

MIDDLE GEORGIA LEAGUE
HALLOWEEN
CROW'S POINT: 2007

Crow's Point was a small, quiet, down-home town. The townsfolk were easy-going people who enjoyed the simple life. All this changed three years ago...

Horace Wallpole was a powerful man in Crow's Point. However, as economically and politically powerful as he was, he did not have the power to prevent his rapidly approaching death; a death owing to simple old age. In his desperation, Wallpole turned to the supernatural and began his study of the dark arts. Time was not on his side, however, and he could never gain the experience necessary to achieve his goal.

Though, in one striking moment of inspiration, Wallpole found a way to cheat his inexperience with the dark arts. By simply removing that part of him which prevents utter devotion to Evil™, he skipped decades of the necessary erosion to his humanity. Wallpole removed his fear, control, and whatever goodness was left inside him. Once done, he unconditionally embraced Evil™, and Evil™ welcomed him. The dark arts were wide open to him.

The problem was that though he could remove his inhibitors, he could not destroy them. And since he could not destroy them, there was the risk they would remerge with him and destroy his new-found connection with Evil™. Thus he trapped his inhibiting aspects in a phylactery, or "soul cage". For many years as he studied the dark arts, he kept the phylactery close as a reminder that some things could not be escaped. But this, too, was an inhibitor. Wallpole eventually hid and abandoned this phylactery in a cave just outside of town.

It wasn't until he realized that by removing his original inhibitions, allowing Evil™ to fill the void his inhibitions once occupied, that he made a decision that would solidify his place as a dark lord. Wallpole made the leap to remove everything that spiritually defined him, and allow Evil™ to completely imbue him. To this end he removed the final remnants of his soul and trapped them in another soul cage. Evil™ had complete access to his body and mind and gave him immeasurable power. But this power was mere potential and did not translate to ability, thus he still had much to learn about the dark arts in order to achieve his ultimate goal...

...a goal that began with the search for eternal life, and grotesquely transformed into the domination of this world, the next, and all planes of the cosmos.

He began dabbling in various forms of servants. What started with simply reanimating corpses turned to the melding of beast and man, and then re-discovering the curses that would bend the

undead to his will. Suddenly he had the makings of an army complete with lieutenants.

However, a Hunter doing an investigation of Crow's Point began to put together the pieces of Wallpole's activities. Following the malevolent village leader to the cave outside of town, the investigator watched as Wallpole discarded the phylactery of his inhibitions. Later returning to the cave, the hunter took the soul cage and eventually discovered its purpose. At great personal risk, the investigating hunter destroyed the soul cage and released Wallpole's more righteous aspects.



But by this time, Wallpole had already created the second soul cage and thus barred the reintegration of his soul's two sides. Wallpole sensed the release, however, and brought his amateur mastery of black magic to bear against the meddling Hunter. The Hunter was killed by having his soul torn from his body and left to wither in the ether. Flanked by his Zombies, Werewolves, and Vampires, Wallpole departed victorious. His disembodied good, however, utilized its own magical knowledge to fuse with the living energy of the dying Hunter and create a completely new entity: The Specter.

As Wallpole grew in power, so did the Specter. Unable to directly combat Wallpole, the Specter aided others who could; such as the Hunters who arrived in Crow's Point in the fall of 2005 when the growing Evil™ could no longer be contained. The Specter showed the intrepid Hunters a portion of the journal left by the original hunter who destroyed the inhibitor phylactery. The Specter manifested again that night to play a crucial part in the remaining Hunters' escape. One year later, in October 2006 when Evil™ returned to Crow's Point, the Specter informed the Hunters of the second soul cage which was the crux of stopping Wallpole's risen corpse.

Wallpole's darker side was dissipated by an incantation during the physical disassembling of the phylactery with a simple screwdriver. At that moment, the persona known as Horace Wallpole was annihilated. In the aftermath, the Specter was left to wander Crow's Point, a lost ghost in its own private purgatory.

Things began to return to a sense of normalcy, but normalcy in Crow's Point is tainted at best. Evil™, pure and powerful, lingered tenaciously in the physical body of Horace Wallpole. Like the endless Zombies Wallpole commanded, the Wallpole Corpse would rise once again.

Controlling a physical form, and no longer hindered by human ego and desires, Evil™ walks Crow's Point. All is not lost, however, as the Specter watches, drained but vigilant, and has managed to draw a group of Hunters to Crow's Point one last time...

MIDDLE GEORGIA LEAGUE
HALLOWEEN
COMPLETE SCENARIOS: 2007

1 | CARNAGE AT CROW'S POINT

As the sun begins to set on the quiet little town of Crow's Point, the modern village relives the atrocities of the past. For two years Halloween has brought Evil™ to Crow's Point, and the truth that "things happen in threes" is proven once again. Cultists, hidden among their God fearing neighbors, have called out to the Darkness, and the Darkness answered. Now possessed by Evil™, the cultists run amok in Crow's Point and the everyday Townsfolk have to defend themselves.

But things are different this time. Learning from past mistakes, groups of Hunters have imbedded themselves among the "civilians" and have been watching, waiting. They saw the signs and have called in support. Support, however, could be hours away, and Evil™ has already gained its foothold. Doing what they can, the advance group of Hunters must try to help the Townsfolk while watching out for the first signs of Zombies...

SETUP

Locations

- S-Building (Student Center) will be the starting point for the Townsfolk and is designated *The Church*.
- G-Building (Plant Operations) will be the starting point for the Cultists and is designated *The Cave*.
- The Amphitheater is designated *The Graveyard* where "dead" players will assemble and wait to be returned to play as Zombies.

Teams

- The players should be divided evenly between Townsfolk and Cultists.

Hunters

- No more than 5 players will be designated Soldiers. They are otherwise the same as the townsfolk they fight with and should be chosen randomly.

Monsters

- No more than 5 "delayed Zombies" designated by a Zombie Surprise Card. (see Props, below)

Props

- *Surprise Cards* will be issued. Each small card is in an envelope. Players are to secure their unopened envelopes on

their person at the start of the game. Once killed, they will open their envelopes and do as the card dictates. Those players with a Zombie Surprise Card immediately turn into Zombies (give themselves 4 hits on their sensor, turn off their guns) and continue play until killed again. Zombies do not differentiate between Townsfolk, Hunters, or Cultists.

GAME PLAY

The Cultists are there to kill, the Townsfolk to survive, and the Hunters to prevent the spreading of the Zombie plague.

TIME LIMIT

30 minutes. The game can be called early if one entire team is eliminated.

2 | INVESTIGATION

As the reinforcements of Hunters arrive in Crow's Point, the race has already begun. Evil™ has enjoyed a three-year foothold on the town, despite previous Hunters' best efforts, and is culminating to a disastrous climax. However, the new Hunters have only previous encounters in Crow's Point to guide them, and know nothing of current events. To this end, their first objective is to find out where Evil™ is strongest, and therefore where to strike. Three locations have been flagged for intelligence gathering, and information gleaned from any one could prove pivotal: City Hall's Municipal Records Department (light opposition), the Library's New Age/Occult section (moderate opposition), and Wallpole's Mansion (heavy opposition).

SETUP

Locations

- S-Building (Student Center) will be the starting point for the Hunters and is designated *The Church*.
- Jones Building is designated *City Hall* and the Records File will be located near the south entrance. There will be no Zombies other than those that happen to be nearby at the time.

- A-Building (Administration) is designated *The Library* and the Research Clue will be located at the east stairwell. There will be a small group of Zombies (3-5) already in the area.
- The Gazebo is designated *Wallpole's Mansion* and the Butler's Journal Entry will be located inside. There will be a large group of Zombies (4-7) already in the area.
- The Amphitheater is designated *The Graveyard* where "dead" players will assemble and wait to be returned to play as Zombies.

Teams

- The Hunters will comprise a larger group than the Zombies.

Hunters

- All Hunters are designated as basic Soldiers.

Monsters

- Only Zombies will be on the field.

Props

- *The Records File* will indicate that Wallpole had previously purchased a large amount of the land on the outskirts of town.
- *The Research Clue* will describe how rituals used to summon demons require a large, open area with a natural connection to the land.
- *The Butler's Journal Entry* simply states how, for a man who has spent so much time developing the town, he certainly doesn't stay here much, anymore.

GAME PLAY

The Hunters only need to recover one prop to complete the mission. Which one is entirely up to them.

TIME LIMIT

30 minutes. The game can be called early if the Hunters are eliminated or all three props are recovered.

3 | RECON IN FORCE

The investigation has identified two areas of potential importance. Two patches of woodlands outside of town seem to have concentrations of Monsters, and may hold keys to defeating the Evil™ that has

Crow's Point in a stranglehold. It is imperative to bring back anything the minions of darkness may be protecting at Objective Whiskey, and locate any places of ritualistic activity at Objective Foxtrot. There will be opposition, but this must not deter an aggressive push to gain some footing in Crow's Point.

SETUP

Locations

- S-Building (Student Center) will be the starting point for the Hunters and is designated *The Church*.
- The lakeside woods are designated *Objective Whiskey* and hold The Weapon.
- The roadside woods are designated *Objective Foxtrot* and hold The Altar.
- The Amphitheater is designated *The Graveyard* where "dead" players will assemble and wait to be returned to play as Zombies.

Teams

- The Hunters will comprise a larger group than the Monsters.

Hunters

- One Hunter will be designated the Chainsaw Wielding Waco.
- Two Hunters will be designated Werewolf Hunters.
- Two Hunters will be designated Priests.

Monsters

- Two Moderators will be Werewolves in and around Objective Whiskey.
- One Moderator will be a Vampire in and around Objective Foxtrot.
- The majority of Zombies will be with the Vampire, the rest spread around the area between the Objectives.
- One Moderator will be The Specter roaming between the two objectives.

Props

- *The Weapon* will be represented by a toy screwdriver, the tool chosen last year to destroy Wallpole's soul cage.
- *The Altar* will be represented by several components layered on top of each other. 1) A power crystal or other glowing magical artifact, 2) a sensor, and 3) an arcane core or other central occult relic.

GAME PLAY

As the Hunters approach Objective Whiskey, a single howl will announce the presence of a Werewolf. As the Hunters enter the woods, howl will answer howl and the Hunters should have an idea of

what they're in for. While the Hunters play predator and prey with the Werewolves, they should soon find The Weapon in a clearly marked area near or attached to a light source.

Between objectives, the Hunters will fend off the random Zombies in the area, and soon have a run-in with The Specter. The Specter will draw them close, and no Zombies will attack as long as The Specter is with the Hunters. The Specter will tell the Hunters about the Weapon's special properties (it can not only destroy Wallpole, but seek him out). The Specter will also describe the Altar and warn that the area must be cleansed of its protector before it can be destroyed at the proper time – later in the night when its power is used for conjuring instead of defense.

Objective Foxtrot is a simple affair. A Zombie hoard and a Vampire encircling the Altar.

TIME LIMIT

45 Minutes. The game can be called early if all Hunters are killed, or both props are secured.

4 | SURGICAL STRIKE

Information has been collected and collated. Now is the time for pure action. The Altar is the key to Evil™ in Crow's Point, and by destroying it we may end this reign of destruction, disorder, and chaos. But doing so may not be so easy. While the inhabited corpse of Horace Wallpole hasn't been spotted, the gateway to The Pit® has none the less been opened and Demons are sure to be loosed.

SETUP

Locations

- The Field 4 Backstop will be both the starting point for the Hunters, and *The Graveyard* where dead players will assemble and wait to be returned to play as Zombies.
- The area designated *Objective Foxtrot* will be unaltered from the previous scenario.

Teams

- Hunters and Monsters will start this game at even strength.

Hunters

- One Hunter will be designated the Chainsaw Wielding Waco.
- Two Hunters will be designated Priests.

Monsters

- Two Moderators will be designated as Demons.

Props

- *The Altar* will be unchanged from the previous scenario.

GAME PLAY

The Hunters have to destroy the Altar. The power crystal component of the Altar is the focus for the Gateway that empowers the Demons. It can be carried and moved by anyone, including the Demons. The sensor component must be destroyed before the arcane core may be removed and the "chant against Evil™ from the Book of Souls" can be recited, thus destroying the Altar.

TIME LIMIT

45 Minutes. The game can be called early if all Hunters are eliminated, or the Altar is destroyed.

5 | SEARCH & DESTROY

To the source. Horace Wallpole rose from the dead last year, but was dealt with and re-interred. All that is left of Wallpole now is the shell that once held him. This shell has a new master. The Evil™ that Wallpole awakened now wears his flesh and walks freely. The only advantage we have is the screwdriver used last year to ultimately destroy Wallpole the Man. The energy transferred makes the screwdriver a true Weapon against Wallpole's last remnant on this earth. The Weapon will seek out Wallpole's corpse and its touch will banish the Evil™ residing inside. However, the ease at which Evil™ creates minions guarantees its vessel will be protected.

SETUP

Locations

- The battlefield is now considered *Wallpole's Estate*.
- S-Building (Student Center) will be the starting point for the Hunters and is designated *The Entrance*.
- The Amphitheater is designated *The Family Graveyard* where "dead" players will assemble and wait to be returned to play as Zombies.

Teams

- The Monsters will comprise a larger group than the Hunters.

Hunters

- One Hunter will be designated the Chainsaw Wielding Waco.
- Two Hunters will be designated Werewolf Hunters.
- Two Hunters will be designated Priests.

Monsters

- One Moderator will be a Werewolf protecting Wallpole's Corpse.
- One Moderator will be a Vampire protecting Wallpole's Corpse.
- One Moderator will be Wallpole's Corpse roaming its estate.

Props

- *The Weapon* will be represented by a toy screwdriver, intrinsically linked to a two-way radio for this scenario.

GAME PLAY

Wallpole's Corpse is a touch-kill monster and must be destroyed by first downing it, then tagging it with the Weapon. Wallpole's Corpse will only stay downed for a 6-count. Meanwhile, the Werewolf and Vampire will be protecting Wallpole's Corpse for all they are worth.

The trio of Monsters will be constantly roaming the estate, more or less along a predetermined path. To locate them, the Weapon will be associated with a two-way radio connecting the player holding it and the Moderator playing Wallpole's Corpse. The player may periodically inquire on Wallpole's Corpse's location, and the Moderator will reply in a general direction. The Moderator may further elaborate distance, if known, by describing how violently the Weapon is vibrating; likewise a vague response amounting to nothing may also be given early on. The closer the Hunters get, the more precise the responses.

TIME LIMIT

45 minutes. The game may be called early if all Hunters are eliminated or Wallpole's Corpse is destroyed.

6 | ESCAPE FROM CROW'S POINT

The night is almost over, but there's still one last thing to do. Crow's Point has been tainted beyond redemption, and we can't count on God to correct this blemish. It's up to Man to put right what Man made wrong. Crow's Point must be destroyed.

There are natural gas deposits beneath the town, and large enough explosions in the right places will leave nothing but a memory. Everything needed to destroy Crow's Point is here in town amid the remnants of Evil™ and its minions. The Church will have some material with which to get started.

This year we don't just try to escape from Crow's Point... we make sure no one ever has to try to escape again.

SETUP

Locations

- S-Building (Student Center) will be the starting point for the Hunters and is designated *The Church*.
- Jones Building parking lot side is designated *City Hall*.
- I-Building courtyard-side is designated *The Hardware Store*.
- C-Building lakeside is designated *HW Auto Garage*.
- The Gazebo is designated *Wallpole's Mansion*.
- G-Building is designated *The Cave*.
- L-Building is designated *The Radio Tower*.
- The Amphitheater is designated *The Graveyard* where "dead" players will assemble and wait to be returned to play as Zombies.

Teams

- Five Hunters will be chosen to run this gauntlet. The rest of the players will be Zombies.

Hunters

- All Hunters will be designated as Soldiers.

Monsters

- Zombies will begin the game already on the field, and widely spread out. Zombies may go to the Graveyard or the Cave to respawn.

Props

- *Clue Cards* will be white index cards that indicate the Hunters' next step(s).
- *Item Cards* will be colored index cards and represent important materials. Red cards will be "gas cans" and yellow cards will be "gasoline". There must be one red card for each yellow card carried.
- *Paperclips*, representing "short-range radio detonators" will be used to keep red and yellow cards together.

GAME PLAY

The Hunters will begin at the Church with their first cards:

Clue Card: "[1] City Records (Jones Building parking lot side) will have information on the natural gas deposits beneath the town. [2] More gas cans can be found at the Hardware Store (I-Building courtyard-side). [3] Gasoline can be collected at HW Auto Garage (C-building lakeside)."

Item Card: Red "Gas Can" with a paper clip already affixed. Five more paper clips will be available.

The Hardware Store will have 5 red Item Cards for "Gas Cans".

HW Auto Garage will have 6 yellow Item Cards for "Gasoline".

City Hall will have another card:

Clue Card: "Natural gas deposits are dangerously close to ground level at three locations around Crow's Point. [1] The Cave (G-Building), [2] Wallpole's Mansion (gazebo), [3] the Church (S-building)."

In addition, the Specter will be at City Hall to explain that all three locations must be detonated at the same time, via a signal given at the Radio Tower (L-Building). "It's the only way to be sure."

The Cave, Wallpole's Mansion, and the Church will be reasonably active with Zombies.

The exact location of the Radio Tower at L-Building will be indicated by the Specter's presence. He will reiterate that all three locations must be destroyed at once, and there is no way to set any kind of timer or delay. Someone will have to destroy Crow's Point manually.

TIME LIMIT

45 minutes. The game may be called early if all Hunters are eliminated or Crow's Point is destroyed.

