

GH~~OST~~BUSTERS FANS

An Adventure for use with the

GH~~OST~~BUSTERS™ *International*

R O L E P L A Y I N G G A M E

ApoKERMIS Now!



GH~~OST~~BUSTERS FANS

GH**OST**BUSTERS™ International

A N A D V E N T U R E

ApoKERMIS Now!

by Bill Slavicek with Paul Balsamo

Von Horton put the book down and shook his head in despair. Fear made him tremble. If he was not wrong, if he had translated the ancient tome correctly, then the Dread Kermis would soon plunge the world into a nightmarish mire of total destruction. And Von Horton knew that he was seldom wrong.

He boxed and wrapped the old text in plain brown paper, carefully, lovingly. Then, with a shaky hand, he penciled in an address. Donning his hat and overcoat, he stole a quick glance around his cluttered study. Nothing threatened, visibly. Nevertheless, it took an effort of will to shake the feeling of impending doom as he opened the street door to his apartment and walked out into the night.

As Von Horton made the long, dark trek to the corner mailbox, he could feel night-eyes watching him. Somewhere in the shadows, **THEY** waited, eagerly licking their pointed teeth. "Not tonight, you horrors," he whispered softly, defiantly. "Not this century!" he said through clenched teeth. When he reached the blue-painted box at the corner of his street, he deliberately shoved his precious parcel into the wide slot at the top. The loud clunk that followed as the package hit the metal bottom of the mailbox was a hollow, lonely sound that slowly and ominously faded under the cloud-filled sky. Shuddering with fear of the unknown, he turned and headed back down the street, toward the hoped-for

safety of his apartment.

He made it to his front porch without incident, chuckling to himself about what a silly he was. Maybe, he fervently hoped and prayed, just this once, he had gotten a translation wrong. He pushed his front door open and stopped in mid-stride when a foul smell drifted past him. In apparent slow motion, his keys slipped from his suddenly fear-numbed fingers and dropped to the hardwood floor, oddly making not a sound as they hit and bounced.

"Kermis! Kermis! KERMIS!" shouted laughing, otherworldly voices. Then, **THEY** were upon him.

He never even had a chance to offer his night visitors a cold drink...



Development: C. J. Tramontana • Editing: Jonatha Ariadne Caspian
Editorial Direction: Bill Slavicek • Art Direction: Stephen Crane
Graphic Design: Bernadette G. Cahill • Graphics: Jacqueline M. Evans
Cover Art: Paul Jaquays • Interior Art: Valerie Valusek • Production: Steve Porpora

30032

GH**OST**BUSTERS™ FANS © 1989 Columbia Pictures Industries, Inc. All Rights Reserved.

**WEST
END
GAMES**
RD 3, Box 2345
Honesdale, PA 18431

Introduction

This book is an adventure for the *Ghostbusters International* roleplaying game. It requires two or more Ghostbusters and a Ghostmaster. Players can use the reckless good guys from the two hit movies as their stars, or they can follow instructions in the rulebook to create their own Ghostbusters.

You must have a copy of the *Ghostbusters International* roleplaying game to play this adventure. It also helps if you read it and learn the rules.

If you're going to play this adventure as a Ghostbuster, stop reading now. The rest of this book is for Ghostmasters only, so don't read any further. That's it. No finger-wagging. No grand warning, promising untold doom, or even told doom. After all, we are adults here, aren't we?

Ghostmasters should read the entire adventure thoroughly. This introduction, for instance, provides a bunch of insightful background notes before the adventure even gets underway.

How to Use This Adventure

In *ApoKERMIS Now!* you'll find 40 pages packed with more neat stuff than you can shake a protection grid at. The center eight pages have props and handouts intended to bring the action of this adventure to life; the rest of the booklet contains the text of the adventure itself.

The Pullout Section

You can remove the center pullout with hardly any fuss at all. Just bend back the staples, remove the eight-page section, and press the staples back into their original position. Simple, right? Or you can use your proton pack to remove the pullout and reduce the whole shebang to sludge. That's progress.

Now take a look at the goodies we've provided. You should see:

- The new *Ghostbusters International News*
- A floor plan of the Lonibabia exhibit
- A map of Lo-Cal College
- A map of Cindy's block
- An illustration and deck plan of Loone's airship
- The Sky Sled Brochure from GBI
- A drawing of the box with the plain brown wrapper

- An invitation to the Lonibabia exhibit at the museum
- Party Bits to use over and over

The adventure tells you how and when to use these props. We suggest you make photocopies of the material so you don't have to cut up your book. But if you don't have access to a photocopy machine, snip away.

How the Adventure is Organized

This adventure is divided into six *reels*. Each reel—a short, compact section loaded with action, adventure, and other neat things—opens with a summary of the section and follows with descriptions of the action and the locations where the scenes are set. But before you get to the reels, you should peruse this "Introduction" section, the "Supporting Cast" section, and the "Party Bits" section. They give you suggestions for play and fun situations, and extras with which to confront your stars during the course of the adventure.

Throughout the book you'll also find **boldface paragraphs**. These are *read alouds*, designed for scene-setting and providing mood and atmosphere for your players. Just one of our many services!

Ghostmaster Notes

Once upon a time there lived a minor functionary named Lilith, who entertained important officials and dignitaries visiting the court of King Nebberagaan in the ancient land of Lonibabia. She excelled at her job and, as the nation became more decadent and even more depraved, her power, prestige and influence grew. She moved up the ziggurat of success until she became the High Priestess of Party for all of Lonibabia. Soon, everyone for miles around knew of Lilith's Grand Kermises, and important political and social figures avidly fought to be placed on the guest list for her kermises.

A kermis, you see, is basically a party or a festival, and Lilith knew how to throw one mean party! However, not all of Lonibabia's citizens agreed with or delighted in the party-intensive state of their country. Some people didn't appreciate Lilith's policy of all-night, all-day, all-through-the-year parties. When these outspoken opponents began to speak out against Lilith, actions and tempers erupted with volatile results.

The opponents of the High Priestess ridiculed Lilith publicly, degrading her "feeble" attempts to throw Really Big Kermises. "Those minuscule, maundering, minimally merry meetings Lilith throws aren't Kermises," exclaimed the malcontents. "Those are get-togethers, chance encounters, wakes! When will Lonibabia experience the Ultimate Kermis?"

Worse yet, after years of wild debauchery even Lilith's most steadfast patrons achieved a jaded boredom toward endless overindulgence. They took up the malcontents' cry, and soon all of the people of Lonibabia and its neighboring lands clamored for the Ultimate Kermis.

All of this clamoring made King Nebberagaan nervous. A king doesn't like to see his loyal subjects in an uproar. Such discontent leads to such nasty things as *coups d'etat*, revolutions, and royal beheadings. And the king certainly didn't want to lose his head over this matter. So, he added his voice to the already vocal crowd, demanding that Lilith come through with the Terminal Kermis.

The beautiful Lilith, sequestered in her order's Temple of Tantalus, was livid with rage at her detractors. Her kermises, she knew, were the most decadent, depraved, and divinely destructive kermises in the known world. No one on earth could throw a better, louder, more exciting party than Lilith. If those unappreciative wet blankets wanted the Ultimate Kermis, then that's what she'd give them. Since she needed a big-time caterer for this ultimately important affair, Lilith went to the Dark Temple and Fast Food Emporium for assistance. That was a Big Mistake on her part.

Lilith borrowed *The Big Book of Dark Ceremonies and Party Games* from the priests of the Dark Temple and used one of its more arcane passages to open a portal through which she could commune with the Elder Gods of Fast Times. These cosmic entities readily agreed to help her throw the Ultimate Kermis. Perhaps they agreed too readily. With the help of Lilith and *TBBODCAPG*, they entered our dimension to cater the Kermis to End All Kermises, and they gave the world a taste of the ApoKERMIS (sort of like the Apocalypse, only more fun).

When the party ended and the last amphora of barley beer thumped to the ground, hollowly empty, the Elder Gods went home to sleep off their cosmic hangovers. In their dissolute wake, the gods left a totally trashed ancient nation. And so, Lonibabia, discarded by the surviving ancient nations, sank into the muck and mire of history, forgotten by all...

...Well, almost by all. Lilith remembered. Now, as a ghost confined to haunt the pages of *The Big Book of Dark Ceremonies and Party Games* (one of the Elder Gods of Fast Times came up with that particular party prank), Lilith waits and schemes. Even death has not deterred her ambitions. She has devised a plan to throw the Really Biggest Party for thousands of ghostly guests. During the party, without their knowledge, Lilith will suck the *Ectopre-*

sence from her guests, providing her with the power to achieve the status of Big Time Demon and to lay waste to the world. Then, her revenge on her detractors will be complete, her party never-ending, and the Earth utterly dead!

Recent Events

The Big Book of Dark Ceremonies and Party Games (which, from now on, we're going to refer to as *The Big Book* because that's easier to type) was recently discovered in the library of Lo-Cal College, practically entombed (or is that entombed?) in the mildewing stacks of the reference section. The brothers of Tappa Kegga Beer fraternity, guided by the manifestation of the machiavellian machinations (whew!) of Lilith, found the book and thought it would be neat to apply some of the practices described therein to their own pre-finals bash. They were abruptly possessed by the ghosts of Lonibabia's masses, also confined to *The Big Book* by those fun-loving Elder Gods. Now the brothers roam the city looking for kermises to crash.

Next the tome, again with Lilith's aid, worked its way to the desk of Professor Wolfgang Von Horton. He decided to study the strange and ancient writing in the book. While the dark ceremonies and party games described in the book disturbed him, it was the newer writing on the final pages that caused his heart to flutter. This writing mentioned a prophecy concerning someone named Lilith. It said that she would soon be free to promote decadence, depravity, and social decay. Hers would be the power to draw down the final curtain on the world's performance.

As Von Horton watched, more writing appeared on the yellowed, vellum end pages of the book. "Free me!" the writing demanded. He knew he had to prevent Lilith being loosed on the unsuspecting world! But evil forces were closing in. Strange shapes followed him, whispering from the shadows in unknown tongues. Thinking quickly, the professor hurriedly mailed the book off to those bastions of goodness, those champions of the free world, those enterprising defenders of life worth living—the Ghostbusters with the Lo-Cal City franchise!

The Lo-Cal Ghostbusters? Well, it seemed like the thing to do at the time....

Special Note on the Word *Kermis*

Don't let your players know right away what the word *kermis* means. That kind of unauthorized knowledge could ruin the surprises in the adventure. If they do figure out the definition of *kermis*, give them extra Brownie Points at the end of the adventure for piecing the clues together and for paying attention in English class. Who says education doesn't pay (aside from almost any underpaid teacher)?

The Supporting Cast

Here are the backgrounds and game statistics for the supporting cast in this adventure. These extras, controlled by the gamemaster, impart clues, serve as antagonists, and generally make life interesting and exciting for the Ghostbusters. Less important extras are described throughout the adventure.

Helga Gross

Wilderness Kids troop leader

Helga Gross, a Wilderness Kids Troop Leader for over 40 years, has attempted to shape hundreds of young boys and girls into responsible men and women. Once you meet her, you'll know why there are so few responsible men and women in the world today. But she means well.

Brains	2	Wilderness Skills	5
Muscles	1	Carry Wilderness Gear	4
Moves	2	Set Up Camp	5
Cool	2	Not Worry About Not Keeping Kids In Line	5

Goal: Do Her Duty to Troop and Country

Tags: Rotund old maid with a grandmotherly smile; totally senile, often forgets to whom she's talking, what she is talking about, and why she has all these little, blue-clad tykes following her around

Dr. Harlan Herbert Loone

mad scientist

Harlan Herbert Loone worked as an eccentric scientist for a long time. A few years ago, his ambitions escalated and he went into the mad scientist business. Now he wants to be a Ghostbuster. But he's too crazy for even the main office of GBI to handle. His last escape involved a new Ghostbusters franchise, a haunted house, and Loone's latest invention, the Ghost Sponge (see the adventure "House Pests" in *Ghostbusters International*).

Now Loone is back. He's stolen a proton pack, complete with unlicensed nuclear accelerator, and has uncovered some of Ghostbusters International's most prized technological secrets. He plans to use, anonymously, a new invention based on this newly acquired technology to allow ghosts to move freely from the ectosphere into our world. Then he will show up and, not so

anonymously, save the planet. If that heroic action doesn't get the Ghostbusters to hire him, nothing will!

Brains	5	Invent Mad Scientist Thingies	8
Muscles	2	Bump Mad Scientist Thingies So They Explode	5
Moves	2	Run Away When Mad Scientist Thingies Explode	5
Cool	2	Keep Calm When Mad Scientist Thingies Explode	5

Goal: Be Ghostbuster/ Ride In ECTO-1A

Tags: Giggles menacingly, wrings his hands a lot, examines people as if he were planning on using them in his next experiment; tries to emulate his hero, Peter Venkman, which makes Loone act like Boris Karloff doing a bad imitation of Bill Murray doing a bad imitation of Peter Venkman

Cindy Marie Worthwhile

innocent love interest and temporary secretary

Cindy Marie Worthwhile is young, beautiful, and extremely prim and proper. She went to a socially elite boarding school and became a cultured young woman. But her hobbies tend toward supernatural avenues of expression. An avid fan of the Ghostbusters, she reads every available journal and supermarket tabloid to find out about the Ghostbusters' latest exploits. She has even gone so far as to subscribe to *Lurid Tales of DOOM!*, a newspaper dedicated to the weirder things in life.

When Cindy saw the want ad in the classified section of the *Lo-Cal Times* for a temporary secretary to work at the Ghostbusters franchise in Lo-Cal City, she rushed out to Secretaries 'R' Us to apply for the job. With her polished appearance and her social and educational background, the employment agency wasted no time in assigning her to fill the position. Now she can discuss Spengler's theories on black cats and his theories concerning past life experiences with people who care about such things.



Brains	3	Remember Incidents from Past Lives	6
Muscles	1	Reject Improper Advances	4
Moves	3	Prim, Proper, and Sexy Walk	6
Cool	3	Remain Prim and Proper During Adversity	6

Goal: Remain Prim and Proper Until Marriage, Maybe Even Afterwards

Tags: Prim, proper and prudish, yet alarmingly cute; speaks in a breathy voice combined with a proper boarding school accent, says things like "Hi, I'm Cindy," and a big-eyed "Golly gee, you're Ghostbusters!"

Wilderness Kids

precocious tykes in blue uniforms

Wilderness Kids are young boys and girls who wear blue and orange uniforms and do activities such as hiking, camping, and helping little old ladies cross the street (about half way). Wilderness Kids also like to gamble, scream, jump, break things, and generally get into as much mischief as possible. Then they do it all over again, just for fun.

Brains	2	Think Up Precocious Activities	5
Muscles	2	Frantic Hyperactivity	5
Moves	4	Be Everywhere at Once	7
Cool	3	Look Innocent Despite Contrary Evidence	6

Goal: Be So Precocious it Annoys Grown-ups

Tags: Loud, rambunctious, precocious, and just your average not-so-well-behaved little boys and girls

Lonibabian Masses

kermis-loving ghosts

The Lonibabian Masses that called for Lilith to throw the Ultimate Kermis died with the destruction of their ancient nation. Like Lilith, their spirits remained bound to the Earth, trapped in *The Big Book of Dark Ceremonies and Party Games*. They were unintentionally freed by the members of a

college fraternity, and now they seek hosts to possess for the purpose of crashing parties. When Lilith calls for their help, they will serve her in exchange for invitations to the Kermis that Ends the World.

Power	4	Terrorize Possess
Ecto-presence	7	

Weakness: When their *Ectopresence* gets low (i.e. after having been hit with proton beams), they must return to the Wall of Wild Debauchery to restore themselves (see the map of the Lonibabian exhibit).

Goal: Find a Kermis

Tags: Love to party, will do whatever it takes to be invited, especially to the Terminal Kermis

Feast

demon of snacks and goodies

Feast is the first of the fearsome Four Revelers of the ApoKERMIS. This demon prepares the way for the Final Kermis by providing all the appetizers: chips, dips, pizza, and other finger foods needed to cater such an affair.

Brains	6	Know Which Chips Go With Which Dip	9
Cool	7	Laugh as the World Goes Down the Tubes	10
Power	10	Create Food Animate Food Cause Stomach-Aches Terrorize Food Fight	
Ecto-presence	17		

Weakness: If the cornucopia is somehow removed from his hands or broken, Feast's *Power* and *Cool* are reduced to zero.

Goal: Herald in the End of the World

Tags: Physical, intelligent; rides a red, demonic frog-steed; wears ill-fitting demonic armor with a grotesque helmet that barely covers the demon's fat, gross visage; carries a demonic cornucopia



Wolfgang Von Horton, PhD*college professor*

Von Horton teaches at Lo-Cal College, specializing in ancient cultures. He knows dozens of dead languages, more history than anyone has a right to know, and how to make a really great cheese dip. When the old tome entitled *The Big Book of Dark Ceremonies and Party Games* mysteriously showed up on his desk, Von Horton was elated to get the chance to work on the ancient artifact. But when he began translating the writing in the book, and dark shadows started following him, he knew something was wrong. When messages to him appeared in the book, he knew that he was out of his metaphysical league. Now he's mailed the problem to the Ghostbusters. They'll have to convince Von Horton he's wrong for him to get willingly involved again.

Brains	4	Translate Old Texts	7
Muscles	1	Carry Old Texts	4
Moves	2	Hide	5
Cool	3	Explain Old Texts to Bored Students	6

Goal: Live Long Enough to Enjoy His Academic Tenure

Tags: Speaks with a German accent; lectures everyone as though they were his students, going so far as to give homework assignments to anyone who doesn't understand him

Cheers*demon of drunkenness*

Cheers is the second of the fearsome Four Revelers of the ApoKERMIS. This demon comes to earth to usher in the party that ends the world by pouring libations for demoniacally sinful appetites. In other words, Cheers brought the beer!

Brains	7	Make Barley Beer	10
Cool	8	Burping Contests	11
Power	11	Create Drink Animate Drink Cause Headaches Make Drunk Terrorize	
Ecto-presence	17		

Weakness: If the amphora is taken or broken, Cheer's *Power* and *Cool* are reduced to zero.

Goal: Herald in the End of the World

Tags: Physical, intelligent; rides a pale-green, demonic frog-steed; wears nice-fitting demonic armor, head crowned with circlet of barley and hops; carries a demonic amphora that unemptily pours drinks

Merry*demon of jokes and good times*

Merry is the third of the fearsome Four Revelers of the ApoKERMIS. This demon prepares the way for the Final Kermis by providing all the humor, gags, and party games needed to let the world and its people die happily.

Brains	6	Practical Jokes and Gags	9
Cool	7	Tell Jokes	10
Power	10	Joy Buzzer Whoopee Cushion Laugh Track Tickle Slime Ventriloquism	
Ecto-presence	17		

Weakness: If the lamp shade is removed or smashed, Merry's *Power* and *Cool* are reduced to zero.

Goal: Herald in the End of the World

Tags: Physical, intelligent; rides a white, demonic frog-steed, dresses in comical demonic armor, wears a demonic lamp shade

Dancer*demon of song and dance*

Dancer is the fourth of the fearsome Four Revelers of the ApoKERMIS. During the party that ends the world, this demon turns everyone into dancing fools. Dancer will not allow any wallflowers at this last bash!



Brains	6	Remember Words to "Walk Like an Egyptian"	9
Cool	7	Dance Minuet and Tarantella at the Same Time	10
Power	10	Create Music Make Others Dance Charm with Dance Animate	
Ecto- presence	17		

Weakness: If the boom box is removed or destroyed, or if the batteries wear down, Dancer's *Power* and *Cool* are reduced to zero.

Goal: Herald in the End of the World

Tags: Physical, intelligent; female, rides a black, demonic frog-steed, wears form-fitting demonic armor, carries a demonic boom box



Wilderness Kid



Dr. Harlan Herbert Loone



Merry



Cheers

Lilith

ghostly high priestess of party

Lilith has planned for centuries. Now she is ready to throw the party that brings the world to its doom. While already powerful, Lilith plans to gain even more *Power* by siphoning *Ectopresence* out of her ghostly guests—and energy out of the Earth itself.

Brains	7	Lonibabian Occult	10
Cool	5	Social Put-Downs	8
Power	9	Terrorize Possess Dematerialize Object Read Mind Make Illusion	
Ecto- presence	15		

Weakness: Once the portal to the dimension of the Elder Gods of Fast Times is closed, Lilith must resort to her own *Power* and *Ectopresence*.

Goal: Host the Ultimate Kermis—Forever!

Tags: In Cindy's body, vivacious and full of fun; in Party Animal form, snarling, yapping canine

Spell to steal *Ectopresence*: Lilith learned this particular party trick from *The Big Book*—it's most effective when used in the presence of an open dimensional portal. Each round, roll one regular die and the Ghost Die. If the Ghost comes up, Lilith has succeeded in stealing *Ectopresence* from entities in the area (most likely kermis-goers).

The amount of *Ectopresence* she steals is the total on the regular die, and she may add it to either her *Power* or her *Ectopresence* stats, or split it between the two, until she reaches a maximum *Power* 20, *Ectopresence* 20.

Remember what we said about effectiveness and the dimensional portal? When there's a dimensional portal open, Lilith has a direct link with the powers of Elder Times. So then there's no maximum limit on the *Ectopresence* she can absorb! Pretty nasty, huh?

REEL ONE

Return to Sender

Summary

The prelude to the end of the world begins with total chaos as the Ghostbusters awaken from much needed sleep after a long night of merry-making. With the arrival of the morning mail, the mass confusion of a troop of Wilderness Kids running around, and the mystery of a brand new secretary—all on premises at the same time as a very strange package—the situation at Lo-Cal Ghostbusters Headquarters stands ready to bring a dire prophecy to pass.

The strange package is, of course, *The Big Book of Dark Ceremonies and Party Games*. It contains the ghost of Lilith, who eagerly waits for a suitable host whom she can possess. Someone in this reel makes a perfect vessel for the scheming Lilith. It's amazing how just the right elements needed for the prophecy to become fact present themselves at the Ghostbusters' office at just the right time. (Gosh, we game designers are good at what we do.)

Open For Business

Read this aloud to start the adventure:

Some fun-filled weekend just ended at the Lo-Cal Ghostbusters Headquarters. Evidence of a wild party is strewn throughout the upper level of the building—pizza boxes, crushed beer cans, paper streamers, piles of wrinkled clothing, wow!

But now, it's Monday morning. The sun is shining, the birds are singing, a small blue creature carrying a bright-orange flag climbs on your (pick a player) stomach....

The world clears a little. You realize you are in your bed. As your eyes focus, you see the blue creature is actually a little boy. A Wilderness Kid, to be exact. He stands up on your chest and yells in a high-pitched little voice, "I claim this hill in the name of Wilderness Troop 431!" He plants the flag in your stomach, jumps away, and slides down the fire pole¹. A cheer rocks the building as he disappears, a cheer consisting of dozens of tiny, screechy voices shouting, "Jimmy! Jimmy! JIMMY!"

¹This description, of course, assumes that the Lo-Cal Ghostbusters have, like their New York parent corporation, found an old firehouse to house their franchise. If not, change these details to reflect the actual structural circumstances. G'won, you've got our blessing.

Then ask your players:

What's everyone want to do?

The Ghostbusters have none of their usual equipment in their sleeping quarters, and the mess in the other rooms on the second floor makes it almost impossible to find anything useful (Whole Lots of difficulty *Brains* rolls 19-29). They also have to fight off the effects of the weekend. Have the Ghostbusters make Lots of difficulty *Cool* rolls (14-18) to wake up and clear their heads. Anyone not making the roll operates with each of his or her Traits and talents temporarily lowered by two. At the end of this reel, have any affected Ghostbusters restore their Traits and talents to normal.

Who's Downstairs?

The Ghostbusters can listen and try to figure out what's going on downstairs (More difficulty Than You Can Imagine *Brains* rolls 30+), or they can sit and wait, but eventually they should wander to the lower level. When they do, read:

People fill the ground floor of the headquarters! Dozens of Wilderness Kids run and climb everywhere. A portly woman, dressed in a blue uniform similar to those worn by the kids, accompanies the adorable tykes. A prim and proper young woman in a stylish suit stands atop the secretary's desk, calling for order. She carefully avoids stepping on the morning mail piled high beside her on the desk. You also notice the blinking light on the telephone answering machine that indicates a message is waiting.

Let the Ghostbusters decide who or what they want to investigate. If they don't interact with any of these nice extras and supporting cast members, or if they decide to wait until someone approaches them, then it's up to you to pick your favorite encounter and get the action rolling. After that, everything should fall into place quite nicely.

Use the "Organized Confusion" approach outlined below to run this scene, but don't reveal everything to the stars in one fell swoop. Let them get just enough of a taste of their unexpected guests to whet their interest, then bring in the heavy artillery—the postghost! (See "The Postghost Always Boos Twice" following.) After the fateful battle with this otherworldly civil servant, let the Ghostbusters pick up, with relative ease, all the clues available at Headquarters.

How To Handle Organized Confusion

A lot goes on in this reel. We designed it that way on purpose. We wanted to throw the Ghostbusters into the middle of a situation over which they have very little control. They should feel disoriented since they start the adventure rudely awakened by the ruckus downstairs. They should feel overwhelmed by the sheer number of people running around their headquarters. What we want here is mass confusion—but organized mass confusion. Even though we want the Ghostbusters confused and off balance, you, the Ghostmaster, should orchestrate the entire scene. You are in control. How do you create, organize, orchestrate, and control mass confusion? Glad ya asked.

Simply combine all of the encounters into a tapestry of interwoven extras and action. For example, if one Ghostbuster goes over to talk to the prim and proper young woman, have the Wilderness Kids leader interrupt, thereby combining two encounters. Or if another star decides to check the mail, have a bunch of Wilderness Kids jump all over him and ask a thousand questions at once.

Think of this scene as a dance, if you will, as a stately *pavan* that moves faster and faster into a wild *tarantella*, where you move from one partner to another as the music builds and the movement becomes more intense. The climax is, of course, when the postghost appears. Then, the dance becomes even more frenzied. When the music finally stops, the dancers should be dizzy, light-headed, and ready for a brief rest before their next venture onto the dance floor, or into the next reel.

For example:

Ghostbuster: Excuse me, miss. What are you doing on top of that desk?

Cindy Marie: Oh, my goodness! A Ghostbuster! I'm Cindy Marie Worthwhile. The agency sent me over here as your temporary secretary and—

Helga Gross: Excuse me, sir. My troop has been waiting almost half an hour to see you people—

12 Wilderness Kids: (*Talking at once*) Can I play with a proton pack?
I wanna ride in the ectomobile!
Gimme gimme gimme!
Mine mine mine!
Can I see a ghost?
I want it now!

Helga and the Wilderness Kids

The Wilderness Kids have come to Lo-Cal Ghostbusters Headquarters for a tour of the facilities and a lecture entitled "The Unknown and You: Be Prepared." If the Ghostbusters approach Helga, she explains how this was set up with Ghostbusters International weeks ago. Then, her eyes brighten and she smiles, reaching out to pinch the cheek of the nearest star. "My, what a cute little Scout," she says.

Helga frequently goes from the here-and-now to the there-and-then. Her mind isn't what it used to be. It constantly switches channels, as it were. Sometimes she holds a normal conversation, sometimes she talks to someone who isn't there. She remembers kids who were in her troop years ago, and camping trips she led when she was a young woman. Talking to Helga should prove to be a really unenlightening experience for the Ghostbusters.

The kids, on the other hand, are worse than unenlightening. They get into everything. They've even found the equipment lockers. So now a kid with alpine gear scales the protection grid; a bunch of tykes with the beach kit have a beach party on top of the replivehicle; other troopers wear Ecto Visors and play at being Ghostbusters. One overzealous stripling even tries to stuff a sister Wilderness brat into a ghost trap.

Curious about everything, the kids swarm around the stars and ask all kinds of questions. They want to know about ghosts, aliens, monsters, tax shelters, being cool and, they surmise by the debris scattered about the place, the wild party that took place this past weekend. They climb over the stars, tie them up, attack them with beach balls, stick notes on their backs that say "kick me," and attempt to commandeer the replivehicle.

The Prim and Proper Young Woman

The young woman standing on the desk and screaming vainly for order is Cindy Marie Worthwhile, the Ghostbusters' temporary secretary while their regular girl is on vacation. The stars just don't know that, since they were sleeping when she arrived and haven't yet formally met her. Now might not be a good time for introductions. She's trying to get the Wilderness Kids to calm down. The kids, on the other hand, are trying to figure out how to use a proton pack so they can blast her. When she's not yelling and pointing at the kids, Cindy starts up a conversation with any star who approaches her. She introduces herself, gives her credentials, and begins a discussion on occult matters. She wants the Ghostbuster's opinion on the Spengler/Venkman theory of paranormalology and the single coed. She flirts, but in a very proper and innocent way. Cindy also informs the Ghostbusters that their mail has arrived.

See the notes concerning the package in the plain brown wrapper for more information about Cindy. If

she has to leave suddenly, the stars can get her address from the employment agency listed in their telephone index.

The Messages on the Answering Machine

The light on the telephone answering machine is blinking. If a Ghostbuster wants to check it out, have him or her make a *Some difficulty Brains* roll (4-8). Success lets him or her hear the messages.

Message One: * Beep * "Testing, testing. This is Wilderness Kid Julie Fromke. Who's this?" * Beep *

Message Two: * Beep * Hi! I'm Wilderness Kid Joey Cone! Is this recording me? In your eye with a french fry! Heh heh heh! *Pliff!* * Beep *

Message Three: * Beep * Hello? Hi? Are you there? This is Louis Tully, of Ghostbusters International. Have you guys received the issue of the new "Ghostbusters International News"? It should be in today's mail. Give me a call when you've looked it over. I guess that's my message. So long, now. Oh, my, where's the beep? These messages always last too long and I never know what to—" * Beep *

The Morning Mail

The mail has a few interesting items in it. They are:

Junk Mail: Bills, more bills, advertisements for various occult magazines, and the latest issue of *Lurid Tales of DOOM!* None of these items are important to this adventure.

Ghostbusters International News: This newsletter is in the pullout section. If the Ghostbusters want to examine it, hand the copy to them. The important information in this bulletin is the notice about Dr. Harlan Herbert Loone and his airship.

The Invitation: This invitation to the new exhibit at the Lo-Cal Museum of Art is in the pullout section. If the stars want to examine it, hand the copy to them. It announces the opening of the Lonibabian exhibit at the museum and invites the Ghostbusters to this evening's cocktail party that opens the archaeological display.

The Thing in the Plain Brown Wrapper: If the stars examine the morning mail, they'll notice this package sitting on top of the pile. Hand them the illustration from the pullout. It depicts a box wrapped in plain brown paper and sitting intriguingly on the desk. Curiosity killed the cat, but since they are not cats, the Ghostbusters will probably open the package anyway.

Other than the clues in the illustration, Ghostbusters making A Good Amount of difficulty *Brains* rolls (9-13) notice that the package has been opened and resealed with a different type of tape. Inside the box, they find lots of crumpled, old newspaper—but

nothing else! There's no note either. The empty box does, however, veritably reek of PKE.

For your information, both the book and Von Horton's note have been taken by Cindy. Earlier this morning, she opened the package and appropriated the items inside, hiding them in her purse. She was compelled by Lilith to do this, and doesn't even remember that she did it. If the Ghostbusters begin to suspect that she might have the contents of the box, let her slip away during the confusion. They can always catch up with her later.

The Package

post marked friday

Power	1	Get Lost in the Mail Resist Letter Opener
-------	---	--

Ecto- presence	2
-------------------	---

Goal: Get Delivered to Ghostbusters Headquarters

Tags: Physical, mindless; sits intriguingly, begging to be opened

The Postghost Always Boos Twice

As the Ghostbusters get caught up in the organized confusion, in comes the postghost! The postghost has been drawn to the apocalypse's catalyst by the party pooper ghosts in an attempt to stop Lilith. The postghost wants the book and refuses to take "no" for an answer. Read:

A different sound cuts through the crazy din. The doorbell rings, and it seems someone continues to lean on the button, very insistently.

The star who answers makes a Whole Lots of difficulty *Moves* roll (19-29). Even if the the star fails, he or she reaches the door (although the not uneventful journey through the crowd of jumping, tripping tykes doesn't look very cool). If the stars ignore the ringing bell, one of the helpful Wilderness Kids throws open the door. Either way, read:

A tall figure in a postman's uniform glides in the open doorway. With its head down, the bill of its cap covers its features with shadow. You notice that the uniform worn by the figure isn't in good condition. The material is frayed and spotted, and much of the color has faded.

The figure lifts its head, and you see that its features are rather thin—skeletal to be exact. The sack slung over its shoulder wriggles nastily and something peeks through the flap on the sack—something with red eyes. Evil giggles erupt from the sack, and the postghost sings, "Return to sender! Address unknown!"

The postghost just wants the package. If the stars hand it over, the postghost leaves without a fuss (but the Ghostbusters don't get any of the clues found on



the box). The postghost doesn't know that the contents of the package have already been snatched by Cindy Marie Worthwhile. When the ghost enters the room, Cindy screams in fear, clutches her purse, and flees in terror. It's an act on her part, one she is compelled to perform by Lilith, of course, but the Ghostbusters don't know that.

Postghost

dead letter carrier

Power	3	Slow Terrorize Throw Dead Letters
-------	---	---

Ecto- presence	5
-------------------	---

Goal: Get the Package in the Plain Brown Wrapper

Tags: Ectoplasmic, mindless; sings old songs about mail, says, "No such zone!"

Dead Letters

nasty little ghosts

Power	2	Bite Slash Explode
-------	---	--------------------------

Ecto- presence	1
-------------------	---

Goal: Get a Complete Address So They Can Be Delivered

Tags: Ectoplasmic, mindless; frustrated; climb on people and explode messily

The postghost has a few interesting powers like the ability to *slow* a person, just like the Post Office *slows* the mail. *Slowed* people have their *Moves* score lowered by half for the remainder of the reel. The postghost also has a sack full of dead letters—nasty little ghosts who have tiny claws and teeth (Bonus to-hit on teeth and claws +1 die). They aren't very powerful, just annoying. Unless, of course, they *explode* (Range max 1 hex, Damage +2 dice).

Reel Wrap-up

When the fight with the postghost and the dead letters ends, the stars can finish inspecting their headquarters. The Ghostbusters have probably either let the postghost have the package, or they blasted the uniformed apparition into submission and plunked it into a ghost trap. Now they can examine all of the clues we've left for them at a leisurely pace. But while they're doing that, we have one more clue to throw at them. Read:

You've dealt with the ghosts. Now you have a bunch of mail to sort and your temporary secretary has fled in fear. To make matters worse, the Wilderness Kids still clamber around, more awed than ever. One of the kids switches on the TV while you sift through the mail.

"...and city officials still have no clue as to who owns or is operating the odd-looking dirigible that currently soars high above the city. Back to you, Roger..."

Depending on which of the clues your Ghostbusters want to examine first, go on to Reel Two (the dirigible), Reel Three (the college), Reel Four (the museum), or Reel Five (Cindy's house).

What's Up With Cindy?

Cindy Marie Worthwhile has done some strange things during this reel. She stole the contents of the package in the plain brown wrapper and resealed the box. She stuffed the contents—an old book and a note from Professor Von Horton—into her purse. Then, she pretended to be frightened by the postghost and ran out the back door.

We bet you want to know why. Okay, we'll tell you. Cindy has been possessed by Lilith, the ghostly High Priestess of Party. Lilith compelled Cindy to open the box. As soon as impressionable young Cindy touched the book within, Lilith was freed (Von Horton's mental discipline allowed him to resist Lilith's attempts to possess him). The ghost entered the young woman and caused all of her subsequent strange actions.

But Lilith isn't powerful enough yet to fully control Cindy. For now, she can only make suggestions and hope the prim, proper, and highly suggestible young woman follows them. Soon Lilith will have full control of her host body.

Sends shivers up and down your spine, doesn't it?

REEL TWO

Loone Over Manhattan

Summary

In the new issue of the *Ghostbusters International News*, the Lo-Cal Ghostbusters can read about the recent exploits of Harlan Herbert Loone. He reportedly stole an unlicensed nuclear accelerator from GBI headquarters and escaped in an old-fashioned dirigible. The stars hear that a strange airship was sighted flying high over their city—an airship that bears a striking resemblance to the dirigible in which Loone was last reported traveling.

In this reel, the Ghostbusters board the airship for a confrontation with mad scientist Loone. But first, they have to get through the cloud of ghostly apparitions that surrounds the odd-looking dirigible. If the stars succeed, they can acquire a couple of potent weapons.

Sighting the Airship

The Ghostbusters can easily see that something weird is happening over the city if, on their way downtown, they take a look into the sky. Using binoculars, telescopes, or their naked eyes, they witness the following scene:

A crowd has gathered in Lo-Cal City, filling the streets, looking out windows, and sitting on rooftops. All of the people in the crowd have their necks craned and their heads tilted back to watch the spectacle overhead. High above the city, near the last reported location of the strange dirigible, you see a swirling cloud of glowing mist. Eerie wisps of light dart to and fro within the cloud. The billowy mist, roiling and spreading rapidly, seems to originate from somewhere in the center of its sky-obscuring cloudmass. From the awe-filled voices of the crowd, soft “ooohs” and “aaahs” rise upwards at the grandeur and the spectacle of the light-streaked vapor.

PKE meters indicate a huge amount of ectoplasmic activity in that cloud, and long-distance analysis reveals the mist is *made* of ectoplasm. The lights are actually spirits and ghosts of all types and descriptions. Further information requires a closer investigation of the vapor.

They can reach the cloud—and the dirigible deep in its center—by climbing to the roof of a nearby building and waiting for the cloud to pass by, or by hitching a ride in the Lo-Cal TV News helicopter (and

suffering through the self-important prose of anchorman Roger Major’s report from “high above the city”), or by going back to headquarters to see what equipment they can use and picking up the new GBI Sky Sleds that Ray Stantz sent over from the main office. (See the *GBI News* and the Sky Sled Brochure in the pullout. The Sky Sleds, because of their size, were shipped by common carrier and arrived at Ghostbusters Headquarters just after the stars left at the end of Reel One.)

Let the Ghostbusters decide upon a course of action, then go to “Picking Out Shapes in the Cloud” below.

Picking Out Shapes in the Cloud

However they do it, the stars wind up at eye level with the glowing cloud. Now the darting shapes become more distinct, taking on ghostly visages that fly and swirl and say “boo” a lot. Whatever causes so much psychokinetic energy to be released in so confined an area must be very powerful. The stars can identify an indistinct shape near the center of the mist, but the only way they can find out any more is by entering the ectoplasmic cloud.

If they climb to a rooftop, they’ll have to use their alpine gear to rig up some kind of grapnel² and rope device to reach and hook onto the airship at the cloud’s center. A Whole Lots of difficulty *Brains* roll (19-29) from two Ghostbusters lets them set up a usable contraption. Ask for A Good Amount of difficulty *Muscles* roll (9-13) from each star as he or she shimmies up the rope into the cloud. Climbing the rope isn’t difficult, but getting past the ghosts is. If a Ghostbuster makes the *Muscles* roll, he or she safely traverses the ropespan onto the old ship hanging under the dirigible’s gas envelope (see the illustration).

If anyone fails the roll, a ghost wanders by and *slimes* the unlucky Ghostbuster. That star can try another climb before the airship moves out of range. Three attempts at climbing is all anyone gets before the cloud passes out of reach.

²You know those thingies that mercenaries are always shooting out of cross-bows in TV movies, the ones with four or five hooks that catch on chimneys and windowsills? Those are grapnels. They used to be anchors for small boats, till somebody realized four hooks are better than one when you want to put a rope up above your head somewhere it wasn’t meant to be attached. Ghostbusters probably have one in their alpine gear—or on their small boat.

If the stars use a flying vehicle of some sort, they have an easier shot at getting to the dirigible. But they still have to navigate through the ghosts. The ghosts won't try to stop the Ghostbusters from entering the mist, but because there are so many spirits, they can't help getting in the way. It's so badly crowded in the cloud that the stars have to blast a path through in some spots, using their proton packs to clear out the spooks.

While the Ghostbusters negotiate a path through the cloud to the dirigible, read out loud:

Ghosts flitter by. Some are simple, undeveloped forms, difficult to see. Others are vague, inconsistent, or incomplete, such as floating hands or drifting eyes. Many have distinct human forms manifesting quite human personalities, but others appear as monstrous, non-human specters.

If you want to make this scene in the helicopter or on the Sky Sleds particularly challenging, have the Ghostbusters make five A Good Amount of difficulty Moves rolls (9-13) to avoid the spectral obstacles. Every time they miss a roll, a ghost splashes through their vehicle, leaving behind a residue of *slime*. A flying vehicle *slimed* three times loses power and plummets toward the ground. Spending Brownie Points and making up entertaining escape stories are the only things that can keep plummeting stars from long stays in the hospital. If any Ghostbusters do fall, either from the rope or while in a flying vehicle, see the Accidental Damage Table in the rulebook.

As the stars maneuver or blast their way toward the center of the cloud, they hear the ghosts conversing in that moaning, wailing, forlorn tone that most supernatural entities employ during communication. The subject of conversation on everyone's spectral lips is the upcoming kermis. "Are you going to attend the kermis?" one ghost asks between boos. "I am," says another. "Kermises like this one only take place once every thousand incarnations or so. I hear this is the last one, too, so I definitely don't want to be late." None of the ghosts will discuss these matters with "mere humans," no matter how nicely the Ghostbusters ask.

The Dirigible

Finally, after a bit of action and special effects, the stars reach the dirigible at the stormy center of the ectoplasmic cloud. Read:

The center of the cloud is a storm of spewing ectoplasm and swirling spirits that surrounds a dirigible which looks like a flying ship out of a Jules Verne story. A rope and wire rigging of intricate arrangement connects a large, ornate gas envelope, decorated with gold trim and topped by a bronze weather vane, to a galleon-like wooden hull. The boat hangs in the sky like a fish out of water. The aft deck of the vessel



contains a portal generated by weird science which is spilling ectoplasm into the air. A futuristic-looking cannon stands on the fore deck. Painted on the bow of the ship is the name *Crabby Peacock*. As you watch, figures scurry about the deck, preparing the cannon and turning the dirigible to point directly at you.

While the *Crabby Peacock* belongs to Dr. Harlan Herbert Loone, he no longer controls his airship. A ghostly band of pirates has taken over the craft and is busy converting it into a ghost ship reminiscent of the *Flying Dutchman*. When the Ghostbusters get closer, they see Loone tied and lashed to iron rings bolted to the bulkhead near the ladder to the poop deck. He yells, "Ghostbusters! Help me!" Then the dirigible's proton cannon opens fire.

The Pirates of the Crabby Peacock

Eight ghostly pirates sail aboard Loone's ship, dressed in tattered pirate garb complete with eye patches, tricorne hats, and parrots on their shoulders. They use the cannon and their *swashbuckling* ability (sort of like fencing, but much flashier) with their own spectral cutlasses (Bonus to-hit + 2 dice, Damage +1 die) in battle, and view the Ghostbusters as targets to plunder and pillage. And, as all this goes on, the strange portal at the rear of the ship continues to spit out spirits by the hundreds.

The proton cannon (Range max 50, difficulty increment 5; Bonus Damage +5 dice) fires once every round, belching deadly energy at the Ghostbusters.

Ghostly Pirates*spirit plunderers*

Power	3	Swashbuckle Flight
Ecto- presence	5	

Weakness: Stopping their songs reduces their *Power* to 1.

Goal: Pillage, Loot, and Plunder

Tags: Ectoplasmic, mindless; sing "Sixteen Men on a Dead Man's Chest" and "What Shall We Do With a Drunken Sailor?" as they load and fire the cannon and as they ply their spectral cutlasses

From his station near the proton cannon on the fore deck, the captain of the pirate ghosts shouts orders during the battle with the Ghostbusters. "Aye, mates! Fire when ready, Ghostly! Make the landlubbers walk the plank! Yo! Ho! Ho! and all that." If the captain is defeated, the other pirates fly off to find another ship to haunt. If the Ghostbusters just fight as the pirates come to them, then they must battle the whole crew before the captain gets involved in the hand-to-hand combat. Use the map of the *Crabby Peacock* in the pullout to visualize this scene. It shows the stations of the prime extras when the Ghostbusters reach the airship.

After dispatching the pirates, the stars can examine the airship and figure out what's going on with the cloud, the dirigible, and the multitude of ghosts.

Loone's Latest Plot

Dr. Harlan Herbert Loone will do anything to become a Ghostbuster. Anything. This time, he stole an unlicensed nuclear accelerator from Ghostbusters International's main office. He thought nobody would notice. They did.

Loone snuck away in his Victorianly styled dirigible, again thinking that nobody would notice or pay attention to a big round gas envelope with a galleon-like hull hanging below it. They did.

Anyway, he quickly analyzed the stolen accelerator and figured out the weird science technology of the device. With an example to follow, it was easy for Loone to build his own cannon-sized proton shooter to mount at the bow of his ship. He also built a Dirg Rewop. What's a Dirg Rewop? Glad you asked. The most important component in the construction of the Ghostbusters' patented Protection Grid Containment Unit is the Power Grid. The Power Grid forms the energy field that keeps ghosts and spirits deposited in the unit from escaping. Loone ingeniously contrived a method to reverse the electrical and magnetic polarities of the grid, without causing a cata-

clysmic explosion, and created a Dirg Rewop—a machine that *lets ghosts out*. It opens a portal into the ectosphere, that paranormal realm where ghosts and other beasties normally reside. The Dirg Rewop attracts the disincorporate entities of the ectosphere and lets them freely pass into our dimension.

Loone figured that he'd open a portal over the city for a few minutes, let in a bunch of ghosts, then show up and capture them by reversing the polarity on the Dirg Rewop and changing it to a containment grid. The Ghostbusters would be so impressed by his ghostbusting abilities they'd hire him on the spot.

The plan worked well until the pirates came through the portal and commandeered the *Crabby Peacock*. Now there are thousands of ghosts loose over downtown Lo-Cal City, and Loone can no longer control the situation.

Confronting Loone

The Ghostbusters should finish off the pirates after a few rounds of combat. Then they can check on Dr. Loone.

When they approach Loone on the airship, read:

There he stands, the man you've all come to recognize, the infamous Dr. Harlan Herbert Loone. He's tied up quite nicely. As you approach him, Loone smiles crookedly and says, "Would you believe I was conducting a harmless experiment? Would you believe I was temporarily possessed by the Ghosts of Plots Past, Present and Yet To Come? Would you believe I made a slight miscalculation?"

Loone begs for two things: to be forgiven, and to be untied. He promises to give back any equipment he "borrowed." Honest! He even explains the strange piece of equipment on the poop deck to the stars, describing the theories behind his newest invention, the Dirg Rewop. Patent infringements never even cross the mad doctor's mind as he lectures to the Ghostbusters about what is basically a mirror image of their own equipment.

Before they can get further with Loone, the ship starts to rock wildly. Go to "The Dirg Rewop" below.

The Dirg Rewop

Whenever the Ghostbusters decide to check out the machine mounted at the stern of the ship, the whole dirigible begins to rock wildly. Read:

A huge machine, which looks very similar to a Protection Grid, sits on the poop deck. However, a gaping hole that appears to be supernatural in nature dominates the center of the unit. The hole opens into the ectosphere, forming a portal between the dimensions of life and death. Tons of ectoplasm spill from the portal,

and more ghostly entities than you've ever seen crowd through the portal to enter our world. One group of ghosts holds skeletal hands and dances in a circle in front of the opening. They chant a song that sounds familiar, even though you don't understand the words. Then, an ominous shadow passes through the ectosphere on the other side of the portal—a really big, big shadow. As it draws closer to the portal, the dirigible rocks even more wildly.

These dancing ghosts are none other than the Cult of the Gate Crashers. The portal released them into our world and now they perform the ritualistic ceremony designed to bring their demon god back to earth through the portal formed by the Dirg Rewop. (See the section "Party Bits" for more information on these fun-loving ghosts.)

Every time the demon god moves closer to the portal, the dirigible shakes as though caught in a gale or in a hurricane. The Ghostbusters must shut down the Dirg Rewop before this deadly entity steps through the portal. The best way to shut off the machine is to blast it into submission, since the pirates inadvertently jammed the controls shortly after they took over the airship. The Ghostbusters could try to get the controls working, but between the chanting, the shaking, and the darting ghosts, it takes a More difficulty Than You Can Imagine Brains roll (30+) to fix. And time runs out as the ominous shadow draws closer.

But a few good shots and...

The Dirg Rewop crackles with energy and loud popping noises issue and resound from inside the machine. Then, the machine groans, flickers, and shuts off. The portal snaps shut with a thunderous clap and everything stops.

For a moment, all is still. Then, the ectoplasm cloud starts to break up and the ghosts fly off in all directions.

The stars have to figure out what they want to do with Loone, his craft, and machinery before they move on to the next reel. Loone, of course, promises to behave. He even goes so far as to suggest the Ghostbusters let him use their lab so he can repair the Dirg Rewop. Then he can even figure out a way to reverse the machine and recapture the ghosts. He may even be foolish enough to ask for a rental fee on the dirigible and its equipment if the Ghostbusters wish to use it. As Ghostmaster, keep in mind that, later in this adventure, the Dirg Rewop, the proton cannon—even the airship itself—can prove very useful to the Ghostbusters.

Getting the Ghostbusters to Check Out the Airship

In case your Ghostbusters refuse to take the hint and go after Loone and his dirigible, throw a few more lures their way as they go about other aspects of the adventure. Media reports keep springing up about the strange dirigible. As the reports increase, the stars hear that a swirling cloud has formed around the dirigible. Then, they hear that the cloud is made up of moaning spirits who are terrorizing the city. Later, they hear that pirates control the craft and plunder nearby skyscrapers.

If these stories don't get them to check out the situation, then your Ghostbusters don't deserve to get the Dirg Rewop. They'll have to come up with their own weapon to stop the ApoKERMIS at the end of the adventure.



REEL THREE**Von Horton Heard Who?****Summary**

The Ghostbusters go to Lo-Cal College to meet Professor Wolfgang Von Horton, whose name appeared on the return address of the package in the plain brown wrapper. They probably want to know what the box contained, why it registered such a strong PKE residue, and why the postghost came to steal it from them.

In this reel, the Ghostbusters get to explore a genuine college campus, meet college hunks and hunkettes, and battle 2,500 pounds of guacamole dip. They also learn a little bit about what's going on concerning Lonibabia and the kermis skirmish.

Getting the Ghostbusters to Lo-Cal College

In case your Ghostbusters never got to examine the box in the plain brown wrapper, or they did examine it, but decided not to follow up on any clues they found, you may have to provide them with additional incentives to check out those clues.

The best incentive we can think of for further investigation of those clues is a call from Professor Von Horton himself. Even though he doesn't want to be involved with paranormal manifestations, his conscience forces him to check up on the stars' situation and on any progress they may have made solving the problem (Lilith) contained within the book. Besides, the ghosts bothering him haven't gone away yet, and he figures the Ghostbusters can get rid of them.

Von Horton leaves a message on the franchise answering machine (or places a call directly to their car phone, if they have one) inquiring if they have had time to stop the kermis. In the middle of the call, they hear the professor scream in terror and then the line goes dead. If that doesn't get the stars moving, nothing will.

Lo-Cal College

The quiet campus used to be a peaceful place for study and college fun. But since *The Big Book* was found in the campus library, the school has become a hot bed of paranormal activity. Some of the spirits freed by Loone's Dirg Rewop have started haunting the school. Lilith sent other creatures to finish off Von Horton once and for all.

That's the situation in Academia when the Ghostbusters show up. As they approach one of the gate houses, read:

Lo-Cal College looks lovely as you approach its ivy-covered outer wall. The tops of trees reach upward from behind the wall, and the tops of campus buildings jut into the clear blue sky. A group of students walks along the freshly mowed grass on the side of the road, laughing and looking back toward the campus. One of the mellowed-out scholars sees you approach and shouts, "Hey, dudes! Did you bring the chips?"

What does that cryptic question signify? The Ghostbusters will find out, but first they have to explore the campus to find Professor Von Horton. Use the numbered "Key to the Campus" below, and the map in the pullout, to determine the locations of the action in this reel.

The Key to the Campus

Lo-Cal College is a typical community college. There are no dorms here, as most of the students come from the area. But there are a number of ivy-covered buildings, well-kept lawns, and lots of extra-curricular activities. A good percentage of these activities now involve psychic manifestations.

As the stars wander in search of Professor Von Horton, use the descriptions below.

1. The Gate Houses

At whichever entrance the Ghostbusters use, they find a small gate house. A guard in the shack-like structure checks visitors and students who wish to enter the campus. However, the guard isn't exactly... human.

As the stars pull the replivEHICLE to a stop alongside the open window of the gate house, the figure inside the shack hails them. Read:

The guard leans forward and a foul stench precedes his hollow, graveyard voice. "Can I help you?" asks the rotting, corpse-like figure as he checks the papers on his clipboard.

If the Ghostbusters act friendly and ask where they can find Professor Wolfgang Von Horton, the zombie-guard smiles. Or maybe that's just how faces look with most of the flesh missing. Anyway, the

GBI

Pullout Section

NEWS

•Volume 1, Number One•

New Edition of Tobin's Spirit Guide Is Coming

A first edition volume of *Tobin's Spirit Guide* has been discovered by the crack research team working out of Ghostbusters International Headquarters. Now, through the wonders of modern printing techniques, a special edition of this antique tome will soon be available to Ghostbusters International franchises everywhere.

The flavor and charm of the original publication has been preserved in this new edition, creating a true collector's item as well as a helpful tool for classifying, capturing, and containing ghosts. You'll use *Tobin's Spirit Guide* again and again as you discover new ways to employ its timeless secrets.

Place your order today for this collector's edition of *Tobin's Spirit Guide*. It comes complete with Tobin's original text, notes in the margins, slime stains, wood-cut illustrations, and more! You won't believe the price, but believe us—it's worth it!

Be On The Lookout For Loone

Dr. Harlan Herbert Loone, an aspiring Ghostbuster and an independent scientist studying the supernatural, recently robbed Ghostbusters International Headquarters and got away with a proton pack!

Dr. Loone has been petitioning GBI for a job for some time now, but upper management here felt that he would be a "high risk" employee who would project a negative image of what a Ghost-

buster should be. It appears that Loone's latest activity bears out the opinions of GBI management.

A long-time scientist with many quasi-professional papers to his credit, Loone has been responsible for many of the items used by GBI's competitors. One patented device, the Ghost Sponge, caused some trouble for one of the new franchises when it was discovered to have a major design defect. The Ghost Sponge has since been removed from the market.

When Loone recently visited the main headquarters to again ask for employment, he allegedly made off with a fully-powered proton pack. The dangerous piece of equipment was not stolen because it was carelessly left lying around in an unrestricted area—as local officials have insinuated—but was instead surreptitiously removed from the closely-guarded TV tray on which it rested amid a camouflaging clutter of empty food cartons. Loone was reported fleeing the scene in

A Message from Louis Tully

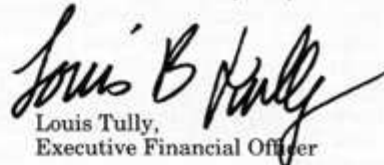
Welcome to the first issue of Ghostbusters International News. This newsletter, produced by the home office, will be sent periodically to all GBI franchises in order to update everyone on new technology, pass along special interest news, and provide the latest tax avoidance information from our accounting department. (Remember, if you are called in for an audit, we cannot act as your legal representative, but we will walk you to the door of the IRS office and wish you lots of luck.)

We're providing this newsletter for you, our loyal franchisees! No need to thank us, the subscription fees are being deducted from your next franchise profitshare-check.

Besides all the exciting updates coming out of the home office, GBI News includes information about our many franchises spread across the nation and throughout the world. That's where you come in. We want you to send us reports on your newest weird science experiments, your latest cases, and your most-recent monetary milestones. Who knows? Maybe your franchise will be spotlighted in an upcoming issue...

Send your reports to:
Ghostbusters International News
RD 3 Box 2345
Honesdale, PA 18431

Until next time, remember: A mineral water a day keeps the IRS away.


Louis Tully,
Executive Financial Officer

a strange airship—an antique-looking wooden galleon hanging from a large dirigible-like balloon. Neither Loone nor his airship have been seen since.

Any Ghostbusters International franchisees that spot the airship or the renegade scientist are to report Loone's whereabouts, and retrieve the proton pack at all costs. The government of our great country does not look kindly on companies that allow nuclear accelerators to be stolen. A bonus will be awarded to the franchise that helps locate Loone, and an added bonus will be paid to the franchise that actually retrieves the piece of equipment.

Innovative Flying Vehicle Offered by GBI

Ghostbusters International, in response to the needs of its franchisees, has developed an innovative and extremely stylish vehicle that provides an alternative to ground level transportation—flight. The GBI ECTO-2 Sky Sled is a two-seater flying craft that employs VTOL (Vertical Take-off and Landing).

Designed by Ray Stantz and Winston Zeddemore, the GBI Sky Sled gives Ghostbusters teams the advantage of air support at low cost. The Sky Sled is great for avoiding traffic jams, reaching rooftop specters, and providing aerial views of potentially troublesome situations.

The simple-yet-unique design of the Sky Sled is its greatest feature. It can carry two Ghostbusters on comfortable, contoured seats, and can hold, in a rear-mounted designer rack and basket, most of the equipment they might need. Overhead, variable-pitch rotor blades and turbo jets provide lift and propulsion, making the GBI ECTO-2 Sky Sled the fastest air vehicle ever offered by GBI.

So, test these wonderful flying craft today. All franchisees have been sent three Sky Sleds, in easy-to-assemble kit form. All costs have already been deducted from your next franchise profitshare-check.

Wanted: Volunteers

Dr. Peter Venkman is calling for volunteers for an upcoming experiment dealing with the effects of candlelight dinners and soft music on ESP performance. This important study requires the help of Ghostbusters everywhere. If you are female, in good physical health, and between the ages of 18 and 35, please contact Dr. Venkman at Ghostbusters International Headquarters. Recent photographs of applicants are requested in an effort to speed the selection process.

Remember, we must all do our part for the advancement of science.

New Course Offered By GBI

Ghostbusters International is offering a correspondence course teaching the identification of paranormal phenomena. The course, designed by Dr. Egon Spengler of GBI, is available to all franchise members for a small fee. Upon registration the fee will be deducted from your franchise profitshare-check.

The 32 week course features an unabridged text book, periodic tests, pop quizzes, a big chart full of lots of colorful ghostly representations, and a glow-in-the-dark GBI logo pin. A certificate, signed by Spengler and Venkman, is awarded upon successful completion of the final test.

For more information, or to sign up for the course, please contact Ghostbusters International Headquarters today.

Professional Publication Aimed at GBI

All professionals need outside help to keep up with the latest advances and techniques in their chosen field. Ghostbusters are no exception to that rule. Now we have a publication of our own, suited to our needs and devoted to our field of expertise. We have *Lurid Tales of DOOM!*

This long-running magazine has always been an inspiration to the paranormal investigation

community but, now more than ever, it is being aimed directly at the GBI market. It can even be found at the supermarket if any issues get lost in the mail.

Lurid Tales of DOOM!, a weekly news magazine, covers all areas of supernatural and otherwise out-of-the-ordinary phenomenon. Each week it features such hard-hitting investigative pieces as "Voodoo: Fact or Fashion Statement," "The 13 Ghosts of 21 Court Street," "Alien Ant-eaters Are Among Us," and "You and Your Past Self: How To Live With Each Other." It also has important regular features including "Ghostly Diets For Fat Familiars," "The Paranormal Advisor," and "The Horror Movie Hotline."

This important publication is already in the mail and your first issue should be arriving shortly. GBI believes that all franchisees should be kept up-to-date on happenings in our industry, and so subscriptions have been started for every franchise. As usual, all fees have already been deducted from your next profitshare-check.

Note: Should the profitshare-check due your franchise not be sufficient to cover all the deductions for the benefits provided to you by GBI and mentioned in this newsletter, remaining monetary obligations will be deducted from future profitshare-checks until your accounts and GBI's bookkeeping balance out.

SPECIAL VIDEO PRESENTATION!

Renowned Paranormalist and television personality Dr. Peter Venkman offers an evocative, poetic and highly personal retelling of events that blasted Ghostbusters, Incorporated to national prominence in 1984. Candid interviews with the principals and a unique behind-the-scenes look at the personal goals of each of New York's greatest heroes makes this tape a must for every collector.

Rated PG

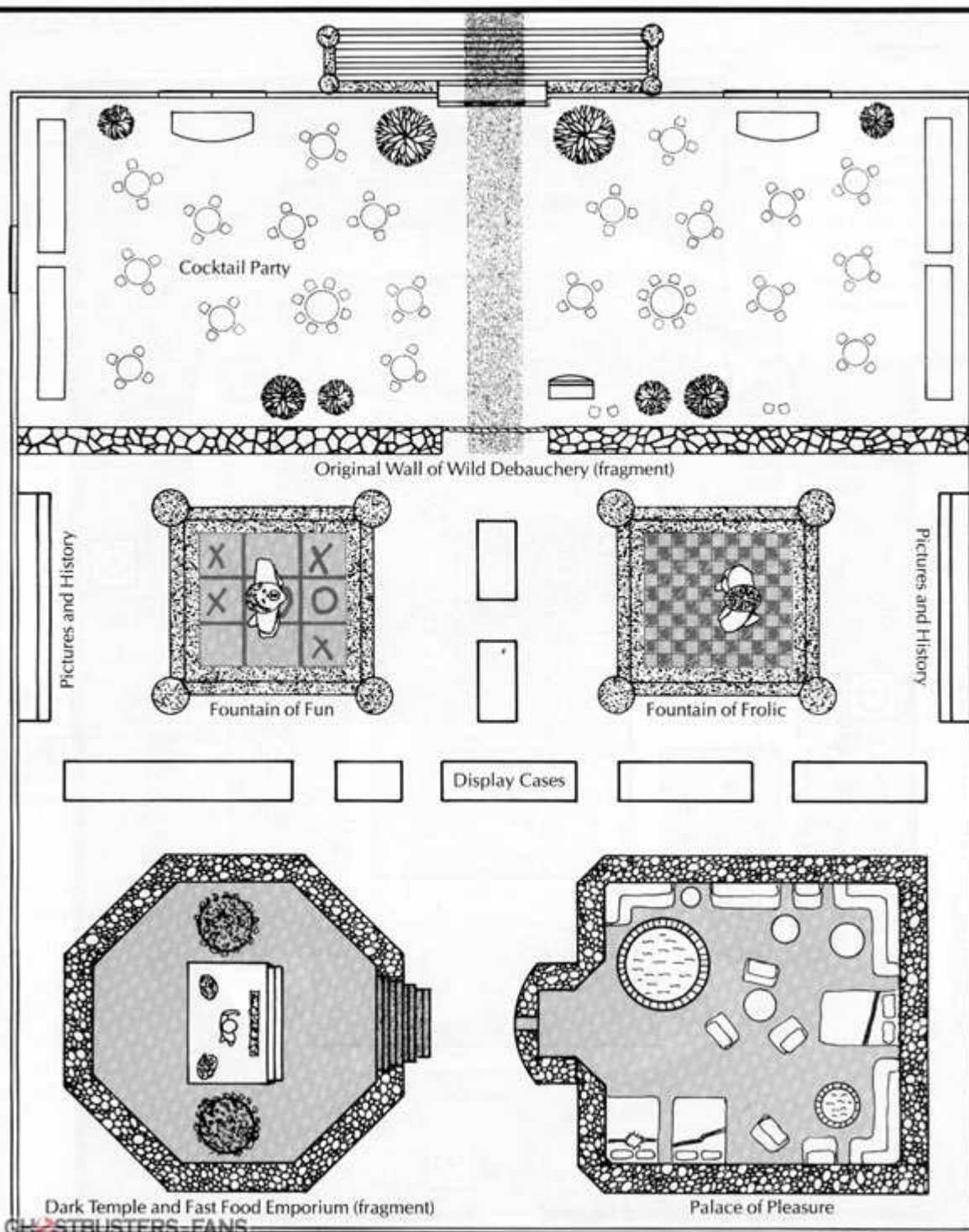
Length: 90 minutes

30020-22

Ancient Lonibabia: The Little Nation That Could

GH~~OST~~BUSTERS FANS

Pullout Section



BERNADETTE CAILL

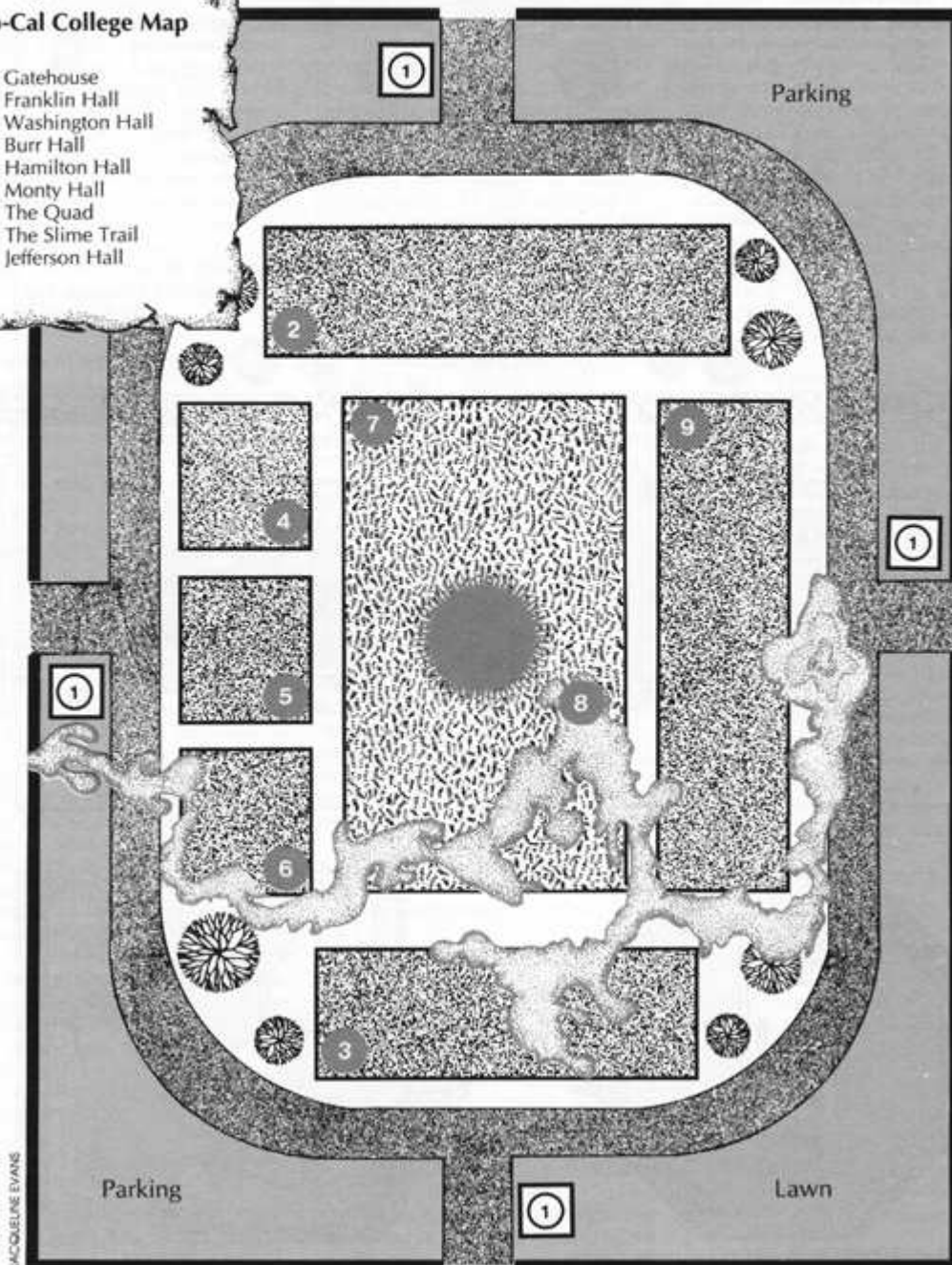
GH~~OST~~BUSTERS FANS

Lo-Cal College Map

GH**2**STBUSTERS FANS
Pullout Section

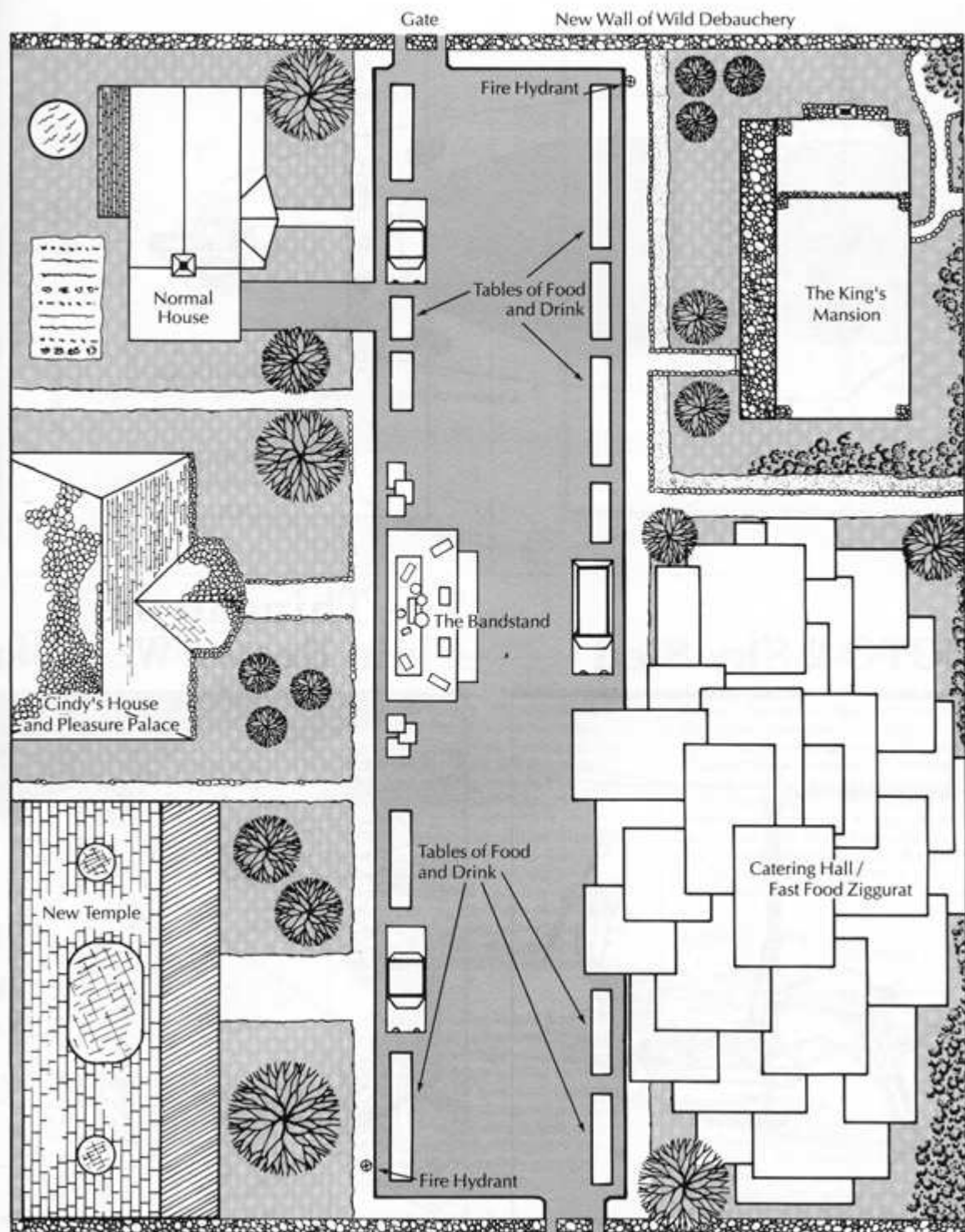
Lo-Cal College Map

1. Gatehouse
2. Franklin Hall
3. Washington Hall
4. Burr Hall
5. Hamilton Hall
6. Monty Hall
7. The Quad
8. The Slime Trail
9. Jefferson Hall



Cindy's Block

GH**2**STBUSTERS FANS
Pullout Section

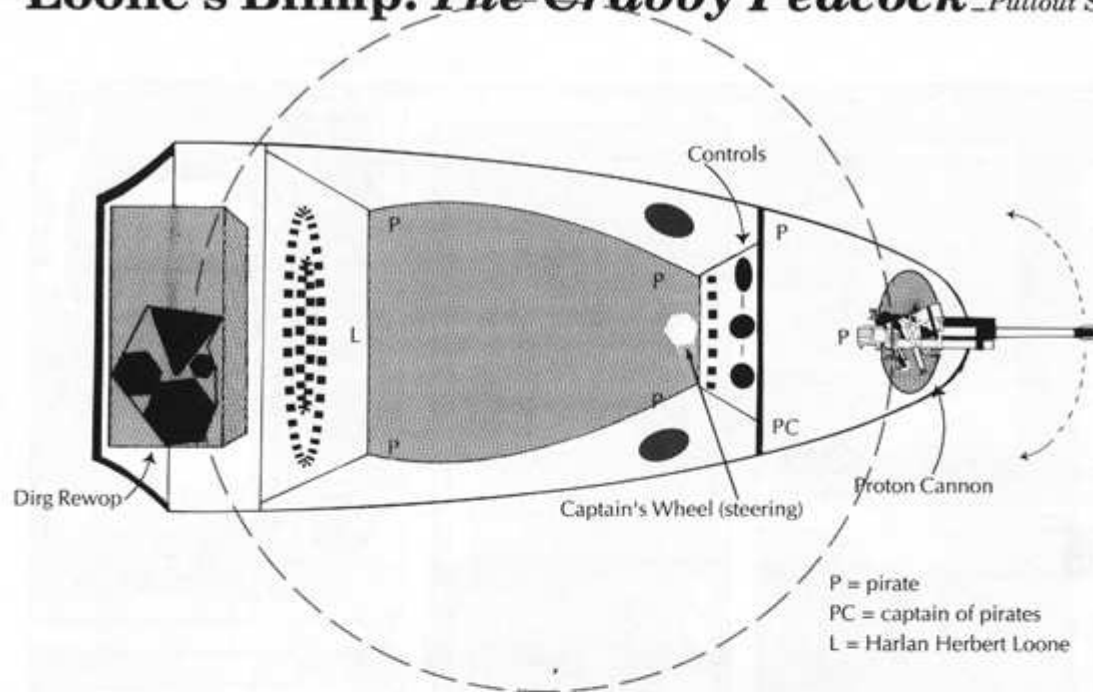


GH**2**STBUSTERS FANS Wild Debauchery

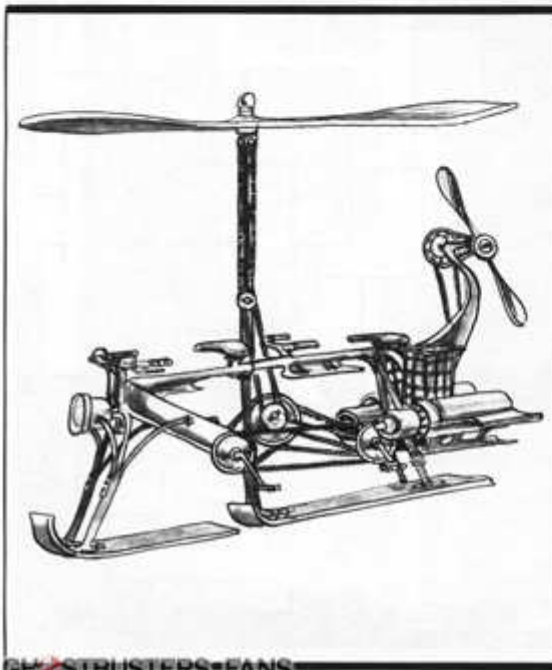
Gate

Loone's Blimp: *The Crabby Peacock* Pullout Section

GH₂STBUSTERS FANS

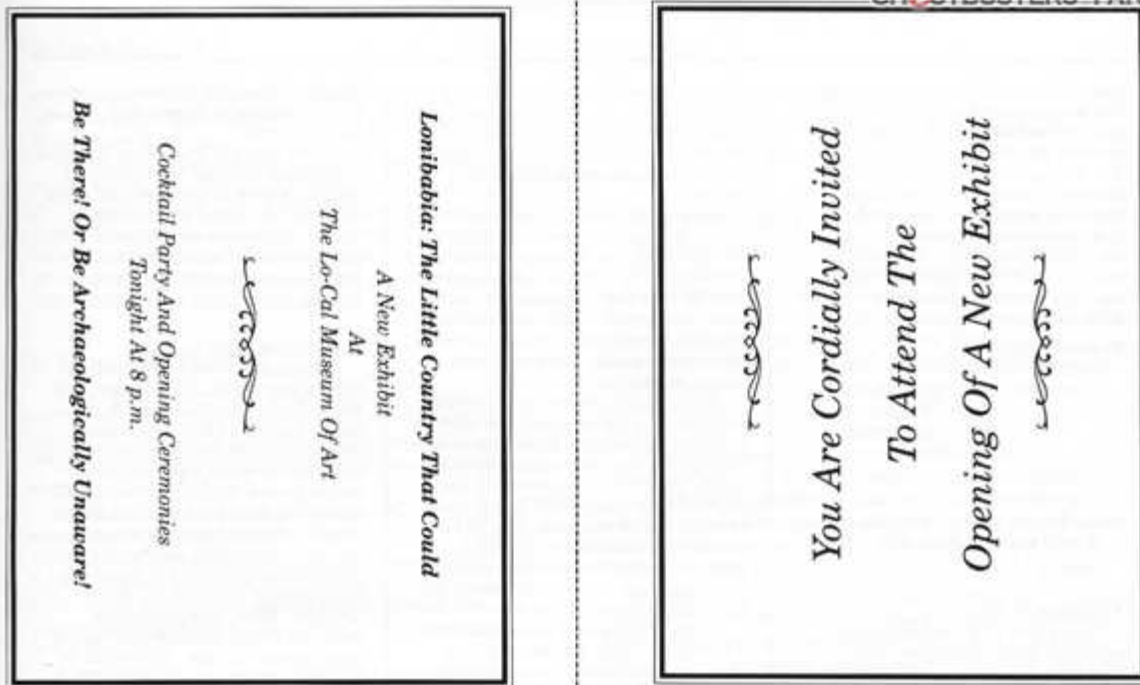


ECTO-2 Sky Sled



The Thing in the Plain Brown Wrapper





1. Cut along horizontal dotted line. 2. Fold along vertical dotted line. 3. Tape bottom closed.



Party Bits

Pullout Section

Ever notice how many movies have short scenes that are really memorable but usually have very little to do with the overall plot of the story? These short scenes, called "bits," add humor, red herrings, romantic moments, and subplots to the main story. To help you create your own magic moments in *ApoKERMIS Now!*, we've provided—at no extra charge—this collection of bits for you to use.

Take the bits you like best (or use all of them if you're really ambitious) and drop them into the adventure when the action slows down, or when you just want to liven things up a bit, so to speak. If any single bit amuses you a lot, have it recur throughout the adventure.

Media Bits

In *ApoKermis Now!*, there are all kinds of clues to throw at the Ghostbusters. We figure that radio, television, and newspaper stories flashing inconspicuously in the background or lying around on a table provide a way to do this. Here are a few examples:

"This just in... A&J Catering has been stolen. We repeat, the entire A&J Catering facilities have disappeared, vanished. No one has yet been apprehended. Nor has anyone stepped forward to claim responsibility..."

"Catering companies throughout the city have been disappearing. The latest in a long line of vanishing food and beverage providers is Kimbel's Katering Kitchen. One witness claims that ghosts descended upon the downtown building and carried it into the sky..."

"The catering crisis has escalated. It now appears that other food and beverage establishments have been added to the list of endangered businesses. More than a dozen pizza parlors have vanished without a trace, and five beverage distributors are missing. We're talking entire buildings here, folks."

"Updating today's most impor-

tant story, there are now 26 confirmed disappearances of catering halls, pizza parlors, burger joints, and beverage distributors. Madam Rosa, a gypsy operating in midtown as a palm reader, has come forward to claim that the disappearances are supernatural in nature and that these events are just the beginning of the end of the world. Now to Janet and the weather."

Ghost Bits

It pays to have a few ghosts just as obstacles to toss in the Ghostbusters' path during an adventure. Some of these ghosts should be funny, others scary, others weird. Here are a gaggle of ghosts for this adventure:

Starlet O'Harra

Sweeping spotlights accompany this beautiful ghost of a famous '30s movie star. She floats into the middle of a room, poses cutely, and throws an ectoplasmic kiss that *slimes* whomever it hits. "Never fear," she

wails, "Starlet O'Harra has arrived. The kermis may now begin." She then acts out scenes from silver screen classics. By the way, she's terrible. But who cares? She's one of the most gorgeous ghosts the Ghostbusters have ever seen. She's also shallow and transparent, literally; you can see right through her. Her acting totally absorbs her. Starlet O'Harra can appear often, performing a different scene each time.

Starlet O'Harra

belle star

Power 3 Animate Film
Props
Materialize
Emote

Ecto-
presence 5

Goal: Win an Oscar—but she doesn't stand a ghost of a chance

Fireman Bob

This ghost of a fireman comes equipped with a hose, axe, and fireman's hat and coat. Fireman Bob has nothing to do with the basic plot of this adventure, but he can be fun to toss into the middle of things once or twice. *Slime* splashes from his ecto-hose and he speaks in a heroic voice, praising the benefits of fire safety. "Don't play with matches," he booms. "Only you can prevent forest fires!" He also inspects Ghostbuster Headquarters, citing every fire violation and safety hazard he sees—and he sees a lot of them.

Fireman Bob

wet blanket

Power 3 Slime
Inspire

Ecto-
presence 5

Goal: Put Out Fires

The Cult of the Gate Crashers

This group of ghosts also has nothing to do with the basic plot of this adventure, but they should provide a few red herrings for the Ghostbusters to follow errantly. The cult shows up at the most inconvenient moments. Each time the stars hear a strange chant from around the corner, or in the next room, or behind the nearest wall. If they look, they see about a dozen robed and hooded figures busily using glowing chalk to draw a doorway on a wall,

floor, or other flat surface. The cult's chant sounds very much like the theme from *The Muppet Show*, only the words are in an ancient language that the Ghostbusters have never heard.

As the chanting figures draw the doorway, the stars see skeletal hands emerge from the flowing sleeves of the robes. Then, the hooded figures turn toward the Ghostbusters, throw back their hoods, and reveal skeletal visages—wearing party hats, glasses, fake noses, bushy eyebrows, and bushy mustaches.

The cult is a ghostly group whose sole (soul?) purpose is to open portals to the spirit world so that their god, Upyortutu, may once again walk the earth. They have no interest in the approaching ApoKERMIS, but their terrible god, if released, may add to the world's destruction. Luckily, every time the Ghostbusters meet the cult, they interrupt the ceremony and spoil the gate-opening spell.

These ghosts first appear in Reel Two when Loone accidentally lets them into our dimension. How you use them after that is up to you.

Gate Crashers

clumsy cultists

Power 2 Open
Portals

Ecto-
presence 2

Goal: Open Portal so Upyortutu Can Walk the Earth Again

Party Pooper Ghosts

Not all ghosts are thrilled with Lilith's plan to destroy the world—especially since, during one of her fits of *dementia kermis*, a few of the ghosts overheard the High Priestess mumbling something about planning to absorb *Ectopresence* from her guests in order to add to her own power. The stars should run into a few of these ghosts during the adventure. While these ghosts may mention the word "kermis," none of them explain what the word means.

• The ghost of Old Man Ted hides in the replivEHICLE, refusing to come out. It doesn't want to go to the kermis. It's tired, has a headache, and wants to be left alone. It also complains about everything the Ghostbusters do: you drive too fast, you dress badly, you need a bath.

• The outraged ghost of a Swedish chef comes to the Ghostbusters. It's so mad that they can't understand a word of its thickly accented

English. Basically, it disagreed with Lilith's choice for dinner, and quit as her head cook.

• The ghost of Tiny Tina is simply frightened, and her fear manifests itself in waves of *terrorize* that scare humans. She hides under beds, in closets, anywhere she feels safe. She asks the Ghostbusters to save her from the kermis, then she flees in terror.

Annoying Bits

Here is a foil for the stars. Use him as you see fit. He's Anchorman Roger Major of the Lo-Cal TV News team. Roger and his cameraman follow the stars around town, hoping to be on the scene when the Ghostbusters crack the mystery of the disappearing catering halls. He smiles broadly, thinks he's the network's gift to weathergirls, and begins every other sentence with "Hi, there. I'm Roger Major, anchorman." He's arrogant, nosy, and totally self-centered. Other phrases he's fond of uttering are "I know you're glad to meet me, so let's get this interview underway," and "Back to you, Scott."

He wants to break a really big story and get lots of footage for the evening newscast. Roger talks in a camera-ready monologue, smiles a lot, and always looks into the camera. His revealing questions include "Gee, it must be neat to de-haunt cemeteries," and "Do nuclear accelerators actually cause hang nails in laboratory mice?"

If he ever appears when the starlet ghost is on the scene, the two of them will fight to be in the spotlight. Each wants to be in front of the camera, so naturally these two make wonderful enemies for each other. If the Ghostbusters just happen to get in the middle... oh, well.

Roger Major

anchorman

Brains	1	Read Cue	
		Cards	4
Muscles	1	Keep Hair	
		in Place	4
Moves	2	Chase	
		Weather	
		Girls	5
Cool	3	Smile	
		When	
		Reporting	
		a Disaster	6

Goal: High Ratings

zombie cheerfully points the stars in the right direction. He says, "Behind door number 376, in Monty Hall. Have a nice day."

Of course, if the Ghostbusters decide to blast away at the zombie before asking any questions, they don't get any information. Instead, the zombie shuts the door to the gate house. Then, the entire structure collapses inward and disappears into the ground like water down a drain. It just goes to show you: sometimes being nice to zombies pays.

2. Franklin Hall

This large, four-story building houses the math and science classrooms, laboratories, and some offices. A bunch of students are gathered in front of Franklin Hall, watching an interesting spectacle occur on the roof. Read:

College hunks and hunkettes stand around watching a strange little man on the roof of the building. The balding, slightly overweight figure wears bifocals and knickers and flies a kite. Interestingly, a small black cloud hovers above the man, forming a tiny thunderstorm over the roof.

A golden key dangles from the kite tail, and the man calls out above the roar of the storm, "A penny saved is a penny that never gets spent, young students! Watch, as I discover electricity!" Suddenly, lightning crackles, explodes in the storm clouds, and bathes the small man in a yellow glow.

This ghost of a method actor, released from the ectosphere and pretending to be Benjamin Franklin, now serves Lilith. It's here to foil the Ghostbusters in their attempt to find Von Horton, but the ghost got caught up in its role. When the stars arrive, the little glowing figure is busy spouting misquoted adages from *Poor Richard's Almanac*. After a few proclamations similar to "Never put off till tomorrow what you can't do today," the ghost grows into a seven-foot, electrified creature. It shoots bolts of lightning into the crowd, scattering the remaining spectators in an attempt to confuse the Ghostbusters.

The electric ghost isn't too tough, and once it has been discharged, the stars can proceed in their search for Von Horton. By the way, he's not in this building.

Benjy Franklin

electric ghost

Power	2	Electric Bolts*
Ecto-presence	2	

*Range max 5, difficulty increment 1/2;
Bonus Damage +1 die; not very accurate,
so difficulty-to-hit starts on second
difficulty level

Goal: Detain the Ghostbusters

Tags: Dresses like Benjamin Franklin and misquotes him

3. Washington Hall

Washington Hall is a three-story structure that normally houses the literature and philosophy departments and their classrooms. Right now, though, it's the site of a wild ruckus. The ghostly masses of Lonibabia possessing the Tappa Kegga Beer fraternity brothers are using the building as the site of an impromptu party for themselves and a bunch of coeds. Guys chase girls. Girls chase guys. And the brothers chase everybody.

If the stars get close to the festivities, college coeds come rushing over to invite them to join the party. Do some roleplaying here, as this is a perfect opportunity to explore certain—um—socially oriented Ghostbuster goals. But before the real fun starts, the ghostly masses of Lonibabia attack! Read:

Some of the young men and women are *really* friendly! But those others look a little—*weird*. The dozen or so guys wearing tattered Tappa Kegga Beer sweatshirts shamle toward you in a hunch-backed fashion. Their curled hands and their drooling mouths remind you of the claws and maws of wild animals. But the sight of their glowing eyes disturbs you the most—red night-eyes that cut through you like hot knives through butter and cause your insides to melt and puddle. Giggling insanely, the group chants, "Kermis! Kermis! KERMIS!" as it rushes toward you.

The ghosts of the Lonibabian masses—wild, fun-loving creatures that enjoy ripping, rending, and tearing—coined the term "party animals." Lilith has promised them a bash the likes of which the world has never seen—provided they help the guacamole dip capture Von Horton. The Ghostbusters could interfere with that arrangement, so the masses decide to get rid of them.

Statistics for the Lonibabian masses can be found in "The Supporting Cast" section of this adventure. They fight as a group, and every proton blast hit made by the stars reduces the masses' collective *Ectopresence* by 1. When they get reduced to *Ectopresence* 3, the ghosts rise out of the fraternity brothers and fly off to recharge their *Ectopresence*. (They go to the museum to do that, so we'll meet the ghostly masses again in Reel Four.)

Once the masses depart, the brothers collapse with the worst hangovers in fraternity party history. If asked, they have no idea what a kermis is, who the Ghostbusters are, or why they feel so rotten. But they're sure they had a great time, 'cause they can't remember a thing!

The Reel Story

When Von Horton returned to his apartment after mailing *The Big Book* to the Ghostbusters, he was attacked by some of the ghostly masses of Lonibabia. He managed to escape from them, but had to spend a couple of days in the hospital to heal the wounds he received during the attack. Von Horton may have willingly extended his hospital stay beyond the medically required time, because he may be the only person in the world who truly likes hospital food.

Healed in body and somewhat sated in appetite, Von Horton returned to campus earlier today, content in the matter of *The Big Book* because he believed that he had done his part by alerting the Ghostbusters to the danger of the prophecy. He determined to forget about all the paranormal goings-on of the last few days and get back to teaching, but a multitude of ghosts appeared on campus.

Von Horton locked himself in his office in Monty Hall and phoned the stars. Whether he got through to them or not, the professor was interrupted by a large, green pseudopod that smashed through the window of his office and groped grotesquely at him. Lilith, gathering items for her upcoming bash and remembering Von Horton's translation of *The Big Book*, decided that Von Horton knew too much about her plans. So she animated the nearest thing—2,500 pounds of guacamole dip (she happened to be flitting about in southern California, near a guacamole dip factory, at the time of her decision)—and ordered it to capture the professor and bring him to her. She didn't trust the ghosts she had sent after Von Horton to do more than scare the old man. Thus, she animated and sent a creature personally (shucks, even the biggest dip is a person) responsible to her.

But Von Horton outsmarted the big dip and got away from its slimy grasp. The office, however, is covered with green *slime* left behind by the probing pseudopod. The dip chased Von Horton to Jefferson Hall, where it will catch the professor just as the Ghostbusters show up. Isn't that convenient and nicely planned?

4. Burr Hall

This five-story building, occupied solely by the business department, still has classes in session, as the business students aren't fazed by supernatural occurrences or by wild parties. The business majors are busy preparing to make millions of dollars in the business world, and nothing can deter them from such a lofty goal. Except for some advice on how to make a profit in the ghostbusting business, the stars find nothing of interest here.

5. Hamilton Hall

Hamilton Hall is the campus's five-story library and research center. The Ghostbusters can do some research here if they want, but they must make *Brains* rolls to do it.

Lots of difficulty *Brains* rolls (14-18) let the stars find a brief mention of Lonibabia in *Ancient Nations that Sank Into the Muck and Mire of History, Volume 15*. The entry explains that Lonibabia, located in the Middle East, was apparently destroyed by an earthquake 3,000 years ago.

Whole Lots of difficulty *Brains* rolls (19-29), and a look in a good dictionary, inform the Ghostbusters that the word *kermis* refers to a festival³.

More difficulty Than You Can Imagine *Brains* rolls (30+) reveal that the library lists in its card catalogue an ancient Lonibabian book. It is a religious text of some kind, awaiting further study by Professor Wolfgang Von Horton. There is also a note that the book was borrowed by the Tappa Kegga Beer fraternity brothers a few days ago. It has not been returned.

Nothing else of interest happens at the library—unless you want it to.

6. Monty Hall

The five-story administration building contains offices for faculty, deans, and other upper level administrators. A trail of green *slime* leads up to the third floor of the building, back down to ground level, then off across the central Quad (see entry 8, "The Slime Trail").

If the Ghostbusters head up to room 376, read:

Behind the door with "376" stuck on it, you find a real mess. Broken glass from the smashed window overlooking the Quad lies strewn about the room. Green *slime* covers the overturned desk and chair and everything else in the small office.

A quick investigation and Some difficulty *Brains* rolls (4-8) turn up a *slime*-encrusted piece of crumpled note paper with the Ghostbusters' phone number on it. A small note scrawled near the bottom of the paper reads "Beware the kermis." If anyone checks, either by smelling or tasting and making another Some difficulty *Brains* roll (4-8), they figure out that the *slime* is actually guacamole dip. Despite the normally innocuous nature of guacamole dip, this particular dip registers strongly on PKE meters. Oh, and Von Horton isn't here, in case nobody noticed.

³We're serious. So is Webster's—and if you've got the big, fat, unabridged Webster's, you can find out what countries have kermises to this day—regular, ordinary kermises, that is.

7. The Quad

Practically every college has an area called "the Quad." On Lo-Cal's campus, the Quad is a well-kept lawn central to all the college's buildings. It is a place where students can sit and study, lounge, or play frisbee. In the middle of the Quad, there is a fountain, complete with smiling, granite cherub, gurgling water, and wished-upon coins in the catch basin.

However, this Quad has something that few other college Quads have. Five imps dance around the fountain. Lilith sent the evil, absent-minded little spirits to scare somebody named Ed Norton, or something like that, they think. But this fountain, just made for imps to dance around, caught their attention. If the stars approach them, the imps decide that playing impish tricks on humans is even more fun than dancing around the fountain. And these imps know a lot of tricks.

At the first sign of violence, the imps scatter. But they each try to curse the Ghostbusters' items before they go.

Imps

little devils

Power	2	Curse Items*
Ecto-presence	2	

* The Ghostbusters must roll for each piece of equipment they carry. Roll the Ghostbuster's Cool against the Imp's Power. If the Imp rolls higher, the item is cursed and won't work until repaired by a Lots of difficulty Brains roll (14-18). If a Ghost is rolled, the item is doubly cursed and works against the star who tries to use it—exploding proton packs, Ecto-Visors that produce weird hallucinations, etc. are common results of equipment cursing.

Goal: Have Fun and Curse Items

Tags: Mindless, pushovers; good at dancing, not so good at remembering names

8. The Slime Trail

A trail of green *slime* leads from the wall surrounding the college to Monty Hall, across the Quad to the front entrance of Jefferson Hall, then around to the back of Jefferson Hall. All along the trail are small birds and animals pecking at the green goo. There are also a bunch of students sitting beside the trail, dipping tortilla chips into the stuff and eating away.

The dippy monster that Lilith sent after Von Horton deposited the guacamole dip trail. If the Ghostbusters follow the trail to Jefferson Hall, they find the 2,500 pound creature, and Von Horton.

9. Jefferson Hall

This three-story building houses the law and history departments, including classrooms and the law library. The stars find Von Horton here, menaced by a 25-foot-tall, 2,500-pound globular mass of *animated* guacamole dip. As they get ready to check out the history classes, the Ghostbusters hear a loud noise from around the far side of the building. If they go to investigate, read:

You turn the corner and find yourselves confronted by a 25-foot-tall mound of green *slime*. The mound, vaguely humanoid, has two stumpy green legs and two stumpy green arms. A trail of *slime* glistens in its wake. The weird creature holds a little old man in one of its dripping appendages. The man, when he sees you, calls out in a thick German accent, "Ghostbusters! Thank goodness you're here!"

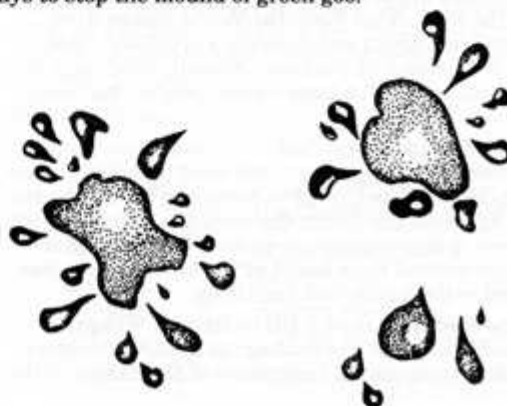
Yup, this is the big finale of this reel. Go to "It Isn't Easy Being Green" for details on running this battle.

It Isn't Easy Being Green

The *animated* green *slime* radiates PKE. The creature is single-minded, intent on capturing Von Horton and bringing him back to Lilith. If the stars try to stop either of these things from happening, the creature attacks them.

It holds Von Horton in one messy appendage as it turns on the Ghostbusters with all the fury a 2,500 pound glob of guacamole dip can muster. In this corner, a big dip. In that corner, a bunch of little dips. It's the battle of the dips!

The dip forms pummeling appendages (Bonus to-hit +2 dice) with which to strike at the Ghostbusters. It also hurls globs of guacamole at them (Range max 2, difficulty increment 1/2, Bonus Damage +1 die). Note, proton beams don't bother the dip. The Ghostbusters will have to come up with a clever way to defeat this monster. Freezing, fire, or 2,500 pounds of tortilla chips and a lot of hungry students are good ways to stop the mound of green goo.



The Green Slime*2,500 pounds of animated guacamole dip*

Power	6	Pummel Slime
Ecto- presence	10	

Weakness: Vulnerable to consumption, so to speak.

Goal: Capture Professor Von Horton

Tags: Ectoplasmic, mindless; sings as it attacks, just like a lot of the other ghosts and monsters in this adventure (we think singing monsters are somehow scarier than those that simply growl or say "boo." What does a 2,500 pound pile of dip sing? Anything it wants to, actually. But it has a few favorites), "Aye yi yi yi," it sings, "Muncha buncha! Muncha buncha! We'll make more!"; even sounds a lot like Jay Leno

Von Horton Cooperates

After the Ghostbusters defeat the dip, they can talk to Von Horton and find out what's going on. The old man catches his breath, wipes slime off his glasses, and says:

"So, did you read the book?"

Let the stars struggle for an answer as the professor waits quietly. After they explain the situation, the professor sighs:

"Oh, my. I was hoping you had figured out a way to stop the ApoKERMIS by now. But without the book, there is no hope... no hope at all."

Now is the time for the Ghostbusters to ask questions. Von Horton can tell them the following things:

On Kermises and ApoKERMISES:

Kermises are festivals, parties. The word *ApoKERMIS*, the Party That Ends the World, comes from ancient Lonibabian and involves a prophecy (that poem on the back of the cover, actually) that says the world will end with a bang—and a mighty big hang-over.

On Lonibabia:

Lonibabians, members of the most decadent nation ever to have existed, lived to party and have fun—the more depraved the party, the more fun everyone had! It seems that this nation even developed a religion centered around the concept of the kermis, a religion devoted to dark gods and fast times.

On the Package in the Plain Brown Wrapper:

Von Horton sent the package to the Ghostbusters for safekeeping and to warn them of the danger of the

ApoKERMIS, hoping they could find some way to avert the prophesied disaster. The box contained an ancient tome, *The Big Book of Dark Ceremonies and Party Games*. The book described ceremonies for calling on the powers of the Elder Gods of Fast Times.

What's most interesting, explains Von Horton, is the newer writing at the end of the book. This writing, dating back to the time of the destruction of Lonibabia, contains a prophecy in verse. It says, loosely translated, that the end of the world will begin when the tome, a group of precocious children and an innocent young woman all come into contact with each other in the full light of day. Then Lilith, the Lonibabian High Priestess of Party, will be set free to host the ApoKERMIS—the party that brings about the end of the world!

What is more scary than interesting is Lilith's demand, in magical writing on the end pages of the book, "Free me!"

That's as far as Von Horton got in his study of the ancient tome when he became frightened and decided to ship the book off to the Ghostbusters.

On Dr. Loone:

Who? Oh, yes, wait a minute. He wrote the paper "Big Foot: Missing Link or Hairy Ghost?" He thinks Loone is weirder than Dr. Spengler, but that's about all Von Horton knows about him.

On the Museum Exhibit:

Von Horton heard about the exhibit right after the ancient book came into his possession. He feels that the exhibit appearing at the same time as the book resurfaced presents more than mere coincidence. He hasn't seen the exhibit yet, as it only opens to the public this evening, but he understands that the display contains reconstructed ruins from the ancient nation of Lonibabia. The stars may find out more about Lilith and the prophecy at the exhibit.

On Other Subjects:

Well, if they want to ask Von Horton about dead languages, ancient history, or how to make a really fine cheese dip, he's their man. Otherwise, he doesn't know anything else that can help the Ghostbusters.

As this reel draws to a close, Von Horton pulls the stars close, wipes guacamole dip off the shoulder of one of them, and whispers:

Beware, my friends! Legends say that Lilith is very dangerous. With the ApoKERMIS almost here, you have very little time left to save us. If you don't try, Lilith shall destroy the world. Worse yet, we will be compelled to jubilantly party and have fun as the planet crumbles! I, for one, am not ready for that much fun.

Professor Von Horton says good-bye and leaves to find a hiding place before some other ghostly manifestation shows up to give him a hard time.

REEL FOUR

Rock 'n' Ruins

Summary

The Ghostbusters have an invitation to attend a cocktail party and opening ceremony at the Lo-Cal Museum of Art for the new exhibit "Lonibabia: The Little Country That Could." The stars can strut their stuff among the upper echelons of the city's society, rubbing elbows with important guests all decked out for this special event. Things get even more interesting as the Ghostbusters explore the exhibit, learn Lonibabian history, and again face the ghosts of the Lonibabian masses.

If The Ghostbusters Arrive Early

If the stars decide to head over to the museum before the scheduled start of the cocktail party, you have a few choices about how to handle the action. You can let the Ghostbusters be turned away by the security guard at the museum. Or the stars can try to talk their way in to the exhibit early—Whole Lots of difficulty *Cool* rolls (19-29) for each star.

If you do let them in to the museum early, they find the reception area already set up in preparation for the evening's festivities. They can wander about the exhibit, but nothing supernatural occurs. They only get the printed information displayed on the exhibit labels, not the special spectral show. That show is scheduled for the party itself.

The Cocktail Party

As the stars arrive, along with limos full of well-dressed ladies and gentlemen, read:

You pull up outside the Museum of Art, maneuvering the replivehicle to a halt behind a stopped limousine. Valets open doors for men in tuxedos and women in furs and gowns. It looks as if everyone who's anyone has shown up for this shindig! The valets assist you out of your replivehicle, and you face the length of a plush red carpet that leads from the curb, across the sidewalk, and up the flight of granite stairs to the ornate, marble portal that is the entrance to the museum. At the entrance, a doorman in a red uniform dripping with golden braids asks, "Invitations, please?"

Did the stars bring their invitation with them? If not, they'll have to make Whole Lots of difficulty *Cool* rolls (19-29) to get the doorman to check the guest list. They are on the list, but the doorman won't bother checking it without good cause. A good tip (say, \$100) to the guardians of polite society always helps lubricate the hinges on the doors to the inner sanctum, if you catch our meaning.

Once inside the museum, the Ghostbusters can follow the crowd to the main exhibit hall. Use the map in the pullout to help you visualize the setting. The main hall has been divided into two sections for this special showing. The first portion of the hall has been set up for a cocktail party. Long buffet tables display many different foods on silver trays and in silver chafing dishes. Two full-service bars, numerous chairs and tables, and a podium set up near the entrance leading into the featured exhibit fill the reception area.

The second portion of the hall contains the Lonibabian exhibit. A red-velvet rope blocks the entrance until opening ceremonies are concluded.

Encourage the stars to mingle. This is a perfect opportunity to make contacts and set up future jobs. Other guests present include: the governor; the mayor; the police chief; other city officials; the editor of the daily newspaper; any extras that you choose to use from those listed in "A Cast of Dozens" in the rulebook; Roger Major; the Wilderness Kids and their troop leader; and lots of rich, snobby socialites.

The stars also get to meet the director of the museum, Donald Chester. Since he loves old things and money, not necessarily in that order, he makes a great administrator for the museum. He is very good at sucking up to anyone who is the least bit important and wealthy.

Donald Chester

museum director and high society bootlicker

Brains	5	Judge A Person by His Clothes	8
Muscles	2	Shake Hands Like a Salesman	5
Moves	3	Hobnob With "Old (or New) Money"	6
Cool	3	Smile Ingratiatingly	6

Goal: Acquire Funds and Grants With Which To Keep the Museum Running Smoothly

Tags: Small, ratty man with a big nose and a mustache; fawns a lot

After a bit of hobnobbing and idle cocktail party conversation, everyone is asked to take a seat in order for the opening ceremony to get underway.

The Opening Ceremony

Museum director Donald Chester takes his place at the podium beside the exhibit entrance and clears his throat. Tapping on the microphone, Chester says:

"Ladies and gentlemen, honored guests. Welcome to the museum's newest exhibit, **'Lonibabia: The Little Country That Could.'** Recently excavated in the Middle East, this exhibit contains ruins from the site of perhaps the greatest archaeological discovery of this century. When I lower this rope, you will have access to ancient wonders the like of which you have never dreamed. It will feel like... like stepping from the modern world directly into a past you never knew. Now, without further ado, I present to you—Lonibabia!" Chester unhooks the rope blocking the entrance to the exhibit... and something weird happens.

In slow motion, the red rope falls to the floor. The expressions on the faces of the guests change from amused interest to abject terror. As Chester finishes his speech, go to "The Spectral Floor Show" below.

The Spectral Floor Show

Chester completes his introduction of the exhibit and then the real show begins. A ghostly image rises out of the ruins and plays out a scene from Lonibabia's past. Read:

A misty fog rises out of the ruins and hovers above them. The ghostly figure ignores you; all of her attention is riveted on a large book that also forms from the shifting mist. The beautiful woman, dressed in ancient garb, gestures over the book and mutters seemingly arcane words just beyond the limit of your hearing. At her silent command the front cover of the mighty tome swings open, and a hole appears in midair above the aged pages, a hole black and bottomless as the pit of the primal abyss!

Bowing in supplication, the woman appears to beseech some unseen entity. Then, before she can even rise from her bowed position, four taloned hands reach out from the portal to grab the woman! You can almost hear her noiseless scream as the cruel hands jam the woman into the confines of the book!

The scene fades away, leaving a fine dew to linger in the air and slowly dissipate.

That scene depicts Lilith's entrapment in *The Big Book of Dark Ceremonies and Party Games*. The audience isn't watching Lilith's ghost here, but the psychic imprint of the ceremony supernaturally etched in the ruins. The reconstruction of Lonibabia's ruins has freed the image.

If the Ghostbusters have any equipment with them, they can determine a few things. First, the scene fairly dripped with PKE, but not the PKE associated with independent specters. What they saw registered as a definite vision out of the past, with no conscious thought or motivation involved. Second, the mist is a form of ectoplasm. It emanated from the ruins labeled "Dark Temple."

If the stars have some sort of video camera, they can record the scene for later analysis. With Von Horton's help (and a few Whole Lots of difficulty *Brains* rolls—19-29), they can figure out that Lilith used a spell to open a portal to another plane. Specifically, she called on the major deities of Lonibabia, the Elder Gods of Fast Times. Using *Tobin's Spirit Guide*, *Spates' Catalog*, and a More difficulty Than You Can Imagine *Brains* roll (30+), the Ghostbusters can concoct a spell for closing a portal. Make it only a Whole Lots of difficulty *Brains* roll (19-29) if they also have *The Big Book of Dark Ceremonies* to consult.

That's about all they can learn from this spectral vision. Nevertheless, the ghostly scene serves to frighten away the rest of the guests at the cocktail party, leaving the Ghostbusters alone to examine the remains of the exhibit, so to speak. They can make some money on this deal if they're quick and smart about it and haggle shrewdly with Donald Chester on the matter of payment for ridding the ruins of its fear-inspiring manifestation (he's liable to convince them to donate their services), but that's up to them.

The Exhibit That Time Forgot

Once the spectral special effects have played themselves out, and the other guests have backed into a far corner or left the museum altogether, the stars can snoop around the Lonibabian exhibit. Descriptions of the ruins and items found there are listed below.

The Wall of Wild Debauchery

The museum staff reconstructed this wall from ruins found at the site of Lonibabia's Palace of Pleasure. Read:

This wall, seven feet high and made of fitted stone blocks, has carved into each stone scenes of wild debauchery that make today's music videos seem tame by comparison. So exacting in

the recreation of the details of life were the hands of the ancient sculptors that the images on the wall appear to move as you look at them, almost like the pages in some perverse flipbook.

Actually, the wall is a wonder of ancient art. The carvings were designed to flow one into another to give the appearance of moving pictures. A Lots of difficulty *Brains* Roll (14-18) reveals that highly skilled craftsmanship created this illusion, not a paranormal agency.

The wall does have one quirk, however. The ghosts of the Lonibabian masses rest here. After the Ghostbusters confronted these party animals at Lo-Cal College, the ghosts returned to the wall to recuperate and regain their normal level of *Ectopresence*.

Have some fun with this. Every time the Ghostbusters turn away from the wall, one of the carved figures makes a face, or sticks a stone tongue out at them, or giggles insanely. But if the stars try to exorcise the ghosts from the rock, the Lonibabian Masses pop out of the wall and find a new home inside the troop of Wilderness Kids present at the exhibit's opening. (Yup, the same troop of blue-uniformed brats as in Reel One. The members of this troop are, after all, scions of the city's wealthier families and often go to socially important occasions.) See "Night of the Living Dead Children" below for what happens when the Lonibabian Masses enlist for a tour of duty with the Wilderness Kids.

The Fountain of Fun

The PKE meter shows a faint PKE reading as the Ghostbusters approach this ancient structure. Four stelae surround the Fountain of Fun. The stelae are stone columns fashioned into the images of singing men and women. The fountain itself, a monolithic piece of marble carved into the likeness of a big smiling face with thick lips pursed to spit water far into the air, has a square catch basin, dry now, designed to receive the water as it falls back to earth. As the Ghostbusters examine the fountain, read:

A placard explains that this Fountain of Fun once flowed near the Palace of Pleasure in ancient Lonibabia. The smiling face of the fountain, head back and lips pursed to spit water far into the air, has been dry for thousands of years and has not been fitted with plumbing during the installation of the exhibit. But with a sudden gurgling sound, liquid erupts from the pursed lips of the face and spurts toward the ceiling.

The liquid isn't water. In fact, the fountain isn't tapped into anything that would explain the sudden return of gushing fluid. It is tapped into the ethereal plane, though, and as the time for Lilith's party gets closer, that connection becomes functional. The Elder Gods are coming back, and the way must be prepared for their grand entrance. What happens in these

ruins is only a part of the beginning of the end.

The liquid, a ghostly equivalent of champagne, sparkles and bubbles, but it packs a bigger punch than champagne. If the Ghostbusters sniff any of the bubbles or let the liquid touch them, they become instantly inebriated. Reduce their total Traits by one. If they are so incautious as to taste the drink, they find it extremely delicious and thirst-quenching. Then they must make Lots of difficulty *Muscles* rolls (14-28). If they succeed, they become so drunk they reduce their total Traits by three. Any stars who fail pass out and remain unconscious for about an hour. If they all pass out, the Ghostbusters awaken surrounded by the possessed Wilderness Kids. (See "Night of the Living Dead Children.") If they successfully deal with the tykes, the stars can examine the other items in the exhibit.

The Fountain of Frolic

The sign next to this reconstructed piece of ancient Lonibabia reads "The Fountain of Frolic" and explains the fountain as another representation of Lonibabia's devotion to fun and fast times. Four stone stelae, carved as dancing and prancing men and women and positioned around a checkerboard floor composed of blocks of red and black stones, surround this fountain. The marble fountain, a smiling face with pursed lips, sits in the center of the checkerboard pattern. But instead of being tilted back to squirt water into the air, this head points forward and looks directly at whoever approaches.

This fountain radiates PKE and also contains a nasty trap for the Ghostbusters. If they step on the black square directly in front of the carved face, smoke billows from the mouth of the smiling face. Anyone caught in the cloud (Range max 10 feet, width 5 feet) must make a Whole Lots of difficulty *Muscles* roll (19-29) or succumb to the "frolic gas."

Frolic gas makes people dance and prance like happy kids. They sing songs and laugh a lot. Nothing bothers them. All's right with the world. The effect wears off in about an hour. Until that time, make sure the players of affected Ghostbusters act happy and silly. It's part of the fun.

The Dark Temple and Fast Food Emporium

This reconstruction, only part of a much larger structure, is all that remains of Lonibabia's religious and architectural showcase. Read:

Stone steps lead up to an octagonal platform, on which rests a stone altar and a statue of what appears, by its ornately complex structure, to be Lonibabia's chief god. On closer inspection, you see that the statue depicts more than a single figure. Four weird entities, all wearing gaudy armor and having grotesquely demonic visages, look out from the stone.

This statue represents the Elder Gods of Lonibabia, the fearsome Four Revelers of the ApoKERMIS. Also called the Four Frog Riders by some, these entities of entertainment actually take part in the action later in the adventure.

The Palace of Pleasure

Only a portion of this massive structure survived the destruction of Lonibabia. The Palace of Pleasure served as the site of all manner of parties. Lilith's inner chambers, the only portion on display, amply demonstrate the extent of the decadence and excesses of her lifestyle as High Priestess of Party.

Archaic, well-preserved and erotically styled hot tubs, couches, chairs, beds, pillows, and other oddly functional furniture comfortably clutter the chamber. Thick rugs, in remarkably good condition, abound.

These items only hint at the activities that once rocked the Palace of Pleasure each day and night. One tapestry bears a striking, woven likeness of the Priestess of Party in a lavish costume. She looks exactly like a wild and loose version of Cindy Marie Worthwhile! The Ghostbusters didn't notice the resemblance earlier at the spectral floor show because the ectoplasmic figure of mist wasn't as well-defined as the image of Lilith in the wall hanging.

The Display Case

This glass case displays implements and artifacts used in everyday life in Lonibabia. Near each item a small card tells what is known of the item's use. Large feathers once used to tickle visiting dignitaries, a set of clay mugs featuring representations of the Elder Gods in action poses, a dribble glass, an ice bucket, an ancient game of "Pin the Tail on the Camel," a party dress, a party hat, and an ornate amulet all invite investigation.

The amulet bears the profile of Kalub Pooper, an opponent of Lilith's. Known as the man who hated kermises, he battled to reform Lonibabia from its decadent path. A Whole Lots of difficulty *Brains* roll (19-29) lets the Ghostbusters figure out that the amulet can be used to banish the Lonibabian masses, if presented forcefully by a star making a Lots of difficulty *Cool* roll (14-18). The amulet will not work against Lilith or the Elder Gods.

Lonibabia History in Pictures

Along each wall, pictures and art from the Lonibabian dig and cards bearing information give an historical background pertaining to the ancient nation. If the Ghostbusters examine the history cards, give them the information from the introductory "Ghostmaster Notes."

Night of the Living Dead Children

As the stars examine the exhibit, the ghosts of the Lonibabian masses find new hosts. They possess the Wilderness Kids! When your Ghostbusters are ready for some more action, read:



As you examine the ruins, you notice that the Wilderness Kids are approaching. Something about them doesn't seem quite right. The kids walk hunched over. Their arms sway back and forth; their faces leer weirdly with twisted smiles; and their crimson eyes glow. You can hear them speaking in low whispers. You listen closely and you hear them singing, softly at first, but changing to an ear blasting crescendo, "Kermis! Kermis! KERMIS!"

Now the stars get a chance at one more tussle with the masses of Lonibabia! But now, the Ghostbusters are on Lonibabian turf. Near the exhibit, increase the ghosts' *Power* and *Ectopresence* by two.

Since the ghosts want to finish off the stars before the Ghostbusters can ruin the upcoming kermis, they fight to the death. The possessed kids are deadly little monsters, making full use of the items in the exhibit. They try to force the Ghostbusters near one of the fountains. They break open the display case and use the tickle feathers to attack our stars. They play "Pin the Tail on the Ghostbuster." What a fun time!

Keep in mind that the amulet in the display case bears a powerful charm against the masses of Lonibabia. The image of Kalub reminds them of their own guilt and, if forcibly presented, banishes them back to the ectosphere whence they came.

REEL FIVE

There's a Party Going On...

Summary

By this point, the Ghostbusters should have some idea about what's going on, but they still don't know some things—like what's actually at stake! A party may sound like fun or even seem excitingly dangerous, but the party we're talking about causes the end of the world. That's not a typical social get-together.

In this reel, the stars arrive at Cindy's block and find a strange and dangerous party going on. The party gets stranger and more dangerous when the guests of honor show up—the fearsome Four Revelers of the ApoKERMIS! Plus, our stars find out just what Lilith plans to do. Can they get past the Elder Gods of Lonibabia and stop Lilith and the Grand Kermis before the end of the world? Well....

If the Ghostbusters Go Directly to Cindy's House

A problem or two could arise if the Ghostbusters go directly from Reel One to Reel Five. First, they won't experience the thrilling action that we've set up for them along the way. Second, they won't have any of the clues or gadgets necessary to win the day. Here are a few ways to dissuade or distract them from skipping over the fun parts.

- It's difficult to get Cindy's address. The employment agency doesn't give out their clients' addresses to just anybody. This is a More difficulty Than You Can Imagine Cool roll (19-29) if the stars try to push the point. (By the end of Reel Four, however, the agency gives in and provides the address.)
- Throw the other reels directly in their path. Special news reports concerning Loone's airship and urgent calls from Von Horton should make the Ghostbusters explore those options first.
- They arrive too early. Cindy's not home, the block hasn't been transformed, and the party hasn't started. They find nothing out of the ordinary at this time, and urgent news reports about the airship and the college force them to deal with one of those situations first.

If none of these work and the stars insist on waiting around for Cindy, then let the festivities begin! Have this reel pop up around them and let them try to figure out what's going on and what they can do about it. After all, it's every stars game-designer-given right to pick the path to his own undoing.

The Block Party

The stars get to Cindy Marie Worthwhile's block and discover a party going on—a block party! But it's not a normal bring-the-friends-and-neighbors block party. Nope. It's a Grand Kermis of the highest order!

Looking at the block from either end offers the stars a mad vista. They see a normal residential block with the temples, palaces, and other structures of ancient Lonibabia superimposed over it. In fact, houses have begun a transformation into those structures long lost and buried in desert sands; a stack of catering halls, stolen from all over the city, towers on high; and a New Wall of Wild Debauchery encircles the block.

Revelers pack the streets and walks of the area. Ghosts, ghouls, skeletons, demons, zombies, and other kinds of creatures clog the street, dancing, singing, eating, drinking, and having a rip-roaring good time. Lilith has outdone herself. But the real festivities are just beginning.

Below are actions keyed to places on the map of Cindy's block and set to occur if the stars go to those places. Other encounters pertaining to the party and the main plot follow these descriptions.

The New Wall of Wild Debauchery

The Ghostbusters find the way to Cindy's house blocked by a stone wall seven feet high. Beyond the wall, they can see the rooftops of the buildings in the block. Some of those rooftops have familiar shapes, and some have shapes strangely reminiscent of the temples of Angkor Wat⁴. A pyramid that seems to have been built from stacked catering halls towers over everything. The stars have to get past the wall. Read:

The wall looks just like the wall you saw at the museum, except there are no fancy carvings, yet. Hundreds of sculptors, with chisels and mallets in hand, sit facing the wall, ready to start adorning the stones with intricate designs. You notice a foul smell and see that the artists are rotten. No, they're not bad artistically—they're animated corpses that have become overripe.

⁴That's a temple in Cambodia, or Campuchea, or whatever we call it now. A good encyclopedia will most likely have a picture, or you can thrill your social studies/history teacher by asking him or her for info.

These *animated* corpses fulfill their only goal by beginning to carve high reliefs into the New Wall of Wild Debauchery. If the Ghostbusters speak to the artists, the artists will not answer. Nor can anyone deter them from their appointed task, or make them give out information of any sort. Have fun with the stars as they try to converse with these single-minded piles of rotting flesh.

Even after they figure out that the artists are of absolutely no use to them, the Ghostbusters are still faced with getting over the wall. They can climb over it, which takes A Good Amount of difficulty *Muscles* rolls (9-13), or they can use the gate. (Of course there's a gate in the wall. Would we design a wall without a gate?). When they get to the gate, read:

An ornately carved, stone gateway, facing the street, pierces the wall. Two large creatures stand before the wide-flung gates, checking the ghostly guests to make sure they belong to the "in" crowd before permitting them to enter.

As you watch, those formidable bozos growl, "Go away, Bub," at a curious onlooker. He takes one look at the menacing creatures and runs away down the street, as far as he can get from the guards. These guardians of the gates, you see, have large bat-like wings, scales, and vicious-looking talons.

The Ghostbusters can figure out that the guards are demons by making a Whole Lots of difficulty *Brains* roll (19-29, add two dice if they have an occult tome with them). The stars can try to pass themselves off as ghosts by making More difficulty Than You Can Imagine *Cool* rolls (30+). They can think up good disguises by using Lots of difficulty *Brains* rolls (14-18). They can try to bluff their way through by making Whole Lots of difficulty *Cool* rolls (19-29), or they can fight the demons.

Gate Demons

demonic guards

Power	10	Terrorize Brawl Fly Close the Gates in a Party Crasher's Face
-------	----	---

Ecto-
presence 17

Weaknesses: None. (Just kidding.)—These not-so-bright guards compete fiercely with each other. If the stars can get them arguing over their abilities as guardians of the gates, they may be able to slip unnoticed through the gateway.

Goal: Keep Out the Riffraff

Tags: Physical, mindless; love to eat Ghostbusters in aspic

The Catering Hall Ziggurat

Remember all those news reports about how catering halls and fast food joints all over the city were disappearing from their locations? Well, we just found out what happened to them! Lilith has piled them one atop the other to create this ziggurat of buffet delights. Read:

Ahead of you stands the weirdest tower you've ever seen. Catering halls and fast food emporiums, stacked on top of each other, form a tower of food preparation. Even though each level of the tower is smaller than the one beneath it (forming a true ziggurat, or stepped pyramid), the balance of the structure looks particularly precarious, as though it could fall over at any time. Still, it is a hive of activity. Hundreds of ghosts zip in and out of the open doors and windows on all the levels of the ziggurat. Each carries an empty or full tray of food or drink, depending on the direction of his flight, whether he is going into the tower or out of it.

Lilith recruited some ghosts to prepare and serve the refreshments for the kermis. They move from hall to restaurant at amazing speeds, bringing snacks and hors d'oeuvres to all the guests. The Ghostbusters can enter the ziggurat, but that could prove dangerous. If they do any blasting or violent movement while inside, the tower comes tumbling down upon them (+12 dice on the Accidental Damage Table). Ouch! Other than food preparation, nothing else of interest happens in the stepped pyramid.

The King's House

The ghost of King Nebberagaan of Lonibabia dwells in this two-story house. The house is well on its way to being completely and magically transformed to an elaborate king's mansion similar to the labyrinthine palace of Minos in ancient Knossos, only smaller. The king sits on a plush couch in front of his house, surrounded by serving-wench ghosts and ghostly eunuch-like guards.

The Ghostbusters can talk with the king, if they don't mind his porcine manners, but he won't help them. After all, he's been looking forward to the Ultimate Kermis since before Lonibabia collapsed thousands of years ago. If the Ghostbusters give him the impression that they want to stop the party, he calls them Kalub lovers and orders his guards to capture them.



Nebberagaan*king of Lonibabia*

Power	4	Fondle Stuff Belch
-------	---	--------------------------

Ecto- presence	6
-------------------	---

Weakness: Easily sidetracked by food and wenches.

Goal: Go Out with a Bang

Tags: Ectoplasmic, mindless; quite frankly, a pig; stuffs himself with food and drink, fondles his serving wenches, belches profusely, speaks with his mouth full; all in all, the epitome of the typical end result of royal inbreeding and a life dedicated to endless partying

The King's Guards (6)*guardian eunuch ghosts*

Power	3	Slime Lonibabian Kung Fu
-------	---	-----------------------------

Ecto- presence	5
-------------------	---

Weakness: They find the male Ghostbusters "too too" cute.

Goal: Protect Nebberagaan.

Tags: Ectoplasmic, mindless; grossly fat, smooth-skinned; wear skimpy loincloths, roll their eyes and attack with ectoplasmic scimitars (Bonus to-hit +2 dice, Damage +1 die)

Serving Wenches*domestic help ghosts*

Power	1	Servant Stuff Smooch
-------	---	-------------------------

Ecto- presence	1
-------------------	---

Goal: To Please and Serve

Tags: Ectoplasmic, mindless; they also serve who only stand and giggle and jiggle

Tables of Food and Drink

These long tables located on each side of the street overflow with every kind of food and drink imaginable. Besides human-type food, there are also platters of ghostly delights—eyeball pate, muck fricassee, worms a la mode, and viscera diablo.

To better serve the guests, the bowls and platters sing out the delights of the delicacies piled within them and waddle up and down the length of the tables, climbing awkwardly over the piles of food and calling to the guests to sample their wares. If the stars refuse to try what a particular platter or bowl offers them, the serving dish begins to sob uncontrollably. Then another bowl notices that the Ghostbusters are not ghosts and calls for help. The stars have to silence the bowl before it attracts attention. They can accomplish that by covering the bowl with any handy lid (Some difficulty *Muscles* roll—4-8).

Normal House

This is an ordinary kind of house easily found on any residential street. Really. No ghosts or ghouls wander its hallways. No fiends or fairies hide in the closets.

We figured the adventure needed a nice, regular place where the Ghostbusters could rest and plan. But the house does have Mrs. McReynolds. She's somewhat of a terror. The stars must convince the old woman that they're human or she'll attack them with her trusty broom.

Mrs. McReynolds*cranky old lady*

Brains	2	Snoop on Neighbors	5
Muscles	2	Swing Broom	5
Cool	1	Insult People	4
Moves	2	Gossip	5

Goal: Make Her Home Safe From Ghosts

Tags: Insulting, cranky, bossy, and deathly afraid of the paranormal; when afraid of something, she whacks it with her broom

The New Temple

This transformed house serves as the new temple dedicated to the Elder Gods of Fast Times. Since it is a shrine that all of the ghosts visit at some point during the party, it's always crowded. The High Priestess of Party isn't present at the temple, since she's at her own palace working toward achieving her ultimate goal.

The Bandstand

A raised stage surrounded by giant stereophonic speakers serves as the bandstand. The band is a cool bunch of zombies led by that famous singer from the ectoplane, the skeletal Leonard Skinless. They belt out tune after tune, providing otherworldly music to which the ghosts and other guests can dance and party.

The band's members have a few quirks. When the

guitarist strums a note, bits of sliced fingers fly into the crowd. When the trumpet player blows his horn, chunks of rotted lung fly from the bell-shaped mouth of the trumpet and rain down on the revelers. The drummer bangs on a skeletal bone-rattling drum, and the lead singer has quite a set of vocal cords—but that's the only flesh on him. So, if zombies aren't great musicians, at least they're loud.

Cindy's House and Pleasure Palace

Cindy's once well-kept home has been transformed into a modern version of Lilith's Palace of Pleasure. See Reel Six for more information on this den of inequity.

When Ghosts Die

As the Ghostbusters wander around the party, they notice an interesting event. Read:

A ghost in a sailor suit doesn't look good. Well, no ghost looks good, but this one looks kind of sickly. It wobbles and floats sort of sideways. Then, it screams as it collapses inward and becomes a small sphere of shimmering light. You can still hear it screaming as something sucks the ball into Cindy's house. The screaming stops.

Lilith invited the ghosts to her party so that she can absorb their *Power* and *Ectopresence* and become a Super Big Time Demon of Galactic Proportions. Now, with her guests here, it's time to start the absorption process.

Let the Ghostbusters witness a few of these absorbing scenes before the crowd goes wild and tries to escape. Unfortunately, they can't get away because of the New Wall of Wild Debauchery constructed around the block. Lilith put a spell put on it designed to keep ghosts in!

Of course, the Ghostbusters aren't ghosts—yet. So they can go back and forth across the wall. But they'll have to figure out a way to stop Lilith before she absorbs all the ghosts' *Ectopresence* and becomes too much for the stars to handle. Even if that does happen, they have a couple of aces up their sleeves, if they still have Dr. Loone's Dirg Rewop and proton cannon.

Before we go further with that line of reasoning, let's see what Lilith throws at the Ghostbusters now.

The Four Frog Riders of the ApokERMIS

When you're ready to pop the big stuff on the stars, then bring out the fearsome Four Revelers of the ApokERMIS, who also go by the name "Frog Riders." These are the Elder Gods of Fast Times, pa-

tron deities of Lonibabia. They have come back through the portal Lilith has once again opened to help celebrate the party that ends the world. When the Frog Riders appear, read:



Suddenly, lights begin swirling above Cindy's house, forming a glowing circle. Then, the circle opens to another realm and four shapes spring into our world. You see four demonic figures riding on four giant, flying frogs, each of a different color; red, white, black, and pale green!

Somewhere in their investigations, the stars should have heard of these apparitions, and be able to identify the demons by name. The Frog Riders go to work increasing the size of the party so that it overflows out of Cindy's block and over the entire world. Humans just outside the wall are affected first, forced to eat, drink, and be merry—'cause soon they're going to die!

The Ghostbusters must confront the Frog Riders, at least initially, for the Riders stand blocking the path to Cindy's house. But the Four Revelers soon ignore the stars, leaving to spread their gifts of fun throughout the world. The Ghostbusters should realize that these entities aren't their prime enemies. The events taking place in Cindy's house have brought the Frog Riders here and those events cause all this life-threatening fun. They must go to Cindy's house to end this danger.

The statistics and powers of the Frog Riders can be found in "The Supporting Cast" section of this adventure.

REEL SIX

The Late Great Party, Earth

Summary

This is it, the grand finale! The Ghostbusters must confront and defeat Lilith before she completes the implementation of her deadly scheme. In this reel, the stars discover Lilith's ultimate goal, meet the possessed Cindy, and battle the ghosts, the Frog Riders, and the awe-inspiring High Priestess of Party.

It's My Party and You'll Cringe If I Want You

The Ghostbusters reach Cindy's and see a structure that will never make *Better Homes and Gardens*. Read:

What was once a cheery, little, Tudor-styled suburban home has become a cross between a two-bedroom house and a Lonibabian Pleasure Palace. Wood and stucco intermingle with stone slabs, creating a mix of ancient and modern design. The strangest thing about the building is that the whole place glows with an oscillating purple light. The open dimensional portal swirling above the structure periodically throws off energy that is then absorbed by the house, increasing the size of the palace and the brilliance of the glow.

Nothing the Ghostbusters have with them can affect the portal. They'll need something more powerful than simple, crossed proton streams to close this dimensional rift. We have a few suggestions that we'll soon present.

If the stars go directly into the house, they catch Lilith by surprise and get to see what she's doing. Go to "What's In the House?" on the next page.

If the Ghostbusters wait around, or stop to discuss tactics, or just stare at the gaping hole in the sky, Lilith comes looking for them. Go to "The Hostess with the Mostest," on the next page.



Lilith's Ultimate Goal

Lilith gathered together every ghost she possibly could for her Grand Kermis. The ghosts provide a source of strength for the Priestess as she absorbs their *Ectopresence*. She opened a portal to the ectosphere so that the Elder Gods of Fast Times, and even more ghosts, could attend her party. Now, through that open portal, she pulls in such oodles of *Ectopresence* as would make some demons and minor entities green with envy.

But all that *Ectopresence* can't be safely contained in Cindy, a frail human vessel, so Lilith stores extra energy in her new Palace of Pleasure and takes what energy she needs when she needs it. And why does she need all this *Ectopresence*? Hang on, we're getting to that.

Lilith decided that the Ultimate Kermis is a kermis that lasts forever. Human beings, fragile sacks of squishy stuff that they are, don't have the capability to party for more than a few days before they collapse. So Lilith determined that the guests at her party have to be ghosts and other spirit and physical entities that never tire. Of course, since humans could still get in the way of the Ultimate Kermis, she came up with a global solution.

She's going to destroy the world. Once all the living beings have been wiped out, she'll have plenty of room—and ghosts—for her never-ending party. That's why we call the party "the Kermis That Ends The World."

How does she plan to accomplish this? By using the *Ectopresence* available to her through ghosts and the energy available from the ectosphere. In *The Big Book*, Lilith discovered a ceremony for absorbing *Ectopresence* and *Power*, and she set up everything she needs to conduct that ceremony while her party rages on. Once she acquires the high levels of energy necessary, she'll start the final step in the process—absorbing the life of the planet itself! By tapping that fundamental source of energy, Lilith will not only destroy all life on Earth, she'll become one of the most powerful entities ever, if not *the* most powerful.

So, What Are The Ghostbusters Supposed To Do?

Well, they have a few options. Here we present some of the more obvious ones. If the stars think of their own way to save the world, let them go for it.

• **The Dirg Rewop**—While Loone invented this device to open a portal into the spirit realm, the Ghostbusters can reverse the polarity to create a ghost vacuum (no, not the ghost of a vacuum cleaner, but sort of the same idea: a vacuum that sucks up ghosts). A star just has to make a Whole Lots of difficulty *Brains* roll (19-29) to convert the machine, position it in front of Lilith's portal, and turn it on. As the ghosts get sucked back into the ectosphere, Lilith loses her extra *Ectopresence* until she's back to her normal self (which is still pretty powerful, but within the range of the Ghostbusters' handling ability). By blowing up the Dirg Rewop once all the ghosts at the party are gone, the stars can seal the trans-dimensional rift.

• **The Proton Cannon**—Another of Loone's inventions, this large-scale proton pack has enough power to seal the major rift hovering over Cindy's house, if its stream is crossed with the combined power of six other (standard) proton packs. Of course, while this method does seal the rift and cut off Lilith's source of additional *Ectopresence*, it also doesn't do anything about the energy she currently possesses.

• **A Spell of Portal Closing**—If the Ghostbusters concocted such a spell by examining the recorded version of Lilith's image at the museum (see Reel Four), then they can use that spell here. It requires a Whole Lots of difficulty *Cool* roll (19-29) to cast the spell, and this method also doesn't lower Lilith's current level of *Ectopresence*.

What's In the House?

If the Ghostbusters try to sneak into the house, they must make A Good Amount of difficulty *Moves* rolls (9-13). If anyone fails the roll, Lilith hears the interlopers. Go to "The Hostess with the Mostest" below. But if they succeed, continue with...

The house looks just as strange and mixed-up on the inside as it appears on the outside. Instead of doorways, you find glowing hallways and blazing archways. Instead of homey Americana, the decor features frilly pillows and plush carpets. Evidence of the pursuit of pleasure and signs of decadence are everywhere. In the back of the structure you find a room where the purple light is pulsating more vibrantly than in the rest of the house.

A stone bookstand dominates the center of this room. On top of the stand a thick, ancient tome lies opened to its middle pages. Glowing runes and glyphs swirl around the open book, forming a complex pattern that radiates an aura of magic.

This, what used to be Cindy's kitchen, is where Lilith started and plans to finish it all. While *The Big Book* is still an integral part of her spell, simply closing it will not disrupt the wave of magic already let loose. However, if any of the stars spent time studying the image of Lilith recorded at the museum's spectral show and if they learned some Lonibabian from Von Horton, they can formulate a spell to shut down the process of the Ultimate Kermis. This requires a More difficulty Than You Can Imagine *Brains* roll (30+) to figure out and a More difficulty Than You Can Imagine *Cool* roll (30+) to pull off.

Before they even get to try this, they meet the hostess of the party. Go to "The Hostess with the Mostest" below.

The Hostess with the Mostest

When the Ghostbusters are ready to meet Lilith, or even if they're not but you are, read:

The feminine embodiment of wild fun, decadence, and unlimited pleasure undulates enticingly before you. She looks like Cindy Marie Worthwhile, but all her primness and propriety are gone. She stands tall and proud, without the slightest sign of embarrassment, even though her High Priestess attire flows around her clashingly colorful, highly erotic, and non-existent in all the right places. Streaks of red, green, and blue run through her wild, wind-tossed blond hair. Gem studded jewelry flashes from every curve of her body. She looks and is the High Priestess of Party!

Once the stars get over the initial shock of seeing this exotic creature (the male Ghostbusters must make Lots of difficulty *Cool* rolls [14-18] to pull themselves together or they cannot take their eyes off her), they notice that she has large, bat-like wings and that she glows with a pale purple aura.

This is Lilith, using Cindy's body. She speaks:

"Well, gate crashers! Don't you know you shouldn't crash a kermis you weren't invited to? Still, I'm sure we can work something out... who wants to be first to become a ghost?"

Lilith wants ghosts at her kermis, so she'll gladly turn any non-ghosts into spirits if they want to attend the bash. Of course, that means the non-ghosts have to die, but what the hey! Because Lilith feels pride in her plan and wants everyone to know what she's up to, she'll tell the Ghostbusters all about it as she goes about destroying them. Play it up. Lilith is confident, cool, flirtatious, and extremely dangerous. Bring out all these traits as she thrashes the stars.



Until the Ghostbusters close the portal, Lilith has an unlimited amount of *Ectopresence* at her disposal. Roll a six-sided die and the Ghost Die every round. If the Ghost comes up, increase Lilith's *Power* and *Ectopresence* by the number on the other die. For example, if you roll a Ghost on one die and a 3 on the other, Lilith's total *Power* and *Ectopresence* increase by 3. This makes it extremely difficult to wear her down while the portal remains open.

With the portal closed, Lilith still has access to the ghosts present at the party (unless the stars vacuumed them all up). In this situation, Lilith has a set number (20) of *Power* and *Ectopresence* that she can add to her own statistics. As in the previous situation, you must still roll the dice each round to see if she absorbs the *Power* and *Ectopresence* of the ghosts, but instead of having an unlimited amount to draw on, she has a finite amount. Keep track of the losses to this amount, because once Lilith loses it all, she must rely on her own abilities.

When the Ghostbusters reduce Lilith's *Ectopresence* to 3, she gives up possession of Cindy's body and shows her true form. See "The Party at the End of the World" below.

Some stars may have to stay here and keep Lilith busy while others go pick up the Dirg Rewop or some other piece of equipment. That confrontation could

make for some tense moments as Lilith slowly, or quickly, wears down her opponents while the other Ghostbusters in the replivEHICLE or Sky Sleds race through the city.

Are the Ghostbusters having too easy a time of it? Then throw the fearsome Four Frog Riders at the team in search of equipment! Remember, if the stars don't stop Lilith, the world ends. If that doesn't sum up the seriousness of this adventure, nothing does.

Every Party Has A Pooper

At Lilith's Grand Kermis, the High Priestess views the Ghostbusters as nothing more than party poop-ers, spoilsports, squares, and wet blankets. But they have the means to save the world, and you, the Ghostmaster, must give them every break along the way. After all, if the world ends, what does that do to your campaign?

Still, if the Ghostbusters don't even *try* to make it through this adventure and save the world, let them have it with everything Lilith has to throw at them. Ghostmasters should help those who try to help themselves. They should let stupid or lazy Ghostbusters get what's coming to them.

If stupidity runs rampant in your players' veins today, Harlan Herbert Loone arrives to save the day.

He reverses his Dirg Rewop, banishes the ghosts, and closes the portal. The Ghostbusters still must confront Lilith, but now they have a better chance at beating her. After all, we can't *really* let her destroy the world. That would ruin everybody's day. But if the stars need this level of help, then they've failed the adventure and should receive the worst possible punishment—they get humiliated by being forced to watch as Loone is awarded a franchise right in their own town. So much for "protected territory."—*sigh.*

The Party at the End of the World

If all goes well and the Ghostbusters win the day, you'll need a neat read aloud to describe their victory. Here it is.

Your last blast staggers the High Priestess of Party and she falls to the ground. Rising out of Cindy's possessed body is a ghostly apparition. This spirit has the body of a woman and the head of a pit bull. One of the creature's eyes is circled by a black ring. It jumps at you, ghostly teeth snapping (Bonus to-hit +1 die, Damage +2 dice). Lilith in her true, ghostly form is—the dreaded Party Animal!

While this frightening apparition looks deadly, if Lilith has deserted her host body it means that she is no longer strong enough to control that body. Now

it should be a simple matter for the stars to contain her and plop her into a ghost trap.

With Lilith defeated, the block transforms back to its original state—dull suburbia. Cindy wakes up confused and embarrassed by her attire, and any remaining ghosts sneak away before the Ghostbusters notice them.

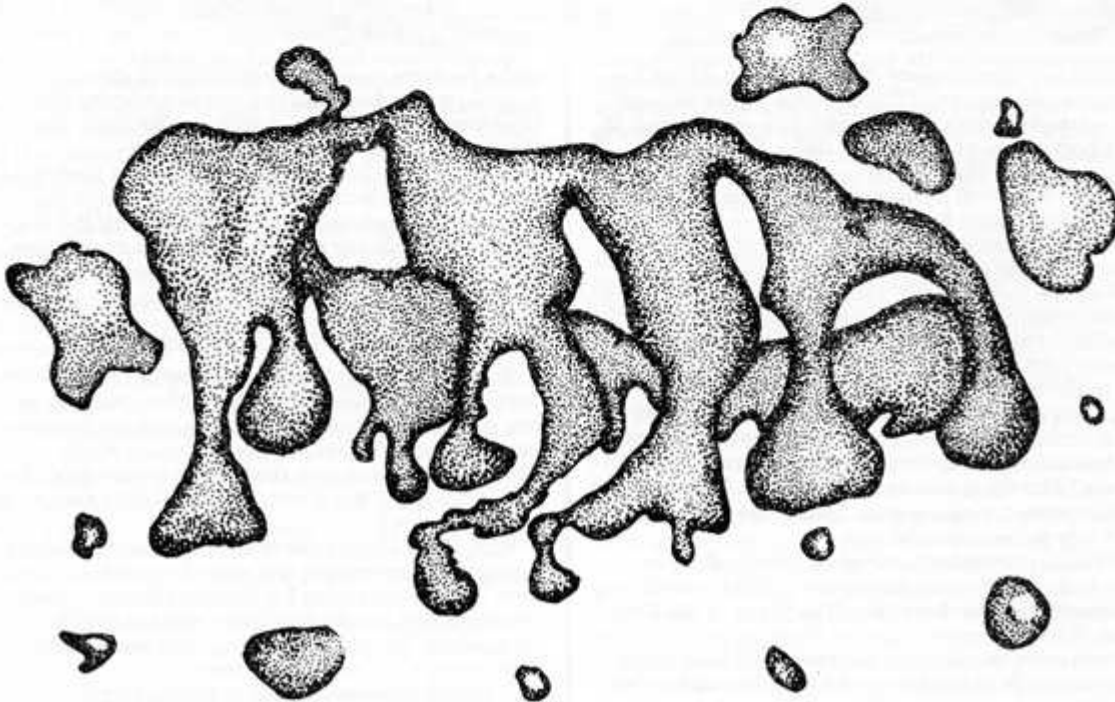
Give Brownie Points according to the guidelines in the rulebook. Also, the stars may want to give Loone a job, since it was his work that sort of saved the day (depending on the Ghostbusters' final actions and on whether or not he already has his own franchise).

But what about the Cult of the Gate Crashers? Will they menace the stars anew? Will somebody pay the stars for saving the day? Will they ever be able to enjoy a party again? That, friend stars, is up to you. But as the stars head back home, read:

A paper party hat drifts by, caught in a gentle summer breeze. It spins around you, then drifts into a dark alleyway. For a moment, you spy dozens of red eyes staring out of the alley, but then the illusion is gone. On the soft breeze, a faint chirping resolves from a ragged drone to a pulsing, almost-voiced, "Kermis! Kermis! KERMIS!"

Or was it just the chirping of crickets? Just crickets....

Start the theme music, roll the credits, and say good night, stars.

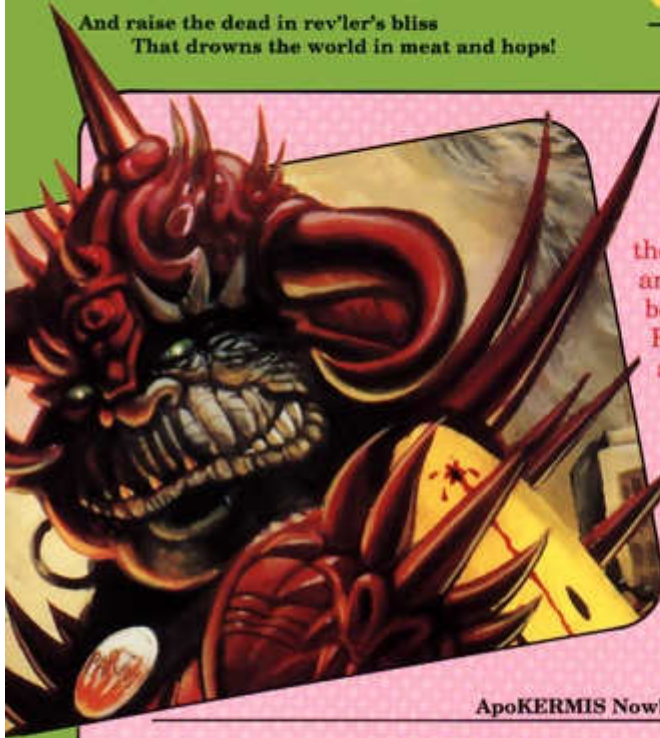


GH^{OST}BUSTERS[™] *International*

ApoKERMIS Now!

by Bill Slavicsek with Paul Balsamo

When sunlight's luminating eye
finds ancient tome of dark delights;
When children changed by demon's kiss
encircle maid of primness tops—
Then Frog-steeds of th' ApoKERMIS fly
Beyond evil's previous heights,
And raise the dead in rev'ler's bliss
That drowns the world in meat and hops!



Long before the rise and fall of the Third Reich, long before the rise and fall of the House of Usher, long before even the rise and fall of the Roman Empire, history and literature both ignored the rise and fall of ancient Lonibabia, the nation that partied itself into oblivion.

But a deadly prophecy remains, and fulfillment seems horribly near at hand. Is this the Fall of Civilization? Or can the Ghostbusters gate-crash the world's last bash?

ApoKERMIS Now! includes:

- * detailed maps of the Lo-Cal College campus and the Lo-Cal Museum of Art's Lonibabian Exhibit
- * complete descriptions of the Elder Gods of Fast Times—the four Frog Riders of the ApoKERMIS!
- * newly issued GBI experimental Sky Sleds to test—and travel in high style
- * and last but never least, a prim and proper young woman with a devastating personality disorder

ISBN 0-87431-201-9



0 18874 30032 4

A complete
Ghostbusters International
adventure for
Ghostmaster and two or more players.

For ages 12 and up.



RD. 1, Box 2115
Honesdale, PA 18431

Games, including rules and components © 1989 West End Games.
© 1989 Columbia Pictures Industries, Inc. All Rights Reserved.

100112