



Cookie Monsters

by Darrell Hardy

GHOST punchers

The uniformed girls come bearing goodies, but leave a trail of terror and death in their wake. Can this neighborhood survive cookie season?

The adventure begins when the heroes are approached by Davis Johnson, a friend of a friend, who asks for their help with some ghosts.

"Well, I *think* they're ghosts," he says. "I don't know for sure. But there's definitely *something* weird going on."

Johnson explains that he recently moved into a house on a cul de sac in a quiet residential neighborhood. It's pleasant enough, but the neighbors have been acting strange recently.

"Ever since the weather turned warm, they've been all jittery. And a week ago, some of them just up and left. Packed up, said something about a 'long vacation,' and took off."

When he tried to talk to his neighbors, most were evasive and pretended not to know what he was talking about. Graham Parks, the neighborhood's token aging hippie, was the only one to tell him the truth.

"He says it's a pack of ghosts. They look like scouts—you know, the girls who sell the cookies—but they're actually ghosts of the people who originally owned the land our houses were built on. They were killed for their land, and now they're haunting Pine Circle Drive."

Johnson has seen the ghosts himself. They looked like a troop of uniformed girls, ages 8-12, dragging a wagon full of cookie boxes. He was driving away from the neighborhood when he saw them, and watched everyone on the street rush inside and close their doors.

"I've never seen people so *scared*," he says. "It freaked me out. And so I came to you to see if you could... you know, do some poking around. And maybe some punching."

Background

Five years ago, Sarah Washington and her troop of scouts were almost the top cookie-sellers in their district. She was obsessed with being the best (the top seller won a very nice bicycle) and bullied the rest of the troop to constantly sell, sell,



sell! She hoped that the Pine Circle cul de sac would put her over the top, but no one bought any. Simmering with rage as she left the neighborhood, she stepped into the street without looking. She never saw the car that sent her flying head-first into the streetlight on the corner.

Sarah died instantly. But she still wants to win that bike.

The Haunting

When cookie-selling season begins each spring, the ghost of Sarah Washington returns to haunt Pine Circle Drive. She manifests four other scouts and a wagon filled with cookies boxes, then visits each house on the street in turn. While on the hunt, she and her manifestations are visible and solid in the physical world.

Sarah knocks on every door and rings every doorbell. The first time a door is opened to her (or she catches some one outside), she attacks!

If no one opens a door to her the first time around, Sarah hits every house two more times, growing more aggressive and agitated each time. She pounds on the doors and shouts, "I know you're in there! I know you want cookies!" If rejected after three times around the cul de sac, she disperses her manifestations and lies dormant in the ground beneath the streetlight that killed her. She rises to start the cycle again 12+12 hours later, angrier than the day before.

If Sarah kills someone with her attack, her vengeance is satisfied, and she goes dormant beneath the streetlight until the next cookie season. If not, her attacks on the houses grow increasingly aggressive until she eventually smashes her way into a victim's home and enters through the broken door.

Finally, if someone were to present Sarah a bike matching the one she was hoping to win, she would vanish as if her vengeance was satisfied. This would only be a temporary solution of course, as she would return again the next year.

Investigation

The characters may pursue various avenues of investigation:

Ghost Land: By poking around in public records, the heroes can easily debunk Graham Parks' story of dead landowners. The land the neighborhood was built on was empty farmland sold to the city in 1967 and sold to developers in 1988.

Scouting for Trouble: With a successful Investigation roll, the heroes find records of Sarah's fatal car accident. On a raise, they learn the names of the four girls who were with her at the time. (They correspond to the four manifestations Sarah creates, but are themselves very much alive. They're reluctant to speak about Sarah, but might eventually admit she was a bit of a bully.) On two or more raises, the investigators confirm that Sarah died from hitting the streetlight.

Recent History: If the heroes look into local incidents since Sarah's death, a successful Investigation roll reveals that two people have died under mysterious circumstances during the past two cookie seasons. Latisha Reynolds died two years ago. Dan Owens died last year. Both of them died from suffocation while in their homes. On a raise, the heroes learn that, while medics found bruising inside the victims' mouths and throats, there was no sign of whatever had obstructed their air flow.

Asking Around: By talking with Graham Parks and the other remaining locals, the heroes can learn the "recent history" information above with a successful Persuasion or Intimidation roll. On a raise, they learn that "everyone knows" it was the ghost scouts who did it; people saw them go into Latisha and Dan's houses, but no one saw them leave. On two or more raises, they learn that while the official "cookie-selling season" is set by the local scout council, the locals know the ghosts are active because the street light never turns off.

The Streetlight

The streetlight that took Sarah's life is a standard 25 foot-tall metal pole with an electric light at the top. It is, as the heroes may suspect, Sarah's link. To effectively destroy it, they need to remove it from the sidewalk, break it into multiple pieces, and scatter those pieces at least half a mile from each other. The streetlight has 12 Toughness, which must be overcome each time a piece is broken off. If the punchers attack the streetlight in any way, Sarah immediately appears to defend her link, even if she was previously lying dormant.

Sarah Washington

Sarah isn't much for conversation. Her only topics are cookies, revenge, and how much she wants that bicycle.

When confronted, her first tactic is to send the other scouts to hold the mediums down while she uses her Force Feed ability on them. If this doesn't work, she draws the scouts into herself and uses the increased mass to become a 20 foot-tall version of herself with her Super Size ability.

If she feels like she's losing the fight, Sarah ditches her physical form and flees to the streetlight.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d6, Intimidation d10, Notice d12, Stealth d10, Taunt d10

Charisma: —; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Special Abilities:

- **Force Feed:** By making a successful Fighting roll, Sarah shoves a cookie into her victim's mouth. The cookie immediately replicates itself down the victim's throat, inflicting 2d6 damage. The cookies are manifestations and vanish a few seconds after inflicting their damage. This attack can only be used while Sarah is in physical form.
- **Ghostly:** Sarah has all the special abilities of a ghost (Essence Drain, Fear -2, Hard to See, Spiritual)
- **Link:** Sarah is linked to the streetlight on Pine Circle Drive that killed her.
- **Manifestation (Omen—Four Scouts):** Sarah manifests four other scouts who look like the girls who accompanied her on the day of her death. They have d4 in all stats, and Sarah uses them to swarm her victims (grappling them with their d4 Fighting) and hold them down so she can feed them the cookies they deserve. (She gets a +1 gang-up bonus for each scout attacking the victim.)
- **Open Door Policy:** Sarah is unable to enter houses except through an open door or window. Once inside, she can pass through internal walls the standard ghostly fashion, but those outer walls, doors, and windows are impassable to her and her scout manifestations.
- **Super Size:** By pulling her scout manifestations into herself, Sarah turns into a giant version of herself. While super-sized, Sarah has +3 Toughness and Strength of d10.



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