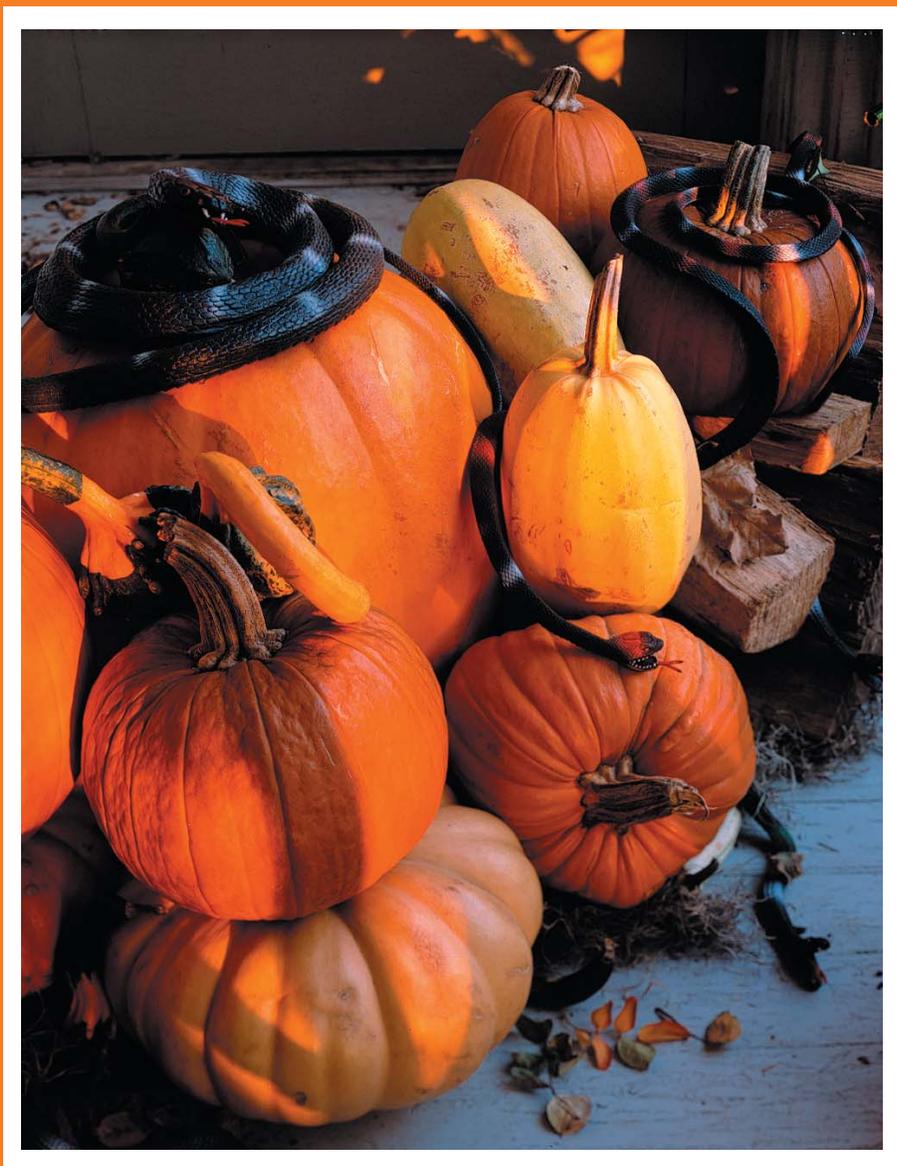


Halloween Party Planner



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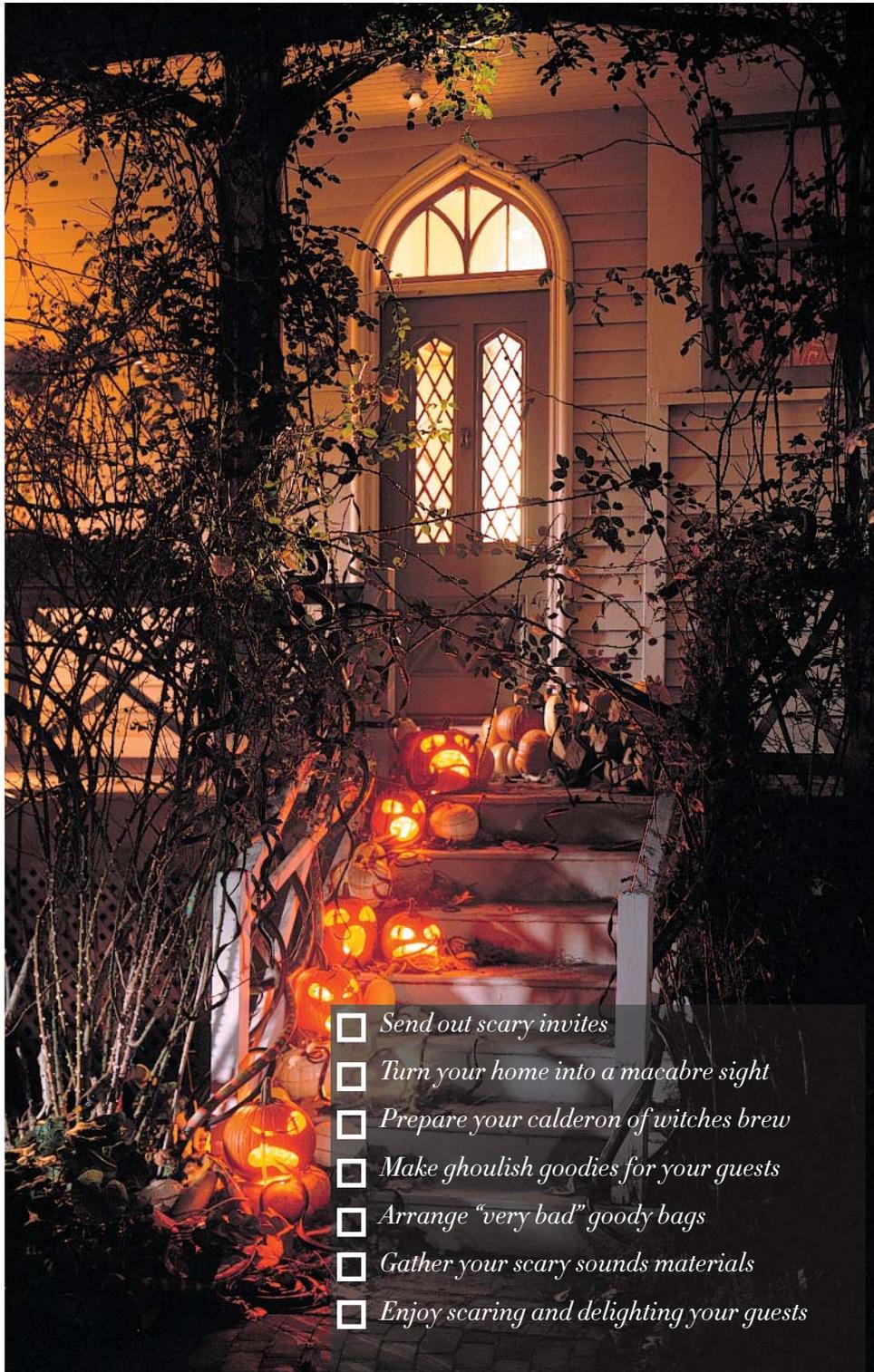
Make cobweb cookies, witches brew, and five other devilish delights

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Concoct creepy sounds, eerie stories, and more

CHECKLIST



- Send out scary invites*
- Turn your home into a macabre sight*
- Prepare your calderon of witches brew*
- Make ghoulish goodies for your guests*
- Arrange "very bad" goody bags*
- Gather your scary sounds materials*
- Enjoy scaring and delighting your guests*

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INVITE

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MAD SCIENTIST BECKONS INVITES

MATERIALS

Paper price tags
White card stock
Cup of brewed tea
Paper towels
Matches
Black-ink pen
Corn syrup
Red food coloring
Fine paintbrush
Plastic floral tubes
Fake bugs
5/8-inch corks
Black thread
Small cardboard boxes
Excelsior (wood shavings)

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This creepy invitation looks like it came from a dungeon laboratory—but it's easy to make at home.

HOW-TO:

1. To give the paper an aged look, dip tags and card stock in tea for a minute; let dry on a paper towel. Once dry, carefully singe edges. Use a pen to label specimen tags.
2. To make blood-colored ink, combine 2 teaspoons corn syrup, 3 teaspoons water, and several drops of red food coloring. Use a paintbrush to write party details and spatter drips on card stock.
3. Fill each floral tube with fake bugs and top with cork; attach "specimen" tag with black thread.
4. Place each invitation (with specimen) in a cardboard box filled with excelsior. Check with the post office for mailing specifications, or deliver the invitations yourself.

CLIP-ART CRAFT: FOREBODING LABELS



Triple the terror with these labels that urge guests to indulge—if they dare.

Use glue to attach labels to plain room-temperature bottles or carafes (you can soak wine bottles to remove their original labels. Allow two days to set. Or print labels on following page on adhesive backed paper using an ink-jet printer, then press onto bottles.

CLIP-ART CRAFT: FOREBODING LABELS



Print labels on adhesive-backed paper, cut out, and press onto bottles. or print labels, cut out, and use craft glue to attach to bottles.

HALLOWEEN PUMPKIN SPICE COOKIES

MAKES ABOUT 6 1/2 DOZEN COOKIES

Decorating cookies can be an enjoyable activity for a Halloween party. Using colorful royal icing, you can decorate round spice cookies to look like jack-o'-lanterns. Using a pastry bag fitted with a #2 tip, pipe around the edge of the cookie and outline a jack-o'-lantern's face with icing. Then fill in the areas using another pastry bag filled with royal icing of a slightly thinner consistency. To make royal icing thicker, add more confectioners' sugar; for thinner icing, add another egg white.

4 3/4 cups all-purpose flour

2 tablespoons baking soda

3/4 teaspoon salt

1/2 teaspoon baking powder

2 teaspoons ground cinnamon

1 1/2 teaspoons ground ginger

3/4 pound (3 sticks) unsalted butter,
room temperature

1 3/4 cups sugar

2 large eggs

1 teaspoon pure vanilla extract

1/2 cup molasses

Royal Icing

Paste or gel food coloring

FOLD

1. Combine flour, baking soda, salt, baking powder, cinnamon, and ginger in a large bowl; sift, and set aside.
2. In the bowl of an electric mixer fitted with the paddle attachment, combine butter and sugar. Beat, starting on low speed and increasing to high, until mixture is fluffy, about 2 minutes; scrape the sides of the bowl down once with a rubber spatula. Add eggs, one at a time, and vanilla; beat on medium speed until just combined, scraping down the sides of the bowl after each addition.
3. Turn off mixer. Add molasses, and mix on medium speed until just combined. Scrape sides of the bowl, and add dry ingredients. Mix, starting on low speed and increasing to medium high, until ingredients are just combined, about 30 seconds.
4. Transfer dough to a clean work surface. Roll the dough into four 1 1/2-inch-diameter logs. Wrap in parchment or plastic wrap, and refrigerate until firm, 1 to 2 hours.
5. Heat oven to 350°. Unwrap, and slice each log into 3/8-inch-thick rounds. Place rounds on parchment-lined baking sheets. Bake until cookies crack slightly on the surface, 12 to 15 minutes. Remove from oven, and let cool on the baking sheet for 2 minutes before transferring to a cooling rack.
6. When completely cool, decorate with royal icing mixed with desired food coloring

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SEVERED FINGERS

MAKES 30

If Halloween night were to find you in a misty graveyard, suddenly feeling the touch of ghoulish fingers on the back of your neck, those fingers would probably bear a strong resemblance to our cookie. And with red-stained blanched almonds standing in for fingernails, these creepy confections will beckon to you from beyond the grave, summoning you right over to their serving plate.

2 tablespoons red food coloring

30 blanched almonds

2 large eggs

1/4 teaspoon pure vanilla extract

8 tablespoons (1 stick) unsalted butter, room temperature

1/2 cup confectioners' sugar

5 tablespoons granulated sugar

Pinch of salt

1 2/3 cups all-purpose flour

FOLD

1. Heat oven to 350°. Line two baking sheets with Silpats (French nonstick baking mats) or parchment paper, and set aside.

2. Place food coloring in a shallow bowl. Using a small paintbrush, color one rounded half of each almond. Set aside to dry.

3. Separate 1 egg. Set aside the white. In a small bowl, whisk together yolk, remaining egg, and vanilla. Set aside.

4. In the bowl of an electric mixer fitted with the paddle attachment, combine butter, confectioners' sugar, granulated sugar, and salt. Beat on medium speed until well combined. Add egg mixture, and beat until smooth, about 2 minutes. Add the flour, and mix on low speed just until incorporated. Wrap the dough in plastic, and chill until firm, 20 to 30 minutes.

5. Divide the dough in half. Work with one piece at a time, keeping remaining dough covered with plastic wrap and chilled. Divide the first half into fifteen pieces. On a lightly floured surface, roll each piece back and forth with palms into finger shapes, 3 to 4 inches long. Pinch dough in two places to form knuckles. Score each knuckle lightly with the back of a small knife. Transfer fingers to prepared baking sheets. Repeat with remaining dough.

6. When all fingers are formed, brush lightly with egg white. Position almond nails; push into dough to attach.

7. Bake until lightly browned, about 12 minutes. Cool completely.

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RECIPES

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WHITE CHOCOLATE GHOSTS

MAKES ABOUT 15

These spooky chocolate lollipops make a great parting gift for guests. You can even display them by the door wrapped in cellophane or propped up in a shallow box filled with floral foam and icky moss.

12 ounces white chocolate chips

1 1/2 tablespoons vegetable oil

Lollipop sticks

Mini chocolate chips

1. Line a baking sheet with waxed paper; set aside.

2. Melt white chocolate in a heat-proof bowl over simmering water; stir occasionally. Remove bowl; mix in oil. Drop 1 tablespoon of mixture onto prepared baking sheet. Use the back of a teaspoon to quickly spread into a ghost. Place a lollipop stick at the base, spinning to coat. Add chocolate chip eyes. Refrigerate ghosts 5 minutes, then peel off.

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SPIDERWEB COOKIES

MAKES ABOUT 5 DOZEN

These chocolate cookies are as elegant as they are frightening. With a artistic cobweb design—created with royal icing—they are not your run-of-the-mill treat.

All-purpose flour, for dusting

Chocolate Cookies dough

Royal Icing

Black icing or melted chocolate

1. Heat oven to 350°. On a well-floured board, roll out dough to 1/8-inch thickness. Using either cookie cutters or a pattern cut out of cardboard, cut cookies into shapes of bats and cobwebs. Place on ungreased baking sheet, and chill until firm, about 15 minutes. Bake until edges are crisp, but not darkened, 8 to 10 minutes. Cool on wire racks before icing.

2. To make the cobweb design, begin by icing cookie with royal icing. Pipe out a spiral of black icing starting from the center to the edges of the cookie. Draw a skewer or tip of a sharp knife from the center to each point on the cookie, and then from the inner curves back to the center. Repeat with remaining cookies and icing.

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RECIPES

WITCHES' BREW



Serve root-beer floats from a “steaming” cauldron made magical with the smoke of dry ice. You’ll need a large cauldron and a chilled bowl that fits inside it (dry ice can cause glass to crack, so use bowls made of metal); dry ice (available in supermarkets); frozen root-beer mugs; root beer; and ice cream. Wearing gloves, use an ice pick to break up the dry ice (never touch it with your bare hands); place a few pieces in the cauldron. Cover the ice with water, pushing the ice under with a long wooden spoon if necessary, and place the chilled bowl in the cauldron. Fill the bowl with root beer. Put a scoop of ice cream in each mug, and ladle root beer over the top.

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PUMPKIN SEED CANDY

MAKES 30 PIECES

These wrapped candies are perfect treats for celebrating Halloween. Pepitas, or pumpkin seeds, are available hulled or unhulled at health-food stores. Paper candy cups are available at baking supply stores.

- 1 cup hulled pepitas
- 1/4 cup sugar
- 2/3 cup good-quality honey
- 3 tablespoons cold unsalted butter, plus 2 tablespoons melted for brushing

1. Heat a large skillet over medium-high heat. Add pepitas; toast, stirring constantly until seeds pop and become slightly golden, about 3 minutes. Transfer to a bowl to cool.
2. Place sugar and honey in a small saucepan. Bring to a boil over medium-high heat, stirring to dissolve sugar, about 3 minutes. Add pepitas, and continue cooking until temperature registers 285°

on a candy thermometer, 3 to 4 minutes. Remove from heat, and stir in cold butter.

3. Let the mixture cool to 240°, about 4 minutes. Meanwhile, brush the inside of fifteen 1-inch-diameter black paper cups with melted butter, reserving 1 tablespoon. Spoon a scant tablespoon of the honey mixture into each cup. Brush a clean work surface with the remaining butter, and spoon the remaining honey mixture on it so mixture will continue to cool.
4. When remaining candy is stiff and cool enough to handle, about 6 minutes, cut into 3/4-inch pieces with a greased knife. Put one piece of candy in center of each of fifteen 4-by-4-inch pieces of orange cellophane wrap, gather cellophane at the top, and secure with a twist of a 4 1/2-inch piece of floral wire. Wrap the ends of floral wire around a skewer to form tendrils.

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PUMPKIN CUPCAKES

MAKES 18

Adding a bit of cinnamon, nutmeg, and ginger along with pumpkin puree gives these cupcakes a rich taste. Top with any icing you like. Cream cheese icing would complement them nicely.

2 cups all-purpose flour
1 teaspoon baking soda
1 teaspoon baking powder
1 teaspoon coarse salt
1 teaspoon ground cinnamon
1 teaspoon ground ginger
1/4 teaspoon freshly grated nutmeg
1/4 teaspoon ground allspice
1 cup packed light-brown sugar
1 cup granulated sugar
1 cup (2 sticks) unsalted butter, melted and cooled
4 large eggs, lightly beaten
1 can pumpkin purée (15 ounces)

1. Preheat oven to 350°. Line cupcake pans with paper liners; set aside. In a medium bowl, whisk together flour, baking soda, baking powder, salt, cinnamon, ginger, nutmeg, and allspice; set aside.

2. In a large bowl, whisk together, brown sugar, granulated sugar, butter, and eggs. Add dry ingredients, and whisk until smooth. Whisk in pumpkin purée.

3. Divide batter evenly among liners, filling each about halfway. Bake until tops spring back when touched, and a cake tester inserted in the center comes out clean, 20 to 25 minutes, rotating pans once if needed. Transfer to a wire rack; let cool completely.

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SCARY GAMES AND PRANKS

In 1883, around the time Halloween was starting to pick up steam in America, one Nebraska newspaper called it “the worldwide holiday of the vicious small boy.” Evidently, juvenile vandals had never come out in such force or operated with so much abandonment or glee. Pranks such as smearing doorknobs with tar and removing front gates from fenced yards were all in a day’s destruction for would-be Halloween hooligans. For the more ambitious, there was the late nineteenth-century fad of knocking over the outhouse while someone was in it, or dismantling some hapless farmer’s wagon and reassembling it on the roof of the local school.

These days it’s a little trickier to take apart and reassemble the neighbor’s wagon, given that it’s probably an SUV. But you can find new delight on Halloween by dusting off some party games and pranks from a time when entertainment was planned for, and indulged in, the company of others.

OLD FASHIONED GAMES AND PRANKS

Ghost Story Pranks

No crowd is better primed for a good prank than one listening to a ghost story in the dark. One perfect stunt for storytelling requires hiding a compatriot outside the house; as soon as the tale reaches a crucial, scary section, he starts to rub a well-rosined bow on a violin string that has been affixed to a windowpane. An eerie, weirdly pitched wail fills the room, but its source is inexplicable. For maximum chills, consider adding this trick to the same story session: Candles are placed around the room. As the story nears its climax, they mysteriously go out, one by one, until the room is dark. To achieve the effect, simply cut the candles in two, remove a small piece of the wick from the middle, then join the pieces back together by heating the cut ends. When a candle burns down to the missing section of wick, it gutters and dies.

Scared yet? No? Then it’s time to turn to the ickiest and coolest of all Halloween storytelling pranks: making your friends feel around in a dead man’s “guts.” Fill a darkened room with blindfolded guests, then take off on Charles F. Smith’s circa-1930s “A Hallowe’en Post Mortem,” which he wrote for the Boy Scouts: “The truth it is, and not a myth/That once there lived a man named Smith,/ And it became his mournful lot/To murdered be quite near this spot./ We now will pass out his remains,/You first will handle poor Smith’s brains....” At this point, “moist sponges are passed from guest to guest.” The verse continues, disassembling poor Smith bit by bit—his hair (corn silk), his windpipe (a length of uncut boiled macaroni), his hand (a glove stuffed with wet sand)—until little of him is left to distribute. Never let it be said that Boy Scouts lack a sense of the bizarre.

DO YOU KNOW?

The Halloween custom of bobbing for apples began as a Celtic matchmaking game. The first person to bite into an apple was deemed the next to marry.

OLD FASHIONED GAMES AND PRANKS (continued)

Harvest Games

When the lights are back on and the ghosts at bay, it's a good time to jump into some less-scary Halloween games. Because the holiday grew out of Celtic harvest festivals, many old-fashioned games involve the fruit of the harvest, mainly apples and nuts. In the lively "apples and flour," a stick about three feet long is secured with rope around the middle and suspended from the ceiling. An apple is tied to one end of the stick and a small cloth bag of flour to the other. The stick is set whirling, and each guest attempts to bite the apple end of the stick. Many guests will be powdered white with flour before the first person bites the apple and wins the prize.

Long ago, October 31 was said to be a time when supernatural forces opened a window to the future. The classic game of bobbing for apples in a tub of water began as a way to predict a player's fortune. In one version of the game, anyone who got an apple would marry. In another, a dime was put in one apple, a ring in a second, and a button in a third, predicting fortune, marriage, and "single blessedness," respectively. Yet another marriage-centric tradition spun off from there: The player who nabbed an apple pared it, trying to keep the peel intact, then tossed the peel over his or her left shoulder: Its shape on the floor would form the first initial of the player's future life-mate.

Today's kids may balk at such a quaint ambition as finding out when you're 7 whom you will marry when you're an ancient 25, but even without mention of marriage, the game's bobbing, splashing, and general hilarity provide plenty of entertainment. If you want to play with fortune-telling, you can change the type of prediction. Or you can just give a prize to the winner. Which brings us to the loser: In many old games, the loser had to perform a "forfeit." This could be a riddle posing as a task, such as, "Leave the room with two legs and come back with six" (i.e., carry a chair back with you), or, "Place three chairs in a row, take off your shoes and jump over them" (a mind-boggling feat, of course, until you realize it's your shoes you're supposed to jump over). An especially good adult forfeit is "perform the egotist"—drink to your own health and then make an over-the-top speech about your fine qualities. If the speech is deemed insufficiently egotistical, the other guests can demand an even more ridiculous one.

DO YOU KNOW?

When you see a witch passing in front of the moon, she isn't riding just any broom. A besom, sometimes called a witch's broom, has a tree limb for a broomstick, twigs for bristles, and flexible branches binding the twigs to the handle.

OLD FASHIONED GAMES AND PRANKS (continued)

Games of Disguise

Halloween games of disguise survive in many old sources, and they don't necessarily involve elaborate costumes. In "nosey," the party guests are divided into two groups and sent into adjoining rooms. A curtain or heavy sheet with a small slit in it is hung in the doorway. One of the players sticks his or her nose through the slit, making sure nothing else shows. Then the game leader chants, "The witches have stolen somebody's nose. Who does it belong to, do you suppose?" and everyone on the opposing team attempts to guess the owner of the nose. If correct, the guessing team scores a point and the opposing team must present another nose for their regard. If the guess is wrong, then the guessing team must now start offering up noses—which, it should be noted, can be very hard to recognize without any accompanying features!

A good game for younger children is "the black cat and her kittens." One child is chosen as the black cat and is escorted from the room. The rest of the children then take their places around the table, laying their heads on their arms so that they cannot see anything. The game leader then touches several children on their heads, tapping them as the black cat's kittens. When the black cat is brought back into the room, the kittens meow for their mother, and the mother attempts to locate them by their meows. The first kitten to be found takes the mother cat's place for the next round, but the rest must keep up their meowing until every last kitten is found.

Using classic games and pranks, you can give Halloween back a little more of the fun-loving and ever-so-faintly-malicious spirit it once had. Of course, you don't want to go too far, as did the woman who chose Halloween to give a bank teller a note reading, "Trick or treat. Give me \$2,000 or see what kind of treat you'll get." And even moving outhouses can have its risks: In Iowa, the owner of one targeted outhouse tricked some "vicious small boys" at their own game by moving the outhouse before they did. As the boys sneaked up in the dark to play their prank, there was an abrupt whoop and a splash, and, almost as if he were a ghost, one of their number disappeared

DO YOU KNOW?

For Halloween, American candy manufacturers produce approximately twenty million pounds of candy corn each year. That's 8.3 billion kernels.

MAKING SCARY SOUNDS

Sometimes, Halloween just happens to land on a beautiful day. Curses! Don't let a little sunshine spoil your fun; you can brew your own storm at home and make it as thunderous as you like. In the chart below are a few examples of how ordinary domestic items can be used to transform your house into one teeming with poltergeists. Once you've mastered a few sound effects, you can use them to create a soundtrack for scary storytelling (enlist the help of a partner who can work behind the scenes) or tape-record your repertoire and plan on turning up the volume when trick-or-treaters come knocking. Supplement with the Bach Fugue in D Minor and your best werewolf howl, and you may even scare up some real ghosts.

Scary Sound	Technique
<i>FIRE</i>	Crinkle a piece of cellophane or waxed paper to mimic a crackling flame. For large fires, use several sheets—and several pairs of hands.
<i>WIND</i>	Fold a sheet of waxed paper over a comb. Hum, or blow softly with your lips against the paper-covered teeth for a howling wind.
<i>GURGLING BOG</i>	Use a drinking straw to blow bubbles at the surface of a glass of water. Vary the rhythm of the bubbles to bring the slimy bog eerily to life.
<i>RAIN</i>	Pour dry, uncooked rice into a metal tray or baking pan. Vary the speed for realistic-sounding rain, and accompany with thunder.
<i>THUNDER</i>	Grasp one side of a sheet of poster board; shake hard to make a thunderclap, and then taper off for distant, echoing rumbles.

HALLOWEEN GLOSSARY

	MONSTER	APPEARANCE	ORIGINS & HAUNTS	VOCATION	NOTABLE DETAILS
BANSHEE		Rarely seen, ominous female aural manifestation; gray-skinned and gaunt, with straggly black hair and vacant eyes made red from weeping.	Ireland and Great Britain.	Wails mournfully to portend a death in the family of anyone who hears her. Her cry is audible above the most thunderous gale; no one can sleep through it.	There is no protection from a banshee. Some families of pure Celtic and Gaelic descent claim that personal banshees call on their lineage.
BOGEYMAN		An amorphous, dark, and dusty creature, difficult to see.	A figure from British folklore. Prefers forsaken places: Indoors, inhabits cellars, attics, and the dark under beds and stairs; outside, likes caves and tree hollows.	Creates minor mischief, chiefly by hovering behind your back and staring until you shiver. Clumsy, he's responsible for much of what goes bump in the night.	Thinks it's funny to pull off bedclothes on a cold night. Recoils from bright light.
DEVIL		Aboveground, handsome, with mustache and beard, widow's peak, sharply pointed ears. In Hell, has a red body, with cloven hoofs, horns, and tail.	Rebellious angel cast out of Heaven. Also known as Satan. The ubiquitous personification of evil.	Feeds his insatiable hunger for souls. Delights in the suffering of the fallen; takes particular pleasure in corrupting the wholly innocent.	Hypnotically articulate. Carries a case of documents pertaining to the transfer of souls. Holy water drives him away, but faith in God is the only long-term defense.
FRANKENSTEIN'S MONSTER		Tall (eight feet), bolted and sewn together, with flat skull, watery eyes, tired-yellow skin. A fearsome galumpher in a boxy suit and huge shoes.	In the Mary Shelley novel, he's built by Victor Frankenstein with body parts cadged from morgues and cemeteries; galvanized into life with electricity.	Tries to make friends but becomes murderously enraged when his appearance induces terror and screams in others.	Calmed by kindness and beautiful music. His bride, of like origins, was given frizzy hair streaked with lightning bolts by Hollywood.
GHOST		Popularly depicted as a transparent human form but can be visible or invisible.	A restless spirit of the dead; doomed, as a result of tragedy or great misfortune in life, to remain forever at the scene of his or her lost happiness.	Wails, knocks, levitates victims, produces foul odors, floats knives and furniture—all in search of retribution. Most terrorizing are those betrayed in life.	Generally, a ghost is more to be pitied than feared, though its acting out is hard to ignore. Exorcism is its only hope for eternal rest.
GHOUL		A vaporous, skeletal, humanoid shape with empty eyes and sharp fangs. Invisible when still; moves in silence, leaves no footprints or other trace.	Unguarded churchyards and cemeteries.	Robs graves, feasts on fresh corpses.	Extremely strong from toppling gravestones. To avoid rousing ghoulish interest, humans should conduct quick, quiet interments, without rich display.
GOBLIN		A tiny, sooty, malicious creature of human form, with pointed shoes and bloodcurdling smile.	Originated in France; found across Europe in houses, rock clefts, tree hollows, and coal mines—where it is benign, if noisy, as long as it's fed.	Makes itself a nuisance. Always travels in a gang. Puts nightmares into sleepers' ears. Also torments humans by spoiling our luck, blowing out candles, changing signposts.	Benevolent woodland spirits, like pixies and gnomes, hate to be confused with ill-tempered goblins and may retaliate by inflicting curses and bad dreams.

HALLOWEEN GLOSSARY

	MONSTER	APPEARANCE	ORIGINS & HAUNTS	VOCATION	NOTABLE DETAILS
GRIM REAPER		Skeleton with scythe and hourglass, often astride a black horse or accompanied by a black crow. Sometimes wears a crown or hooded cloak.	A personification of death, first depicted in medieval art.	Acts either as an unwelcome reminder of death's dominion over all or as death's messenger, come to collect a soul.	Often accompanied by smaller skeletal helpers.
HEADLESS HORSEMAN		A decapitated figure racing astride a ghostly steed. Always seen at night. Crosses the bridge to the churchyard where he was buried, then disappears in a clap of thunder.	Said to be the ghost of a Hessian cavalryman of the Revolutionary War who lost his head to a British cannonball. Immortalized by Washington Irving in "The Legend of Sleepy Hollow."	The horseman has only one mission: to be reunited with his head. He pursues fellow night travelers in case they might be carrying it.	Ichabod Crane's terrifying encounter with him in Irving's story was a prank; a rival in love dressed up as the horseman and hurled his "head" (a pumpkin) at Crane.
HOBGOBLIN		An ugly, ragged, and unruly sprite. Size varies, as does temperament.	A European house-dweller; prefers houses where children live.	Makes nighttime mischief: moves furniture, pulls off blankets, rattles windows and doors. Punishes children who don't mind their mothers.	Children can placate it with cookies and milk. It is fastidious: If flour is scattered on the kitchen floor at night, it will soon tire of cleaning up and move on.
TROLL		Three feet tall, with a nose like a cucumber, a tail, and scaly green skin.	Of Scandinavian origin, a troll comes out during the long "light nights" of summer, when the sun rests a little below the horizon. (If exposed to sunlight, it turns to stone.) Some trolls live under bridges.	Kidnaps sleeping children. Steals money and jewels; disturbs domestic animals, which always sense its presence. May snap the neck of a human it encounters.	To hide children, close doors and windows and draw curtains. Noise scares trolls, recalling the period when Thor, god of thunder, often hurled his hammer at them.
VAMPIRE		Hairy palms are a dead giveaway, as are its extra-pointy canine teeth and lack of reflection in a mirror. Can assume the form of a bat or other nocturnal creature.	The victim of another vampire, as per European legend. Most famous is novelist Bram Stoker's Count Dracula of Transylvania.	Drinks human blood, right from the container. Sleeps in coffin by day, hunts by night. Cannot cross a threshold without an invitation, so beware his considerable charms.	To destroy: Drive wooden stake through his heart, keep him from coffin until after sunrise, or move him to a new grave, preferably at a crossroads.
WEREWOLF		A hideous, possessed, hairy man; looks like a rabid wolf on two legs.	Originally found only in Central Europe, now sighted around the world.	Hunts to satisfy a taste for human flesh.	Dreads transformation from man to monster, endured with great anguish and a blood-chilling howl at each full moon. Vulnerable only to weapons made of silver.
WICKED WITCH		Long black dress, rat's nest of graying hair, warts, pointy chin, tall conical hat. She is also a shape-shifter and can fly, with or without broomstick.	Sorceress said to have gained supernatural powers in a pact with the Devil. Resides in castles, popularly on mountaintops, and in desolate houses deep in the forest.	Casts spells using newts' eyes, hangman's rope, grave soil, and other creepy ingredients. Finds children appetizing; they should be warned to stay away from cottages ornamented with candy.	Recruits students with promises of physical beauty. To destroy: Burn on a fire of seasoned oak; scatter ashes to the four winds.
ZOMBIE		Blank-eyed, strong, silent, and tireless. Moves mechanically.	Automaton enslaved to whoever summoned it from the dead, in a voodoo "give man" ceremony. Found in Haiti and pockets of the American South.	A zombie toils perpetually, never sleeping; doesn't mind nighttime work, such as baking bread. Also used as thief in the marketplace.	Has no memory of former life or death unless given salt, which will cause zombie to return to grave; this breaks the spell, and then rest is eternal.