**Arkham High**

Arkham High School. A name that evokes haughty thoughts about tradition, honor and the noble pursuit of academic knowledge, for all those who’ve never been there. In reality, modern life has caught up to this venerated institution and it has become painfully clear to both staff and faculty that teenagers will still be teenagers, even if you put them into a century-old school uniform. One of those responsible for turning these perceived pimpled savages into gentlemen and scholars is especially unhappy about this development, and is willing to sacrifice the free will and life of his wards and colleagues, if it means a return to the ‘golden days’ of discipline and subordination. Now, when his plans are coming close to fruition, has come the time for three of his students to rise to the occasion and prove to everyone that their generation have some tricks up their sleeves as well.

This scenario is whole-heartedly reveling in the tropes and clichés of the fictional High-School genre. In accordance with this, it is aiming for a humorous tone, with its elements of Horror placed between more lighthearted episodes of ‘high school shenanigans.’ The players are placed in the role of three topical characters: Jock, Nerd and Goth. Apart from that outline, players have many opportunities to make their chosen character into their own. They decide over name, skill distribution, character goals and their character’s Halloween costume.

It is possible for the investigators to lose Sanity points through more mundane ways in this scenario, especially through events related to personal humiliation. For example, the Nerd is prone to being affected by physical bullying, as is the Jock for feeling exposed for his lackluster intelligence. The Keeper should inform his players of this ahead of time. If an investigator loses enough sanity points, their resulting condition will be determined by the Insanity Table (Table @@).

The players only have a single day between the beginning of the adventure and its final encounter. However, during this day they’ll face many situations, whose outcome will influence the difficulty of the final fight. Depending on their effectiveness during the day, they will face impossible odds or can even circumvent the battle entirely.

***What happened:***

Greek teacher and Vice Principal Mr. Needle had long been dissatisfied with the way things were developing in Arkham High. In his opinion, the principle is largely to blame for this downturn., Mr. Bonheur, who’s a jovial and optimistic man, is well liked but not taken very seriously. Unfortunately for Mr. Needle, he is neither liked nor taken seriously, which left him unable to bring about change. Then, while researching ancient Greek texts, he stumbled on something that could radically alter his situation: a summoning outline for an *Agorilaspi*, a slime demon. This is an airborne and invisible spirit that can enter humans’ bodies through their *Phlegm*, to either control them or consume them from within to sustain its strength.

(TEXT BOX)

**Four Humor Theory:**

Humorism was a system of medicine devised by the ancient Greek father of medicine, Hippocrates. Humorism revolves around four body substances supposedly determining a person’s health and temperament. A surplus of any of them would correspond to a different condition of spirit. These substances and their related temperament are: Blood (Sanguine / Happy), Yellow Bile (Choleric / Angry), Black Bile (Melancholic / Sad), Phlegm (Phlegmatic / Lazy). (TEXT BOX END)

With this demon under his command, he plans to take control over the school. His attempt to directly possess the happy-go-lucky Mr. Bonheur has, however, failed and weakened the demon. As it turns out, while at a weak stage, the *Agorilaspi* can only enter someone’s body if they have an excess of Phlegm in their system, as compared to the other humors (or the body is rendered forcefully unconscious). Therefore, he changed his plan: First he would sacrifice some of the students and teachers to strengthen the demon. Then, he would make sure that the whole senior year of Arkham High would be bored out of their minds at the Halloween ball, so he could have his pet demon possess all of them in one fell swoop. To this end, he also recruited the help of the half-mad groundskeeper, Otto. Afterwards, he could just have one his drones kill the principal and take the fall for it. Unbeknownst to him, if the *Agorilaspi* becomes sufficiently strong, it will break free and devour anyone it comes across, including its former master.

***Scene sequence:***

Detention

Dormitory

Worship

Geography (free period)

Biology

History

English

Lunch break (2 hrs.)

Greek

Art

Sports

Free time before ball (3 hrs.)

Ball

***Detention***

It’s 6 PM on a Thursday, after school. Some students of the equally prestigious and notorious Arkham High School have made the mistake of violating the honorable scholarly spirit the school’s founders had intended, and the even graver mistake of getting caught doing so. Consequently, they’re getting punished by means of weaponized boredom, also called detention. Today’s wrongdoers, the investigators, all happen to be members of vastly different social circles who have never formally interacted with one another, despite being in a lot of the same classes. The teacher fulfilling the duty of chaperone is an overweight, unkempt man in a perpetual bad mood with food stains on his cargo pants. It’s their Geography teacher, Mr. Zdinski, also known as “the man who gave up trying.”

Said teacher is extensively occupied with a bag of decidedly strongly flavored chips. One day he made the revolutionary discovery that he would be able to clog his arteries several times faster if he dipped the already greasy chips into hot French Camembert before consumption, an experiment which soon turned into a habit. The resulting odor will soon fill the already stuffy room with a thoroughly unpleasant stench. Over time it’s getting close to unbearable, as the Keeper should inform the players. At this point, the investigators can roll for a fitting interpersonal skill to get the teacher to open a window or try to do it unobserved with a **Stealth** roll. If one of these methods succeeds, something unexpected happens: a jolt goes through Mr. Zdinski's body, his facial expression changes to a strange daze. When he is spoken to, he responds as normal, but more and more sluggishly over time. A bit later, he stands up, vaguely orders the investigators to remain seated, and leaves the room. When asked where he is going, he just mumbles “crap”. This way, the PCs have the opportunity to detect the relationship between airflow and demonic possession early on. If the players chose to ignore the Keeper’s hint or fail to open the window, the resulting assault on their sense of smell will make the investigators lose **SAN 0/1**. This can be used to showcase the investigators’ heightened sensitivity to Sanity losses in this scenario. Mr. Zdinski will eventually make his own way to the toilet, but will still be fully conscious. When he does, the investigators get the chance to talk and introduce each other. The Keeper is encouraged to let the players themselves invent the reason for their character getting detention.

After some time, the PCs will notice that their overseer is not coming back. Perhaps the players will want to investigate on their own or just have their PCs leave, but in any case they all roll **CON**. If unsuccessful, they will have to go to the bathroom after the long wait. Since the Gothlikely isn’t going to the men's room, a **Detect Hidden** roll willdetect a trail of slime flowing out of the door as she walks by.

It is quite cold in the men’s room (one window was open). Mr. Zdinski, or rather what was left of him, is sitting on the toilet with his pants down. However, except for his skin and clothes, there is nothing left of him. In other words, he has been mysteriously sucked up from the inside. Furthermore, a slime-like substance seems to have leaked from the body. Should this substance be analyzed in the laboratory at a later time, it will be found to be a substance natural to the human body. The sight of their deceased teacher demands a **SAN 1D2/1D4** from the PCs.

From this point on, the players are on their own. They may grasp the unpalatable consequences of being associated with their teacher's ghastly demise. In this case, they can bury his remains using a shovel from the janitor's shed, dissolve them in acid in the lab, or simply hide them in a locker. Whichever method they choose, it doesn't make much difference in the end, as the remaining remains will also dissolve over time, leaving only more slime behind.

If the investigators carry the remains around the school or investigate in the other rooms there's a chance they'll be caught by the barely-sane groundskeeper Otto making his evening rounds. Fortunately, should this happen while they have their teacher's corpse with them, Otto (not knowing Mr. Needle’s full plan) thinks it's a Halloween prank in the making. In any case, the PCs will get a **Strike** (see **Uninvited from the Ball**, page @@)and an angry telling off for staying unattended in the school building after school ends, should they get spotted.

***Dorm room***

*Boys' dormitory:* Here the male PCs meet some of their classmates. Notable among them is Lawrence Dingleberry. His father is a rich and influential businessman, and it is an open secret that his lavish donations to the school award his son favorable treatment. Lawrence himself is an insufferable, elitist snoot. After seeing the investigators enter the dorm, he steps up to the *jock with a* smile. He only dignifies the Nerdwith an appraising glance. A **Psychology** roll (on the part of either the Jock or the Nerd) reveals that there is not an ounce of warmth in that smile and that Lawrence only wants to be seen with the jock thanks to the latter’s social standing.

He greets the Jockand immediately starts bragging about how his father paid for the entire Halloween ball out of his own pocket, sponsored a huge (non-alcoholic) punch bowl, and even had his own security company do the admission. While doing so, he keeps trying to pander to the jock, as if they were old buddies.

They meet Dean, the singer and lead guitarist of the school band, which is scheduled to provide musical entertainment at the ball tomorrow. He's sitting in the common room trying to concentrate on a comic book, although it's obvious from his pale face and blank stare that he's not in the best of moods. When asked about it, he reveals that his prescribed Adderall has been confiscated by a teacher. Should any of the investigators ask by whom, he reveals it to be Vice Principal August Needle. Due to the resulting withdrawal symptoms, he’s in a bad mood and isn’t able to focus very well, which is why he doubts he will be able to give his best at the ball.

At the foosball table, we have the two ne’er-do-wells Rick and Randy. Rick is by far the laziest student at school, his only passion being hot boxing weed of dubious quality in the gym showers after midnight. If not being spoken to, he rarely says anything. If he does, it's usually to complain. The teachers are unanimous in agreeing they’re actually wasting a chair on him. Randy is a consistently angry stew of adolescent insecurity, sexual confusion, and hormones, neatly fitted into a muscle shirt. He never misses an opportunity to make himself look like a tough guy, which often leads to him bullying other classmates.

These two problem students are best friends despite their contrasting temperaments, possibly because no one else wants to hang out with them. When the PCs leave the common room for their sleeping quarters, they walk past Randy. The latter uses the opportunity to throw a fake punch at the Nerd*.* Due to being exposed to similar experiences in the past, this costs him a **SAN 0/1D2**.

Randy visits all of the same classes as the investigators the next day. There, the Keeper can invent ways for him to be a general nuisance in order to goad the player into antagonizing him. The players are aware that his exceeding display of masculinity stems in large part from the fact that his estranged father performs as a drag queen in smoky downtown bars. If one of the male investigators ever brings this fact up in front of him, he will be beside himself with rage and immediately challenge him to a fight after school is over. More generally, if the investigators are acting hostile towards him several times during the adventure, he will challenge one of them to a fight.

*Girls' dorm:* On the way to her dorm, the Gothspots the school's unofficial resident drug dealer Tyler, as well as a few other friends of hers smoking cigarettes a few steps away from the entrance. When Tyler catches sight of her, he calls her over.

Everyone is talking about the upcoming ball and is trying to outdo everyone else in how much their Halloween costume will shock the poor students and faculty of this dusty relic of a school. That’s when Felicia Dingleberry, Lawrence's equally conceited twin sister, walks past them with two of her usual sycophants and a flawless look of deep-seated disdain, which must have been sculpted over generations. Clearly, two worlds are colliding here, neither of them bothering to make a secret of their ill-will.

After they walk by, Tyler is the first to profess his deep personal dislike, adding a joke about Lawrence and Felicia “keeping it in the family.” Should he at a later time be asked for help in obtaining alcohol or drugs, he offers the investigators a deal. He will supply them, if they play an embarrassing prank on the Dingleberrys. What kind of prank is up to the Keeper and the players. Note that if Lawrence finds out about their involvement, he will tell the bouncers to deny entry to them at the Halloween Ball.

***Service***

Since Arkham High is a Catholic school, every Friday begins with a church service. This service is led by the priest McKinney. At almost 90 years of age, he’s a relic of a far bygone era, but his eyes have yet to lose their old fire. His sermons are often a mixture of metaphorical warnings of eternal damnation and concrete threats of violence, when the attending class, yet again, resemble a penal colony for cavemen.

This Friday, the investigators’ class’ discipline problem is especially apparent. Their spirits elevated by the ongoing festivities, they’re putting on a concert of laughter, while the less-educated are already starting to throw paper airplanes in McKinney's direction. He, however, continues unperturbed with dark zeal in his sermon.

*“You think you're untouchable only because you don't know what's waiting for you in the shadows. All I see here is a herd of spoiled children who would crawl under their beds, shuddering at the first sight of true horror.”*

His words have a rather unfavorable effect on the school class, their challenging tone emboldening the more inflammatory among them. The shouting increases, as the air is filled with paper airplanes and any vestige of civilized behavior rapidly disappears.

*“Laugh while you can, you pimpled cowards. I have lost many good friends to evil; I know what lurks for you. Soon, I’ll be under the ground, but the darkness will continue to prey on mankind, leaving the strong-minded torn to shreds and the able-bodied a drooling husk. You, in the meantime, will spend your time with self-abuse and satanic music until the night it comes for you!*

As the investigators might have come to suspect, McKinney himself is a former investigator, if not a bit of a nutty one, who has fought his own battles against the supernatural.

During the service or afterwards, there are several ways the investigators can handle the situation. If they decide to join their classmates and cause trouble, McKinney will specifically address them and continue his diatribe against them. In doing so, he uses a surprisingly bitter tone, implying that they, precisely, are not up to their tasks. Moreover, they get another **Strike**.

McKinney is a valuable ally. Should the players realize this and decide to get him on their side after the service, the difficulty of this endeavor will depend on their previous behavior in the current scene.

* If they have disrespected him together with the crowd, he will be hostile to them approaching. In this case, it requires an Extreme **Persuasion** roll to get him to cooperate, if still a little reluctantly.
* If the players have stayed out of the situation, McKinney will also be somewhat suspicious of them. Here, however, a **Persuasion** roll is enough for the Jockand the Nerd*.* He’s suspicious of the Goth, as her appearance reminds him of the cultists he used to fight. She needs a Hard success.
* Should the players take his side during the service, he receives them warmly, even with a little pride in his eyes. In this case, he willingly helps them without requiring further persuasion.

If the **Persuasion** rollfails, the priest thinks their report is an attempt to pull wool over his eyes and angrily sends them away. If it succeeds, however, he listens to the players intently. He replies:

*“I am too old to face the horrors again myself, but I will do my best to assist you. Even though I had hoped never to encounter them again, believe me when I say I’m glad to see someone picking up the torch.*

*If you have to do something prohibited for the sake of your mission, don't get caught. But remember, you are now on the good side. Act like it, for your own sake! I do not envy anyone who has fallen off the righteous path.*

*If you’re looking for information on how to defeat this unknown foe, there’s a section on paranormal history in the older part of the library. Should you need anything translated, bring it to me. Good luck.”*

***Scene 4: Geography / Free period***

Should the players bother to show up at their geography lesson, even though Mr. Zdinski has disappeared, they get to look at some bored students, waiting in the classroom. Clearly, his fate has not yet become known.

The investigators now have an hour to spend as they see fit. However, while doing so, they should not run into any of the teachers who might happen to be in the hallway. If they do get caught by one, they can talk their way out of it with a different interpersonal skill, depending on the teacher. If not, they will get a **Strike**.

***Scene 5: Biology***

In this scene, the investigators have their first class. It plays no particular role in the overarching plot of the adventure. Their teacher, Dr. Krausenfritz, is an old Nazi “scientist” who fled Germany after the end of the war. He’s a tall, slender man with hollow cheeks, thick glasses and a half-ring of white hair. His demeanor could almost be called grandfatherly, if not for him referring to some of his students as “future drains on society” based on the shape of their ears. The Jock and the Goth sit spread out in the classroom, the Nerd in the front row (of course). After everyone takes their place, the class starts:

*“In the last hour we dealt with the classification of the animal kingdom. A remarkable achievement, but not the most impressive thing modern science is capable of. No, today's lesson is about the classification of man and more importantly, his physiognomy. I can proudly say that I have made remarkable discoveries in this subject, first and foremost, thanks to the cooperation with my esteemed colleague Dr. ... Müller. I could now spend the rest of the hour telling you about my work, but science is supposed to be fun, as you know, so let me demonstrate my skills on a suitable subject.”*

Dr. Krausenfritz' gaze wanders through the classroom. It comes to rest on the Jock, followed by him getting called forward to the blackboard. Suddenly, the teacher pulls out a complicated-looking metal instrument from a drawer and begins muttering to himself as he measures the jock's head with it. When he is finished, he turns to the class again with a smile:

*“As it seems to me, I could hardly have chosen a better specimen for my demonstration. My scientific knowledge enables me to say, that this young man possesses a mind which is inferior to a frightening degree. In contrast, his physical abilities are nothing less than intimidating. Nonetheless, for this individual to take up space in this classroom is a catastrophic waste. Furthermore, a suspicion of latent homosexuality is not unfounded in my eyes. But now let me demonstrate my point:”*

He proceeds to ask him three relatively easy questions about high school biology, which the Keeper can improvise or prepare in advance, e.g. “Who is considered the godfather of evolutionary biology? Answer: Charles Darwin”. The jock can make an **INT** roll to try to answer the questions on his own, but this will most likely not be enough. Another option would be for the nerd, sitting in the front row, to secretly pass him the answers. For the nerd, none of the quiz questions are challenging, so he does not have to make a dice roll for them. Instead, one **Sleight Of Hand** roll is required per question.

When the jock answers 2-3 questions correctly, Dr. Krausenfritz is furious: “*No, it is not possible! My charts never lie! God, I curse these stubborn Americans!*” He storms out of the classroom. The players have the rest of the lesson at their leisure. The jock regains **SAN 1D3** this way.

If he answers only one or none of the questions correctly, the teacher begins to grin triumphantly. “*As predicted, the subject puts forth a puny excuse of a mind. Once again, biology teaches us an important lesson: some beings are born only to lift heavy things and amuse the more evolved among us by their obtuseness.”* The classroom begins to laugh at the jock's misfortune. He loses **SAN 1/1D4.**

If the nerd fails his concealment roll twice, he will be caught by the teacher. An evil grin appears on the teacher's lips as he asks the nerd to come forward. “*My dear audience, we have found another specimen. As is so often the case, surrounding the mentally weak and easily seduced is a physically stunted but cunning creature, which no one in their right mind would ever turn their back to.”* He takes out his measuring instrument again, measures the nerd's head (lingering on his nose for quite a long time). He then shudders and announces to the class: “*My dear students, please fire at these two deformities. If anyone asks, tell them you were just following orders”*, followed by them jeering and throwing paper balls at the two unfortunate investigators. The jock and the nerd lose **SAN 1/1D4**.

***Scene 6: History***

In history class, the investigators get some information for free (should they go). Due to it being Halloween, the history teacher Mr. Gable gives a lecture on local myths and haunted stories. He recounts several unexplained incidents, the nature of which should make the players’ ears perk up.

In the 19th century, there were rumors in the area about a ghost that takes possession of people and then leaves them as a shell, which also dissolves itself after some time. These rumors came mainly from small villages, that were most known for nothing else exciting ever happening there. Because of this and the fact that the authorities never got to see a body, the public came to the conclusion that it must have been a hoax of some sort.

The last record of a similar case dates back to 1889, when the patients of an entire section of Arkham Central Hospital self-immolated. The official explanation was 'Spontaneous human combustion', although there were no traces of fire to be found. Should the players ask what part of the hospital it was, he will reveal to them that it was the wing with the dementia and coma patients, which used to be grouped together for convenience.

***Scene 7: English***

In this scene, the players meet a chance to sabotage themselves in the form of a seductive English teacher, Mrs. Bonheur, the principal's wife. She is a voluptuous lady in her early 40s, dressed in black leather and wearing red lipstick. She strolls around the classroom swaying her hips and eyeing her students. The players make an **APP** roll. She turns to the one with the greatest success with special attention.

The subject of this lesson is the novel *Madame Bovary*by Gustave Flaubert. It’s about a dissatisfied wife, seeking affection outside of marriage. She speaks: *“You already know the titular main character. Today, we will be exploring her more deeply together. So let’s not beat around the bush too long and delve right into the analysis. In this chapter, in meeting her future lover, she experiences an exhilarating rush of release, like seamen escaping from a penal colony.”* If one of the players repeats any of the dirty sounding words she just said, or laughs loudly, Mrs. Bonheur suddenly pulls out her leather belt and within the same swift movement, smacks their player character on the back of their neck. They take one hit point damage. If none of them forget their manners, this fate will fall on Randy instead.

At the end of class, as everyone is getting ready to leave the classroom, Mrs. Bonheur takes her ‘favorite student’ aside. “Mr./Mrs. (character name), why don't you keep me company for a while? My office is right around the corner, we can talk about your... grade.”

The player whose character found favor with her can take her up on her offer and follow her through a direct door into her office after class. There she will unmistakably reveal her intentions of sensual nature and lasciviously offer herself to them. Mrs. Bonheur turns over a large rotating blackboard in the corner of the office and reveals strappings on the back for attaching a willing participant. She proceeds to tie up her student of choice there, if he did not refuse. This was the last opportunity for them to get out of this situation unscathed without some good dice rolls.

Should they fail to take this opportunity, she will secure them to the panel and leave the room to ‘slip into something more comfortable’. Shortly after, the player can roll **Listen**. If they succeed, they will hear footsteps approaching the door of the office where they are currently in an extremely compromising position. Even if they fail the roll, they will hear a knock on the door in the direction of the corridor shortly after, but they will have lost valuable time. Freeing yourself from the handcuffs requires a **STR** roll. If you succeed before the door is being knocked on, you will have enough time to escape through the door to the classroom. However, if it succeeds afterwards, a **Stealth** roll isrequired to avoid detection. If this situation occurs and the roll is successful, the investigator will see Mrs. Bonheur's husband, the school principal, enter from within his hiding place. Shortly after, Mrs. Bonheur herself returns from her adjoining room, in full varnish and leather outfit. Both are surprised at first by the other's presence, however, Mr. Bonheur quickly takes the floor: “My sweet honey pie, when was the last time you gave me such a pleasant surprise?” After a moment of confusion, Mrs. Bonheur lands quickly on her feet. She replies: “Enough words. Get on the board, you naughty boy, you know what you're in for!” After the latter stretches on the bench in anticipation of his just punishment, the player can escape without any problems.

However, if the player fails at any point, they will be caught by the principal. Mr. Bonheur looks at the scene in horror as Mrs. Bonheur steps out in her costume. He thereupon runs to his own office, his wife yelling and running after him. Shortly after, a bang can be heard from there (which every other investigator in the wider area perceives with a **Listen** roll), The principal has taken his own life with a pistol from his drawer. One of the first on the scene is Mr. Needle. At first, he’s shocked and surprised, just like the rest, but a **Psychology** rollalso reveals an outwardly suppressed joy. Shortly thereafter, Mr. Needle (as new acting principal) announces the death of his predecessor over the loudspeakers (without going into any specifics). This is followed by a series of platitudes that one would expect at this point. Concluding, however, Mr. Needle emphasizes that the Halloween Ball would not be canceled. This is in line with what “Mr. Bonheur would have wanted.” The player partly responsible for this event rolls a **SAN 1/1D4** for their part in this tragedy.

Should Mr. Needle become the new principal in this way, he now has the opportunity, as head of the school, to make the Halloween ball especially boring for his purposes **(Demon Power** **+2)** (see **Demon Strength**, page @@). With Mr. Needle as principal, three strikes do not lead to disinvitation from the ball, but to an attempted possession by the demon (see **Possession by the Agorilaspi**, page @@).

***Scene 8: Lunch break***

The lunch break signifies free time for the players; they can e.g. investigate in different rooms (see the section on the individual rooms).

***Scene 9: Greek***

The Greek class is being held by Vice Principal Mr. Needle, the villain of this adventure. He is a cynical man in his mid-forties, eyeing the class with his small, bright eyes. In contrast to his intense personal presence, however, the class is abysmally boring, as it consists of Mr. Needle standing at the blackboard, endlessly conjugating Greek verbs.

If the Jockand the Gothdon't find something else to do to keep them awake, they have to make one **POW** rollper half hour to avoid falling asleep. If none of the other players wake them up immediately, Mr. Needle notices the sleeping student. He boils over and gives the PC a furious lecture about the lack of respect and discipline at this school.

If one of the investigators is caught sleeping or being mischievous in another way, he will get a Strike. If they keep provoking Mr. Needle or he finds out about the investigation in any way (e.g. they ask him to translate a relevant text from Greek), he will set the demon on them after school (see Possession by the Agorilaspi, page @@).

***Scene 10: Art class***

The art teacher, Mr. Hildeman, is a somewhat camp and sensual artist type. At the beginning of class, he introduces the class to their project: Carving pumpkins for the upcoming ball. Rick starts groaning from the back row: “What the hell? What are we, in kindergarten?” to which Mr. Hildeman snaps at him with uncharacteristic harshness. He then mentions that he'll be looking in every backpack at the end of the hour in case “some birdbrain” plans to take a knife.

The lesson continues. The teacher spends most of the time at the desk of the Jock. He compliments him, gives him flirtatious looks and generally does not hide his affection.

The players may roll **Spot Hidden**. If they succeed, they will notice the door of the room open a crack. If they look around the room on their own (perhaps suspecting that the demon is at work again), they will notice that Rick has a suddenly different expression on his face. Even if they don’t look for it out of their own accord, they can still find it with another **Spot Hidden** roll.

If one of the players tries to find out who opened the door, he can roll **Stealth** to get into the hallway unnoticed. Should they simply rush out, they will promptly get a **Strike**. Once in the hallway, it will at first look empty. However, should he succeed in another **Spot Hidden** roll,he will see Otto, the groundskeeper, turn the corner.

The players can now try to save Rick. However, this will be difficult while their teacher is present, who keeps them under strict orders to stay in their seats. Of course, they can defy him, but they will also get a **Strike** for doing sodirectly. To save Rick, he must be brought to a non-lethargic state of mind. An obvious option would be to make him angry through physical violence, but how they finally do it is up to the players.

One possibility to distract Mr. Hildeman offers itself to the Jock. He can take advantage of the obvious sexual interest on the part of his teacher to lure him into the hallway. The remaining players are thus given some time. It’s recommended for the Keeper to frequently switch between the hallway and classroom.

***Scene 11: Physical education***

Before class begins, the Keeper should let the players know that they won't have to worry about disciplinary action if they skip gym class. Their teacher simply does not care enough.

Physical education teacher and football coach Cassidy is a chain-smoking, beer-bellied man in his 40s. He is the principal's best friend, who he knows from his high school days when he himself was a quarterback at the top of the social hierarchy. His teaching style can best be described as ‘disinterested’. While the boys play dodgeball on the football field, he’s sitting next to them on a camp chair and cracks open the first can of beer. Meanwhile, the girls go through an aerobic choreography, led by Felicia (through equal parts enthusiasm and coercion).

The Jockis teamed up with Lawrence, the Nerdwith Randy and Rick (assuming the latter was successfully saved). “*Shhh,*” Lawrence whispers to the *Jock, “the girls are all watching us. How do you think we’ll look if we lose to these pussies? Let us look good, won’t you?*” Winning the game will greatly elevate his standing in Lawrence’s eyes. Before the game begins, each of the Investigators can roll for **Spot Hidden**. If the roll succeeds, the Investigator will see the Coach’s eyes sneaking over to the girls' aerobic workout most of the time.

At the start of the game, the Jockand Randy step up to the line. Coach Cassidy throws the ball up in the air between them and the one with the better **Jump** rollwins it for his team. After that, the person holding the ball rolls **Throw**, while the other team’s member he’s throwing it at rolls **Dodge**. If someone wants to try to catch the ball, they roll **Fight (Brawl)** and the rules of counter-strike apply, with a successful counter-strike taking the throwing player out of the game. There are a total of six players on each team.

After a couple of rounds of the game, the Investigators can roll **Spot Hidden** one more time. If they succeed, they will see a change in their gym teacher: the demon is trying to bring him under its control. There are several ways to save the Coach. The Gothcan get him excited by moving seductively with a successful **Charm** roll. Felicia won't be happy about it and will mention it pejoratively in the following scene. The Jockcan throw the ball against his head, which will make him furious. The player can then try to shift the blame on somebody else, but if he doesn't succeed he will get a **Strike**and be taken out of the game.

After gym class, Felicia decides to confront the Goth in the women’s changing room with some of her lickspittles in tow. Within a short time, the Investigator is surrounded. Felicia starts insulting her. She calls her a creepy bitch, a sick freak and a disgusting junkie, her friends giggling in a hyena-like fashion. With a heavy success on **Intimidate** or **Charm**, the player scares her or delivers a stinging retort, respectively. In both cases, Felicia flushes red and leaves without a word. If the player decides to defend themself physically, a fight breaks out between the two. A victory (verbal or physical) restores **1D3 SAN** tothe investigator. Should the investigator lose the fight or simply swallow the insults, she loses **SAN 1/1D4**.

***Scene 12: Leisure before ball***

Between the end of the class and the beginning of the ball, the Investigators have three hours, which they should use to make preparations for the final encounter.

If one of the Investigators has provoked Randy enough for him to challenge them to a fight, the fight will now take place (see **Schoolyard Brawl**, page @@). The challenged player can also decide to stay away from the fight. In this case, Randy will show up drunk at the ball and try to start a fight there, possibly leading to ejection by the bouncers.

***Rooms***

*Groundkeeper’s shed*

Here are all the tools required for the groundskeeper’s errands, as well as his living quarters. In the cabinet, he has numerous bottles of various types of liquor; Otto apparently has a severe drinking problem. The only container not immediately accessible is the desk compartment, which has a visible padlock locking it shut. To get a glimpse inside, the Players must either manage successfully roll **Pick Lock** or forcibly remove the lock with one of the available tools. In the drawer is a note with this handwritten inscription: “Lock the back entrance and keep a lookout there. No one gets in or out.”If the investigators compare the handwriting to that of another document, a **Spot Hidden** rollreveals whether it is the same handwriting. This note was written by Mr. Needle, who recruited Otto for his dastardly scheme over their shared hate for the school’s students.

A collective **LCK** roll willdetermine whether Otto enters the shed while the investigators are inside. Should he catch them in his quarters, he will yell at them in rage, take any stolen goods from them and earn them another **Strike***.* However, if they have broken the lock, he will grab an axe without hesitating and attack the closest investigator with it. This incident may well prove fatal for one of them. The untimely death of one of the party’s members before the final encounter results in a loss of **SAN 1D2/1D5** forthe other investigators; killing Otto does likewise. If both takes place, they lose **SAN 1D3/1D8**. If they try to flee, Otto will try to keep them from doing so, but not pursue them once they’re out of the door.

*Faculty Room*

Each of the teachers (excluding Mr. and Mrs. Bonheur, who have their own offices) have their own desk. These are not marked with name tags, but have some clues on them that, with a little thought, can be assigned to the various teachers. Every one of these desks has a singular drawer, some of them locked.

The faculty room is usually empty during lessons and after school. If a player plans to search the desk compartments, he has to roll **LCK** once for each attempt to open a closed drawer (**Pick Lock** roll) and also for searching through an opened drawer. Initially he gets a bonus die for the **LCK** roll, but for each further attempt he gets a bonus die less / penalty die more. If one of the rolls fails, a random teacher enters the faculty room. The Investigator can detect the danger in time with a successful **Listen** rolland escape quickly, or try stay hidden until the teacher leaves. The player has to do a **Stealth** roll for every round the teacher is inside. After each round there’s a 40% chance for them to leave. If the Investigator is caught, he will receive a **Strike**.

The desk of Mr. Gable, the history teacher, is somewhat untidy and has a small pile of old newspaper articles on it. In the locked drawer, there’s a tattered and cross-marked copy of the Iliad in English and Greek.

The desk of Dr. Krausenfritz, the biology teacher, is well organized and tidy. There are various folders on it, all of which contain tables in German. In addition, there is a postcard on the desk that reads *Saludos de la Republica de Argentina*. In the locked drawer, there’s a loaded Maus-Luger (1D10, 7 rounds). If an investigator is caught with this in the teacher's lounge and does not successfully roll **Sleight of Hand**, they will face immediate expulsion from school (with obvious disinvitation from the prom)! In addition, there is an opened bar of chocolate inside, the packaging also being printed on in German. A hard **EDU** rollreveals it may be *Panzerschokolade*, chocolate laced with methamphetamine used by the German army in World War II. This would solve the concentration problem of Dean, the band leader. What the players don't know is that its dosage is extremely strong; should one of the investigators have some of it, one of the following things will happen:

* At a low dose, the Investigator gets a bonus die on all physical rolls as well as those requiring concentration over the next two hours. However, he also loses **SAN 0/1**.
* At a medium dose, the Investigator gets no bonuses, but loses **SAN 1/1D2**.
* At a high dose, the Investigator loses **SAN 1D2/1D5** and must make a **CON** roll. If successful, he loses 1D3 HP. If successful the second time, he loses 1D6 HP. If unsuccessful twice, he suffers a heart attack and dies!

There is enough chocolate for one high and one low dose, two medium or four low doses. If the players give the chocolate to Dean, he will ask how much he should take. With a low dosage his guitar playing will improve, with a medium one it will stay at the same level and with a high one he will end up in the hospital, which will further deteriorate the quality of the music at the ball and thus the mood **(Demon Power +1)**! To avoid these problems, the chocolate can be examined in the laboratory; a **Science** rollreveals that a small dose is more than enough.

The desk of Mr. Hildeman, the art teacher, has a miniature sculpture of a Greek discus thrower and a fancy antique lamp from the Art Nouveau period, as well as an ornate fountain pen. In the locked drawer is a feather boa smelling of perfume and a Walkman with an ABBA cassette in it.

Mr. Zdinski’s desk is easily recognizable by the even layer of chip dust on it. It doesn’t contain any relevant information.

Coach Cassidy's desk is completely empty except for an overflowing ashtray and a hand trainer. In the unlocked drawer, there‘s a small stack of tattered adult magazines.

The last desk belongs to Mr. Needle, the Greek teacher. This one is also well organized and makes a rather cheerless impression without any decoration. Some of the documents on the desk are in Greek, but do not contain any useful information. In his locked drawer are more documents and a jar of pills. A successful **Medicine** rollreveals that they are pills for treating high blood pressure. These can be used to avert a heart attack. In this case, 1D3 HP damage is applied instead. Should the entire box of pills be taken, Mr. Needle will suffer a heart attack in the finale should he be made angry.

Each of these desks (with the exception of coach Cassidy’s) provide handwritten records should players ask for them.

*Library*

The library is one of the oldest buildings on campus, and also one of the most impressive. Only a handful of the students ever set foot in here, but the ones who do find themselves surrounded by towering oak bookshelves containing tomes upon tomes of notes, scriptures and books that any scholar and/or cultist would fawn over. Various clues await the investigators here, depending on what they are looking for. A find requires a **Library Use** roll. Should they be looking for airborne curses or human shells consumed from the inside, they will find an archival record from the 18th century in the library’s section for paranormal history. It describes how several people in a small town in the local area supposedly died in this way within a short period of time. At the time, there was a traveling scholar in town who began to babble on about Greek juices or something of that nature throughout. After people continued to disappear, he began to cause all kinds of trouble in the city. A short time later, he was lynched by an angry mob. No one disappeared after that, however. An **EDU** rollreveals that he was probably talking about ancient Greek four humor theory, and that maybe the Greek section of the library contains more information.

Should the players look for something similar in the Greek section, they will get a more detailed version, but they will have to translate it beforehand. Here they learn about a kind of demon in Greek mythology called *Agorilaspi*. This being enters its victims through their phlegm and nourishes itself on their internal organs. The other juices are repugnant to it, as is alcohol, since it tends to strengthen the other three juices (see **Four Humor Theory**, page @@). Furthermore, there are ways to summon and bind this demon. However, he would have to be ‘fed’ regularly for this. If, in turn, fed with a sufficiently high number of people, the Agorilaspi could control the possessed as puppets through their phlegm.

If someone wants to look for a recipe to produce amphetamines, they will find it with a **Library Use** roll.

***Schoolyard Brawl***

Should one of the players have clashed with Randy and accept his invitation to fight, he will be waiting at the playground after school. A small group of onlookers has already gathered.

Damage caused by fist fighting is not lethal. Should an investigator or non-player character (NPC) reach 0 HP as a result, they will become unconscious. After the fight, everyone involved regains all but 1D3 of their lost HP.

If Randy's HP drops to 3 or lower, he will wipe some blood from his mouth and smirk with a predatory look in his eyes. He pulls out a switchblade, which can mortally wound an investigator, and which deals regular damage that doesn’t get immediately restored after a fight. If the player decides to flee at this point, Randy will pursue him for a short time, but will soon give up.

Should the player decide to give up, he will be laughed at by Randy and receive a humiliating series of wedgies, wet willies and every other imaginable weapon from the arsenal of a juvenile delinquent. This costs the investigator **SAN 1D2/1D5**.

If the fight was won by the Nerd, he gets **1D4 SAN** back. Now, while Randy lies unconscious, a hard **Spot Hidden** rollreveals that he is lying on the floor strangely still, his chest barely moving. Without knowing it, the investigators have allowed the demon to enter Randy's body, which it was previously unable to do due to the latter's choleric disposition. The players still have the opportunity to quickly wake Randy up, e.g. with a bucket of water over his face, so that his characteristic rage can drive the demon out. Otherwise, he will be consumed from the inside in the course of the evening, increasing **Demon Power**by +3.

***Possessed by the Agorilaspi***

If one of the investigators drew enough of Mr. Needle’s ire or suspicion before the ball, he will send the Agorilaspi on their tail. The investigator themself will not be aware of what’s going on, but their comrades will be able to spot the change in their demeanor after a **Spot Hidden** roll. Once possessed, the player will roll **POW** for multiple rounds, until either free or fully under the demon’s control. They need seven success levels to break free (Regular counting as one, Hard as two, Extreme as three). Each round they are wrestling with the demon, they lose one hit point and **1D5 SAN**. As soon as they fall under 20 Sanity, they will be fully lost without any chance of recovery, only to slowly disintegrate into slime like their geography teacher before them. The surviving investigators lose **1D2/1D5 SAN** and the **Demon Power** rises by **+3**.

They, however, have the chance to save their comrade the same way they can save the non-player characters being possessed: by making them happy, angry, or sad. It’s up to the Keeper’s discretion to lower the required number of **POW** successes based on their efforts.

***Uninvited from the Ball***

As soon as the first of the investigators accumulates two **Strikes**, that investigator will be called to the Principal’s office through the school’s intercom. Once they arrive there, they will be greeted by Mr. Bonheur, still maintaining his jovial personality but narrowing his eyebrows in an effort to make himself look more serious and solemn for this occasion. He recounts the events that led to the investigator getting summoned, and asks why they acted in that way. If they should try to tell him of any of the paranormal occurrences at their school, he will respond with a hearty laugh, believing it to be a particularly endearing example of mischievous creativity, ruffling their hair as a finish. Anyway, he will remind them that if they keep acting out, he will have to bar them from going to the Halloween Ball this year, some discipline needs to be taught after all. With these words he releases the investigator from his fatherly affection. This exchange will take the duration of one of the breaks between classes.

Any other investigator collecting the second **Strike** from now on will be informed over the intercom that they’re also on thin ice. As soon as one of them receives their third one, they will receive the bad news over the intercom as well: they’re officially uninvited, and therefore will have to find another way inside.

***Scene 13: Ball / Preparation***

The time has come, the ball can begin. The investigators slip into their costumes and, if necessary, think about how to smuggle in various items.

At the front door are two heavy-set, stoic-looking bouncers from the Dingleberry Security Firm. They let in anyone who hasn't been uninvited by the principal, but set about searching the investigators. At that moment, Lawrence walks by in his ornate vampire costume. Depending on how they faced him during the adventure, he will wave them through without inspection, be indifferent to them, or even refuse them entry. A normal check requires a **Sleight of Hand** roll or a hard **LCK** roll per item.

If the investigators try to enter through the back door, they will meet Otto (if he hasn’t been killed yet), guarding the padlocked backdoor with an axe in his hands. He will hiss at them angrily as soon as he spots them and warns them to turn back. If they want to enter through the back door, they have to get past him first. If Otto has already perished, there's an unarmed bouncer instead. Alternatively, there is a tall window above an ivy growth that the investigators can get through with a **Climb** roll.Falling down after forcing the roll deals 1D6 hit pointsdamage, which a successful **Jump** roll reduces to 1D2.

Once inside the hall, the investigators can make various preparations for the grand finale. If they have successfully ‘helped’ Dean with his concentration problem, he and his band will play at full blast and lift the mood of the entire party **(Demon Power –2)**. If they have alcohol with them, they can pour it into the punch bowl unnoticed with a **Sleight of Hand** roll **(Demon Power –2)**. No one is dancing yet, with a successful **Art (Dance)** roll they can inspire the other students to get moving themselves **(Demon Power –1)**. An **Occultism** rollhelps the Investigators realize that the chalk symbols on the floor of the dance floor are supposed to reinforce some sort of ritual. These can be destroyed with their feet, possibly also while dancing **(Demon Power –1)**.

If one of the players was challenged to fight by Randy at an earlier point but didn’t show up, he will now be confronted by a drunken Randy at the ball. If the situation is not defused quickly and discreetly, one of the bouncers will throw both of them out.

After the Keeper has given the players enough time to prepare, the music stops and Mr. Needle enters the stage. A **Psychology** rollreveals his dark intentions by his mischievous grin. He starts to make a speech:

*“Dear students of Arkham High School. Today is a special day. You have earned a reward for your hard work, mature behavior, and respect you have shown towards your superiors. I would like to take this opportunity to thank all of my esteemed students who spent their time in class sleeping on the bench, scribbling obscenities on the desk, gluing their own teacher’s desk drawer shut, sawing into their chair, and calling their teacher a fuckface when they think he's not listening. With this in mind, I would like to recite a passage from Homer’s epic poem ‘Iliad’, that I hope will resonate with you.”*

So he starts quoting from the Iliad in Greek. A successful **Greek** rollreveals that it’s the passage where Odysseus' idea of the Trojan horse is put into action. He will continue and continue, should he not be interrupted. In this case, the Keeper may increase **Demon Power**(up to three times) by +1.

After itincreases by +1 the first time, a **Psychology** rollreveals that all the other students are getting bored to death (quite literally). It is strongly advisable for the players to stop him in some way as early as possible. As soon as they do, or as soon as the **Demon Power**has increased by +3, the demon itself enters the ball and initiates the finale.

***Scene 14: Ball / Finale***

There are 100 students and two bouncers in the hall (see page @@ for character sheets).

Depending on how successful the players were with their preparations, the finale will play out in different ways:

*High Demon Power (9+):*

The windows begin to rattle as if a gust of wind has struck them. First uncertainty spreads, then the familiar expression of mental emptiness washes over the faces of those present. The investigators notice that most of the students and all three bouncers have already been possessed in a very short time. In this scenario, there is no chance of defeating the demon. At best, the Investigators manage to escape.

All the others present gradually fall into a trance. However, the only ones who make an effort to stop the Investigators are the bouncers standing next to the exit. Each round, the players must roll **POW** to avoid beingpossessed by the demon themselves. If the roll fails, they can save themselves with a **LCK** roll,but each time with one more penalty die.

When all this starts taking place, Mr. Needle begins to laugh manically. However, after four rounds the laughter stops, the demon has grown so much in strength that he is able to subdue his former master himself. After six rounds, everyone present begins to consume themselves from the inside, leaving a sticky pool of slime on the floor. This sight costs the Investigators **SAN 1D2/1D6**.

If they manage to escape, the players have the opportunity to describe the further actions of their characters. Should they decide to stay on the school grounds for a longer period of time or go to the police themselves, the police will treat them as a suspect and put them in custody for an uncertain period of time. The Keeper can end the game at this point, with the remark that it is getting very, very boring there very quickly...

*Middle Demon Power (0–8):*

A breeze comes through the gymnasium. Those present look around in confusion, the investigators notice how some of their fellow students suddenly stare blankly into the distance.

30 + (5 Ì **Demon Power**) of the students, as well as both bouncers (standing next to the exit) will be possessed. They will now try to grab the remaining students and have the *Agorilaspi* possess them too by letting some of the slime pour over from mouth to mouth. The bouncers however will fight normally and only when somebody is trying to escape. This sight will cost the Investigators **SAN 1/1D4**.

Panic breaks out among the non-possessed; however being left without a choice, they fight back against their slimy classmates. Each round, the Keeper and one of the players roll a 1D100 for the possessed and non-possessed, respectively. Both have a **Fighting (Brawl)** skill of 70%. The number of casualties they inflict on the other side also depends on their numbers. **Table @@** contains the number of casualties each side inflicts on the other with a Regular/Hard/Extreme success, also taking their size into consideration. Casualties inflicted by the possessed get added to their own count.

Table @@: Final Encounter Casualty Chart

|  |  |  |  |
| --- | --- | --- | --- |
| Count | 70–50 | 50–30 | <30 |
| Non-Possessed | 1D6/1D12/1D20 | 1D4/1D10/2D8 | 1D3/1D6/1D10 |
| Possessed | 1D4/1D8/1D12 | 1D3/1D6/1D10 | 1D2/1D4/1D6 |

The Investigators will win the fight, escape or perish. As soon as less than 15 possessed students remain, a **Spot Hidden** roll will reveal Mr. Needle trying to escape justice, running backstage and trying to climb out of a small window. It takes him three rounds to get to the window, and then he has a 40% chance per round to squeeze through it. The Players have until then to catch him.

*Low Demon Power (below 0):*

The students are beginning to boo Mr. Needle, to his shocked dismay. He’s trying to keep his composure, but it’s of no use against the crowd of rebellious teenagers. Soon after, objects of all kinds start raining down on him from every side. Growing completely irate, he barks insults at his unwilling audience. If the investigators took his heart medicine out of his desk, he will now suffer a fatal heart attack. If not, he will just storm off after a while to the cheers of the exhilarated students. While Mr. Needle’s fate is not yet decided, the investigators can be proud of themselves; for not only did they save the school and their classmates, they also helped throw a party that will be talked about for years to come.

If the Keeper believes the players were hoping for a fight at the end, he can however disregard this section and let the final encounter play out like in the previous one.

Table @@: Investigator Insanity Chart

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Roll (1D8) | 1 | 2 | 3 | 4 | 5 | 6 |
| Result: The investigator… | …wets their pants. How embarrassing. | …lets out a loud scream, alerting everybody nearby of their presence. | …flees in panic for 1D6 rounds. | ...falls into shock and doesn’t move for 1D6 rounds. | …falls into frenzy and attacks a random nearby character for 1D6 rounds. | ...suffers from Cardiac Arrest! If they succeed in a **CON** roll, they take 1D4 damage. If not, they die! (Can be circumvented by taking the medication from Mr, Needle’s desk) |

***Player Characters:***

Each of the players gets to distribute 350 skill points among the skills listed for their character. The base skill is the same as on a regular character sheet.

**JOCK**, *19*

Member of the football team. Brawns over brains.

STR 80 CON 80 SIZ 75 DEX 75 INT 30 APP 70  POW 50 EDU 35 SAN 50 LCK 50 HP 15

DB: +1D4 Build: 1 Move: 8 MP: 10

Skills: Art/Craft (Dance), Charm, Climb, Dodge, Fighting (Brawl), Fast Talk, First Aid, Intimidate, Jump, Listen, Psychology, Sleight of Hand, Spot Hidden, Stealth, Throw.

**NERD**, *18*

Member of the chess club. Brains over brawns.

STR 30 CON 40 SIZ 40 DEX 60 INT 85 APP 40  POW 50 EDU 80 SAN 50 LCK 50 HP 8

DB: -1 Build: -1 Move: 9 MP: 10

Skills: Dodge, Fast Talk, Firearms (Handgun), Firearms (Slingshot) (20%), First Aid, Language (Greek), Library Use, Listen, Medicine, Persuade, Psychology, Science, Sleight of Hand, Spot Hidden, Stealth.

Slingshot Damage 1D4

**GOTH**, *18*

Doesn’t want to be part of your stupid club. Has a set of skills not taught in school.

STR 40 CON 55 SIZ 45 DEX 60 INT 85 APP 40  POW 60 EDU 80 SAN 60 LCK 60 HP 8

DB: 0 Build: 0 Move: 9 MP: 10

Skills: Art/Craft (Dance), Art/Craft (Photography), Charm, Disguise, Dodge, Fast Talk, Fighting (Brawl), Listen, Locksmith, Occult, Persuade, Psychology, Sleight of Hand, Spot Hidden, Stealth.

Switchblade Damage 1D4+1

***Non-Player Characters:***

**ERNST KRAUSENFRITZ**, *76, Nazi scientist/Biology teacher*

An old man who got away with his crimes. Enjoys “enforcing the natural order” by humiliating his weaker students.

STR 45 CON 40 SIZ 65 DEX 65 INT 75 APP 55  POW 50 EDU 80 SAN 35 HP 9

DB: 0 Build: 0 Move: 5 MP: 8

Brawl  30% (15/6), damage 1D3

Maus-Luger (Handgun) 60% (25/5), damage 1D10

Dodge 35% (17/7)

Armor: None.

Skills: Credit Rating 40%, Fast Talk 37%, Firearm (Handgun) 60%, Intimidate 45%, Law 50%, Science (Biology) 75%, Spot Hidden 55%, Stealth 35%.

Languages: German 80%, English 60%, Portuguese 30%.

* **Description:** tall and frail, moves slowly, wears an outdated suit and ugly checkered tie.
* **Traits:** cruel, cowardly, and convinced of his own superior intellect.
* **Roleplaying hooks:** may try to get rid of the investigators if they focus their attention on him.

**SEAMUS MCKINNEY**, *89, former investigator/school priest*

A man turned weary by the horrors he witnessed, but who hasn’t accepted defeat either.

STR 40 CON 65 SIZ 55 DEX 65 INT 80 APP 50  POW 80 EDU 75 SAN 35 HP 12

DB: 0 Build: 0 Move: 7 MP: 16

Brawl  55% (27/11), damage 1D3

Walking Stick 60% (30/12), damage 1D6

Dodge 40% (20/8)

Armor: None.

Skills: Credit Rating 30%, Cthulhu Mythos 15%, Firearm (Handgun) 40%, Intimidate 60%, Occultism 50%, Persuade 45%, Psychology 60%, Spot Hidden 55%, Stealth 40%.

Languages: English 80%, Latin 60%, Greek 50%.

* **Description:** piercing grey eyes, wears priest robe, speaks with exaggerated hand movement.
* **Traits:** fierce, zealous, tough as nails, pragmatic but understanding.
* **Roleplaying hooks:** potential ally; can translate Greek texts for the investigators. Will even help in final fight if they prove Mr. Needle’s guilt, e.g. by comparing the handwriting from his desk with the note in Otto’s shed.

**AUGUST NEEDLE**, *45, power-hungry Vice Principal and Greek teacher*

A bitter man feeling overlooked. Desperate to assert himself in any way possible.

STR 45 CON 55 SIZ 55 DEX 40 INT 60 APP 40  POW 60 EDU 80 SAN 30 HP 10

DB: 0 Build: 0 Move: 7 MP: 12

Brawl  40% (20/8), damage 1D3

Dodge 40% (20/8)

Armor: None.

Skills: Credit Rating 45%, Cthulhu Mythos 5%, Intimidate 40%, Listen 45%, Occultism 40%, Persuade 45%, Psychology 40%, Spot Hidden 65%, Stealth 35%.

Languages: English 80%, Greek 60%, Latin 55%.

* **Description:** cold blue eyes, pale skin, grey suit.
* **Traits:** authoritarian, greedy, full of suppressed rage that occasionally comes out.
* **Roleplaying hooks:** main villain of the story; will try to have the Agorilaspi possess the investigators if he finds out they’re trying to stop him.

**CHAD CASSIDY**, *46, unenthusiastic PE teacher*

Former quarterback, now drinking his way into retirement. Old friend of the Principal.

STR 70 CON 75 SIZ 75 DEX 65 INT 55 APP 60  POW 50 EDU 45 SAN 55 HP 15

DB: +1D4 Build: 1 Move: 7 MP: 10

Brawl  60% (30/12), damage 1D3 + 1D4

Dodge 65% (32/13)

Armor: None.

Skills: Charm 25%, Credit Rating 40%, Intimidate 45%, Jump 55%, Persuade 45%, Psychology 25%, Spot Hidden 45%, Throw 65%.

Languages: English 70%.

* **Description:** hairy chest, beer gut, wearing a baseball cap and an old college letterman jacket.
* **Traits:** disinterested, vaguely depressed, a bit of a lecher.
* **Roleplaying hooks:** third victim of the Agorilaspi

**CHARLES BONHEUR**, *46, sanguine school Principal*

Lenient warden of misbehaving students, good-natured but oblivious to things going on around him.

STR 55 CON 55 SIZ 60 DEX 60 INT 45 APP 70  POW 55 EDU 55 SAN 60 HP 11

DB: 0 Build: 0 Move: 8 MP: 11

Brawl  35% (17/7), damage 1D3

.32 Revolver (Handgun) 40% (20/8), damage 1D8

Dodge 30% (15/6)

Armor: None.

Skills: Charm 35%, Credit Rating 60%, Jump 45%, Persuade 35%, Spot Hidden 35%, Throw 45%.

Languages: English 70%, French 30%.

* **Description:** tweed jacket, mustache, small glasses.
* **Traits:** naïve, enthusiastic, but also susceptible to strong mood swings.
* **Roleplaying hooks:** will kill himself with the revolver in his office in a bout of manic desperation when catching one of the investigators in a compromising situation with his wife.

**JEZEBEL BONHEUR**, *43, seductive English teacher*

The Principal’s wife. A prolific adulteress with an appetite for some of her students.

STR 40 CON 55 SIZ 50 DEX 75 INT 65 APP 80  POW 65 EDU 80 SAN 65 HP 10

DB: 0 Build: 0 Move: 9 MP: 13

Brawl  35% (17/7), damage 1D3

Whip 80% (40/16), damage 1D3

Dodge 30% (15/6)

Armor: None.

Skills: Charm 65%, Credit Rating 50%, Fast Talk 55%, Jump 45%, Persuade 45%, Psychology 55%, Sleight of Hand 65%, Spot Hidden 55%, Stealth 40%.

Languages: English 90%, French 50%, Spanish 40%.

* **Description:** tight fitting leather dress, red lipstick and hair, stilettos.
* **Traits:** playful, egotistical and libidinous.
* **Roleplaying hooks:** may try to seduce one of the investigators; if successful, can lead to her husband killing himself, helping the villain’s plan.

**MATTHEW HILDEMAN**, *32, flamboyant Art teacher*

Admirer of the male physique, in an artistic sense and otherwise. Limited patience for bullshit.

STR 55 CON 60 SIZ 50 DEX 75 INT 70 APP 70  POW 65 EDU 75 SAN 65 HP 11

DB: 0 Build: 0 Move: 9 MP: 14

Brawl  45% (22/9), damage 1D3

Dodge 60% (30/12)

Armor: None.

Skills: Art/Craft (Dance) 55%, Art/Craft (Painting) 67%, Charm 55%, Credit Rating 40%, Persuade 35%, Psychology 40%, Spot Hidden 55%, Stealth 35%.

Languages: English 75%, French 40%.

* **Description:** slender, blonde wavy hair, Kashmir shirt.
* **Traits:** sensual, camp, fierce when challenged.
* **Roleplaying hooks:** open to being distracted by the Jock, but only if it involves the interaction going in a sexual direction. How much is up to how long the Jock wants to keep him out of the classroom.

**OTTO KRANKHERR**, *44, alcoholic lunatic/groundskeeper*

Henchman to August Needle. Has nothing to lose and hates everyone around him, especially the students.

STR 75 CON 70 SIZ 75 DEX 65 INT 45 APP 35 POW 40 EDU 35 SAN 15 HP 15

DB: +1D4 Build: 1 Move: 7 MP: 8

Brawl  65% (32/13), damage 1D3 + 1D4

Axe 55% (27/11), damage 1D8 + 1D4

Dodge 50% (25/10)

Armor: None.

Skills: Credit Rating 20%, Intimidate 55%, Natural World 40%, Spot Hidden 55%, Stealth 30%, Track 40%.

Languages: English 55%.

* **Description:** wild stare, torn flannel shirt, smell of alcohol.
* **Traits:** animalistic, misanthropic, deranged.
* **Roleplaying hooks:** will try to kill the investigators with an axe if he finds out they know of his involvement; does not know about the Agorilaspi however.

**RANDY JACKSON**, *18, High School bully*

Insecure and aggressive troublemaker. Best friend to Rick Marconi.

STR 65 CON 65 SIZ 70 DEX 65 INT 50 APP 55 POW 45 EDU 35 SAN 45 HP 13

DB: +1D4 Build: 1 Move: 8 MP: 9

Brawl  65% (32/13), damage 1D3 + 1D4

Dodge 40% (20/8)

Armor: None.

Skills: Fast Talk 35%, Intimidate 55%, Jump 35%, Psychology 30%, Spot Hidden 45%, Stealth 30%, Throw 45%.

Languages: English 60%.

* **Description:** buzz cut, square jaw, gold chain.
* **Traits:** violent, domineering, more sensitive than he would like to admit.

**Roleplaying hooks:** will challenge one of the investigators to a fight if provoked enough.

**LAWRENCE DINGLEBERRY**, *18, preppy student*

Born with a silver spoon in his mouth. Doesn’t hide the fact he feels superior.

STR 55 CON 50 SIZ 60 DEX 65 INT 60 APP 70 POW 55 EDU 65 SAN 55 HP 11

DB: 0 Build: 0 Move: 8 MP: 11

Brawl  45% (22/9), damage 1D3

Dodge 40% (20/8)

Armor: None.

Skills: Charm 45%, Credit Rating 70%, Fast Talk 45%, Intimidate 25%, Law 35%, Psychology 30%, Spot Hidden 45%.

Languages: English 70%.

* **Description:** polo shirt, sharp features, blonde hair.
* **Traits:** aristocratic demeanor, disingenuous, egotistical.

**Roleplaying hooks:** will make entering the ball with forbidden items easier or harder, depending on how the investigators were treating him.

**FELICIA DINGLEBERRY**, *18, preppy student*

Lawrence’s twin sister. Tries to establish dominance over the other girls.

STR 50 CON 55 SIZ 55 DEX 70 INT 65 APP 75 POW 60 EDU 60 SAN 60 HP 11

DB: 0 Build: 0 Move: 9 MP: 12

Brawl  45% (22/9), damage 1D3

Grab Hair (mnvr) 55% (27/11)

Dodge 40% (20/8)

Armor: None.

Skills: Charm 40%, Credit Rating 70%, Fast Talk 45%, Intimidate 35%, Law 30%, Psychology 30%, Spot Hidden 45%.

Languages: English 70%.

* **Description:** blonde ponytail, sharp features, raised nose.
* **Traits:** aristocratic demeanor, domineering, abrasive.
* **Roleplaying hooks:** will attack the Goth after PE class.