

Arkham Halloween

Version 1 - 2014

by Justin Schmid

It is Halloween night in Arkham.

You and your ten year old friends have dressed up to go trick or treating.

But, the strange man down the street has got you all guessing what he's up to in his spooky old house.

And, tonight, you and your friends have four hours to "trick or treat", and solve the mystery.



WHAT DANGERS LIE IN THE STREETS TONIGHT?

WILL YOU BE ABLE TO FIGURE OUT OLD MAN STEIN'S MYSTERY BEFORE CURFEW?

CAN THE WORLD BE SAVED?

Arkham

Arkham is a mid-sized city found in New England. You live in an older neighbourhood just outside of downtown. Your school is nearby, a block away from the cemetery and that is where you gather, your costumes on and their candy bags ready.

The Spooky Old House

A few blocks away is the haunted house. An old cape cod style house that has been dark for some time. Old Man Stein lives here.

Curfew

The sun has just gone down and it's about 6:00pm. Your parents expect you to be out trick or treating for several hours. After 10:00pm, they will get worried and send the police looking for you.

Old Man Stein

Your parents refer to him as Dr. Stein. He's returned after being away for at least two years. You see him, generally in the mornings, as if he's returning home after a long night.

He's always carrying a bowling bag (which you have all speculated heavily on what is inside) and lately, he's been pulling a wagon home with various sized items inside, wrapped in newspaper, but stained dark.

He never smiles and his hair is grey and disheveled, his clothes rumpled. He wears a strange hat though, like a bush hat with flaps done up.

Mark & the Gang

The local bully, Mark is a big kid with a pug nose. He likes to pick on everyone smaller and his gang of followers happily hold his targets down while he robs them of anything of value. He's a jerk and you hate him.



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Keeper's Notes

Running Arkham Halloween

This scenario is meant to be run in three to four hours. There are four main scenes that are likely to transpire:

- 1) **Trick or Treating:** Get some candy and encounter Mark & the Bullies.
- 2) **The House:** Getting past the Porch Guy and encountering Dr. Stein.
- 3) **Search for Lizzie:** Encounter McGregor and possessed kids.
- 4) **Confrontation in the Cemetery:** Find Lizzie in the cemetery and read the ritual in the Necronomicon, closing the gate.

Mark the Bully & Gang

Dressed as Dracula and other monsters, Mark and his gang are seeking out kids to steal their candy. They inflict 2 harm when they hit, but seek to knock down opponents and steal their candy.

He has two more members of his gang than there are player's kids.

The Porch Guy

Look: Old guy, in his 70s, sitting on his porch across from Dr. Stein's house. He's always there, drinking beer.

Drive: Craig has nothing better to do and likes keeping an eye on the neighbourhood.

He thinks that something strange is happening in Dr. Stein's house, but believes in

the sanctity of people's property.

He doesn't want kids causing trouble and will take the law into his own hands.

Plot: He makes things difficult breaking into Dr. Stein's house. But, he has an extensive gun collection in his back room as a Civil War aficionado.

He also keeps a rottweiler in his back yard.

The House

It is dark inside. It is a two-story house with a basement. The front door is locked.

The backyard is overgrown and has strange statues from far away places. The back door is ajar. A Search reveals a piece of torn white dress.

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Downstairs, there is a normal cellar, but a part of the wall is ajar (as if a secret door) and behind it there is light.

Inside there is Dr. Stein, unconscious (from shock), a strange operating table that is covered in blood with straps that are broken and a pedestal with a black book on it (the *Necronomicon*).

If they pick up the book or make loud noises, Dr. Stein awakens.

The main floor is dusty and features many photographs from some time ago showing a young and very happy couple (Dr. Stein & Lizzie).

Upstairs, there are two bedrooms. One is a woman's dressing room and has been recently cleaned. The other is the master bedroom and it is messy, with dirty clothes and papers. Dr. Stein's diary can be found here.

Dr. Stein

Look: A man in his 60's, he has a weathered and well-travelled face. Initially, he is wearing a bloody hospital gown, but if he has a chance, he tears it off. Underneath, he wears an old suit.

Drive: His only goal, now that he has raised his wife from the dead, is to be reunited with her and live out the rest of their days together.

He cannot comprehend the horror of what he has done and is only focused on getting her back.

He is not a bad man though, and will only kill if there is no other way to save Lizzie.

The Necronomicon

A black book, bound with human skin it reads, "The Book of the Dead" and has a strange title that requires a Clever roll -2 to decipher (The *Necronomicon*).

Inside, it describes many strange things, but the bookmark is on pages that describe how to bring life back to the dead. The ritual requires the head of the person and a fresh body. The more different bodies the parts come from, the stronger the spell will be. The spell opens a gate that brings the person's spirit back to the head.

Unfortunately, as a Clever check will reveal, Dr. Stein missed some notes in the margin that note that the gate symbols should be drawn on the ground, not the body.

The gate must be closed after the ritual or other spirits will emerge. There is a ritual to close the gate. Reading it takes three rounds, at the end of which the reader must roll +clever and then must roll +spirit or suffer 3 Fear.

On a 10+, the ritual is completed as required and the gate closes and all spirits are pulled back, including Lizzie's.

On a 7-9, the ritual is completed and the gate is closed, but either Lizzie remains or the spirits.

Dr. Stein's Diary

This diary of Doctor Franklin Stein reveals in broad strokes, that he was truly and madly in love with his wife Lizzie.

About two years ago, she was killed in a tragic accident. He was driven mad with sadness and travelled the world seeking a way to bring her back from the dead.

He found the answer in a book he found called the *Necronomicon*.

The diary goes on to describe how he returned to Arkham a few months ago, dug up her grave, took her head and then visited the hospital many times, recovering various body parts before assembling them and intends to complete the ritual on Halloween night, when the world between the dead and living are closest.

Reading it or hearing about it requires a Spirit check or suffer 2 Fear.

The Spirits & Possession

While in darkness, stray spirits may attempt to possess one of the kids. When this happens, the target must roll +spirit.

On a 10+, they feel a chill in the air, but are otherwise unaffected.

On a 7-9, they think they see a face in something nearby and feel a presence, and then it's gone.

On a fail, they are possessed. Their eyes turn to a milky white and wander aimlessly until someone is close by whom they can attack and eat their flesh. Once they suffer 1 harm, the spirit is knocked from them and they return to consciousness, having blacked out until that point in time.

Those who see such an attack must roll +spirit or suffer 2 Fear.

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Constable McGregor

Look: Uniformed, mustache, carries a flashlight and has a British accent.

Drive: Out looking for kids up to no good. He'll take them home the first time he catches kids up to no good and tell their parents to keep them in.

The next time he catches them, he takes them to the police station and calls parents to pick them up.

Plot: He's out watching for kids and turns up at the worst possible times.

Lizzie

Look: Wearing her decades old wedding gown, her spirit occupies a reanimated corpse assembled by Dr. Stein.

She stumbles awkwardly as she walks. A small piece of her dress is torn at the bottom.

Experiencing the attack also must roll+spirit or suffer 3 Fear.

Costumes: Kids who are wearing a "monster" costume, such as a ghost, vampire, creature, etc., are ignored by the spirits.

Possessed Kids

As Lizzie moves through the streets, the spirits escaping from her are possessing costumed kids (whose costumes are not monsters or ghosts). They are wandering themselves, looking for someone's flesh to feed upon.

The possessed kids can inflict 2 harm when they attack, 4 if a group attacks an individual.

Any harm inflicted on the possessed kids snaps them out of it and they cannot remember anything that happened.

The dress seems to have dark stains in places.

She is wearing a wedding veil over her decomposed head. Anyone seeing her face must roll+spirit or suffer 3 fear.

The gate to the world of the dead is tattooed on her body.

Drive: She is crazed right now, horrified by what she is and tormented by the spirits that keep pouring out of her body and driving her toward the cemetery.

She loves Franklin (Stein), but she doesn't want to live this way and is unsure what she should do. She is lost.

Plot: She is wandering the streets, spirits pouring forth from her, headed toward the cemetery. When she reaches it, the gate will fully open at midnight and all the dead will rise up throughout the world.

