

HORROR COMES TO HADDONFIELD

A One-Page Horror by Kelvin Green (thekelvingreen@gmail.com)

v1.0

When the village of Haddonfield discovered that the wizard Langenkamp was engaged in dark magic, they raised a mob and burned down the old windmill in which he dwelled. With his dying words, Langenkamp laid a curse on the villagers who sought his doom, a curse which would have come to nothing had Cropsy, a young farm labourer, not sneaked into the mill for a nap and been caught in the conflagration. The death of an innocent provided the mystic fuel for the curse, and now the people of Haddonfield are trapped with no hope of rescue.

A thick cloud of grey smoke envelops the village, confusing the senses and preventing the villagers from leaving; any attempt to do so has them going in circles, always returning to the village. Worse, it conceals unnatural terrors generated by Langenkamp's curse.

The Burning Man

This is Langenkamp himself, reincarnated as a wraith-like being engulfed in an ever-burning flame. He prefers to torment victims from a distance but is capable of close combat if necessary. He cannot be banished or killed in his present state, but if Cropsy's remains were discovered and given a proper funeral then Langenkamp would be weakened, and he might then be banished or given a final death. Langenkamp wanders the village at random, cackling as he sees his work being done; roll 1d6 each hour and compare to the numbered locations below to see where he appears.

Blackened Things

Similar to zombies, these are what's left of the villagers, burned and twisted into unnatural and almost unrecognisable shapes by Langenkamp's magical fire. They use the mist as cover, achieving surprise 50% of the time. There is a 20% chance of an encounter with 1d3 Blackened Things in each location, rising to 60% if the Burning Man is also present.

A: LaVerne's Orchard

The house is empty, with the doors smashed and clear signs of a struggle within. In the orchard itself, the ghost of a young man appears at night. He puts down his tools, stretches, then makes his way to the windmill, where he squeezes through a small window into the mill's basement. If the ghost encounters the Burning Man along the way, he fades away into nothingness and reappears at the orchard the next night.

B: Bridge

A simple stone arch bridge. A single leather boot -- left, adult-sized but smallish -- lies abandoned in the centre of the bridge's span.

C: Fremont Farm (1)

The home of Anton and Cloris Fremont is boarded up, although the couple are still present and refuse to leave. The surrounding corn fields are patrolled by four small, agile scarecrow-like things fond of hit-and-run attacks. Anton helped to kill Langenkamp in order to protect his five children, and in return the curse has turned them into the creatures roaming the fields. Cloris killed one and saw it turn back into one of her sons, and will now prevent any further attacks on the monsters.

D: Fisherman's House

The barricaded home of Stefan Benchley. Some of the planks blocking the front door have been pulled away from within. Benchley himself is on the floor of the simple two-room dwelling, dead from asphyxiation; close inspection reveals gills on his neck, the effect of Langenkamp's curse.

E: Smithy (2)

Ashton Scott the smith did not take part in Langenkamp's lynching, nor did he attempt to stop it. As such, the curse has stripped him of his sight, and

Langenkamp delights in sending Blackened Things to bang and scrape on the walls of the smith's home and workshop.

F: Village Green

In happier times a gathering place for outdoor events, now deserted. A stone sits in the centre, carved with the date of the village's founding and half-covered in a dark brownish-red stain which appears new.

G: Haddon Manor (3)

A large wood and stone house. The front door is ajar, and a large suit of armour stands in a display case in the main hall. Although it is polished and well-maintained, it is clear that the suit has seen much use. Beside it in the case is a huge broadsword in a similar condition. Upstairs, in the main bedroom, Hallek Haddon lies on the floor near the door, alive but emaciated, withered and paralysed by weakness, his punishment for his part in Langenkamp's death.

H: The Dog and Bastard (4)

A creaky sign shows a mangy hound being kicked up the arse by a miserly old man. The building's windows and doors

are boarded and barricaded, and lights can be seen within. A group of adventurers -- led by the warrior Foree and the magician Neville -- have occupied the building in the absence of the innkeeper. The group have been unaffected by the curse as they arrived after the lynching, although they cannot leave the village and two of their number have since been taken by the Blackened Things. They estimate that they have been trapped in Haddonfield for at least ten days, although the smoke makes the passage of time difficult to judge.

I: Windmill (5)

The upper levels of this stone structure are a blackened ruin, although the walls of the ground floor are relatively intact. A charred skeleton -- what remains of the wizard Langenkamp -- lies curled on the floor near the front door. The cellars have survived best, protected somewhat by the dampness of the surrounding marsh, but this was not enough to protect Cropsy, who succumbed to the heat and smoke as he attempted to escape. Langenkamp is reluctant to interfere with the corpse, but has left 2d3 Blackened Things to watch over it.

J: Temple (6)

The doors have been torn from their hinges, but the temple itself remains whole and consecrated as Langenkamp and his Things cannot enter. A bloated monster roams the surrounding area, a greyish-green thing somewhere between a dog and a boar and standing on its hind legs. Torn white rags cling to the beast, and a silver holy symbol can be seen on a chain around its neck. Village priest Max Friedkin led the mob in the name of his deity, and the curse has transformed him into a necrophagous beast that cannot leave the temple grounds, but also cannot enter the temple itself.

