country breakfast every morning, complete with pots of hot, strong coffee. The coffee is so good a number of neighbors stop by every morning to start the



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day with a mug and some gossip with Charlie.

3) The Maple Leaf Hotel – The largest place to stay in Willowton is the newly built Maple Leaf Hotel. It is two stories tall and has thirty rooms for rent, ten of which are still available. While the accommodations here are first rate, the place has no sort of country charm whatsoever. It does, however, have its own kitchen and offers room service or meals in the spacious dining room. The manager is Douglas Barton, who recently moved to Willowton from Boston to manage the hotel. The actual owners of the Maple Leaf Hotel also live in Boston, although there are a number of local investors.

4) Willowton Antiques – This quaint little antique shop is cluttered with hundreds of items, both small and large. While looking chaotic to laymen, the shop's offerings are actually well organized and properly displayed to the trained eye. The store's owner is Rhonda Hall, a skilled but small time antique dealer who enjoys bargaining for the best possible deals. The shop does have a number of interesting and valuable items for sale, one of which could be quite important to the investigation (see Part Four, *Useful Items at Willowton Antiques*).

5) The Old Country Store – Besides being a standard general store serving Willowton's residents, this place is also crammed with locally produced products. Investigators can find local cheese, preserves, fresh baked pies; patchwork quilts and pressed cider here. There is also a working soda fountain where locals gather here to gossip and socialize. Outside the store are bins filled with several varieties of locally grown apples. Jerry Wullridge owns the shop and is a native of Willowton. He's quite happy with the business this "Halloween Festival" is bringing to town and has stocked a wide variety of costumes for the occasion.

6) Willowton Public Library – This rather small library is filled with the standard offerings. Mr. Ryan Rothschild, a well-educated bachelor well into his sixties, is the librarian. He's not as big a fan of the Halloween festival as most people in Willowton. If engaged in conversation on the topic he'll relate tales about how Halloween was "back in my day...." Mr. Rothschild does however take this as an opportunity to promote the library by hosting a Ghost Story Competition.

The library does have some items that may be of interest to investigators. While Willowton doesn't have its own newspaper, a regional newspaper called "The Chronicle" covers events here. A full run of the paper, going back to 1881, can be found here. The library also stores collections of discarded local books in its attic. This un-cataloged collection includes a number of hidden historic gems as many of these books once belonged to some of Willowton's founding families (see Part Four, *Clues at the Public Library*).

7) The Willowton Tavern – This old, rather large tavern is decorated with colonial era antiques and serves more as a restaurant than a bar these days. Prohibition is part of life in Willowton, but one can get a discrete drink here with a successful persuade (served in a coffee mug to hide the beverage's color). The tavern offers a wide selection of non-alcoholic beverages including teas, coffee and tonics. The only thing that saves the tavern from going out of business is the outstanding food; it is by far the best place to eat in Willowton. The owners, Tomas and Beth Lowell, live in the rooms upstairs and have run this establishment for many years. Locals will swear the place is haunted by the ghost of Virginia Black (see below).

8) The Black House – This run down, creepy looking house has been abandoned for years. The yard is overgrown and ivy covers most of the front exterior. All of the windows are broken, the roof is sagging and the porch is

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warped. Inside, the house is in similarly sad shape, with moldy walls and chipping paint. The house is devoid of furniture, a collection of seven sadly decaying rooms. Everyone in town believes the house is haunted by the Ghosts of Virginia Black and Morton Geiss (see below).

The Legend of Virginia Black- Most people in Willowton know the story of Virginia Black and will be happy to share this bit of local color with investigators. Specific details vary from teller to teller but the basic story does remain the same. The legend is as follows:

Virginia Black came to Willowton just after the Salem witch trials with nothing more than the clothes on her back. She found work as a maid, keeping house for the local shoemaker, a man named Morton Geiss. In nearly no time at all the pair were wed, even though Mr. Geiss was a confirmed bachelor (saucier versions of the story include that Morton never had an interest in women before that either). Soon dogs and cats started to vanish without a trace all over town. Eventually someone swore that they saw someone who looked like Virginia, wearing a long black cloak, snatch somebody's cat from their yard and stuff it in a sack.

When the police searched the cobbler's shop. There they found the bodies of seventy-four cats and dogs, all drained of blood. Virginia had been using the blood to brew ink in order to scribe a satanic bible. Virginia wasn't at the shop so the police rushed to her home. They captured her holding a bloody axe over the body of her husband, who she'd hacked apart in their own bed.

Virginia was taken to the Willowton Tavern, which was the best that people could do for a public place back then. She was put on trial, found guilty and hung from the rafters of that very building. The half-finished satanic bible was never found. Since then her ghost has been seen many times around town, mostly in the tavern or the Black residence. Virginia's ghost is described as being a beautiful woman,

covered in blood, carrying a sack or a bloodstained axe. Sometimes people say they hear a man screaming inside the Black house or see Morton Geiss's bloody spirit running, crying out for help.

The main problem with the story is that it just isn't true. There never was such a woman, murder, pet abduction, satanic bible or hanging anywhere in Willowton. This has never stopped people from telling and retelling the story. Just how it started and why the story refuses to die is anyone's guess.

9) Willowton Police Station – This small building holds a bathroom, two small cells and a front office. Willowton has two police officers, Sheriff Matt Rutland and Deputy Steve Lud. The pair works hard to keep the town safe and protect its citizens from harm.

Matt Rutland, Competent Sheriff of Willowton

STR 14 CON 14 SIZ 15 INT 13 POW 16
DEX 11 APP 9 EDU 14 SAN 80 HP 15
Damage Bonus: +1D4

Weapons: Fist/Punch 65%, damage 1D3+db
.38 caliber Colt revolver 65%, 1d10, 1 per round, 6 rounds.

Skills: Grapple 50%, Law 65%, Listen 60%, Psychology 60%, Spot Hidden 60%,

Description: Matt Rutland is a new sheriff, elected to the post in the last three years. He is also a WWI veteran who was decorated for bravery. Sheriff Rutland is a well respected and level headed man known for being a very good judge of character.

Steve Lud, Incompetent Deputy of Willowton

STR 14 CON 15 SIZ 13 INT 09 POW 11
DEX 08APP 14 EDU 10 SAN 55HP 14
Damage Bonus: +1D4

Weapons: Fist/Punch 60%, damage 1D3+db
.38 caliber Colt revolver 35%, 1d10, 1 per round, 6 rounds.

Skills: Grapple 40%, Law 25%, Listen 40%, Spot Hidden 40%.



Description: Deputy Steve Lud is Matt's nephew and has this job for that reason alone. He's nineteen, easily distracted and tends to talk far too much. Deputy Lud isn't allowed to carry his revolver while it's loaded, after almost accidentally shooting his uncle a year ago (he does have bullets on his person, they just aren't in his gun at most times).

10) Dr. Bench's Office – Dr. Kent Bench deals with most of the illnesses and injuries that happen in Willowton. He's a tall, thin man in his early fifties with a quiet nature and rather cold hands. Dr. Bench is an adequately skilled physician whose office and examination rooms occupy the bottom floor of his home. Dr. Bench employs a nurse/secretary named Alison Cranberry during office hours (10am-5pm). Ms. Cranberry is a lovely, young local woman who is fresh out of college. Gossip hints at a May/December romance between the two.

11) Keith Johnson's Rented House – Keith Johnson rents a house on the edge of town from Frank and Sandra Heardt, who live elsewhere. The house is small, cluttered and messy with a strong smell of alcohol hanging in the air. Investigators can find several clues here (see Part Four). If Mr. Johnson is home a dingy brown pick up truck will be parked outside. For statistics on Keith Johnson see below.

12) Old Man Johnson's Farm – This is where the action in this scenario begins and possibly ends in a "Halloween Night Tragedy" if investigators are unsuccessful in thwarting the plans of the Mr. Johnson. Full details about Old Man Johnson's Farm, as well as a complete list of Halloween Activities happening throughout Willowton can be found in Part Three - Halloween Events and Activities.

13) The Ancient Stone – This is the stone that Keith Johnson slept against and received a vision from Nyarlathotep. The Ancient stone is

fully detailed in Part Four – The Willowton Investigation.

Other Visitors – A large number of outsiders are also visiting Willowton for the Halloween Festival. Some of these tourists will be swept up into the mythos events about to fall over Willowton. These unfortunate visitors are as follows:

Oliver Davits – The leader of Boy Scout Troop 187, Mr. Davits is 35 years old and a father of two other scout members. He's visiting Willowton and Old Man Johnson's Farm for the day with a troop of thirty boy scouts.

Bobby Myron – This eleven year old Boy Scout from Troop 187 becomes the first victim of Jack O' Lantern. He goes missing after getting to the center of the corn maze alone and quickly being devoured by the avatar. Unfortunately, Bobby has a history of running away, leading Mr. Davits and the authorities to believe his vanishing to be a Halloween prank of some sort.

Mike Dessie - Yet another unfortunate eleven year old of Boy Scout of Troop 187. Mike vanishes in the pumpkin patch, where he is quickly strangled and concealed by animated pumpkin vines. Both he and Bobby Myron were good friends, leading people who know the boys to believe they ran away together rather than being in any real trouble.

Sam & Tabitha Husky – This young couple is staying at Old Man Johnson's Farm and enjoying a weekend away. Sam Husky is a successful trial lawyer while his wife Tabitha is a social butterfly. Tabitha is seldom seen without Muffin, her small dog. The Husky's are planning to attend the costume party dressed in Colonial era garb. However Muffin goes missing on Friday and Tabitha will spend most of the weekend asking everyone she meets if they've seen her beloved dog.

Key To Willowton	
1) The Bradley Inn	10) Dr. Bench's Office
2) Willowton Bed and Breakfast	11) Keith Johnson's Apartment
3) The Maple Leaf Hotel	12-A) The Main House
4) Willowton Antiques	12-B) The Cornrow Maze
5) The Old Country Store	12-C) The Apple Orchard
6) Willowton Public Library	12-D) The Pumpkin Patch
7) The Willowton Tavern	12-E) The Hayride Trail
8) The Black House	12-F) The Barn
9) Willowton Police Station	13) The Ancient Stone

Part Two – Old Man Johnson's Farm

“Old Man Johnson's Farm” has been in Willowton almost since the town's founding in colonial times. The farm had been in the Johnson family for over 150 years but that all ended in 1925. William and Carmela Glover paid more than they needed to for the land, mostly because of their sympathy for Keith Johnson's situation. This is a kindness Mr. Johnson refuses to acknowledge. The couple then spent a year renovating the property, turning it from a working farm into a Bed & Breakfast and tourist attraction.

At first there was some resistance by the townspeople, as the Glovers were outsiders. This changed after a few large weddings were held at the property over the summer bringing an influx of visitors to Willowton. Everyone noticed the new faces and the money they spent in local shops, inns and restaurants. This was followed by the Glovers hiring about a dozen local people to work on their farm through the autumn season. Overnight, the mood shifted and now the people of Willowton are quite fond of the Glovers and more than happy to be hosting the Halloween festival.

Old Man Johnson's Farm - Visitors arriving at the farm are welcomed by the property's mascot, a huge scarecrow with a jack-o-lantern head. This figure is sitting on a throne of hay bales holding a scepter of dried corn stalks. This display has a sign above it reading; “King Jack welcomes you to Old Man

Johnson's Farm. Happy Halloween!” Everywhere one looks on the property are Halloween decorations, especially carved jack-o-lanterns. The farm opens to the public at 11am and closes at sunset, except on Sunday (see Halloween events).

A) The Main House – The main house of the farm has been completely redone. It is now freshly painted inside and out, in perfect repair and equipped with many modern conveniences. Mr. & Mrs. Glover live in two rooms on the first floor, while the rest of the house serves as a bed and breakfast. There are four very comfortable rooms, a common washroom, a dining room and a sitting room complete with a fireplace and bookcases. The entire house has been decorated tastefully in a harvest motif with a beautifully carved jack-o-lantern in every room. Breakfast is served every morning between 6am and 10:30 am. Someone is always on hand here, not far from a check in desk near the main entrance.

While the most expensive place to stay in Willowton investigators getting a room here will have a front row seat to the terrifying events of the next three days. The sitting room library does have a clue investigators may find useful (see Part Four – The Willowton Investigation). There will be a single room available here, which can accommodate three comfortably and up

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to five with extra cots brought up by the Grovers.

B) The Cornrow Maze – This field of corn has been partially harvested in a pattern, forming the remaining cornstalks into a complicated maze. At the maze's entrance are local costumed teens (dressed as scarecrows) hired to run the maze. To enter the maze is 50 cents, with a full refund for anyone reaching the center. Revealing to one of the employees just what is in the center of the maze can prove this. Investigators are also given a whistle to blow in case they get lost and need rescue. One of the teens (armed with a map) will come to find anyone blowing a whistle in 1d20 minutes, leading him or her to the maze's exit.

Investigators seeking solve the maze must make an INT check * three, with the time it takes to accomplish this being the results of their roll * two minutes (An investigator is trying to get to the center of the maze; they roll a 22 on their INT check, making it. They arrive at the center of the maze in 44 minutes, 22 times 2 minutes).

In the center of the corn maze is another jack-o'-lantern headed scarecrow, much like the one at the entrance to the farm. This one is also sitting on a hay bale throne standing with a sign that says, "You made it! Happy Halloween from Jack O' Lantern, the Pumpkin King." What no one realizes is that by the time the festival begins this decoration has been possessed by the outer god Nyarlathotep and now serves as his avatar.

C) The Apple Orchard – This lovely orchard of apple trees is bursting with unpicked fruit. There are several different varieties of apples growing here. Sacks, baskets and picking poles are available at the entrance to the orchard, where there is also a checkout stand with scales. Those leaving the orchard will have their baskets and/or sacks weighed and are charged accordingly. The price is fair, considering how fresh the apples will be. There are a few jack o' lanterns scattered about here, but much fewer than other places on the property.

D) The Pumpkin Patch – The large field is filled with pumpkins of all shapes and sizes. The ground is uneven and covered with pumpkin vines, making footing a bit unsure. There are carved Jack-o'-lanterns scattered about throughout the field. Halfway through the first day of the festival the body of Mike Dessie will also be lying lifeless and hidden in the field.

Like the apple orchard above, customers are given sacks and allowed to venture out into the field to pick their own pumpkin. Pumpkins are then weighed upon exiting the field and customers are charged accordingly. Tables are set up outside the pumpkin patch, with benches, spoons and knives. These are for people who wish to carve their jack-o'-lanterns on the spot (there will be between 1-10 people doing this at any time). Many of these jack o' lanterns are then used to decorate the property.

E) The Hayride Trail – About every fifteen minutes a tractor pulling a large trailer filled with hay bales leaves from just behind the main house. The price for a ride is 25 cents. The tractor follows a bumpy, gravel-lined road around the entire property. The path is decorated by a jack-o'-lantern every fifty yards or so. During the trip the driver, a local man named Grover Bunkle, relates tales of Willowton's haunted past (see "The legend of

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Virginia Black"). Investigators will find that couples go on the hayride to be jostled into one another's arms. There is a great deal of "accidental" cuddling happening during the hayride.

F) The Barn – This large barn has been totally gutted and redecorated. While it was once a working barn filled with livestock it is now a lovely open hall complete with dance floor and a stage. The entire hall has been beautifully decorated for Halloween. This will be the site of Willowton's first annual Halloween costume party as well as a horrific tragedy (see Part Three – Halloween Events and Activities) unless investigators can put a stop Keith Johnson's evil plan.

Part Three – Halloween Events and Activities

A number of events, both festive and terrifying, will be happening all over Willowton. Keepers should be familiar with what is happening across the community and allow investigators to go where they wish. The following sections are divided into normal Halloween Festival activities and supernatural Mythos events.

Once unexplained things begin happening investigators will likely begin looking into them. This may lead them in any number of directions, some of which may have nothing to do with what's really going on in Willowton. Keepers should allow investigators to roam and conduct their investigation, being ready to react to their actions. This scenario, while rather open-ended, does have a physical deadline of when tragedy can safely be prevented. Keepers need to keep track of the time investigators spend looking into things because if the danger isn't eliminated by 11:30 PM on Halloween night, it may well be too late.

Halloween Events – Over the three day festival there will be a number of fun activities planned throughout Willowton. Apple picking, pumpkin picking and hayrides will be offered all day between 11am and sundown at Old Man Johnson's Farm. Other events will be taking place all across town at specific times. These are as follows:

Dinner with Edgar Allen Poe – The Maple Leaf Inn is hosting a three course dinner of regional favorites, followed by coffee, tea and dessert. The dining room will be decorated with jack o' lanterns and candles to set the proper mood. Simon Branch, a well-known stage actor (Credit Rating 45%), will provide entertainment for the diners. He will be dressed in early 19th century costume and be portraying the role of Edgar Allen Poe. Mr. Branch stays in character all evening as he recites the author's most famous works and poems. Tickets are \$10.

Ghost Story Competition – The Willowton Public Library hosts this contest on Saturday at 3 PM. Anyone can enter so long as they have a spooky tale to tell. The prize is a basket of local goodies, including freshly baked pumpkin bread, candied apples and a jug of apple cider. Investigators attending will hear two versions of the Virginia Black story, as well as other traditional New England ghost stories. Investigators may enter with tales of their own, winning the competition with a critical success on a Luck roll.

Dunking For Apples Competition – This takes place at The Old Country Store on Saturday night, starting at 7 PM. Refreshments will be served and a fiddle player will provide music. Costumes are recommended but not required. There is a .50 cent fee to enter the competition and a \$5 prize for the

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winner. Nabbing an apple requires a DEX*2 rolls along with a Luck roll. This also appears to be something single men and women enjoy as it gives them a chance to come in close contact while being soaking wet.

Haunted Walking Tour of Willowton – This starts out at the Willowton Tavern on Saturday night, at 9pm. The fee is \$2 and includes a cup of coffee, tea or hot chocolate at the start of the tour. The guide is a local historian and amateur parapsychologist named Grover Bunkle. Mr. Bunkle also drives the hayride for the Grovers at “Old Man Johnson’s Farm”.

The tour begins with several eyewitness accounts of Virginia Black’s ghost told by people working at the tavern itself. It then travels outside, visiting a number of locations along Elmont Street and Ashlund Avenue (including Willowton Antiques). Grover Bunkle will carry a lantern as he leads the tour, pointing out various haunted locations. The tour makes several stops to talk to locals who’ve had some sort of brush with the supernatural. Investigators making Psychology rolls will discover that 50% of the people claiming to have seen something are lying, the rest truly believe they experienced what they claim.

Grover ends the tour at The Black House. He slowly walks around the property, pointing into windows and doorways while relating tales of its haunted history. At no point does he take the group inside the house, saying that the building is unsafe. Grover will be forced to cut the tour short (see below, *Jack O’Lantern’s specific actions*).

Halloween Parade – This costume parade, beginning Sunday at noon, is

mostly for children but plenty of teenagers and a few adults will get involved as well. It starts at The Maple Leaf Hotel, which will be serving free cupcakes, cold milk and cider. The route goes down Vine Street, stopping at The Old Country Store where costumed participants are given free candy. Then the procession turns down Ashland Street leading all the way down to Old Man Johnson’s Farm. Costumed participants are then treated to slices of free apple pie, candied apples and bottles of pop. Most townspeople will gather along the route to see the participants go by, many offering treats to children as they pass. The local area newspaper, the Chronicle, sends a reporter (Bud Greenspun) and a photographer (Artie Mund) to cover the parade.

Halloween Costume Party – This party starts at 8pm on Sunday night and will be very well attended. Tickets are \$7 and costumes are mandatory. A buffet dinner will be served, as well as an entire table of various wonderful refreshments. A band will be playing for most of the party and many partygoers take full advantage of the dance floor. There is a \$50 prize for the best costume, with three “goodie baskets” available for 2nd and 3rd place, the last being awarded to the worst costume. It turns out to be a wonderful party going on until about 1 AM. The party possibly ends at about 11:30pm, should investigators fail to thwart Mr. Johnson’s plans for vengeance (see *Mythos Events* below).

Mythos Events - An avatar of Nyarlathotep, Jack O’Lantern, has been summoned to the town of Willowton. It is lurking in the center of the cornrow maze on Old Man Johnson’s farm. The Outer God will, over the next few days, terrorize the entire town through the use

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of spells and its other abilities (see below). The malignant entity also murders a number of people around Old Man Johnson's Farm (see below). Its level of activity increases throughout the weekend, becoming more severe and frequent the closer it gets to Halloween night. This reaches a high point at 11:30 PM, October 31st, when Jack O' Lantern rises from his perch and wanders out of the cornrow maze in order to attend the costume party.



Summoning Jack O' Lantern – Keith Johnson summoned the avatar of Nyarlathotep, Jack O' Lantern, by casting a spell he was granted while sleeping against The Ancient Stone in the woods outside of town. This spell required that thirteen pumpkins be hollowed out before having the blood and severed head of a small animal placed within. These ritual pumpkins are now scattered all over Willowton, some well hidden while others lie in plain sight. So long as even one of them remains intact the avatar will be free to cause whatever mayhem it wishes. Destroying all of these ritual pumpkins is one of the ways

investigators can defeat Jack O' Lantern (see Defeating Jack O' Lantern).

Jack O' Lantern's General Actions

Animated Pumpkins – The avatar will make good use of its ability to see through and animate any jack o' lanterns across Willowton. Because of the Halloween Festival carved jack o' lanterns will be found everywhere. Investigators discussing plans and theories about the cause of these disturbances will likely be doing so this within earshot or sight of a jack o' lantern. Unless investigators clear an area of all jack o' lanterns anything they do or say has a 65% chance of being observed by Jack O' Lantern.

The avatar also has the ability to cause carved jack o' lanterns to animate in order to moan, scream or howl. This will be done selectively whenever Jack O' Lantern judges appropriate. Should investigators be closing in on a valuable clue the entity will use this ability to keep the investigators unnerved and off balance.

Pumpkin Vines – Investigators roaming the pumpkin patch on the Johnson farm, or elsewhere in Willowton, may be attacked by animated Pumpkin Vines. This could range from being tripped or having an ankle sprained all the way up to even being strangled to death. Investigators out of earshot of others or venturing out into a pumpkin patch alone may find themselves in serious trouble. The level of violence will vary depending on how close investigators are to discovering valuable information and how long it is until midnight on Halloween night.

Spells – This Avatar, one of the Masks of Nyarlathotep, has access to an incredible array of spells. Jack O' Lantern favors spells that cause terror and madness such as: *Mindblast*, *Implant Fear* and *Nightmare*. Other specific spells that it will use are a variation of *Dampen Light*, *Breath of the Deep*, *Wrack*, *Raise Night Fog*, *Vanish* and *Dominate* (if need be).

Keepers can grant the entity any other spells or spell-like effects they see fit.

A Timeline of Jack O' Lantern's Specific Actions

October 29th, 10:00 AM – Keith Johnson steals Muffin, the pet dog of Mr. & Mrs. Husky. This is the last of thirteen animals he needed to sacrifice in order to summon Jack O' Lantern.

October 29th, 11:00 AM – Mr. Johnson sacrifices Muffin causing Jack O' Lantern, Avatar of Nyarlathotep, to manifest inside of Willowton. The avatar appears in the center of the cornrow maze.

October 29th, 12:30 – 1:30 PM – Mr. Johnson gets drunk in celebration. He hides the last of the thirteen ritual pumpkins, gets his shotgun and drives over to his old farm.

October 29th, 1:00 PM – Bobby Myron, a Boy Scout, gets to the center of the cornrow maze. He is alone, his friends having turned back and wandered out of the maze without him. Jack O' Lantern takes this opportunity and devours the boy who is never seen again (see Part Four - Clues, Leads and Useful).

October 29th, 1:30 PM – Keith Johnson arrives at Old Man Johnson's farm. He is drunk and fires a shotgun in the air to get everyone's attention. He then starts screaming, *“You people will all pay! What you are doing is wrong, this is my farm not some carnival sideshow. Leave now, leave Willowton now or suffer the consequences. I want my farm back too! You all think I’m just some old nut, but I’ll show you. I’ll show you all! You are doomed, you hear me, doomed!”* At this point Sheriff Rutland and Deputy Ludd disarm and arrest Keith Johnson. They drive Mr. Johnson to the police station where he's put in a cell to sleep it off.

October 29th, 1:45 PM – During the distraction of Mr. Johnson's ranting Jack O' Lantern performs his second murder. The Avatar animates pumpkin vines and strangles Boy Scout Mike Dessie. The vines then totally engulf the child's body, concealing the corpse in a ditch (see Part Four - Clues, Leads and Useful Items).

October 29th, 6:00 PM - Mr. Johnson wakes up after sleeping off his intoxication. He is then issued a summons, warned to stay out of trouble and released. Mr. Johnson then goes home to spend the next few days in a drunken stupor while Jack O' Lantern wreaks havoc across Willowton.

October 29th, 8:30 PM – At the “Dinner with Edgar Allen Poe” event a cold wind will rush through the room, carrying with it a mild odor of decay. This blows out all the candles and hurricane oil lamps in the dining area but somehow fails to extinguish any of the dozen jack o' lanterns. This plunges the room into darkness, except for the glowing grinning faces of the carved pumpkins. The electric light won't work for about 10 minutes after this happens. This costs 0/1d2 Sanity points and most people will think it to be a clever effect of the show, it is actually a minor spell cast by Jack O' Lantern.

October 30th, 4:00 PM - At the Willowton Public Library, during the ghost story competition, the six jack o' lanterns in the room will all suddenly animate. They all scream out, as if in terror, at a dramatic moment in one of the final stories (0/1d4 Sanity Check). This terrifies the audience, causing many to flee the library screaming. The pumpkins then return to being inanimate. The police are called but learn nothing. The pumpkins are destroyed and the competition concluded outside under a large maple tree. Many eyewitness accounts conflict and most people begin to think this was just some sort of rather sophisticated Halloween prank.

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October 30th, 8:15 PM – Towards the end of the Apple Dunking competition at the Old Country Store, one of the semifinalists is attacked by magic. Tim Jennings, a local high school student, plunges his head into the barrel filled with apples and water when he suddenly begins thrashing around violently. He is pulled away from the barrel but drowns within moments. Tim has been slain by the Breath of the Deep spell cast by Jack O' Lantern. The police and Dr. Bench are called and while the Dr. will comment, "I've never seen anything like this before..." he rules the death to be an unfortunate accident.

October 30th, Walking Tour 10:45 PM – While touring the grounds of The Black House the guide, local history buff and amateur parapsychologist Grover Bunkle becomes the victim of another magical attack. He suffers the effects of the Wrack spell, falling to the floor in intense pain, hands and face erupting in oozing blistering; eyes cloud over with blood; all for apparently no reason. As strangely as it begins, within fifteen minutes it ends and Mr. Bunkle fully recovers. Authorities arrive too late to witness anything wrong, other than Grover crying uncontrollably as he is now temporarily insane. Sheriff Rutland takes Mr. Bunkle home to his wife Beth, who puts him right to bed. Investigators witnessing this must make a Sanity Check for 1/1d3.

October 31st, 8 PM – 11:30 PM – Jack O' Lantern rises.

8:00 PM – Every jack o' lantern in Willowton that is outdoors suddenly lets out a scream of horror. The sound is everywhere, filling the still night air before slowly fading away. Everyone in town hears this no matter where they are. Those who happen to be outside at this time may see the jack o' lanterns do this, forcing them to make Sanity checks (see below). Jack O' Lantern rises from his throne.

9:00 PM – Jack O' Lantern casts Raise Night Fog, which blankets the town in

fog, and begins exiting the cornrow maze. He then kills several teen-agers who hid in the maze after dark (to neck). The survivors emerge from the maze, screaming and rushing home unless stopped. If questioned all they will say is, "It's alive! It killed Amy and ate Chuck. Run!" as they pull free and flee the area.

10:00 PM – Jack O' Lantern exits the cornrow maze and begins stalking around Old Man Johnson's farm. It will peer into windows, frighten people and make whatever attacks of opportunity it can. The avatar will avoid major confrontation with well-prepared investigators, either vanishing or pretending to be a simple scarecrow. At this point it is waiting for the hour to grow closer to midnight and for the one who summoned him to arrive. When Keith Johnson arrives at his old farm he will be strangled to death by the very creature he called on to deliver his vengeance.

11:30 PM – Jack O' Lantern enters the barn, where he uses his hypnosis ability (see below) to charm everyone inside. He commands some of the effected people to dance in a circle; while he has the others begin locking the doors and windows of the hall while setting the building on fire. Everyone who falls victim to the hypnosis will be helpless to resist and unable to flee. Those who are not affected may flee in terror or take actions normally (see below). The fire will burn until dawn, killing one hundred and twenty-three people. No sign of the Avatar will be found and the scenario ends.

JACK O'LANTERN, Avatar of Nyarlathotep. *He has long hair, green skin, monstrous saucer eyes and a wide, misshapen mouth. Jack always carries a lantern, which*

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has a mesmerizing and hypnotic effect on anyone who spies its light.

- W. Haden Blackman, *The Field Guide to North American Monsters*.

Jack O' Lantern is a figure from early Irish folklore. Originally, Jack was a mean, drunken man who was forsaken by both heaven and hell and cursed to restlessly wander the earth for all of eternity. He was given a magical coal by the devil which he used to light his way through the night. In reality, this forlorn figure is one of the many Masks of Nyarlathotep. He may appear either as the misshapen, bug-eyed, wide-mouthed man or as a man with a grinning jack o' lantern for a head. He sometimes is seen in rags and sometimes in elegant dress clothes complete with tuxedo with tails. No matter what form he takes, however, the avatar always carries – either as a lamp or a head – a satanically grinning jack o' lantern which burns with the fires of hell. Jack is sometimes accompanied by 2d10 lumens, and at any time he may summon 1d10 of the creatures per point of POW he expends.

CULT: Jack O' Lantern has never had a cult. He was known to and feared by druids, witches, and other pagan peoples, but not worshiped. In the modern world his carved pumpkin lantern has become a symbol of Halloween. Jack was the obvious inspiration for Washington Irving's headless horseman in "The Legend of Sleepy Hallow".

ATTACKS & SPECIAL EFFECTS: Jack O' Lantern may either strangle or swallow one investigator each round. His horrible, wide mouth can stretch to engulf any single target up to SIZ 18 each round, regardless of previous swallowed victims of Jack's SIZ. Those swallowed are just gone, never to be seen again. Perhaps they end up in some other dark realm, or the Dreamlands' underworld. Or perhaps they are instantly digested by the avatar. In any event, they are never seen again.

JACK O' LANTERNS: The avatar's most effective attack is its enchanted, carved pumpkin lantern. The first sign of Jack O' Lantern is always the glowing demonic face of his lantern bobbing in the darkness. All who see the blazing light must resist Jack's POW with their own on the Resistance Table or become mesmerized by it. Those who fall under the magical sway of Jack's lantern act as if hypnotized, following the entity and its commands. Often Jack uses his lantern's powers to lead investigators deep into wood or swamps where he either murders them or lures them into quicksand, alligator pits, off cliffs, or other potentially deadly circumstances.

Those who resist the enchanted Jack O' Lantern's powers must make a second POW struggle against Jack. If this second roll is failed, the investigator loses 1D6 Sanity and is filled with sheer terror. He must do anything within his power to flee the area and the ghastly sight, even at the expense of his comrades and equipment. Such terror-filled investigators may run head-long into traffic, over a cliff, or into some other dangerous situation (the keeper may wish to allow a Luck roll to avoid such tragic ends).

Jack may also throw his enchanted jack o' lantern at one victim per round. Those struck are instantly killed as their heads are smashed to a pulp by the grinning pumpkin. Jack's lantern magically reappears in his hand or on his neck after each attack.

Besides his own lantern, Jack may see and hear through any carved jack o' lantern, and may cause any jack o' lantern to suddenly shriek (0/1 Sanity loss for a single jack o' lantern; 0/1d4 Sanity points for multiple screaming pumpkins). Similarly, he may cause pumpkins vines in fields to attack and strangle victims. Investigators must match their STR against the vines' STR or suffer 1 point of strangulation damage each round. Multiple vines may attack a single target, adding their STR together for the attack. Animated pumpkin vines have 1d2 STR each.

THE HALLOWEEN MAN: There is some evidence that Jack is also the Halloween Man

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of urban legends. The Halloween Man appears as a stick-thin man with unnaturally long and pointed chin and nose, dead black eyes, and long clawed fingers. He dresses in tattered black dress clothes including tuxedo with tails, spats, and battered top hat. The Halloween Man carries a large black sack over his shoulder. He is like the Halloween version of the anti-Santa Claus. According to urban legend, the Halloween Man snatches up lone children on Halloween night and carries them off in his sack. These children are never seen again. Their fate is unknown, although some believe that the Halloween Man eats the children.

JACK O'LANTERN, The Halloween Man, Lord of Halloween

**STR 21 CON 57 SIZ 19 INT 17 POW 35
DEX 18 Move 8 HP 38**

Damage Bonus: +1d6

Weapons: Strangle 75%, damage 1D6 + 1D6 each round until dead

Swallow 65%, victim is gone forever
Hypnosis, POW vs. POW or under the control of Jack (see above)

Thrown Pumpkin 75%, damage death
Control Pumpkin Vines, damage special (see above)

Snatch Children (as the Halloween Man) 75% damage special (see above)

Armor: 4-point clothes and weird flesh. Non-Enchanted, non-iron weapons do no harm to Jack O' Lantern. Magic and enchanted or iron weapons harm him normally.

Spells: Any as desired by the keeper. Spells used generally cause terror or madness. May also summon 1d10 lumens per POW point expended.

Sanity Loss: 1/1D8+1 Sanity points to see Jack O' Lantern; 0/1D6 Sanity points to see the Halloween Man.

Part Four – The Willowton Investigation

Investigators must get to the bottom of what is going on and hopefully put a stop to it all before it's too late (11:30 PM, Halloween

Night). There are four ways for investigators to stop Jack O' Lantern and a number of clues, leads and useful items available to help them learn and accomplish these methods. Just which path the investigators chose to follow and which method they use is up to them. The ways to defeat the avatar of Nyarlathotep are discussed first with the various clues, leads and useful items around Willowton discussed next.

Defeating Jack O' Lantern - Keepers should keep in mind the fact that Jack O' Lantern is an immensely powerful adversary. It is one of Nyarlathotep's one thousand masks and should not be taken lightly. This avatar can quickly destroy a large party of investigators with ease, especially if they are inexperienced. Parties of investigators lacking knowledge of spells and/or possessing no magical items will be at a distinct disadvantage. However, this does not mean Jack O' Lantern is invulnerable or invincible; the avatar does have weaknesses that can be exploited. Its ties to this world can also be severed, forcing it back to whence it came.

Method One, Direct Combat – Jack O' Lantern is unaffected by normal weapons but can be harmed with enchanted ones and ones made solely of iron. Even so armed such physical combat is still risky due to the creature's high hit points (38 hp) and natural armor (4 points). The avatar is also vulnerable to magical spells should the investigators possess such arcane knowledge.

There are no specific mentions in the creature's listing in Malleus Monstrorum about it being immune to things like fire, acid, electricity or explosives. Personally, I myself as a Keeper think Jack O' Lantern would and should be unaffected by them. Individual Keepers may disagree and allow their investigators to use these things as possible weapons against the Avatar.

Currently in Willowton there are a number of items investigators can gather which will help them defeat Jack O' Lantern in direct combat. These items and their locations are listed below (see below – Clues, Leads and

Useful Items). Locating and obtaining these possible weapons may be difficult, especially if the avatar becomes aware of their efforts by spying on them through a jack o' lantern. Should investigators succeed in defeating Jack O' Lantern in direct combat the scenario ends in success.

Method Two, *Destroying the Offerings* – In order to summon Jack O'Lantern and enable it to remain in this world Keith Johnson needed to cast a rather complicated spell. The main component of this spell was thirteen large, hollowed out pumpkins. Next thirteen animals, mostly cats and dogs stolen from around town, were killed with an enchanted knife. Mr. Johnson then drained the blood of these sacrifices into the hollowed out pumpkins. He then severed each of the animal's heads and placed them into the blood filled pumpkins. The final part of the spell was to scatter these pumpkins all over town, allowing Jack O' Lantern's powers full reign over Willowton.

Investigators may be able to figure out just how the spell was cast. If they do so they may also realize that destroying these "offerings" will also sever the ties binding Jack O' Lantern to this world. If this happens, the avatar of Nyarlathotep will vanish from whence it came. However, figuring this out and finding all thirteen ritual pumpkins before Halloween Night could be both challenge and dangerous. The locations of these thirteen pumpkins are indicated on the Keeper's Map below, and are as follows:

- 1) Outside the Black House
- 2) Inside the Maple Leaf Inn
- 3) Inside the Old Country Store
- 4) Outside between two residential houses on Elmont Street (on haunted tour route)
- 5) Inside the Willowton Tavern
- 6) Outside of Keith Johnson's apartment
- 7) Outside of the Willowton Antiques shop

- 8) Old Man Johnson's Farm – inside the apple orchard
- 9) Old Man Johnson's Farm – along the hayride trail
- 10) Old Man Johnson's Farm – just outside of the barn
- 11) Old Man Johnson's Farm – inside the pumpkin patch
- 12) Old Man Johnson's Farm – in the center of the cornrow maze
- 13) Beside "The Ancient Stone" in the woods

These thirteen ritual pumpkins are scattered all over Willowton. Some are inside, some outside and most are lying in plain sight, mixed in among the Halloween decorations. What could make them stand out is that their tops have been cut open but no face has been carved into these pumpkins. Those pumpkins placed outside have a 50% chance to have attracted flies, which will be trying to push their way inside. Investigators searching these specific areas for a ritual pumpkin will find one with a successful Spot Hidden roll. Kind keepers may allow the insects to grant investigators a +10% bonus to finding one. After locating a Ritual Pumpkin, investigators will need to destroy it. This may prove rather difficult to manage with the ones placed inside public building, considering their grizzly contents. Investigators will need to use a bit of cunning.

Ritual Pumpkins have 4 Hit Points and can be destroyed by smashing them or dumping out their contents. Once one of these pumpkins is destroyed a gust of cold wind rushes through the area, even if investigators are inside. Jack O' Lantern will quickly realize that his Ritual Pumpkin are being destroyed and will employ his powers to make this more difficult. For the last few Ritual Pumpkins the avatar may appear to defend them personally and he always arrives to defend the last remaining one. Jack O' Lantern knows that losing all the Ritual Pumpkins severs his ties to Willowton, which is that last thing the entity wishes before its work is done. Investigators

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managing to find and destroy every last Ritual Pumpkin banish the Avatar ending the scenario in success.

Method Three, Destroying or Deactivating The Ancient Stone – This ancient artifact which is located in the woods south-west of town causes problems for the people of Willowton from time to time. It is a magical device that allows people to easily contact the outer god Nyarlathotep, who takes pleasure in meddling in the affairs of mankind and causing as much chaos as possible. Destroying this stone will not only dispel Jack O' Lantern but also prevents further contact with this entity via this method.

The stone itself is about five feet high, two feet wide and three feet across. It is covered with indecipherable runes and pictographs. Investigators who examine it and make a successful geology roll discover the stone to be non-terrestrial in origin and impossible to even guess at its age. Investigators will need to inflict thirty points of damage to The Ancient Stone in order to destroy it. The stone is quite dense and has four points of armor. Tools like hammers and mauls work well, as do explosives or any spells that investigators may possess. It is possible for investigators to obtain explosives from The Old Country Store (see below, *Useful Items in The Old Country Store*).

The simplest way for investigators to destroy The Ancient Stone is by employing an active Elder Sign. If investigators don't already possess an Elder Sign or know how to create one, such an item can be found in Willowton. An active Elder Sign is currently for sale at the Willowton Antique store. Pressing an Elder Sign to The Ancient Stone instantly closes the connection it has with Nyarlathotep. This causes the stone to vibrate violently for a moment before shattering into dozens of pieces, consuming the Elder Sign in the process. If investigators destroy The Ancient Stone the scenario ends successfully.

Method Four, Force/ convince Keith Johnson to rescind his curse – Investigators

may realize that all of these disturbances stem from Keith Johnson's curse. He's made public threats against the town and its common knowledge to everyone in Willowton that he hates everything about the Halloween Festival. However, what Old Man Johnson called up he is able to put down. He can end this simply by returning to "The Ancient Stone" and willing to curse to end. There are several problems with this plan.

First, Mr. Johnson doesn't want the curse to end. He is currently insane, consumed with the desire for vengeance and enjoying watching Willowton be terrorized by what he summoned. Also, Mr. Johnson is armed and unafraid to fire on investigators trying to accost him. In his mind he has absolutely nothing to lose and the entire world is his enemy. He is the quintessential mean old man.

Even if he is an annoying public nuisance, the town's resident drunkard and moon-shiner Mr. Johnson is still a citizen of Willowton. Locals, including the police, will come to his aid in order to protect him from outsiders. Investigators making outlandish accusations against him, using words like magic and curses, will just be making things harder on themselves. Nobody in town will believe that Mr. Johnson is anything but a mean old man. Even if evidence of him being involved in the missing and slain pets is presented to authorities, no one will believe that this was all part of some mystical ritual or that Mr. Johnson had anything to do with the other strange events occurring across Willowton.

Investigators can convince Mr. Johnson to rescind the curse peacefully albeit with great difficulty. He must first be sufficiently calmed down with a successful Psychology roll before any attempts at persuading him to do anything can be made. Once calmed, and hopefully sobered up, investigators may attempt to convince Keith Johnson to reconsider his actions with a successful Persuade roll. Attempts to ply him with alcohol immediately fail, as he is a rather mean-spirited when he drinks. Investigators may choose to use vinegar instead of honey

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when dealing with Mr. Johnson, attempting to forcibly kidnap the man and physically intimidate him into rescinding the curse. Statistics for Keith Johnson can be found below.

Unwillingly - Once at the Ancient Stone Mr. Johnson can then remove the curse on Willowton by placing his hand on the stone and speaking his wishes out loud. If he has been forced here against his will the angry old man will place his hand on the stone and call for help. Jack O' Lantern will arrive almost instantly, intending to kill everyone in the area of The Ancient Stone. Investigators must now either flee the area or face Jack O' Lantern in direct combat (see Method One). Should investigators flee and manage to save Mr. Johnson he quickly realizes the error of his ways and agree to help them (see below, **Willingly**). However, this mean returning to The Ancient Stone but this time with the Avatar of Nyarlathotep actively defending it.

Willingly - If Mr. Johnson does attempt to remove the curse he'll be warned via telepathy that doing so will cost him his life. He'll then have second thoughts about removing the curse. Investigators will need to once again make a successful Persuade roll to convince Mr. Johnson to go forward with removing the curse. If they do so, Mr. Johnson will then attempt to remove the curse but be interrupted by the arrival of Jack O' Lantern suddenly appearing between Mr. Johnson and The Ancient Stone.

The avatar of Nyarlathotep won't go quietly. Jack O' Lantern will attempt to kill everyone in the area, including Old Man Johnson. Investigators will need to hold the creature off long enough to get Mr. Johnson close enough to the stone.

Once within arms reach of the stone he can touch it and rescind his curse. Should Keith Johnson remove the curse, Jack O' Lantern is dispelled and vanishes. However shortly after this happens Mr. Johnson suffers a horrible death, bursting into hellfire flames and being completely immolated in minutes. With this outcome the scenario ends successfully.

Keith Johnson, Drunken Angry Old Man and Unwitting Pawn of Nyarlathotep

STR

DEX

Damage Bonus: +1D4

Weapons: Knife 50%, 1D4+db

Fist/Punch 60%, damage 1D3+db

Single Shot Breech-Loaded 20 Gauge Shotgun 50%, 2D6/1d6/1d3 damage.

Armor: None

Skills: Art-Brewing 60%, Dodge 50%, Drive Auto 40%, Hide 75%, Listen 45%, Locksmith 45%, Shotgun 50%, Sneak 60%, Track 40%, Cthulhu Mythos 8%.

Clues, Leads and Useful Items- Investigators are able to gather information in a variety of ways from numerous locations around town. There are also a number of useful items located throughout Willowton that can help investigators combating Jack O' Lantern. Clues will be listed first, followed by useful items.

Clue at Old Man Johnson's Farm:

The Main House – In the sitting room of the main house are a number of bookcases. Here investigators can find an old book, handed down from in the Johnson family. It's entitled "Tales of Halloween" and is a collection of Irish ghost stories and poems. In it is a story written by Nathaniel Johnson back in 1810. The tale is solely a work of

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fiction. Nyarlathotep chose the mask of Jack O' Lantern because of Keith Johnson's family ghost story, which it learned by reading his subconscious mind. Investigators discover "Tales of Halloween" and the story inside (Handout Two) with a successful Library Use roll.

Handout Two

Nathaniel Johnson's Halloween Story.

Jack was a cruel and hateful man, a drunkard that beat his wife nearly blind and struck his children more often than he fed them. His very presence was blight to his hometown. When Jack went off to war everyone was happy to see him go. Word came months later that Jack had died in battle and the town rejoiced. His widow quickly remarried, finding a good man who loved her children as if they were his own. But bad pennies have a way of turning up.

Jack returned to town, drunk and as mean as ever. He had not died in battle after all but had snuck off during the fight. He spent most of the war in hiding, drinking and playing cards in taverns during the day then keeping with ladies of the night after sundown. Once the war ended Jack thought it safe to return home. He found his wife was not at home and his house totally abandoned. When Jack learned what happened he tracked down his wife and beat the shocked woman nearly to death. But suddenly her new husband arrived home saved her. He struck Jack with a wood axe, a good powerful blow that severed the man's head clear off his shoulders. Everyone thought it was over, but bad pennies always turn up.

The devil himself had always liked Jack; so alike that they were that the Dark Lord looked on Jack as a brother. He came to Jack and said, "Your head is gone my friend but I can give you a new one. Do you wish to roam the night once again?" Jack tried to nod but he had no head. The devil took up a turnip and hollowed it out. He then carved the face of a demon into it and blew into it, igniting the center of the turnip with hellfire and filling it

with a dark, evil power. He jammed the turnip onto Jack's spine and it stuck there. The dead man rose from his grave, on Halloween night, a gaunt hate filled creature with a carved turnip head and hellfire eyes. But his wife, her children and new husband were long gone, fled to America and Jack never darkened their door again. But he's never stopped looking for them, rising up every Halloween night ever since

How do I know this? Because as I child I felt the blows of hateful Jack Johnson, I watched him beat my mother and rejoiced when we fled to America with my stepfather. This is why there is a bible over the door and cold iron close at hand, in case Jack O' Lantern should ever return some Halloween night.

The Cornrow Maze – Inside the cornrow maze investigators can find two items connected to the disturbances. The first is one of the ritual pumpkins (see above) and the other is a geology merit badge. The merit badge is lying at the base of the hay bale throne, apparently dropped there. This item belonged to the Boy Scout Bobby Myron, falling off his uniform as he was devoured by Jack O' Lantern.

Clues at The Public Library- The Willowton Public Library has a number of important clues, each of which can be found with a successful Library Use roll. Mr. Rothschild, the local librarian, knows his facility well and can assist investigators with directions to items they might be searching for. These directions will give investigators a +10% bonus to Library Use rolls. These clues are listed below:

A. Investigators looking into the recent missing pets find Handout Two- Investigators can find this handout in the library's copies of The Chronicle newspaper, or simply by picking up Friday's edition of the periodical anywhere in town. It is as follows

Handout Three

Halloween Prank or Coyote? Pets Continue To Vanish!

Authorities are still searching for a number of missing pets around the town of Willowton. Missy, a six-year-old housecat owned by the Montgomery family, became the 9th pet to go missing since October 10th. Some of the animals have apparently either escaped or were taken from their yards. In one case a dog's collar was removed and the leash was found still secured to the animal's doghouse. Sheriff Rutland told this reporter that every effort was being made to find the missing animals and that his office was treating the matter seriously. While many in Willowton believe the missing animals to be the work of Halloween pranksters and expect them to suddenly turn up on November 1st, others have a darker suspicion. Some fear that a coyote or some other large predator to be responsible. Until the truth is known locals are being advised to bring their pets in at night and not to wander in wooded areas alone after dark.

From The Chronicle, Friday 29th 1926.

B. Investigators looking into the history of the Black House – After a careful search of public records, investigators can uncover much information about the abandoned property at the north end of Ashlund Avenue. The so-called "Black House" has never been owned by anyone with the last name of Black. The building itself is only sixty-five years old, hardly going back to colonial times. The county currently owns the property after it was foreclosed on about thirty years ago. These records were either altered to conceal the true history of the Black House (false) or support the position that the entire story of the Haunted Black House is a fabrication (true).

C. Investigators looking into Virginia Black – After an exhausting search of various historical sources investigators will discover that there

has never been anyone named Virginia Black residing in Willowton. There is no historical evidence of anyone named Morton Geiss or Black and certainly no record of there ever being any sort of an axe murder anywhere in town. Investigators also fail to find records of The Willowton Tavern ever being the location of a public hanging. Either these records have all been meticulously removed from the public record (false) or the entire story of Virginia Black is simply that, a story (true).

D. Investigators looking into any stories of missing persons or animals – Investigators looking to find really old records concerning missing animals or persons will be directed to look in the attic archives. There, with a successful Library Use roll investigators will find a public inquiry reaching back to 1794. This account was made by Samuel Tucker and records a number of unusual events that took place in the area.

Handout Four

Inquiry into the destruction of the Kent Farm

On the twelfth of March I came to the ruins of the Kent farm and made inquiries into what had happened. It is my firmest belief that the locals destroyed the farm and then murdered the Kent family after some sort of dispute. The truth will never be known, as all of the witnesses have chosen to hold to the same unbelievable story. After a lengthy investigation I am giving up all hope of finding the real culprit. If these people have no desire to see justice done, then why should I? It is unfortunate but I cannot have everyone involved arrested and strung up without any real evidence implicating them.

So, exactly where the nine members of the Kent family, as well as the seven other men and women who've vanished over the past month are will never be known. No bodies were ever found. Nor could I discover just who was responsible for decapitating thirteen sheep,

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whose remains were found scattered about the countryside. I suppose I should be happy that the disappearances have stopped and the strange disturbances seem to have abated but it is poor solace. I would have much rather learned the truth.

One thing is certain; the story I've been told by these so-called witnesses can only be lies. How they expected anyone to believe that a giant bat with a burning eye destroyed the Kent Farm is beyond me. I will say that I found no evidence of a flying Cyclops made of smoke myself, although nearly a dozen people claimed to have seen it. I could find no "cursed summoning stone", supposedly located deep in the woods either. The villagers swore it was there and begged me to destroy. Many of them are obviously mad; one would need to be insane to spout such a ridiculous story.

So, although it pains me, I must recommend that this inquiry be closed and that the destruction of the Kent Farm be ruled as an accident. May God have mercy on those who are truly responsible. They may have managed to escape the hangman's noose but I doubt they will manage to outwit St. Peter when the time comes.

Major Samuel Tucker, 1794

After reading Handout Four investigators can make a Cthulhu Mythos check. Those who roll successful realize that the descriptions of the creature that supposedly destroyed the Kent farm match those of an entity called "The Haunter of the Dark". This is one of the many masks of Nyarlathotep, Jack O' Lantern is another.

Investigators who try to locate just where the Kent farm was can do so with another Library Use roll. They will find an old map showing the Kent farm to having been located south of what is now The Maple Leaf Inn. There is nothing standing there now, the land holding nothing but open meadow.

E. Investigators searching for old books from Willowton's founding families – Boxes of uncataloged books are kept in the attic of the

library. A number of these books are bibles, journals and account ledgers of some of Willowton's earliest citizens. Investigators who make a successful Library Use check will discover the diary of Emma Johnson. Emma lived on the Johnson Farm and the book contains her personal accounts recorded between the years of 1810 – 1815. Young Emma's diary holds an account significant to current disturbances plaguing Willowton, namely an encounter with "The Black Man" which took place at what can only be "The Ancient Stone". The Black Man is yet another Avatar of Nyarlathotep. The entry is Handout Five and is one of the diary's very last entries.

Handout Five

From the Diary of Emma Johnson

So I went to meet with Elijah out by the woods like he asked me to. It was easy to sneak out. I wanted to kiss him again like we did after church that day my father was too sick to go. When he didn't show up I was going home but then I saw some lights in the woods. It looked like a lantern and I thought it might be Elijah, so I tried to make my way towards the light. The closer I got the farther they seemed to move away from me. I called out but there was no answer. I don't know why I kept following the light; I knew I should have turned back. But something drew me deeper and deeper into the forest until I came to a path.

The light had stopped moving far ahead on it. I went forward and found that the path led to an open clearing in the woods. Someone was waiting, standing beside a large carved stone. It wasn't Elijah but a man, the most handsome man I had ever seen. He knew my name; he knew so many things about me. He was dark, mysterious and being near him made my heart race. I was sweating, all over; I did not know anyone could make me feel so weak. The man spoke to me and offered me things, offered me anything I'd ever wanted. I knew that whatever I asked for he could teach me how to get. Whatever I wanted to know, he

would tell me. Whatever I desired to feel, he could make me feel it.

He reached out and said, "Come to me." I stepped forward and said, "Yes, my master" but then I froze, realizing what I'd said. He smiled and I saw his teeth were as black as his hair. The man came forward into the moonlight and I saw that his skin was darker than the shadows around him. I knew this man could only be the devil himself.

I ran back the way I'd come. I ran like I never ran before and all the while I could hear him laughing, saying I'd be back. Tomorrow I am going to tell father that I will marry that Harrison Cooper after all. That will get me away from Willowton, away from the woods, from the mysterious stone and far away from the Black Man who waits beside it. Unless I get away from here and soon I know he'll be proven right. Eventually I'd go back to him. I'm weak. He knows it. I'm afraid. God protect me.

Emma Johnson, October 11th, 1815

Investigators reading Handout Five can make a Cthulhu Mythos roll. If successful, investigators will realize that the man Emma Johnson encountered was "The Black Man", yet another avatar form of the Outer God Nyarlathotep. Her last few entries are about accepting Harrison Cooper's proposal and getting ready marry him as quickly as possible. Emma Johnson married and left town in December 1815, she never returned.

Clues at Keith Johnson's Apartment – Investigators can find a large number of clues here but are likely encounter to Keith Johnson here at most times. He's here 70% of the time; otherwise he'll be driving around town in his beat up truck or grabbing a bite to eat at the Willowton tavern. If Mr. Johnson is at home he'll have access to his spare single shot 20-gauge shotgun (his main shotgun being confiscated by police).

Keith Johnson's apartment is located at the bottom of Baker Avenue. He has the place

all to himself so there is no one for investigators to talk to about Mr. Johnson's comings and goings. Old Man Johnson is an alcoholic whose only income is a still out in the woods southwest of town. He is also suffering from indefinite insanity that has kept him from covering his tracks well. There is a great deal of evidence in and around his residence. These can be found by making a successful Spot Hidden roll while searching the particular areas where the items are located. Outside items are labeled alphabetically, while those inside are labeled numerically.

Outside Clues

- A. Bloody Shovel** – Leaning on the side of the house is a shovel. Its blade is stained with mud and has clearly been recently used. Investigators examining the shovel closely will notice that the tool is splattered with blood in several places.
- B. Churned Plot** – Investigators searching the grounds around the house notice a plot of freshly turned earth, about five-food square. The turf has been peeled back in an ineffective effort to conceal the hole. Investigators who excavate the plot immediately discover the following clue.
- C. Decapitated Pets** – Investigators quickly realize that this churned plot of earth is actually a shallow grave. Inside the hole are the decapitated bodies of seven cats and six dogs. The animals' heads are missing. The freshest corpse is that of Muffin, the thirteenth pet sacrificed. Sam and Tabitha Husky who are staying at Old Man Johnson's Farm owned Muffin. Investigators uncovering this grizzly scene must make a sanity check for 0/1d2.
- D. Trashcan: Pumpkin innards and bloody newspaper** – Inside the trashcan are some unusual items mixed

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into the daily trash. There are a great deal of pumpkin innards and seeds, all quite fresh, as if someone has recently carved a large number of pumpkins. Investigators making an Idea roll will realize that there are no shapes of carved pumpkin, the discarded pieces left over from carving a jack o' lantern. Mixed in with this trash is a large pile of bloodstained newspapers. These are the remains of Mr. Johnson's clumsy attempts to clean up after conducting the ritual.

Inside Clues

1. **Muddy Boots** – Investigators find a pair of muddy boots belonging to Mr. Johnson. The mud on them will be darker than that of the immediate area. This should inform investigators that Keith Johnson has been somewhere other than town recently, namely the woods where "The Ancient Stone" can be found.
2. **Pine tar stained overalls** – Investigator find this item hanging in Keith Johnson's closet. It shows investigators that he has spent time out in the woods. This is mainly because of his moonshine still but also draws the investigator's attention to his activities in the woods south of town.
3. **Moonshine** – Hidden under some blankets are six large metal milk canisters, all sealed shut. Each contains fifty gallons of moonshine, of Mr. Johnson's own brewing, which is how Keith Johnson supports himself. Unfortunately he drinks about half of the moonshine he distills, and he distills quite a bit of it.
4. **Bloodstained floor and butchering nail** – There is a dirty rug hastily thrown over a

place on the floor where much blood has been spilled recently. Efforts were made to clean up the mess but the floor is still darkly stained beneath the rug. Above this place on the floor is an archway where a large nail has been driven. Mr. Johnson hung the animals from here by their rear feet allowing the blood to flow down into the Ritual Pumpkins.

5. **Bloodstained funnel and knife** – A large metal funnel is in the sink, along with a great number of dirty dishes. The funnel is thickly crusted with dried blood. The funnel was used to help collect the sacrificed pet's blood into the Ritual Pumpkins. There is also a bloodstained hunting knife in the sink (see below, Useful items).

Useful Items – Investigators will be able to find a number of helpful items scattered about Willowton. Most of them are weapons that can affect Jack O' Lantern normally. Explosives can be obtained from the local general store, useful in destroying "The Ancient Stone". The Elder Stone, functions as both a weapon and a way to directly destroy the avatar's link to this world.

#1) The Main House, Old Man Johnson's Farm – There are a large number of old, iron tools which can be used as weapons. These were collected and kept handy by Nathaniel Johnson, in case Jack O' Lantern ever showed up one Halloween night. What was a harmless family ghost story is now real and these items could prove invaluable to the investigators. They are as follows:

Fireplace Pokers – Found in the main house and the farmhouse, as Club 25% 1d6+db for one hand, 1d8+db for two hands.

Iron Axe – Hanging on a wall in the dining room of the main house as a decorative item, as Hatchet 20% 1d6+1+db.

Iron Sledge Hammer – Found in the farmhouse as a decorative item, as Club 25% 1d8+2+db.

One Dozen Iron Spikes – Found in the farmhouse as a decorative item, as dagger 25%, 1d4+db

Miscellaneous – There will be other iron items found around Old Man Johnson's Farm, such as skillets, lantern poles and flatirons. Unfortunately small items such as these will not be enough to get through Jack O' Lantern's four points of armor unless investigators have substantial damage bonuses.

#2) Useful items at The Willowton Tavern – Hanging on the wall as a decorative item are three antique Brown Bess rifles. While these weapons are no longer functioning firearms they do have the iron bayonets attached. These can be used as spears 20%, 1d8+2+db points.

#3) Useful items at Willowton Antiques – Listed as an Irish Luck Stone and costing \$5 this smooth palm sized river stone is carved with an active Elder Sign. This powerful magical item inflicts 1d4 points of damage to Jack O' Lantern when touched to the entity, ignoring the creature's natural armor. However, the greatest benefit this item can bestow to investigators is its ability to easily seal and destroy "The Ancient Stone" which ties Nyarlathotep's avatar to this world.

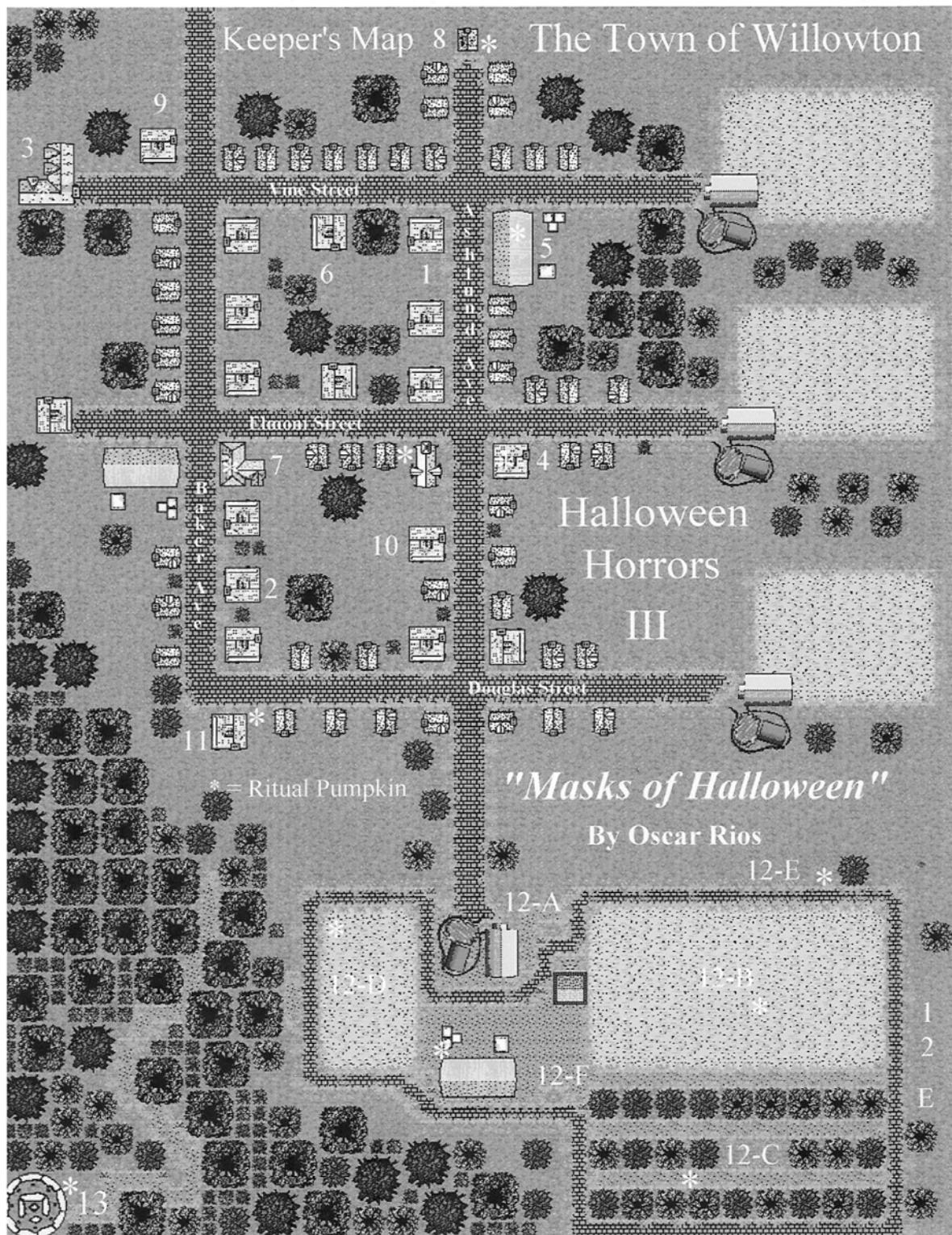
#4) Useful items at The Old General Store – Jerry Wullridge, owner of The Old Country Store, has four sticks of dynamite and twenty minutes of fuse in stock. These are mainly for clearing stumps and pulverizing stubborn rocks, part of a larger order placed during the construction of The Maple Inn for which they are all that remains. Mr. Wullridge is willing to sell these to investigators should they make a successful Persuade or Fast Talk roll. Each stick will do 5d6 points of damage in a 10-yard radius (1d6 degradation per 2 yards from the center of the explosion). It will take 30 points of damage to destroy The Ancient Stone, which also has four points of armor.

#5) Useful items at Keith Johnson's Apartment – In order to properly sacrifice the animals needed to fuel the Jack O' Lantern's summoning spell Keith Johnson needed to first enchant a dagger. He learned how to do so from the spells placed into his mind while sleeping against "The Ancient Stone". Mr. Johnson enchanted a hunting dagger he had lying around and then used to kill and then decapitate the thirteen animals. This hunting knife is currently in his sink, covered in blood and can be found with a successful Spot Hidden roll. The blade is covered in crudely etched runes and will feel very cold to the touch.

Sanity Awards

Destroying Jack O' Lantern in combat – 1d10
Destroying the thirteen ritual pumpkins – 1d6
Destroying the Ancient Stone – 1d6
Convincing Keith Johnson to rescind the curse over Willowton – 1d8

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SHADOWS OF WAR PAST

Written & illustrated by R.J. Christensen

The Investigators are part of a group that is camping in Tennessee's Skymont Battlefield Park, a historic Civil War battle site on Halloween weekend. Where once an elegant and prosperous plantation once stood; forest, fields, and rehabilitated buildings now mark the site of what began as a simple skirmish that turned into a reputed massacre of soldiers and civilians alike. What the weekend visitors do not know is that the cause of the massacre may just spell a horrific end for them as well.

HISTORICAL BACKGROUND

During the period from 1810 to 1840, settlers poured into the wilderness which was to become Montosky County, in central Tennessee. One such family were the Ringwalds, who arrived in 1820 from Virginia, and after settling near the Talidanganoo River, prospered by growing corn (for food and whiskey) raising hogs, and breeding horses, abet on the scarred backs of their 100 plus slaves. In 1850, Augustus Ringwald built himself a beautiful antebellum mansion and renamed his thriving plantation "Skymont".

By the time of the Civil War, the Ringwalds were the wealthiest family in Montosky County and dutifully sent their three eldest sons off to fight for the Southern cause. Sadly, the boys never came home; Thaddeus dying in battle and his brothers Tyler and Jacob succumbing to diphtheria and whooping cough. Causalities aside, the war basically left Montosky County alone except for what later

scholars would call a minor skirmish between Union Cavalry and a local Confederate militia.

Known locally as the Battle of Skymont (officially noted in the Union Army record as "Action at Ringwald Creek"), the event began October 30th, 1863 when B Troop of the 43rd Michigan Mounted Regiment (numbering 84 men) were scouting for an easier crossing of the Tennessee River to help relieve the besieged Union forces holding Knoxville, as well as hunt down possible Confederate units left to harass the effort. Finding the Skymont plantation staffed only by a couple of old men, several women, some children, and assorted slaves, the Union cavalrymen confiscated just enough food and fodder for themselves and their horses after deciding to rest for 2 days after a week of hard riding. However, word of their presence brought forth Montosky County's local militia brigade of 350 men; consisting entirely of men over 45 and young boys between the ages of 10 and 16, and all completely inexperienced in combat. Bravely or stupidly, depending upon one's side, in the early afternoon of October 31th the militia marched from the County seat of McLeesville straight past the surprised Union pickets, formed ten well-packed ranks, and then marched across a now harvested hay field towards the enemy camp.

Armed with Spencer and Henry repeating rifles, the vastly outnumbered, yet highly experienced Union cavalrymen held off eight charges across the empty farm field, inflicting devastating losses on the Confederates. The Union commander even

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attempted to force a ceasefire to stop the carnage, but the Militia just kept coming again and again. After the last charge failed, the surviving 41 militiamen retreated back to McLeesville, convinced they were up against a much larger Yankee force. The Union troops immediately broke camp, buried their 2 dead, and headed off to the southeast, leaving over 300 enemy causalities to die or rot in the oncoming autumn twilight.

A week later, a larger group of regular Confederate troops arrived to battle the now long-gone Yankees invaders, only to discover an even more horrific scene. The entire white population of Skymont had been killed, along with all the nearby farm families and numerous slaves. The deaths were caused by gunshot, stabbing, or by severe and extreme mauling. A group of escaped Skymont slaves were discovered about to burn the mutilated bodies of the entire William D. Miller family at their now-wrecked farm, and thus assumed it was they who had committed the slaughter, were all dispatched with fiery vengeance. This ended the Civil War for the local area.

Montosky County took decades to recover from the war, relying on sustenance farming to survive. In local lore, the gruesome slaughter of soldiers and civilians alike was simply attributed to the rampaging Yankee horsemen abetting a murderous slave revolt. Considering the carnage, few people moved back into the immediate area, leaving the land to lay fallow for decades. At the turn of the 20th century, the thickly reforested area surrounding the battlefield and the decaying old plantation manor house were deemed “haunted” by the recovering population. The Depression of the 1930s did bring TVA-supplied electricity and light manufacturing, thus easing the economically deprivation of the county.

Years later in the 1950s, state and local politicians decided to commemorate the Confederate dead (and show defiance for Federal desegregation laws) by establishing a memorial park encompassing the initial battlefield, the old Skymont plantation, and five other nearby farm houses. The old field of battle was reclaimed from the now-thick forest

and planted with various grasses, the long-rotted cabins were rebuilt, and the old plantation manor house was renovated, being turned into a visitor center. The new state park commemorating the Battle of Skymont was dedicated in September of 1959.

THE DARK SECRET

The official history of the Battle of Skymont, or even that of Montosky County, does not include what really happened. When the Ringwalds arrived in 1820, they discovered that they already had a neighbor, one who didn't take too kindly to the new arrivals. Iterant farmer McManus Miller and his family shunned contact with most people and his family's bizarre behavior spawned many hushed rumors of impiety, perversion, and outright criminal acts. What people did not know was that the Millers were from a long line of wizards fleeing persecution in Europe and later the Carolinas. Having moved here in 1808, they practicing evil arcane rites and magics that so terrified the local Cherokees that the natives quickly abandoned the area. New family blood was introduced by kidnapped young girls and mind-controlled young men. A few unfortunate Indians, runaway slaves, and local white outlaws were even captured, killed, and then were magically reanimated to work the meager Miller land, allowing more time for magical research and lazy depravity.

Following the battle after the Union cavalry rode off, new family patriarch and crazed wizard William Miller had a diabolical use for the mass of fresh Confederate corpses; he and his teenage son Darius began reanimating the war dead using numerous Resurrection spells with Power culled from dying men and boys. At first, Miller merely used a dozen animated bodies as extra farm hands, but then created 40 more and used them to raid the plantation, nearby farms, and even two tiny villages a few miles away for food, tools, and valuables, killing over 60 innocent people.

However, a handful of surviving slaves from Skymont who were originally from the Caribbean had escaped the massacre, and returned later after tracking the horrific horde back to the Miller's farm. They used Voodoo magic to "deactivate" the zombies and then hacked the wizard and his degenerate family of six to pieces in their sleep. The resurrected Militia bodies were buried in a mass grave and "protected" by a series of blessed limestone blocks, taken from the Skymont manor house foundation, placed in a triangular pattern. But when Confederate reinforcements arrived, they set upon the heroic slaves, assuming it was they who had been responsible for all the deaths in the area, killing them all with extreme brutality. What was left of the Millers was buried behind their ruined farmhouse, and the remaining Confederate dead still lying in the field where they fell were buried around the Ringwald family plot. However, the 52 bodies of missing troops that had been resurrected were never found.

Ending up in heavily overgrown forest, the standing stones are never discovered until the late 80s and being thought to be an old slave cemetery, they are basically left undisturbed, their true purpose and buried secrets still unknown.

INTRODUCING INVESTIGATORS

Aside from being a stop in a typical modern day Call of the Cthulhu campaign, there are options for "one-shot" games utilizing of the following groups:

- 1) A University Anthropological expedition researching the battle at Skymont Plantation. Such a research group would have the full cooperation of the Rangers and would be equipped with light excavation and surveying tools and would have done the majority of the work in the daylight, retiring to their campsite at dusk. The Halloween weekend just happens to be the first one available for field work this semester, plus the weather has finally cooled off.
- 2) A group of Civil War Reenactors, preparing for a major battle reenactment next month, stop at the park by for an overnight visit as it is the anniversary of the battle. This group would be equipped with either modern camping gear (for comfort) or replica military field gear (for authenticity) and armed with replica Civil War weapons and black powder (no bullets are allowed as they tend to ruin a reenactor's day). Having dealt with hundreds of reenactors before, the rangers would treat this group with friendly camaraderie, but would be oblivious to any gunshots or rebel yelling in the night. Reenactors are like that.
- 3) A group of backpackers just out for an overnight practice trek for more strenuous hikes before it gets too cold. This group would be outfitted with the barest of camping items; small gas cook stoves, dehydrated food, lightweight tents, headlamps, walking sticks, and would most likely have walked the 12 miles from McLeesville. Backpackers are like that.
- 4) A Parapsychology group spending a fun Halloween night by "ghost hunting" in a Civil War battlefield. Such a group would be equipped with a plethora of electronic and analog recording and sensing devices as opposed to camping gear (tending to finish before dawn). The rangers would be highly skeptical of this kind of activity, but are humored enough to let them do their "research".
- 5) One or two players can portray local law enforcement responding to panicked calls from campers screaming

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about “Rebel Ghosts killing people”. After over 80 years of spooky-themed pranks in this area, particularly on Halloween, the local police treat such reports with a combination of blasé and annoyance, often sending the rookie officers to handle them. (Allow for 2D10 Hapless Camper NPCs)

OTHER ERA OPTIONS:

To set the scenario in the “Gaslight” period, the Investigators can be relatives of the late Ringwalds or agents of some other wealthy family looking to revitalize the plantation as a vacation home or horse farm. Survivors of the battle from both sides would still be alive for inclusion.

To set the scenario in the 1920s, simply have the Investigators portray the role of surveyors and historians studying the then 60 year old battlefield, possibly with very old veterans along for research.

Naturally, Keepers who wish to present a more local flavor are welcome to place the scenario at similar Civil War battlefields in their area

THE BATTLE OF SKYMONT PARK

Located in rural central Tennessee, the area is a land of narrow green valleys surrounded by low rounded mountains and ridges on the edge of the Cumberland plateau. The nearest “city” is the Montosky County seat McLeesville, a small town of 2300. Here, before heading out to the park, out of state visitors (notably, non-Southerners) are sometimes forewarned, if not comically, by locals (usually gas station clerks) to “be careful cuz that place is haunted!” The fact that this is Halloween weekend makes such claims even more frequent. Further inquiry will bring up the legendary Miller family lore, referring to them as “the wickedest family in all of Tennessee”, but the exact reason for that wickedness, or for the other stories, depends on who’s talking.

SKYMONT LEGENDS TABLE (D10)

Some of these are true, others have an inkling of the truth, while others are just plain wild imagination.

- 1) Yankee Raiders not only killed hundreds of brave Confederate boys in an ambush, but then they started a Slave Revolt that killed hundreds of decent folks in the area as well. (T/F)
- 2) The Miller family farm is haunted because those folks were devil-worshippers who sacrificed kidnapped children every Halloween, and those poor kids are the Ghosts everyone sees out there at night. (T/F)
- 3) If you stand in the Skymont battlefield at midnight, you can see the entire ghostly Montosky Militia marching across it. (F)
- 4) The Miller family was kicked out of North Carolina for being witches, and when they arrived here, they used it to scare off the Indians. (T)
- 5) After the battle, Ringwald Creek ran red with blood, and during a new moon, it still does. (F)
- 6) Old Man Miller actually helped the Yankees ransack the Skymont plantation in order to steal gold and make sacrifices to some Indian god they worshipped. (F)
- 7) Two teenagers snuck into the park one Halloween (3D10) years ago, and they were found the next day in the Confederate Cemetery....*having died of fright.* (T, but they died of a drug overdose)
- 8) The Miller family just went crazy from all the tainted moonshine they made for years, which poisoned Indians and why the Militia was so easily wiped out. (F)
- 9) The park employs a Psychic four times a year to keep the ghosts quiet or else they’d haunt the entire county. (F)
- 10) Over a dozen hikers have disappeared from the park over the years, and no one ever found a trace of them. Maybe the old Miller family ghosts got ‘em? (F)

Arriving at the Park: After 6 miles of rolling open land on the valley floor, the county highway to the Skymont Park enters a thick and rocky forest, and after another six miles, a well-kept sign on the east side of the road announces the gated park entrance. The most likely sequence of events for arriving Investigators is to check in at the Visitors Center, peruse the park museum exhibits, go for a driving tour with short stops, and then settle in for the night.

The park hours are from 8am to 6pm. After hours, the main entrance road is blocked by a heavy iron gate (STR 35) and wrought iron fencing (STR 30) and the main park road is also blocked by two metal pipe gates (STR 30). Camping is allowed in four “primitive” sites; two are accessible by road and the others require campers to park their cars and walk a short distance along well-worn trails. No personal weapons are allowed inside, but the park does allow for powder-only muskets and rifles during authorized reenactments and demonstrations.

THE VISITOR CENTER: The main hub of the park is the rehabilitated Skymont plantation manor, which acts as a museum and park headquarters. A classic antebellum mansion, it is of a Georgian design, begun in 1846 and finished in 1850, with 10 columns highlighting the front porch. The museum and visitor center is locked at night and has an alarm system. The center’s lights are also turned off at the main breaker in the small first floor mechanical room.

The rangers who work here are friendly, polite, and helpful to a fault. They love the park, love their jobs, and enjoy dealing with visitors, no matter how many of the same dumb questions they get asked or witness bizarre visitor behavior. If brought up, they can easily dispel any false rumors about the park, point out the truth of some, and even mention a few “war stories” of their own, including the previously mentioned “teen deaths”. (Roll 1D6 per Ranger inquired)

- 1) There have only ever been 2 break-ins to the visitor center; a young teen couple on a church trip decided to use the upstairs bedroom, and a scout mother who simply wanted to use the indoor restroom.
- 2) In 1984, another “ghostbusting” group was scared out of their wits on Halloween when prankster college kids showed in white military uniforms.
- 3) A patch of wild marijuana growing on Higgens Ridge was discovered in the late 80s. There still might be some out there growing still.
- 4) The worse traffic accident occurred the late 90s when someone staying at the Skymont Falls drove his car into the security gate next to Ringwald Creek and died from head trauma four days later.
- 5) A group of intoxicated reenactors were found wallowing naked in Ringwald creek two years ago...the only arrests made in the park for the last 5 years.
- 6) The alarm system installation job went to infamous “Low Bidder”...and it consistently sends out false alarms once a month or so.

Center First Floor: Located to the left of the entrance foyer is the Visitor Services room; here is where visitors usually begin their stay at Skymont, signing in, getting park maps, guided tours, camping permits, and travel information for Montsky County and numerous other Tennessee attractions (ranging from the cultured and historic to touristy tacky). Off limits to visitors are the Park Office, where the head ranger manages the park, and a utility room where spare literature, ranger gear, and cleaning supplies are kept.

Behind the sweeping staircase is a reproduction antebellum kitchen, where a park employee gives demonstration on era food and cooking, sadly contrasting with a trio of food

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vending machines on the back porch where rangers begin tours and conduct outdoor demonstrations.

Battle Museum: The small park museum details the entire Battle of Skymont as well as the entire Civil War, focusing mainly on the various campaigns in Tennessee. A Psychology roll indicates a clear Southern bias as opposed to other such museums. The front room (formerly the Ringwalds' parlor) contains a large 3D table map of the park in the center of the room, which along with a light-animated wall display that both detail the nearly insignificant skirmish as if it was a crucial battle of Gettysburg proportions. Other interactive displays that concern the rest of the war in Tennessee are also scattered about the room while the walls are filled with numerous old photographs, portraits, and modern depictions of Civil War personalities and events.

The second museum room (formerly the Ringwald family library) details the men and gear of the Civil War, with a clear emphasis for the Confederate side and in particular the doomed local militia. Included in this room behind thick glass are authentic period firearms, ammunition, and sabers, along with a Ringwald family shotgun. Also on display are various personal gear of the soldiers on both sides and personal effects of the dead, which are made more chilling by the fact that good number were not even teenagers at the time.

CSA Enfield Muskets (6): Use Rifle Skill, default 20%. Damage = 1D8+4, 1shot/6 rounds. Range = 60 yards, HP= 15. Ammo: 24 paper cartridges with mini-balls

Union Cavalry Carbines (2): Use Rifle Skill, Default = 20%. Damage = 1D8, 1shot/round. Range = 30 yards. Ammo 10 metal cartridges

Civil War-era Saber (4): Default 15%. Damage = 1D8+1. 20 HPs

Various Civil War Pistols (6): Default 20%. Damage = 1d10+2. 1shot/round. Range = 20 yards. Ammo: 12 paper cartridges and 12 metal ones

1841 Double barrel Break-action Shotgun. Default 30%. Damage = 1d10+2. 1shot/round, Range = 20 yards. Ammo: 4 paper shells

The weapons and ammunition are kept behind tempered security glass requiring 12 points of damage to break, and the interior doors of the museum are locked at night.

Upper Floor: Here are located the mansion's 6 bedrooms, three restored to their antebellum glory. Other rooms are dedicated to exhibits of the Ringwald family library, period clothing, the history of Montosky county, and life at the Skymont plantation. The latter includes a detailing of the Ringwalds' neighbors to the north, including the shunned Miller family. A simple wall exhibit featuring only a photograph of the family cabin from 1866 makes mention of the frequent attempts by the Ringwalds to buy out the Miller clan, their alleged crimes, and the many weird rumors surrounding them, including a story that the last Miller patriarch, William D. Miller laughed at the over-enthused Confederate recruits marching off to war in 1861, calling them "willing human sacrifices to lesser gods". The exhibit tries to explain this quote by theorizing the Millers probably adopted Native American religions when they first moved to the area.

Also present on the Miller farm exhibit is a glass case containing a few trinkets such as gold rings, silverware, oddly shaped colored glassware, and a silverish metal medallion engraved with a strange occult-like symbol. A notation indicates that these and a myriad of other Skymont valuables that while were recovered from the Miller site, are "cited" as probably stolen by the revolting slaves.

This "fact" is somewhat offset by a more politically correct exhibit on Slave Life in the 19th century in another upstairs room.

One of the more interesting subjects in this display room are several voodoo items (here defined as “native African religious relics”), including a “mojo bag” that was once used to defeat the Zombie Rebs, abet one at a time. But in this century, it’s simply described as a “good luck piece” found at the Miller farmhouse. A successful Occult roll identifies these items as magical Voodoo artifacts.

OUT ON THE GROUNDS

The Skymont Barn: Just a few yards north of the Visitor Center is a reproduction of the old Skymont barn, using much of the remaining wood that could be salvaged. Its two floors are filled with period farming equipment from a thrasher and a wagon to various farm implements, several of which could be used as make-shift weapons, including 2 bear traps (DEX x5 to set, Damage = 2D6, STR= 20)

The Confederate Cemetery: Buried here are members of the Ringwald family and the Confederate casualties of the battle. A stalwart Rebel soldier statue stands relaxed at the entrance, eternally resting on his musket. A white picket fence signifies the family plot, while the military graves cover the remainder of the field with small white marble markers bearing the name and age of the soldier, the oldest being 70 and the youngest just 10. Two Union graves, re-interred here in the late 1960s, lie far off to the north side. During the day, the feeling is airy yet solemn, but at night the place takes on a definite eerie and spooky feel. (SAN: 0/1)

The Battlefield: Although only a close estimate of the real battle area since most of the plantation lay fallow for years, the battlefield meadow still presents an uncanny feeling of nakedness to visitors imagining the doomed march of the militia. A large state memorial looms next to the small gravel parking lot, extolling the bravery and virtues of small town Tennessee men. A well-worn 3/4 mile trail going around the open field leads to

two smaller monuments; one signifying the start of the Confederate attack, and the southernmost one being the high-water mark of the furthest charge, 20 yards from the Union positions, which is now marked by a split rail fence and historical marker.

Farmhouse Trail: This mile and a half mile trail leads visitors to three reconstructed farmhouses of the 1850s; the first from the trailhead parking lot being the Carver home, the Lanson family home near camping site C, and the Miller farm being furthest east in a clearing across Ringwald Creek. Most hikers decide to take the west fork from the Carver cabin to the Larsen home, and then back to the trailhead. Campers at Site C usually use this route to get to Visitor Center and to the battlefield. One item of note at the Miller cabin is a mention of eight large standing stones in an odd, star-shaped pattern, simply explained as a possible slave cemetery.

OTHER PARK LOCALES

Aside from the Civil War era history, Skymont offers a few natural wonders for visitors to experience and enjoy.

Skymont Falls: The natural highlight of the park, this is where the Talidanganoo River makes a 55 foot drop off of the rugged Higgens Ridge to a scenic mini-canyon below. It was to be the site of an industrial endeavor by the Ringwald family, but the presence of the mean-spirited Miller family farm kept that from happening, no matter how much money they were offered. Considering the beauty of the falls, perhaps this was the only good the Miller family ever did.

Deer Field Trail: This a short, easy to walk 1/2 mile trail that goes around a meadow which is home to a small herd of white tail deer and numerous bird species. This leads past a fourth reconstructed cabin belonging to the Joshua Smith family. This is a favorite with younger school science groups and bird-watchers.

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Ringwald Pond Trail: This well-used 1.25 mile nature trail leads to a scenic pond (fishing not allowed) and then along the heavily forested banks of Ringwald Creek, winding back at the Memorial Cemetery. It is only mildly strenuous with a dozen or so dry ravines to traverse.

Skymont Perimeter Trail: A 5 mile hiking trail that makes it way around the central core of the park, including the Ringwald Pond and Battlefield Trails. Aside from the main trail which traverses the somewhat steep Higgens Ridge (which takes a Climb +25 roll to surmount off-trail), there are several offshoot trails leading to fishing ponds, various rock outcroppings up in the hills, old ruins of cabins, and several natural oddities such as the Lightning Split Tree and "Indian Head Rock". This is for more serious day hikers and overnight backpacking groups (usually Boy & Girl Scout groups).

PARK CAMPING

While camping in the park was first allowed only in the mid 1970s, numerous people had secretly spent the night in the park; usually school boy dares to "brave the ghosties". But since permission was allowed for weekend stays, camping has become a popular offering with families, church, school, and Scout groups. The facilities for overnight camping are primitive by most state park standards, with no amenities for recreational vehicles. The four designated camp sites are basically clearings in the thickly forested woods with 2-3 specified "tenting sites" each. They each have a water spigot, 2-3 picnic tables, 1-2 fire rings, a bear-proof metal garbage container, and have a nearby latrine (basically, a modern outhouse).

Site A (capacity: 20) is located where it is believed the Union Cavalrymen were encamped when the Montosky Militia attacked them. It is a fairly flat clearing with short grass, many small dirt patches, small, partially buried rocks, and occasional tree/bush stumps. Site B (capacity: 30) is near the Skymont Falls overlook, where the sound of rushing water

provides a soothing soundtrack to fall asleep to, and having the best-kept facilities, is most popular with families and church groups. Site C (capacity: 15) is located on the southern bank of the river near a large meadow while the heavily wooded Site D (capacity: 20) is located off of the Deerfield Nature Trail

The rangers, having dealt with every type of camper from scared Cub Scout to tipsy Reenactor, are used to weirdness at night. Tales of seeing ghostly soldiers (whether imagined or faked) have been a staple of lore since the park first opened, especially during Halloween. Reports are so prevalent during this time that they are expected. Remarks and questions about "Ghost Soldiers" are always answered with the nonchalant advice of "Well, just treat 'em like bears; if you don't bother 'em, they won't bother you." In fact, comical signs stating "Do Not Feed the Ghosts" are often placed out in the park when young campers are spending the night.

No rangers are left on duty overnight, instead retiring to pair of aging cabins across the nearby county highway; usually the Head Ranger and his family in one and 2-3 unmarried assistant rangers in the other. Campers are left mainly on the honor system, as well as \$50 deposit and hefty fines for vandalism. Any disturbance in the park, particularly a break-in at the Visitor Center, will at first be investigated by one of the two junior park rangers across from the park and then the county sheriff's department.

HALLOWEEN NIGHT

After a long day of hiking, excavating, or reenacting, most Investigators will most likely be sitting back in their campsite relaxing around a fire and enjoying their evening meal, whereas Parapsychology groups would just be getting started on their investigation of the battlefield. The night is chilly, with a low whispering wind blowing through the dying tree leaves, while moon-lit clouds cast a pale illumination over clearings. The woods, thick with autumn foliage, are almost pitch-black beyond the

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reach of campfires and lanterns. The effect is almost perfect for the spooky, yet fun thrill of spending Halloween in a dark and mysterious place.

What any such group would not know is a local youth gang has decided to secretly spend their Halloween night brazenly desecrating the park, specifically the controversial old Miller farmhouse. The intoxicated teens decide to start with the standing stones, thinking they are the headstones of the crazy old hillbillies. But after the protective magic of the stones is broken, the Confederate Dead that were reanimated by the Millers arise again from the vine-covered soil and begin waging war once again. Stunned by the unimaginable resurrection, the gang tries to fight back with a few pistols or make-shift clubs, but they are nearly wiped out. After a few minutes of intense screaming that is nearly heard across the park, 1D3 surviving teens start rapidly making their way towards the Investigators' campsite (Rolling SAN twice for them). Investigators need to make one of two Listen rolls to hear either screaming or small arms fire echoing through the thick woods.

When the two parties eventually meet, the gang members are scared beyond belief and have lost all of their previous teen bravado. A Psychology or Halved Persuade Roll will calm them down enough to babble about "*Zombie Rebs Rising from the grave*", their buddies getting bayoneted, the ineffectiveness of their pistols, and ominously, "*They're after us*". Only brief description of their attackers will be given, notable "ragged Rebel uniforms", and half skull/half faces with moving white eyes.

However, just when this description is being revealed, especially if the meeting occurs near the Investigators' vehicles, a loud crunching of gravel and dead leaves is suddenly heard, along with the soft clanging of metal items (Roll Listen for a one minute alert). And then, a ghastly line of fully armed, yet undead soldiers burst through the

underbrush, stop, form ranks, and raise their muskets at the Investigators and surviving teens.

THE REBELS A'RISE

The pitiful undead abominations are the semi-decomposed corpses of Confederate dead from the Battle of Skymont Plantation, held together and animated by strange ancient magics that have preserved them...mostly. They retain only a fraction of mental faculties when they last walked; those of their brief military training and the orders of wizard Miller to find and kill his enemies of the 1860s...which tonight will be any human they find.

The Zombie Rebs are still clad in tattered and mud-stained uniforms and carrying their rifled muskets. Being in the ground for over 100 years, the rifles have rusted and the powder long decomposed, but their bayonets are still usable and this is main choice of weapon for the decaying horrors. Their faces are semi-decomposed with ashen white orbs for eyes that uncannily move normally, and their bodies are a nauseating mix of stone-like gray flesh, and gaping death wounds that reveal partially rotted intestines and blood and dirt-stained bones. The smell of the animated corpses is even worse, requiring a CON check when within 4 feet of them to avoid temporarily debilitating sickness. Their otherworldly ability to detect victims and quick march in formation towards their victims provides another fear-inducing feat. And not only do the monsters create possible SAN Loss from their horrific appearance, but they are also able through the wizard Miller's magic to emit a hair-raising undead version of the traditional Rebel Yell, this requiring a second SAN roll whenever heard.

The Zombie Rebs have a magically-endowed ability to sense out their victims and will use it to track and pursue those unfortunates over nearly all terrain. They also seem to view vehicles as they once did wagons and carriages; booty for their long-dead master

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William Miller. Anything left alone with wheels will have at least 2 undead guards posted nearby.

After their stunning appearance, the formation of Zombie Rebs appears to fire their weapons, but their long-rusted rifles do nothing. The creatures then lower their bayonet-fixed rifles to waist high, give their unearthly battle yell, forcing a second SAN Roll, and then charge. Persons failing both SAN rolls automatically go temporarily insane and are frozen in fear. If left behind, they are easy prey for the on-rushing deadly bayonets. Investigators trying to carry the fright-frozen victims need to roll STR vs SIZ on the Resistance table, at $\frac{3}{4}$ of their Move. The undead Confederate troops move far quicker than stereotypical movie zombies and still retain the military discipline that sent many to their death. They march with quick and direct movement, executing turns with inhuman precision. They cannot swim, but simple wade through and under slow-moving water.

If the action is near the Investigators' vehicles, one of the Teen Gangsters will run to the nearest one, trying to escape, but instead will attract a line of Zombie Rebs, who bayonet him as he madly struggles to open the door. Otherwise, the ranks of the undead creatures continue to divide and pursue the Investigators and assorted NPCs wherever they may be located.

As for the question of the Zombie Rebs being flesh-eating ghouls as in the movies, the exact dietary nature of the foul things is left up the Keeper.

“WHAT’S THE NUMBER FOR 911?”

In today’s modern society, emergency help is just phone call away and cell phone have make such calls easier. However, such calls under these situations to the authorities will result in two things; the first will be discovering that the caller’s reception indicator shows only minimal cell coverage in this part of rural Tennessee. Any callers will have to roll a Luck Roll to get a clear signal to make a call and roll twice again to avoid losing the

signal. Being on top of Higgins Ridge adds 20points to this roll.

Secondly, getting through to any emergency operator with tales of “zombie undead running amok” will result in a stern warning about “prank calls”, especially considering it is Halloween night and such holiday pranks in or around the battlefield have been a nuisance for county law enforcement since the 1920s. Lost signals will be put down as crank hang-ups.

Investigators who try to make a false ruse to get law enforcement out to the park must have a clear and rational story to tell the 911 operator, who is under instructions to repeat everything a caller makes. Otherwise they must make a halved Fast Talk or Persuade roll. Failure brings a terse warning not to misuse the 911 system and disconnection. More than two such “crank calls” will result in the off-duty park rangers being alerted to investigate the callers.

When the sleep-deprived junior ranger shows up in a gasoline-powered utility cart to check things out, he gets immediately attacked by a squad of Zombie Rebs. He will at first instinctively order the uniformed horrors to halt and drop their weapons, thinking they must be some sort of really sick Halloween prank. Firing at them proves their undead status and a SAN roll is made. Passing it, the ranger flees in panic to town to try and convince the police. Failing it, the poor ranger either flees in panic into the woods or freezes in sheer terror, in which he becomes easy prey for the rusty bayonets.

When either the first ranger fails to check back in, the Head Ranger and the other assistant will show up in a pick-up truck. Again, when they encounter the undead soldiers, they too must pass a SAN check or go temporarily insane, but in this case they will attempt to flee the park in their truck, stopping for no one. (SAN roll for those who witness the rangers in flight)

When the nearest County deputy shows up, they will drive along the main road

looking for signs of the disturbance. Spying any wizened walking corpses, they too, will determine them to be either drunken reenactors or Halloween pranksters, but will instead angrily order them to get on the ground, then will attempt to pepper spray them. This fails utterly and the Zombie Rebs respond with a mass bayonet attack on that officer (SAN rolls). Failure results in a flurry of wild pistol fire (Roll halved Pistol skill to hit) before either panicked flight out of the park or freezing up. Unfortunately, their babbling of undead Confederate Soldiers to other officers on the force will not precipitate an immediate mass law enforcement response, rather just a single car with two more officers from the main station in McLeesville (at least 30 minutes)

If investigators can return to an abandoned police car, they can scrounge a shotgun with 25 rounds, 20 road flares, a first aid kit, fire extinguisher, a spare set of 2-way radios and various roadside emergency items.

ESCAPE & EVADE

Once spotting a human victim, the Zombie Rebs will give relentless chase, breaking their numbers down into 20 man ranks, then 10 man squads, and finally into pairs to chase down individuals, never going alone. It will be up to the Investigators to devise a plan of flight good enough to find safety and to devise some means of combating the undead horde.

Hiding: While this may seem the most appropriate (or insanity-driven) action, it will take a Critical Hide skill success to avoid the inhuman ability of the Zombie Rebs to locate victims in even the thickest of underbrush. The old trick of hiding underwater with a reed snorkel will confound the undead troops for a while, but once an Investigator surfaces, they will quickly return and attack.

Climbing up a tree (or building) may seem a good idea (as for bear attacks), but the Zombie Rebs can look up, and even more

horrifying for someone up a tree, they can still climb quite well, especially the “younger” troops.

Holing Up: As opposed to hiding in the woods or a car, barricading oneself in a building provides more protection. While the various wooden cabins, sheds, and barns of the park provide some semblance of safety, most are frail enough not to withstand repeated physical attacks. This leaves the most securable building, the Visitor Center.

A successful Locksmith or quartered Mechanical Repair roll can get an Investigator past the three different locked exterior doors, and a combined Investigator STR vs Door STR 25 will break it open, but both ways will trip the security system. A prior Electronics roll can deactivate the alarm. Breaking a window will permit easier access, but will also trip the alarm, and a broken first floor window will need to be blocked from the inside to prevent undead troops from following. A tripped security alarm at the Visitor Center will be noted by the Rangers, who will notify the Sheriff's department in McLeesville of it and then investigate themselves, taking about 1D10 +10 minutes to arrive, assuming it must be yet another false alarm.

Keeping things out while poking about the Visitor Center for clues and defensive items will be paramount as the Zombie Rebs have no concern for the manor house they ransacked over 130 years prior, and will in fact, recount most of its exterior and interior layout. While modern locks may keep a door from being bashed in blocking the seventeen first floor windows will present a problem as there is simply not enough interior furnishings to effectively do the job.

Leaving the Park: While there is no fence surrounding the park, leaving the park grounds will not dissuade the undead militia from pursuit. Aside from the two ranger residences, the nearest home is 3 miles away on the county road, with 3 more a mile past that. Investigators attempting to find refuge with

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these homeowners late at night with such wild tales on Halloween will find little sympathy and possibly a loaded shotgun in their face. (Roll Luck to avoid being shot at when first arriving) The appearance of pursuing Confederate Undead will, of course, distract from any such inhospitality

Cross-county Hazards: Aside from the obvious danger of the Zombie Rebs, there are other hazards found while running amok in the woods at night. First and foremost is accidentally tripping in the dark over an exposed root or rock, especially without a light source. To avoid tripping in the dark, roll a halved Spot Hidden. If that fails, the Investigator must make a DEX check, and failing that, will receive 1D3 Damage. A Critical failure for either will result in a sprained ankle, pulled muscle, or for really vicious keepers, a broken bone.

Even crossing Ringwald Creek and other streams in the dark has its hazards. Crossing means either walking across wet rocks, finding a fallen tree (1/4 Luck roll), or wading through the water. Falling off the rocks required a DEX check to avoid damage similar to tripping, with critical failure doubling damage. Using a downed tree as a bridge requires only a single DEX check, while stepping stones requires two. While the 5 to 12 foot wide creek is only 3-4 feet deep, there are numerous deep holes up to 7 feet deep; a Luck roll and DEX check is required to avoid these. If actively probing with a stick, add 20pts to each roll.

As it is October, nighttime temperatures are in the low 40s, and wet clothes can bring about hypothermia. After wading across, an hourly CON check must be made to avoid losing 1D3 STR and CON. Falling in the water, it is a 1D6 Loss.

And even if it is almost November, poison ivy and poison oak are still flourishing. When Investigators are in thick brush, roll Luck to avoid the itchy plant oils (POT: 8, -15 to Skill rolls due to irritant)

Wildlife: Most of the animals found in the Skymont Battle Park during the autumn are small and harmless, but there are two that could be trouble. One is the innocuous Raccoon, which raids garbage cans and unsecured food boxes with utter disregard and presents the danger of rabies. The other dangerous animals are juvenile Black Bears. While normally shy and somewhat easy to scare off with loud noises or pepper spray, they are easily agitated, fast sprinters, and quite attracted to food, especially since their winter hibernation is coming fast. A Bear can either attack with bite once and claw twice up to three targets, or bit and hug against a single target. Signs warning of possible stray bears looking for a late season snack have already been posted in the park.

Another encounters that fleeing Investigators may come across in the darkened overgrowth of the woods are startled birds like bob-whites and whippoorwill, which would give those already scared an even more sudden shock. Investigators have 15% chance per hour of running into these animals in the dark, which can make for a scary surprise.

01-70% Rabid Raccoon: STR: 5
CON: 8 SIZ: 5 DEX: 14 POW: 7 HP: 7
Move: 6. Bite 30% Damage = 1D4+ 50% chance of Rabies, Claw 35% Damage = 1d2

71-80% Hungry Black Bear: STR: 16 CON: 13 SIZ: 16 DEX: 10 POW: 10 HP: 15. Armor : 2 Pt Skin. Move 8
Bite: 45%, Damage = 1D8+1D6.
45%.

Claw: 30%, Damage = 1D6+1D6,
Hug: 30%, Damage = 3D6

81-100%: Flock of Startled Birds.
Scare Unsuspecting Passer-by: 75%

THE MILLER FARM

As the original family home and barn rotted away nearly 90 years ago, the Miller Farm cabin was reconstructed from a single photograph (taken in 1866) with new materials



(Occult Roll), including a Yellow Sign (Mythos Roll). However, the most prominent and largest one, which is also roughly engraved on both the outside and inside of chimney, greatly resembles the silver medallion back upstairs in the Visitor Center (See Fig 1). This is the personal magical signet of the Millers, and the basis for their supernatural power. When in sight of the cabin, any Zombie Rebs do not enter, simply standing at ease as if awaiting orders. Of course, anyone leaving the cabin becomes prey.

Inside the darkened, sparsely decorated cabin are various reproduction furniture items and three case holding recovered and reproduction family items ranging from household wares (pans, utensil, sewing items) to clothing to tools. A ladder leads to two sleeping lofts, with 2 small windows. After closing, the historical inaccurate overhead lights are shut off at the Visitor Center (this goes for all the reproduction cabins). The exhibit tries to promote the idea that the Millers were simply a hardworking, yet socially misunderstood backwoods family, but the presence of the strange occult and Mythos symbols casts an eerie and disarming feel upon anyone nearby.

In the overgrown woods near the Miller farm are six overturned, white slabs that once circled what is now freshly up-turned earth partially covered by overgrown vines, and a thick blanket of pine needles and leaves, as well as small bushes. Two slabs are still upright, nearly unseen underneath their shroud of vines and pine needles. Each slab appears to

back in the early 1960s. However, the cabin's stone chimney is entirely original. Inside on the fireplace are several large flagstones engraved with a dozen various occult symbols

be eroded, formerly polished limestone blocks that greatly resemble the foundation of the Skymont mansion. They each weigh 80-100 pounds and measuring 4' high, 3' wide, and 1' thick.

To re-consecrate this make-shift mass grave, the slabs must be placed back in the original position and touched by the Mojo bag. (This can be realized if a Halved IDEA roll is made when thinking about where the bag was found) When this occurs, the Investigator holding the bag loses 3 Magic points and 1D3 SAN. Any animated Zombie Reb that enters the triangle of replaced slabs simply falls inert to the ground

BATTLING THE UNDEAD

The Investigators need to first escape the Zombie Rebs, then to try and figure out how to stop the undead army, which can come from actual combat or by discovering the secret of their creation and recent resurrection at the standing stones.

Combat: Destroying the animated dead Confederates physically is difficult. Shooting one with a rifle or pistol only makes nicely drilled holes in the semi-rotted flesh and dirty bones. As opposed to movie zombies, head shots are no different. Shotguns do more harm due to the blast, but will do only half damage. Blunt trauma and slashing attacks have normal effect. However, damaging the skeletal structure can stop one of these monstrosities in its tracks. Critical Hits to the legs doing 8 points of Damage will cripple a Zombie Reb, dropping it to the ground, where it then tries to crawl at Move: 2

Gasoline bombs will set the monster's uniforms on fire, but will only do minimal damage to their magically preserved bodies. In fact, they now become Flaming Zombies that will start small brush fires in their wake through the dry underbrush, pine needles, and dead leaves, as well as add additional damage when mauling a human victim.

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Attacking the monsters with moving vehicles would be highly effective (doing 2D10 Damage) if the Zombie Rebs are caught by surprise in clear areas, but they will not simply stand around waiting to be run over and will use the thick woods to their best advantage. Attacking with a vehicle requires both a successful Drive skill and a Luck roll to avoid a flying bayonet-fitted rifle.

Snares and traps: The zombie Rebs were not battle savvy enough when alive to look for booby traps or snares, and if an Investigator can devise one in time, can delay or halt an attacking zombie with one. Deadfalls, requiring large logs or stones, can deliver 1D10 blunt trauma Damage. Entangling snares can trap a victim, but are vulnerable to being broken with a STR vs STR Resistance roll (vines = STR 8, Role = STR 16, Wire = STR 18). To construct a snare or trap, use Wilderness Survival to make it and a DEX check to set it; or Roll a Quartered KNOW and DEX roll. Digging pits will take too long.

Magical Methods: The only available magical items are the stone engravings in the Miller fireplace, the silver medallion, and the “Mojo bag”. The engraving items act as sort of a control mechanism, requiring 6 Magic Points and 1D4 SAN to activate when just simply held. When confronted with the Millers’ symbols, the Zombie Rebs will halt and come to a form of attention, awaiting simple military orders such as “Halt”, “Retreat”, or “March”. They can even be held “prisoner” in a location if the command “Surrender” is given, but only as long as the accompanying magical symbol is presented. However, the two engraved fireplace stone weigh 25 and 35 pounds each, making them quite difficult to carry (STR check every 15 minutes when moving). The Mojo bag, if resolutely presented, will force the ghastly undead to slowly retreat backward. But with no Voodoo spell known to deactivate the Zombie Rebs, it imparts no control over them.

While appealing to the Confederate cause might seem like an easy way to stop the Zombie Rebs from attacking, their final orders came from the unsympathetic Billy Miller and will attack any living human, Johnny Reb or Billy Yank. Keepers are welcome to use this trick on NPCs to further frighten the Investigators.

AFTERMATH

Simply surviving the night will give Investigators 1D6 SAN, and 1 point for each NPC rescued. Managing to destroy all of the Zombie Rebs imparts an additional 1D6 SAN. Any recovered remains of the reanimated Militia will be cremated and reburied in the Park cemetery with full military honors.

However, leaving the monstrous undead to stalk the countryside will cost Investigators 1D8 SAN as the now-free roaming Zombie Rebs will spread out in four to six groups and attack isolated houses and farms throughout Montosky County, attempting to kill all they come across. Nearly impervious to most household weapons, they will inflict 1D10 deaths per night, with 1D6 nearly insane survivors fleeing to law enforcement, who will then believe they have a gang of drug-crazed murderers running around. The Zombie Rebs will themselves take 1d3 casualties per night from accumulated firearm damage or vehicular strikes, but it will be at least a month before this destroys them all.

Naturally, County and State Law enforcement agencies will deny any reports of “undead monsters”, even if evidence is discovered and noted. Coroner reports will simply state that while natural decay had been stymied, the bodies have definitely been dead for over a century. The reason for their resurfacing will be put down to “psychotic behavior by as yet-known suspects”.

Even in the tradition and legend-rich South, imaginary serial killers are far easier and more acceptable to explain than accepting the idea of supernaturally-resurrected Confederate undead.

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NPCs

PARK RANGERS (4)

STR 16 CON 16 SIZ 14 INT 15 POW 11
DEX 14 APP 10 EDU 15 SAN 55 HP 14
Damage Bonus: +1D4
Weapons: Fist/Punch: 55%, damage = 1d3+db
9mm Pistol: 50%, Damage = 1d10
(14rnds)

Pepper Gas: 80%, Damage = Stun
2d10min
Skills: Biology, Geology, or Archeology: 40%,
Climbing: 60%, Drive Pick-up Truck/ Golf
Cart: 40%, First Aid: 50%, Grapple: 45%
Hide: 35%, Local History: 50%, Law: 50%,
Listen: 45%, Outdoor Survival: 40%,
Persuade: 55%, Psychology: 40%, Sneak:
35%, Spot Hidden: 55%

Gear: 2-way Radio, Pistol, Pepper spray, hand
cuffs, GPS locator, water bottle. Personal first
aid kit, backpack.

The human face of state and national parks, Rangers are dedicated to preservation of wild and historical locations at the same time as making them more accessible to the public. While the popular persona is that of the kind-hearted and nature-loving outdoorsman, most rangers these days are more akin to law enforcement agents than naturalists.

TERRIFIED TEEN TROUBLEMAKERS (1D3)

STR 14 CON 12 SIZ 13 INT 12 POW 9
DEX 15 APP 12 EDU 10 SAN 40 HP 13
Damage Bonus: +1d4
Weapons: Fist/Punch 60%, damage 1d3+db
Kick 40%, damage 1d6+db
Head butt 30%, damage 1d4+db
Baseball bat: 40%, damage 1d8+db
Knife 35%, damage 1d6+db
.38 Revolver 25%, damage 1d8
Skills: Art (Spraypaint): 30%, Climb 50%,
Drive Car 30%, Steal Car: 60%, Fast Talk
35%, Hide 35%, Listen 40%, Sneak 50%, Spot
Hidden 30%

These young men (ages 3D6 +1) are just dumb country boys who have taken to petty crimes, vandalism, and posterizing as a social recreation. They clad in a near comical mix of urban gang wear, back woods camouflage, and athletic garb. The only items that these few survivors would be found with are knives, cell phones, and electronic entertainment gadgets (most likely stolen).

ZOMBIE REBS (52)

STR: 13 CON: 14 SIZ: 8-S10 INT: 4 POW: 1
DEX: 10 HP: 16
Armor: Impaling weapons do only 1 point of damage, fire does minimal damage, and shotguns do half damage.
Move: 10
SAN: 1/1D8
Climb: 60%, Detect Human: 75%, Dodge:
20%, Give Undead Rebel Yell: 85%, Sneak:
25%.
Weapons: Bayonet: 40%, Damage = 1D8+
1D4+ Infection
Club (Rifle Butt): 40%, Damage =
1d8+1D4
Maul: 35%, Damage = 2D8
+Infection

As described above, these horrors are the semi-decayed corpses of long-dead Confederate troops resurrected by lost arcane magic. They still retain their military training, but have lost whatever humanity they may have had. They range in size from 4 1/2 feet to over 6 feet tall. They attack first with bayonet, then rifle butt, and lastly with sharpened fingernails and fists.

COUNTY DEPUTIES; (2 per car)

STR 16 CON 14 SIZ 15 INT 14 POW 11
DEX 13 APP 12 EDU 14 SAN 55 HP 14
Damage Bonus: +1D4
Weapons: Fist/Punch: 65%, damage = 1d3+db
Head Butt: 20%, Damage = 1d4+db
9mm Pistol: 70%, Damage = 1d10
(15rnds)
Pepper Gas: 80%, Damage = Stun
2d10min
Baton: 55%, Damage = 1d6=db

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Skills: Dodge: 30%, Drive Automobile: 60%, First Aid: 45%, Grapple: 60% Hide: 25%, Forensics: 15%, Law: 60%, Listen: 40%, Persuade: 55%, Psychology: 45%, Sneak: 35%, Spot Hidden: 55%

Normally, Sheriff's Deputies carry out the legal functions of the county from patrolling the roads and arresting criminals to serving legal warrants and providing security for courthouses. But in such a low-populated area such as Montosky County, they are the sole law enforcement agency. As such, there are only a dozen vehicles out on night patrol, and may take their time getting to the scene of reported "Rebel Ghosts".

HAPLESS CAMPERS (Adult); (2D10)

STR 14 CON 12 SIZ 14 INT 14 POW 10
DEX 13 APP 12 EDU 13 SAN 50 HP 13
Damage Bonus: +1D4
Weapons: Fist/Punch: 50%, damage = 1d3+db
Make-shift Club: 25%, Damage = Variable

Skills: Dodge: 26%, Drive Automobile: 35%, First Aid: 40%, Hide: 30%, Listen: 40%, Persuade: 35%, Sneak: 30%, Spot Hidden: 40%

HAPLESS CAMPERS (Youth); (2D10)

STR 12/15 CON 12/14 SIZ 10-14 INT 13
POW 10
DEX 14 APP 13 EDU 11 SAN 50 HP 13
Damage Bonus: +1D4
Weapons: Fist/Punch: 50%, damage = 1d3+db
Make-shift Club: 25%, Damage = Variable
Skills: Dodge: 28%, First Aid: 40%, Hide: 35%, Listen: 45%, Persuade: 30%, Sneak: 40%, Spot Hidden: 45%

Naturally, the Investigators and Teen Gang members couldn't be the only ones camping in the park. Divide these among 1-2 other camp sites and make sure the Investigators know about them, requiring some sort of rescue or warning. Abandoning these folks to the undead monsters will cost selfish Investigators SAN 1/1D8.

The Mask of Neil Marlow's Pet

By Simon Yee

Keeper's Information:

For Halloween, Neil Marlow bought a mask for his pug dog, Moochie, from a thrift Bazaar held at St. Michael's Church. Unknown to Neil, and anyone at the Bazaar, was the unique nature of the Mask. The mask is a fragile connection between this world and a dream-like piece of reality that exists between the slight fractal dimensions within mirror reflections and the insane court of Azathoth in the realm of Dreamlands. Neil put the mask on Moochie to let her get used to wearing the mask before the faculty Halloween Party at Miskatonic University later that evening. During that time, Moochie walked in front of the full-length mirror in the foyer and was sucked away to the urban street blocks within the Mezzanine. Moochie was then captured by the Veterinarian/Taxidermist named Anton and was made into a stuffed animal fixture in his waiting room. When the scenario begins, the investigators will be people Neil Marlow has recruited to help find his dog. Moochie is Neil's major source of companionship since his wife Pat had died from liver failure seven years ago. Investigators should know this and be informed that Moochie holds significant sentimental/emotional value to Neil that goes beyond replacement. Once investigators enter the Mezzanine the only way back to this world is to find the barber shop and have a warm towel mask.

The MASK background:

The mask that Moochie was wearing has the unusual property of transporting the wearer to a mysterious place, called the Mezzanine, when worn in front of a mirror. People who are within close proximity of the mask may witness flashes of themselves wearing the mask and possibly seeing Moochie by their feet in the mirror image.

At first glance, the mask looks innocuous with vibrant color feather decorations around a ruddy red leather frame. The mask seems almost two small to fit on a human face but the leather is pliable and will stretch over the face if pulled hard.

The mask was discovered by a nun in Peru during a visit to a friendly local Llama ranch sitting at the edge of an old Inca temple ruin. Not knowing the masked belonged to a long extinct cult of Azathoth, the nun took the mask to decorate her dorm at the cloistered covenant. One night she wore the mask in front of the mirror and was taken to the Mezzanine. She returned but was mentally unhinged by the experience. Not wanting to be tempted by the mask again she mailed it to the Church of St Michael for safe keeping by a friend (another nun) of hers in the same order. A month later the Mother Superior had her committed to an asylum.

HALLOWEEN HORROR RETURNS!

Investigators' Information: It is Halloween (October 31) and Neil Marlow, an English professor at Miskatonic University, has called you to help him find his missing pug dog named Moochie. His voice is shaken and desperate over the phone. You recall the dog was given to him by his late wife, Pat, and holds great sentimental/emotional value. Out of your good heart and sense of charity, you decide to take a small amount of time before All Hallows Eve to help him out.

When you get to the house, the tearful and wiry old-looking professor explains to you that he had just gotten a mask for Moochie at St Michael's Church Halloween Thrift Bazaar and had put it on her when they got back so she could get used to it before tonight's Halloween faculty party at Miskatonic University.

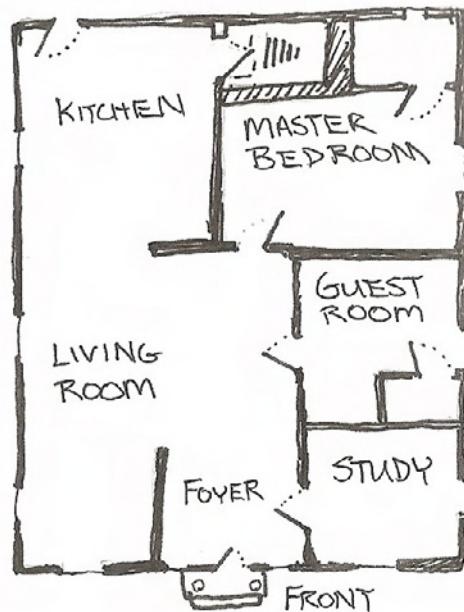
"Thank you for showing up. I put it (the mask) on her and was getting my costume ready when I heard Moochie yelp in the most unnatural manner. I looked around the house but could not find her. All I found was her mask on the floor of the foyer. I know this seems ridiculous, but Moochie means so much to me."

Neil shows the mask and points to the floor of the foyer in front of the mirror. He explains the door was closed, but suggests that it was unlocked and possibly someone could have stolen her. Neil does not have any idea who would do such a thing and it seems unlikely to the investigators.

Neil Marlow

STR 12 CON 12 SIZ 12 INT 12
POW 15 DEX 12 EDU 20 HP 12 SAN 75
DB +0
Skills: Art (painting) 53%, English 90%,
History 30%, Occult 35%,

The Marlow House



Foyer: Wood floors creak under foot and there is a coat rack next to the full-length mirror. A portrait of a young Pat Marlow hangs on the other side of wall. A brief glance at the mirror flashes an image of the investigators looking back at themselves while wearing the mask.

Kitchen: Gas Stove and basic kitchen amenities. A dog bowl with water and a plate of Mr. Marlow's breakfast lies next to the garbage can. There is a door here leading to the basement. It has a lock on it. Mr. Marlow has the key on him if players are interested.

Living Room: Consists of three large sofa couches and various pictures of Moochie and Neil.

Study: Wall-to-wall with books of old classics by Homer, Virgil, Milton and the like. Nothing occult or mythos-oriented. An oak desk sits in the far corner with various papers from students at Miskatonic littering the top. **Spot Hidden roll** success will produce a receipt from St Michael's Church for the purchase of the mask at the Thrift Bazaar. \$.30 was the charge on the ticket.

Guest Room: A bed and an empty closet. A trap door on the ceiling leads to the attic. The room comes with its own bathroom with contemporary conveniences like a mirror, bath tub and sinks.

Master Bedroom: King-size bed with a majestic redwood head board. The room has clothes littered about in disarray. A full-length mirror is covered by clothes in the far corner. Neil will comment that he is not very orderly. The room comes with its own bathroom with contemporary conveniences, like bath tub and sink. A brief glance at the mirror flashes an image of the investigators looking back at themselves while wearing the mask.

Basement: Contains a water heater and a makeshift workbench covered in cobwebs.



Attic: Contains boxes of Pat Marlow's old clothes and personal knickknacks. The boxes do not have much dust because Neil visits the attic when he ruminates on the memories of his deceased wife.



Saint Michael's Thrift Bazaar

The Bazaar is spread out across the children's playground. Several Catholic community members stand behind tables with various used domestic items and knickknacks. Most of the people working the tables know of Neil Marlow, he is an upstanding church member, and will inform players that he was at the bazaar early this morning with his dog in his arms. He will also inform them that he bought

a mask from a table in front of the rectory. The person working at that table is Frank Kaplan, a tall, gregarious elderly man in his sixties with a walking cane.

Frank explains that Neil bought a mask from the table this morning. Frank has not seen Neil's dog since they left the bazaar. If for some reason players ask about the mask, then Frank will explain that it was packed away in a box belonging to a nun that lived in a cloistered convent in Peru. Frank will add a story about the nun being a bit 'disturbed in the head' and was put in a Peruvian psychiatric asylum decades ago.

Neil Marlow's Neighbors

Neil's neighbors have not seen Moochie since the yesterday.

The Mezzanine

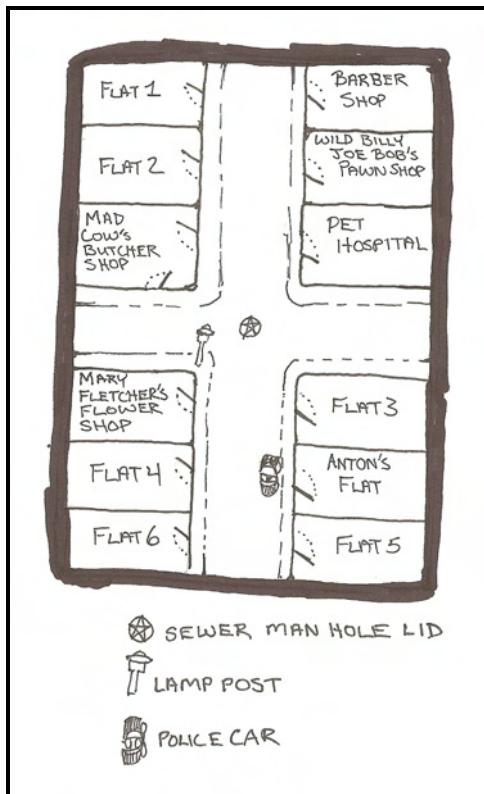
The Mezzanine exists in a chaotic crossroad between the ethereal of dreams and reflective cracks of our reality passing through the planes of mirrors. The Mezzanine is a floating piece of rock on the lips to the mouth of madness, Azathoth. On the side of the rock that faces Azathoth is a Servitor of the Outer Gods playing mind-bending music from the pipe catacombs within the basalt rock of the Mezzanine. On the other side of the rock, facing away from the court of Azathoth, is a self-contained nightmare reflection piece of our reality. Surrounded by a concrete wall, the small neighborhood block is forever in the state of celebrating Halloween. The music from the monstrous Servitors of the Outer Gods filters into the Mezzanine as a rag-time melody called The Japanese Sandman (Words by Raymond B. Egan / Music by Richard A. Whitin, 1920). Music sounds like the band is playing just beyond the wall that surrounds the block and the wheezy crooner can be heard singing over and over without pause as the

HALLOWEEN HORROR RETURNS!

band keeps repeating same music. The players will arrive in the Mezzanine through the mirror in the Anton Flat. Let the players know that it felt as if an irresistible force yanked them through.

Note: Falling asleep while in the Mezzanine is a fate worse than death. Those that fall asleep while in the Mezzanine plummet through the black basalt rock floor of the neighborhood, as if it was not there, and fall to the insane swirling court of Azathoth...thus dying stark-raving mad. Players cannot die in this world unless they fall asleep. If a player receives damage that brings them to zero or lower then they must roll POW vs. their own CON (for each point under zero you must add to the CON rating for this instance). Success means they stay conscious. Failure is sleep.

Singing simple lullabies will work like spells in the Mezzanine that require listeners in a 10 foot radius to roll their CON vs. POW (of the caster) or fall asleep. Casting lullabies cost the caster 1 POW and 1D2 SAN.



The Antons Flat

The flat is a single studio room with a bathroom. The room contains a dresser, desk with phone and full-size bed. There is a window next to the entrance door that looks out into the street. A bowl full of Halloween-wrapped chocolate treats sits on the window sill.

Players will be tumbling out the brass full-length mirror as if being yanked through by an irresistible force. A **Spot Hidden** roll will reveal that the papers in the desk belong to Anton Keller, Taxidermist and neighborhood Veterinarian.

The bed in the flat has the power to induce players to sleep on it if touched POW vs. POW of the bed which is POW 8. The bed has 15 HP. Observing someone fail and fall asleep on the bed cost 0/1D2 SAN since they will literally observe the body melt into the sheets as it passes through to the court of Azathoth...Only the clothes will be left behind on the bed.

The phone in the flat does not connect to an operator, but will allow the listener to hear the unfiltered version of the music by the Servitor of the Outer Gods. The music will cost the listener 1/1D4 SAN.

The bathroom contains a white iron-cast bathtub, shattered mirror over a porcelain sink and a toilet. The door to this room is ajar. The window in the bathroom is pushed flush against the concrete wall that surrounds the neighborhood. The tub is filled with blood and the naked upper torso of a woman who has been gutted out. Her naked lower torso is sitting on the toilet. She is still awake and will greet the players once they walk in. "Oh my, this is embarrassing! I'm not wearing any make-up."

Annabelle Keller -- Disemboweled wife of Anton Keller

STR 11 CON 18 (13 originally) SIZ 7(3)(4)
INT 13 POW 13 DEX 0 HP -5 SAN 33
Seeing Annabelle in her in this remarkable state will cost 1/1D6 SAN.

If players parlay a discussion with Annabelle she will explain the simple rules of the Mezzanine, "Don't fall asleep," and explain that a small black pooch came through the mirror a couple hours ago but her husband got **mad** with her and would not let her keep the dog. She will explain that he took her inner parts and would really appreciate it if the players could bring them back so she could put them back in and sew herself up. If she is attacked, then she will sing a lullaby "Rock-a-bye baby," but she will most likely not survive any damage taken since she is already at -5 HP and her CON is 18.

The Mezzanine Street

There are three entities that walk the streets randomly: The trick or treat kids, the cop and the prostitute with the heart of gold. Players can hear the mysterious rag time music playing and see there is no moon outside. A police car is parked just outside the Anton Flat.



The Trick-or-Treat Kids: Group of 3 kids dressed up as a ghost, a witch and a skeleton. They will be seen going door-to-door trick-or-treating. If approached, they will say "Trick or Treat" and hold out their bags waiting for goodies (like the chocolate treats in the bowl

on the sill of Anton's flat). Inside each bag is part of the internal organs to Moochie (SAN 0/1 loss). When the kids are questioned about the organs in each of the bags they will say "That mean guy at the Pet Hospital gave them to us. We don't like him...Trick or Treat, please." They will only give the organs if given treats. If players try to take their bags or the organs they will attack after saying "Hey that's mine!...you're not very nice. In fact, you're mean"

Ghost (Billy) / Witch (Maggie) / Skeleton (Scooter)

STR 7 CON 5 SIZ 5 INT 8
POW 10 DEX 7 HP 5 SAN 50
DB -1D6
Fist: 50% 1D3 + (-1D6)
Throw: 35%

Special Attack or Ability:

The Ghost has a special telepathic link to the beat cop and will have him come to arrest the offending players for disturbing the peace.

The Witch can change a player into a bullfrog for 1D4 rounds if she hits the player with her fists (POW vs. POW). Players STR, SIZ and CON is reduced to 1/3.

The Skeleton will throw a handful (1D6) of human eyeballs in his pockets at the offending player. The eyeballs are alive and will attack the player for 1HP per eyeball. Player must make a POW vs. POW roll or the eyeballs attach themselves to the player and become part of his or her visual system and send disturbing sanity stripping images (SAN loss 0/1D4) once every three rounds until they are removed. Each eyeball has 1HP and excess damage goes to the victim.

HALLOWEEN HORROR RETURNS!



The Cop: The cop is a tall brutish man in a dark-blue uniform named Bob Lamprey. Carries a .38 caliber revolver and constantly swirls a night stick in his hand. A pair of handcuffs dangles from his waist belt. He will patrol up and down the street looking for 'crimes' or any infraction. He will ignore the prostitute because she provides certain needed services that he has come to appreciate. The cop has a telepathic link to one of the 'trick-or-treat' kids (the ghost) and will come to his aid. The cop will attempt to arrest any player and put the person into the police car. The police car is not bound to the physics of the Mezzanine and can go through the wall surrounding the Mezzanine. If the cop arrests a player and puts them in the police car, he will then take the player downtown for booking. This means he will drive through the wall that surrounds the neighborhood and down into the court of Azathoth.

The Cop (Bob Lamprey)

STR 16 CON 14 SIZ 17 INT 10
POW 10 DEX 13 HP 16 SAN 50
DB +1D6

Weapon: 34% .38 revolver 1D10
41% night stick 1D6 +db
77% Grapple

Skills: Drive 45%, Law 32%, Listen 40%, Spot Hidden 39%, Track 30%



The Prostitute: Dressed in a flashy red and black night gown with a green girdle underneath. She stands under a lamp post and will greet players (regardless of gender) with a warm "Hello are you lonely tonight?" She will then show her leg. She will tell players to go to the Pet Hospital if they want to find Moochie if asked about the dog. Gina, the prostitute, will also know that Moochie needs its organs put back in to bring the dog back into functioning order if players tell/show her the stuffed Moochie. She is not from the Mezzanine and will help players if they promise to take her with them. She knows about the power of singing lullabies and why you must not sleep. She can distract the cop if he tries to arrest the players.

The Prostitute (Gina Humperdink)

STR 11 CON 12 SIZ 8 INT 12 APP 16
POW 15 DEX 15 HP 10 SAN 71
DB +0

Weapon: 35% Purse swing 1D3 +db

Spells: Lullabies

Skills: Bargain 78%, Conceal 57%, Fast Talk 45%, Listen 60%, Persuade 63%, Prostitution 79%, Singing 80%, Spot Hidden 56%

Pet Hospital/The Veterinarian-Taxidermist Office

The Veterinarian Office is also a taxidermist and various stuffed animals fill the waiting room. A Spot Hidden roll will uncover a stuffed Moochie under the counter of the receptionist desk. Anton Keller is in the back room putting his wife's internal organs into a previously stuffed wild boar. Anton will not like intrusions from players while he works and will attack them with surgical knife if disturbed. Anton will be happy to gut out investigators and stick their organs into his stuffed Moose. The boar and moose will come back to life if organs are put into them by Anton (See the process to completion cost 0/1D4 SAN). Given the chance, both animals will scurry away to the street.

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Moochie will run to Mr. Sakamoto's Barber Shop if brought back.

Anton Keller- Crazed

Veterinarian/Taxidermist

STR 12 CON 10 SIZ 15 INT 15
POW 14 DEX 12 EDU 18 HP 16 SAN 0
DB +1D4
Weapon: 34% knife (surgical) 1D4 + db
40% Grapple

Skills: Biology 60%, Dodge 42%, Medicine 78%, Taxidermy 88%

Stats for animals if given organs:

Moochie

STR 5 CON 10 SIZ 3
POW 7 DEX 13 HP 7
DB -1D6
Weapon: 30% Bite 1D6 + db
Skills: Listen 88%, Scent Something interesting 90%

Wild Boar

STR 11 CON 13 SIZ 11
POW 7 DEX 7 HP 12
DB: none
Weapon: 30% Gore 1D8 + db
Armor: 3 point of hair, hide and muscle

Moose

STR 30 CON 18 SIZ 32
POW 7 DEX 11 HP 26
DB +3D6
Weapon: 35% Trample 2D6 + db
30% Antler Smash 1D6 + db
Armor: 4-points thick hide and muscle.

Mr. Sakamoto's Barber Shop

The barber shop has the swirling red and white strips out in front and a listing of all the services rendered. Investigator may notice the price of each service has been painted over by Mr. Sakamoto because he does not see the

need to charge people anymore for the work he likes to do.

Services:

MEN'S HAIRCUT
BOY'S HAIRCUT
MUSTACHE TRIM
BEARD TRIM
EYEBROW TRIM
SHAVE WITH WARM TOWEL MASK
SHAVE ONLY
WARM TOWEL MASK ONLY
HAIR STYLING WITH UNCLE BOB'S POMADE (GREASY HAIR GEL)

Mr. Sakamoto will happily give investigators whatever they want but will not tell them that the warm towel mask will bring the investigators back thru the mirror from which they came. He will not seem disturbed that investigators disappear after he puts on the towel mask. Commenting only to say "Another satisfied customer...I hope they come back again." Mr. Sakamoto will put a warm towel mask on Moochie if asked to do so.

Mr. Sakamoto is a mild manner man of Japanese-American upbringing. He has come to understand his purpose on the Mezzanine and no longer fights the madness. Of course, that means he is now permanently insane with a compulsion to cut and style hair. He is unable to fall asleep and cannot be influenced by lullabies. He may mention that some of his regular customers come from the sewer system.

Mr. Bob Sakamoto

STR 12 CON 12 SIZ 12 INT 12
POW 45 DEX 12 EDU 12 HP 12 SAN 0
DB +0

Special Abilities: Special* Can send people back thru the mirror from which they came thru with his warm towel mask.

Skills: Cosmology 78%, Medicine 43%, Baseball 36%

Wild Billy Joe Bob's Pawn Shop of Grand Antiquities

The shop has various items hanging for display but players will notice that each of the items have a 'Sold' sign hanging from them. There are no fire arms or incendiary devices being sold. Knives, swords and other mundane weapons are on display. The radios in the store only play the rag time music that is heard outside. All the calendars in the room only have the month of October with the 31st circled in big bold red ink. Billy Joe Bob will not sell items and insist they are already sold. A successful Bargain or Persuade roll at a -25% will make him budge to sell an item at an extremely ridiculous price or exchange. He will not know anything about Moochie or how to get back home. He will give the trick-or-treat kids hard candy from his pockets if they come by. Investigators will notice that Billy Joe Bob drinks lots of coffee and has stitched his eye lids to his eyebrows. He will not leave the shop and any item he sells fades away in 3D6 rounds after it leaves the shop. If investigators take items from the store without paying Billy Joe Bob will yell for the cop on duty to arrest the shoplifters.

Wild Billy Joe Bob

STR 11 CON 13 SIZ 15 INT 15 APP 8
POW 11 DEX 12 EDU 11 HP 14 SAN 46
DB +1D4

Weapon: 38% Hatchet 1D6+1+db

Skills: Appraise 78%, Bargain 67%, Conceal 43%, Locksmith 35%

Mary Fletcher's Flower Shop

Door to the shop is open but no one is attending the store. A Spot Hidden will reveal a woman's dress with undergarments and shoes on the floor next to the carnations and roses. This is the remains of Mary Fletcher after her tooth picks holding her eyelids gave out and she fell asleep. Gina Humperdink really likes flowers.

Flats 1-6

No one answers the doors to these flats. Pretty much has the same furnishings as Anton's flat. Players will notice various piles of clothes and shoes where the resident fell asleep.

The Mad Cow's Butcher Shop

The shop does not have slices of steaks, fish or poultry in the refrigerated glass display case. Instead investigators will see human body parts in various butchered states (Cost 0/1D4 SAN). The huge freezer vault behind the counter is left ajar and a red deli ticket dispenser sits on the counter top with a shiny service bell. A successful listen roll will reveal the sounds of meat being chopped in the vault. If players investigate the vault or hit the service bell to get the Mad Cow's attention then it will rush out with its huge butcher cleaver to greet players (SAN loss 1/1D8). The Mad Cow looks like a huge skinless dairy cow standing on its hind legs with thick humanoid arms. A bloody butcher's apron covers its torso and its eye's are black with a gray film covering them. The mad cow can speak English (With a heavy gruff accent) and will ask for their orders. "Joos are wadda ya eats. I always says." If the investigators hesitate or refuse to make an order then the Mad Cow will get angry and accuse the players of being assistants to the Veterinarian Anton Keller, trying to get his fresh human organs without paying. The Mad Cow will then attempt to kick the people out using threats of calling police and bodily harm. Saying "Hey joos getta outta here ya riff raff!" If the players fight the Mad Cow then it will use the huge butcher cleaver to defend itself.

The Mad Cow- Mezzanine Nightmarish Manifestation

STR 30 CON 18 SIZ 32 INT 15
POW 12 DEX 13 EDU 8 HP 26

DB +3D6

Weapons:

28% Butcher Cleaver 1D6+1+db

50% Fist 1D3+db

Skills: Butcher 55%

Sanity Loss: 1/1D8



Street Sewers

The iron covers to the sewers stakes a STR resistance check against a STR of 20 to remove the covers. If the sewer lid is opened the players standing over the opening will hear the music of the Servitor of the Outer Gods music and loss 1/1D4 SAN. This will disturb the pitch to the Servitors music and force it to close the exposed sewer immediately with its tentacles. The slimy appendages will flail blindly until it grasps the lid or pulls in an investigator down to use the carcass as a plug.

Servitor of the Outer Gods

STR 16 CON 16 SIZ 20 INT 17

POW 19 DEX 16 HP 18

DB +1D6

Weapon: 45% Tentacle 2x db

Armor: Immune to physical non-magical weapons. Regenerates 3 hp per round until dead.

Spells: Keeper's choice

Sanity Loss: 1/1D10 SAN

Lyrics to Japanese Sandman

(Words by Raymond B. Egan / Music by Richard A. Whitin, 1920).

Won't you stretch imagination for the moment and come with me

Let us hasten to a nation lying over the western sea
Hide behind the cherry blossoms here's a sight that will please your eyes

There's a baby with a lady of Japan singing lullabies
Night winds breath her sighs here's the Japanese

Just as silent as we came we'll leave the land of the painted fan

Wander lightly or you'll wake the little people of old Japan

May repose and pleasant dreaming be their share while the hours are small

Like an echo of the song I hear the Japanese Sandman call new days near for all here's the Japanese

Sandman sneaking on with the dew just an old second hand man

He'll buy your old day from you

he will take every sorrow of the day that is through and he'll give you tomorrow just to start a life anew then you'll be a bit older in the dawn when you wake and you'll be a bit bolder with the new day you make here's the Japanese Sandman trade him silver for gold just an old second hand man trading new days for old.

Conclusion

When players return back through the mirror they will immediately fall asleep and be woken up by either Moochie licking their face(if it returned with them) or kids knocking on the door to trick-or-treat. Neil Marlow could also wake them up if he was left behind. If Moochie

HALLOWEEN HORROR RETURNS!

is returned to Neil Marlow then he will burn the mask and thank the investigators for all there help. Players will find that they have on exactly what they did when they put on the mask in front of the mirror. None of the players have any damage they received in the Mezzanine. Surviving investigators may feel that it was all a dream and shrug it off as a shared fantasy stirred on by the Halloween atmosphere. Investigators may dismiss the missing investigators, or NPC(s), as having left for Halloween parties or Moochie not being found. As players walk out they will hear the neighbor play the old rag time music reminiscent of the trip to the Mezzanine and an icy shudder will run thru their backs.

Rewards

Surviving +1d6 SAN

Surviving and Rescuing Moochie +1D10 SAN

Art & maps done by Simon Yee

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The End

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