

GH~~2~~STBUSTERS FANS

An Adventure for use with the

GH~~2~~STBUSTERS™

International

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

Pumpkin Patch Panic



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GH**OST**BUSTERS™ *International*

A N A D V E N T U R E

Pumpkin Patch Panic

by Grant Boucher

*Once every century on Halloween Night, so legends say, a magical pumpkin patch appears.
This year is the year.*

*This pumpkin patch is **the** pumpkin patch.*

*On this Halloween Night, the Great Pumpkinhead chooses the pumpkin patch he thinks is
the most sincerely dedicated to the maintenance of Eternal Halloween.*

*And he rises out of the pumpkin patch and flies through the air,
bringing panic and pandemonium to Ghostbusters everywhere...*

Does this sound like a children's story to you?



Supporting Cast (from L. to r.) Back Row: Skip Butcher, Davis Lester, Dave Butcher, Julie Gracias, Chip Chocolate, James Butcher.
Front Row: Bahkis (Prince of Goblins), Snooty the Basset Hound, Lionel Van Gauge. Not pictured: Samhain (Lord of Goblins.)
See pages 4 and 5 for vitae.

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Introduction

Halloween. The night every Ghostbuster earns his annual proton charging allowance. Sure, the rest of the year's no picnic, but Halloween—that's the day for which every two-bit slimer and full roaming vaporous apparition has saved up all his PKE. Halloween's the night undead beasties beyond the weakened Psycho-kinetic Curtain make a break for the other side.

And this Halloween, it's gonna get just a little bit hairier than usual around ol' Ghostbusters HQ. So check to make sure the Protection Grid's got plenty of space, charge those unlicensed nuclear accelerators all the way up, and carry plenty of spare ghost traps—just in case. Mr. Samhain's coming to town... and this time, he might just be here to stay.

WARNING: Read no further unless thou art a Ghostmaster! I, the spirit of Lord Fineous the Gray, shall personally haunt and bewitch any shameless Ghostbuster who sneaks a peek between these hallowed pages. I shall scare your hair silver! I shall prematurely age even the brassiest locks, so that some day when you are inspecting your head, you shall find a glistening, colorless strand... and then another, and another.... After all, your own Halloween is really not that far away now, is it? And I have more than a little extra PKE saved up, just for you.



How to Use This Adventure

Inside these virgin covers, made of the finest cardboard your money can buy, are many things on which the real, rather boring, world places almost no value. This includes, but is not necessarily limited to, one super-special 40-page adventure for *Ghostbusters International*, with lots of thrills, chills, spills, and more than a few chuckles—and such a nifty set of props and handouts that we're gonna make a list.

The Pullout Section

Here it comes, the list of all the great stuff we've thoughtfully printed in the center of the book so that you can pop out the middle eight pages and photocopy to your heart's content, then cut and fold and color and hand out at the appropriate points in the adventure to amaze, delight and edify your players:

- An official letter from GBI's Louis Tully with holiday tips
- A neat set of floor plans for the Butcher Mansion
- Actual excerpts from paranormal tomes to facilitate research routines
- Fear-gourd fold-up models
- A note from an anonymous source downtown

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 take a moment to peruse this "Introduction" section and the "Supporting Cast" section. These give you the background of the adventure, suggestions for play, 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!

Home-Brewed Spiritbusters

This adventure is easy to adapt to any city, town, or barnyard, as we've generously left the overall area up to you. Each reel is linked to a few places, typically found in any town or city (like a town square, a movie

theater, a library, a dilapidated Ghostbusters HQ, a nice gothic mansion, and a graveyard). Our locations can be changed by crossing out the names we've given you in the adventure and writing over them in pencil. (Go ahead, it's your property—who'll complain?)

In any case, the players should be using their own, preferably experienced Ghostbusters. If you want to torture new players with this hair-raising scenario, then take it easy on them, okay? There are a lot of nasties out tonight.

In the direst of emergencies (like you opened the boxed game five minutes ago), you can use the professional Ghostbusters in a New York, New York (area code 212) scenario. The NY Public Library, Times Square, Ghostbusters HQ, and any ritzy brownstone off Central Park would be ideal locales. The graveyard could be someplace decrepit, like Brooklyn (just kidding, okay, youse guys?), or maybe in the nearby suburbs (like not-so-New Jersey).

We prefer that you play your own dudes because, quite frankly, it's better for your brain that way.

Ghostmaster Notes

Pumpkin Patch Panic takes place in the Ghostbusters' own home town (wherever in your world that might be), on the busiest night of the year for a Ghostbusting franchise, Halloween. Even if this is the franchise's first Halloween, they should probably feel pretty confident about the impending flood of apparitions, spooks, and specters.

After all, Halloween is the night that it becomes socially acceptable for even the most cynical post-modernist to talk about ghosts and haunted houses; Halloween is the night when every creaking board and sudden chill becomes a visitation from Beyond; Halloween is the biggest income-generating source of false alarms, indulgence-induced phantasms and practical jokes of the whole fiscal year, and what GBI franchise is averse to filling its coffers on busywork and overactive imagination—and the occasional Class II repeating vapor?

However, all is not as rosy as it seems: something nasty is growing in the town cemetery, and it's not crab grass!

There's a full moon out tonight, and legend says that once every century, on a moon-filled Halloween night just like this one, a mysterious pumpkin patch appears somewhere in the world. This time, the Ghostbusters' containment grid has affected the peculiar micro-dimensional cross-rip that disgorges the gourds, and the pumpkin patch has arrived here, in the Ghostbusters' home town!

And this pumpkin patch is no ordinary one. No, the mist-shrouded glowing orange pumpkins swelling within this magical garden are fear gourds, vessels which contain many of the bump-in-the-night terrors that frighten people on Halloween nights everywhere.

While not all fears in the world are kept in these gourds, many of the nastiest are: those which feature

a specific weapon or item of brutality. Centered within each gourd is a physical tool of terror—and tied to each tool is the spirit who once malevolently wielded it! A virtual museum of horrific hauntings is waiting to be unleashed. There are fear gourds featuring every teen-trashing maniac's ghost, murdering madman's shade, and populace-plaguing poltergeist. Yes, these horrors *could* once more be unleashed. For if a fear gourd is smashed, it is said the vengeful spirit within is released, and Halloween will last for a thousand centuries—or until the last of the freed phantasms are put to rest.

This magical pumpkin patch is of particular interest to Samhain, the Master Goblin of Halloween. Legends limit the goblin lord to walk the earth only if properly summoned—and only for the duration of the night. When All Saints Day dawns, Samhain is thrust back over the Etheric Boundary, to wait another year.

But if Halloween lasts forever (and 1,000 centuries sounds close enough to forever for our book—remember that fear-gourd-full pumpkin patch?), so does he...

** Gulp.**

So, in this one adventure, the Ghostbusters have got undead teen-slashers, the usual psycho spirits looking for a good time on their one night out of the year, a nasty pumpkin-headed goblin lord (that's Samhain's special coiffure), and even a few Li'l Green Apples (say what?) to deal with this evening. You know who to call!



The Supporting Cast

Here are the backgrounds and game statistics for all of those regular extras who give your stars clues and people to talk to, cajole, kibitz with, and confront. One scene walk-ons and the like are scattered through the text of the adventure in the appropriate places.

Dave Butcher

video stud

Dave Butcher attends the University of Surfing and absorbs modern culture through a large cathode ray tube beaming dangerous radioactive particles into his brain.

Dave was stuck with a silly Raisinelle costume. With quick thinking and brown spray paint, Dave has become a Couch Potato.

Brains	3	Find TV show	6
Muscles	2	Lift Remote Control	5
Moves	3	Pass the Dip	6
Cool	4	Charm Ladies	7

Goal: Locate a Voice-Activated Television

Tags: Surrounded by pretty girls, always found in front of a TV

Skip Butcher

ghost host

Skip Butcher was born in a cold country, not too far north of the US of A. He and the other Butcher Brothers moved to Butcher Mansion when their father inherited the place from a recently deceased Uncle Sam Haney.

Only Skip is old enough to remember Uncle Sam. Skip is the brains of the family, and wears a knight's costume during the party.

Brains	5	Answer Problem	8
Muscles	2	Sword Fighting	5
Moves	3	Female Pursuit	6
Cool	2	Seduce	5

Goal: Throw the Greatest Party Ever

Tags: Always near Julie; oblivious to bad things (unless they happen to Julie, too)

James Butcher

Commie-hater

James Butcher fixes jeeps in the mighty Up North Army, but he has come home for the holidays. He has slyly disguised himself as a green beret for the Halloween Party.

Brains	2	Finding Commies	5
Muscles	4	Brawling Commies	7
Moves	3	Chasing Commies	6
Cool	3	Bluff Commies	6

Goal: Protect the World from Commies

Tags: Everyone suspicious is a Commie—Blam! Blam! Blam! "Stop, or I'll shoot!"

Bahkis, Prince of Goblins

nightmare teddy bear

Bahkis is a monstrous biped, covered in green fur, with huge green eyes.

He is a preferred lieutenant, as he works for just about any reward, and has lots of *Muscles*. Also, Bahkis is known to follow orders as best as he can, and never eats a victim unless specifically told to do so.

Brains	2	Goblin Lore	5
Muscles	7	Brawling	10
Moves	5	Climb	8
Cool	6	Con	9
Power	8	Proton Immunity	
		Creature Feature	
		Dematerialize Self	

Goal: Become as Powerful as Samhain

Tags: Easily bribed, not much for talking, smelly fur

Lionel Van Gauge

like, out of his gourd

Lionel just had his dearest dream shattered horribly by the malevolence of the Vastly Under-Rated Pumpkin Patch, which he believed showered joy on boys and girls all over the world. He is a very disturbed little boy.

Brains*	3	Pumpkin Patch Lore6	
Muscles*	1	Blanket Lifting	4
Moves*	2	Catch Baseballs	5
Cool*	1	Fast Talk	4

* Note that these are kid-sized stats.

Goals: Escape the Vastly Under-Rated Pumpkin Patch

Tags: Babbles incoherently about Pumpkin Patch Man, carries blanket with trains

Julie Gracias*lust goddess*

Julie Gracias is most surely the ultimate attractive young lady in town. She is waiting for Skip to make good his promises of wealth, fame, and fortune before she commits to him permanently. For now, she's attending college to get her own degree while she waits for "Mr. Dreamer."

Brains	3	Locate Men	6
Muscles	1	Wrestle Men	4
Moves	4	Attract Men	7
Cool	4	Charm Men	7

Goal: Start Her Own Lingerie Store

Tags: Hot, hot, hot; long train of men tailing her wherever she goes

Davis Lester*British librarian, part-time wolfman*

Davis is a librarian from Jolly-Old Britannia; unfortunately, he is also a wolfman. While aware of his occasional blackouts, Davis has no idea how serious his condition really is.

Brains	4	Dewey Decimal	7
Muscles	2*	Lift Stacks of Books	5
Moves	3	Balance Stacks	6
Cool	3	Orate Tales	6
Power	2	Physical Immunity	

* Muscles increases to 9 in wolfman form.

Goal: Get Back to Britain

Tags: Intelligent, well-spoken; a bit nerdy; tends to sniff a lot

Chip Chocolate*scared little kid*

Chip is a nice little boy who has gotten a bit too far from home. Chip just wants the Ghostbusters to bring Lionel and Snooty out of the graveyard again safely, so they can all go home and play baseball.

Brains*	2	Spell Tough Words	5
Muscles*	2	Lift Doggy Dish	5
Moves*	1	Dodge Baseballs	4
Cool*	2	Lose Kites Gracefully	5

* Note that these are kid-sized stats.

Goal: Win Just One Game

Tags: Lonely, sad; afraid of his own shadow, but kind and gentle nonetheless

Snooty*WWII werehound*

Snooty is not your usual basset hound. This highly intelligent bow-wow is an expert on WWII. In fact at night, Snooty puts on an aviator's jacket, some goggles, and prowls the countryside searching for Nazis.

Brains	3	WWII Trivia	6
Muscles	1	Climb Barbed Wire	4
Moves	4	Sneak	7
Cool	3	Imitate Sounds	6
Power	1	Physical Immunity	

Weaknesses: Pretty French maidens and dinner time

Goals: Liberate France, Bite Hitler on the Leg

Tags: Strange noises and sneaking by night, laid back hipster and bird friend by day

Samhain, Lord of Goblins*lord of Halloween*

Samhain is one of the few goblin lords who still work with magic extensively, because he prefers the etheric properties of magic to science or raw ectoplasmic power.

He is also one of the most powerful of the demon lords, mostly because Earth still tacitly worships him annually. The direct PKE surge around Halloween is universally recognized as one of Samhain's power sources.

Brains	7	Plan Conquest	10
Muscles	10	Lift Men	13
Moves	6	Breakdance	9
Cool	8	Use Big Words Well	11
Power	15	Animate Dematerialize Self Dimensional Transfer (with Staff only) Flight Growing Make Illusion Physical Immunity PKE Analysis Proton Immunity Teleport Terrorize	

Weaknesses: Extinguishing head fire robs him of his power until re-ignited

Goal: Cause Halloween Forever

Tags: Utter confidence; ruthless as a master; flair for the dramatic in his actions

REEL ONE

A Typical Ghostbusters' Halloween...

Summary

Herein the late delivery of an important letter threatens to put our friendly local Ghostbusters in a fractious mood on the eve of their busiest night. But soon the calls start coming, and the stars get too harried to complain much—especially when they're requested to attend a very wild costume party—and to hurry... as evil apples have begun bobbing for guests.

On Your Marks...

When your players have stopped arguing about who buys the chips next time, read them this:

Today is October 31st. Halloween is tonight and you're already getting calls about the busy evening ahead. Several darling trick-or-treaters: one Smurfette, one Slimer, and one He-Man, accompanied by a long-suffering mom in Goldilocks gear, have already knocked on your front door for candy. Mom explained she didn't want the tykes wandering around after dark.

Finally, just before the secretary leaves for dinner, the letter carrier brings today's mail—with an official-looking letter from GBI!

Hand out the GBI letter from the pullout section.

Also, take this opportunity to hand the Ghostbuster with the highest *Cool* (or the highest *Moves*, if there's a tie) the exclusive Invitation to Butcher Mansion, again from the pullout section.

More than likely, the other stars will remind the privileged invitee that he or she is working tonight. If they don't, make sure the invitee takes the time to change, comb hair, check car keys—don't let him leave before the call (see "Where Wolf? There Wolf!").

Get Set...

Of course, your stars might be annoyed that GBI's letter took until now to get here, but there's nothing they can do about that. If any Ghostbuster thinks to check the PKE levels now, he discovers the measurement of today's PKE goes off the scale! It buries the needle, meaning something BIG is on the way. No way to tell whether the effect is local or global.

If the Ghostbusters try to contact the main headquarters in New York, they find the line is busy—all day. If they check any other franchises around the world, no assistance can be provided either, as the normal Halloween rush is hitting everybody just about now, depending on the time zone.

Getting Prepared for Halloween

The Ghostmaster should warn his or her franchise that Halloween is coming up and they might get a little busy. If you have a regular, ongoing campaign, you can start hinting a month or so in advance: just drop in a comment one night about a nip in the air or the autumn colors. The next session, casually bring up the perennial holiday TV specials. Give the stars a chance to put two and two together. As the time gets closer, you can be more blatant: have a client ask about "holiday rates," or let a Ghost Trap go on the fritz. If the stars ignore all these clues, they deserve what's coming to them.

We're hoping they have the foresight to order more Ghost Traps, or make some more if they possess the skills. Cleaning out the Storage Facility or adding a new one might also be advisable—and a great opportunity for trotting out the new Weird Science rules (see pages 72-74 in the *Ghostbuster's Handbook* of the *Ghostbusters International* boxed set).

In any case, everything the Ghostbusters have got should be loaded into a fully-fueled ECTO-1 replivheicle before the first bell rings.

Where Wolf? There Wolf!

Pop your stars into the action with this read aloud:

The first call of the evening comes from the downtown precinct house¹. There's a report of a huge wolf creature stalking the streets.

The suspect's last reported position was the town square area, where traffic is tied up for blocks in every direction.

The Ghostbusters must park the replivheicle three blocks away and walk the rest of the way to get to the crime scene. Make sure the stars are precise about what they bring with them. When they arrive, read:

Cars and buses have collided all around the square, and paramedics and policemen are arriving on foot. There is no monster, though.

If the stars ask a policeman for information, read:

¹Of course, you may not have separate police precincts. So make it the police station (usually that's centrally located), with the chief of police on the horn. Simple, isn't it?

"Yeah, you're the Ghostbusters, right? Well, we were going to search building by building, but we figured you might have some special equipment to help us find this thing faster."

"What we've got is some kind of huge dog, kind of shaggy, kind of ugly—I mean, some people are calling it a werewolf! You believe it?"

"You get one call like this, you figure it's a hoax. You get three, and you can just about guarantee it's some fraternity from the U. But we've got 63 complaints so far tonight, so I guess the mayor wants you guys to do your stuff."

The werewolf has snuck into the nearby House of Babes Cinema, where the 7:30 benefit showing of *Old Yeller*, proceeds donated to the local chapter of Dog Lovers Anonymous, is in full swing. He's laying low, but if anyone pulls out a PKE meter near the theater, he gets a high reading and skips right to "The Dam Bursts," below.

Otherwise, feel free to describe storefront displays and litter on the sidewalks as the stars wander the town square. When they finally reach the front doors of the movie house, a Very Little difficulty *Brains* roll reveals some very large wet paw prints leading directly into the House of Babes Cinema.

The Dam Bursts

If the stars used their PKE meters, they've got a little warning that something weird is in the House of Babes. Read:

All of a sudden, you hear hundreds of screams from within the depths of the theater.

Any Ghostbusters who think to step aside automatically avoid the tidal wave of horrified citizens which pours out the double glass doors.

Stars that make a Lots of difficulty *Moves* roll successfully dodge the crowd; lower the difficulty of avoiding the crowd to merely A Good Amount for those with warning from the PKE meter reading. Not-so-agile Ghostbusters take 3 dice of trampling damage, the crowd being somewhere between a small wall and a brick wall on the Accidental Damage Table.

If any of the citizens are successfully grabbed and calmed down (A Good Amount of *Cool* or better), they can tell the Ghostbusters only that they saw "a huge werewolf" attack them. The police, if asked, refuse to help apprehend said werewolf, claiming that "spooks and spirits do not come under our jurisdiction."

To Boldly Go...

So are they going into the depths of the unknown theater? Read:

The theater is abandoned; only the moans of a few injured come from within. The film has stopped and the movie screen shines brilliantly.

Just forward of the front row of seats sits a very large sheep dog, a mop of gray and white.



The dog is Ralph, the mascot of the DLA, left here by his fleeing master. If any of the stars move toward him, Ralph barks and starts running up the aisle. He's an engaging overgrown puppy, and if not blasted to bits by trigger-happy Ghostbusters, he'll lick the face of the star closest to him.

Blasted to bits? Who would do such a terrible thing? From this distance, and in this light, a Whole Lots of difficulty *Brains* roll is required to determine Ralph's true nature and intentions, but if the lonely pooch gets within 20 feet, the *Brains* roll drops to simply A Good Amount.

If the Ghostbusters ask any of the four mildly injured people hiding on the floor about the "mystery dog," the citizens can tell the stars immediately that Ralph is blameless. Of course, these people are also the first to scream in horror if the Ghostbusters accidentally harm an innocent sheep dog. The fines and penalties for proton streaming a dog vary from state to state, so check with your local ASPCA.

The authorities can take care of the injuries. The stars have to file a full report "downtown" if they did anything nasty to Ralph or the theater.

So where is the werewolf? Any star making a Lots of *Brains* roll discovers that the "Emergency Only" fire exit has deep claw marks gouged in the metal, and the spread of the marks matches the large pawprints out front. If the 'busters head out the door, they find only an empty alley and an adventure dead-end. But the werewolf will show up again in Reel Three.

The Big Call

Depending on whether the Ghostbusters return to their HQ or are stuck down at police headquarters filing incident reports, they either hear a new alarm, or get the call over the replivEHICLE's CB. Adjust the text to reflect the method of transmission, and read:

The alarms ring again at 9:35 pm. The secretary has someone who identifies himself as one of the Butcher brothers on the line. The party at Butcher Mansion, he reports, has been interrupted by possessed props! A friendly game of Bobbing for Apples has turned sinister to the max. They need the Ghostbusters!

The Halloween Party

You'll need the maps of Butcher Mansion from the pull-out section, and the stars need to know what they're facing, so when they get to the call site, read:

As you arrive at the bottom of a hill, you see Butcher Mansion rising into the night.

Only a few dead trees dot the browning slope; the great stone mansion is bound in heavy green ivy. Dozens of party-goers, all dressed eerily for the holiday, are staggering down the hill and singing old TV songs.

When the stars reach the front door, they are greeted immediately by Skip, the eldest of the three Butcher brothers, wearing a set of real plate armor. He greets the Ghostbuster who received the party invitation, ignoring the rest of the team. Read:

"Hey, dude, gnarly you came so quick! Like, my brother started shooting up the place and everything. Walk this way, man, walk this way! After the summoning, all the apples in the water barrel came alive and started attacking. They're ruining a totally awesome party." Skip starts to run into the house again.

If the stars stop him to ask questions, they can find out a little more about the situation before they enter. Use the box titled "Questions for Skippy (or Dave)" below, but keep in mind that time is of the essence, even in Skippy's flaky mind. If the stars take too long (i.e. two or more questions), they'll hear screams from within to hurry them on.

Bobbing for Guests

When the stars finally enter the dining room, read:

This must have been one heck of a party! Squatting in tubs of ice, two kegs labeled Gramp's Root Beer jostle with coolers of cola, and Halloween decorations cover the walls.

In the center of the room sits a large wooden rain barrel, shaking ever so slightly. Lying on the floor is a young woman dressed like a princess, with a huge green apple engulfing her

head. She is still moving, but the evil apple is viciously gnawing on her. Skip screams "Honey Bear!" and charges forward unexpectedly.

The *Cooldest* 'buster can identify the young lady as Julie Gracias, Skip's girlfriend, which explains his rather rash behavior. One of the not-so-li'l green apples is trying to take a bite out of her, to win a prize from its fellow apples (see below). Fortunately for Julie, apples have no teeth. The apple can, however, suffocate her to death if it's allowed to gnaw too long.

Li'l Green Apples

baleful boppers

These pesky specters arrived at Butcher Mansion, but weren't strong enough to take over anything living, so they *possessed* some soggy apples. Their only purpose is to have some fun before the night is over.

Muscles	3	Gum Limbs	6
Moves	2	Dodge Attacks	5
Power	1	Flight Possess	

Weaknesses: No teeth, so they inflict no damage by *gumming* unless one gets a head shot.

Goal: Win Bobbing for People

Tags: Ectoplasmic, mindless; as apples, mealy flesh, tangy scent

Anyone who gets within 10 feet of the barrel (including Skip and any Ghostbusters going to the rescue), is attacked by these flying apples. If an apple manages to hit its victim, it attaches itself to an arm, leg, or the head. Roll on the Apple Bite Sites Table.

Apple Bite Sites Table

Roll:	Result:
1	Head shot! Victim suffocates in 5 melee rounds unless rescued.
2	Right hand! Any object in hand is automatically dropped.
3	Left hand! Same as right hand.
4	Right foot! Victim must jump around on one leg or fall to the ground. Make a Lots of difficulty <i>Moves</i> roll to stay up.
5	Left foot! Same as right foot.
Ghost	Look behind you! The apple has a big bite of derriere. Damage must be taken from the victim's <i>Cool Trait</i> only. The victim cannot harm the apple, except maybe by sitting down very hard.

A victim is allowed a *Muscles* roll against the apple during the next round after he is attacked. Anyone who attempts to smash, smoke, or shoot (instead of pulling) an apple off a person does equal damage to the already beleaguered victim.

Note that there are a dozen apples total, and after three apples have left the barrel, those remaining within rise to the surface and cheer, whistle, and hoot for their comrades in seeds.

The Sauce Thickens

Once the Ghostbusters have had their fill of apples, read them the following:

The party-goers are returning slowly. A few adventurous individuals are licking up the apple sauce. Apparently it's quite good.

Skip is still tending to Julie's bruises when you notice a man in military fatigues carrying a smoking, semi-automatic rifle, and his companion, a large potato with a remote control and tray of chips in hand. They approach you slowly.

"Thanks," says the potato. "I'm Dave Butcher, and this is my sort-of fascist brother James."

"I would've had 'em if you hadn't stopped me!" challenges James.

"You would've killed us all, so there."

James storms off, stomping on apple bits.

At this time, the Ghostbusters might want to ask a few questions of these local extras. If the stars ask questions now, Dave is the brother answering. If, on the other hand, the stars are interrogating Skip at the beginning of this encounter, then of course, he is the one providing the information.

Questions for Skippy (or Dave)

Ghostbuster: What started all this?

Butcher bro: I think it's Sam Haney's fault. We shouldn't have tried to summon him. We were always scared of his painting, so we sort of decided to exorcise our fears a little.

Ghostbuster: What painting is that?

Butcher bro: The one on the dining hall wall.

Ghostbuster: What did you say about a summons?

Butcher bro: Well, we were playing with the Ouija board and somebody got the bright idea to talk to the old ax murderer. The lights flickered, the doors flew open, and those darn apples came alive.

Ghostbuster: Have you had any other trouble?

Butcher bro: Well, yeah, Cynthia made a play for Skippy, here, and Julie kind of accidentally spilled the whole tub of relishes on her Tinkerbell costume, and Cyn started screeching that she'd never be able to get the pickle juice out, not even if she dry-cleaned it 10 times, and...

Ghostbuster: Any other *occult* trouble? Is anyone missing, or has anyone experienced strange chills?

Butcher bro: I haven't seen Cynthia for a while...

Ghostbuster: Anyone seen a guy with an ax, maybe?

Butcher bro: I thought he was one of the guests—he was out in the gardens a little while ago, down that way (*he gestures*).

If the stars investigate the painting, they find a large portrait of a sinister man with a huge ax in his hands, hanging over the fireplace. The name underneath reads "Sam Haney, May He Rest in Pieces."

If they ask about the man with the ax, they can get a description that vaguely matches the portrait—or may be just a Paul Bunyan costume. The fellow was headed the same direction as the lights in the next section are: toward the cemetery and the next reel.

Ring, Ring! Central Calling!

A few moments after the battle is over (or during the interview with his brother, or any time you think things are slowing down), James Butcher approaches the stars with a cordless telephone in hand.

He gestures to the phone, and explains it's the Ghostbusters' secretary, who sounds really cute.

When one of the stars gets the phone, read:

"You guys have got to call in more often—the phone's been ringing off the hook!"

"I've got four calls about the same place, so I think you better head there first. Something strange is happening at the graveyard, next to the Stuffin' Stuff Mortuary Supply Company. The lady across the street claims gravestones are flying into the air, and a Mr. Paul Ralston swears the ground is beginning to tremble violently. He sounds like a nice man, too. Not like some of the guys I've dated; very steady. According to the directions, this is right in your neighborhood, so you want to check it out?"

The stars shouldn't spend too much time dawdling here, but hey, the party's just picking up again. If they get too involved in the dancing or the conversation, and spend more than a half an hour or so at the mansion after the phone call, then strange lights appear in the sky outside the mansion, and everybody who sees them mentions that they're coming from the direction of the graveyard 15 blocks down.

If the stars take any new PKE readings within the Butcher Mansion after the applesauce hits the fan, so to speak, they find that the PKE in the area is pretty much back to normal at the moment.

Perhaps your Ghostbusters forgot to present a bill for their services. Don't sweat it too much (but you can let the stars stew) ... they'll be back.

REEL TWO

Send More Ghostbusters!

Summary

The Ghostbusters have been led to believe that something of a paranormal nature, possibly the ghost of a diabolical ax murderer, is lurking somewhere in the nearby graveyard. But first, they traverse a dark and gloomy cemetery, meet some undead denizens of the boneyard, discover a weirdling pumpkin patch, and suffer some very rude surprises. And when all of that's finished, they get to beat a dejected retreat.

Meet Me at the Mortuary

The Ghostbusters, probably in the replivEHICLE, have arrived at the Stuffin' Stuff Mortuary Supply Company and Oak Street Cemetery. The Mortuary Supply Company is locked and nothing occurs here, unless the GM's fertile brain decrees otherwise.

When they get to the main graveyard gates, read:

The main gates have been ripped from their hinges and a heavy fog rolls out of the graveyard. An old fashioned wrought iron sign reading "Oak Street Cemetery" has fallen down to the ground and a hastily painted wooden board now hangs in its place. The strange sign reads "Pumpkin Patch Off Limits!" and is signed "Mr. Sam Haney." The oddly shaped letters appear to be written in blood.

Anyone who makes a Whole Lots of difficulty *Brains* roll can determine that the letters are ancient Celtic runes, though the words they spell are plain American English. A second *Brains* roll (this time only A Good Amount) indicates that the message was indeed scrawled on the sign with blood.

As the Ghostbusters enter the cemetery, a small bundle of rags just inside the gates begins to stir. If the stars blast the rags (Very Little Difficulty to hit, because it's not going anywhere), read them this:

You smoked the sucker! As the rags catch fire, a small boy about four years old leaps up. Still shrieking "Good grief!" at the top of his lungs, he races away from you, dragging a singed, brown overcoat behind him.

The young boy is Chip Chocolate, a friend of Lionel Van Gauge (see below). If the Ghostbusters manage to catch Chip and apologize, or they wait long enough before blasting, Chip asks for their help. Paraphrase the following information as necessary (Chip and his friends talk in panels, like a comic strip. They strike different poses and stop at the end of each sentence.

Ham it up—we're sure you'll find the inspiration somewhere):

"My friend Lionel went in there a few hours ago, and he won't come out. *Sigh.* He says he found it—meaning I guess that he's found the Vastly Under-Rated Pumpkin Patch that he's been looking for, for so many years.

"If you find him, I'll take him home. I've got this swell (or used to be swell before it was smoked) overcoat to keep him warm.

"Rats! I forgot, I can't find my little dog, either. He's a Basset Hound, so he stands about so high, with floppy brown ears and a not-so-wiggly tail. *Sigh.* His name is Snooty."

The Vastly Under-Rated Pumpkin Patch

Tonight happens to be the once-in-a-century return of the mysterious fear gourds. They arrive on a moon-filled Halloween night like tonight, and their location seems to be random. However, if the Ghostbusters tie in the rapid PKE surge they've had recently to the arrival of this patch, give 'em a few Brownie points.

Because of the unpredictable nature of the pumpkin patch, it has taken Samhain over a thousand years to master its secrets. To this end, he has constructed a very powerful staff which allows him to locate the peculiar PKE surge that just precedes the arrival of the patch. His staff was also designed to travel to the location of this surge.

For the first time in many centuries, Samhain has found the arrival point fast enough to take advantage.

Crawling the Graveyard

Samhain has taken it upon himself to rearrange the pumpkin patch and the cemetery along with it. No matter which direction the Ghostbusters go, some of their encounters should involve tree branches falling on them and sudden chasms yawning open at their feet and dangers of a purely physical nature—these we leave up to you and the Accidental Damage Table. For the paranormal parts of this perambulation, see the suggested spooks below.

Note that this reel ends without a Ghostbusters victory over the Dark Lord of Halloween. In fact, Samhain plans to have the Ghostbusters' help in his attempt to bring about "eternal Halloween"—by freeing the fear gourd spirits! The players may feel

you're hosing them in a no-win situation, and they're right—but it makes the rest of the adventure much more exciting, and they can earn Brownie Points for doing the smart things, even if they don't prevent disaster.

The following encounters are keyed to letters found on the Map of the Cemetery in the pullout section.

Area R—The Rolling Stones

These three powerful little pancake spuds were ordered to squash Ghostbusters by Samhain. One is squooshed beneath a tombstone, another hides behind a rock. The last ducked behind the top of a tall obelisk shaped like the Washington Monument.

Rolling Stones

circular squashers

These misty poltergeists have arms, but no legs or mouths. They are very, very quiet, and are especially good at hiding.

Power	4	Poltergeist (L)
-------	---	-----------------

Ecto-presence	3
---------------	---

Goals: Squash Ghostbusters

Tags: Ectoplasmic, mindless; like to drop things, or push them over; little giggling squeals as they attack

The first two spirits "throw" the rock and the tombstone at the stars. A Some difficulty *Moves* roll succeeds in dodging the projectiles.

If the Ghostbusters cluster closely during the attack, the rolling stones all get together to roll over the monumental obelisk on top of as many stars as possible—a Some difficulty *Brains* roll to notice, and a Some difficulty *Moves* roll to dodge away from, once a star has noticed.

The 15 foot tall obelisk does two dice of damage to anyone it hits. This huge tombstone has an encumbrance of 14 *Muscles*: that is, it requires a *Muscles* Trait of 7 or better to drag it at *Moves* 1, and a *Muscles* Trait of 14 to lift it. The spuds only try the toppling maneuver once. Any star who rolls a Ghost on the Dodge roll is trapped beneath the huge headstone until freed by others (he cannot free himself).

Should all of the Ghostbusters fall unconscious, the remaining squashers over-confidently return to Samhain to claim victory. Allow enough time for the unhappy stars to recover and move on before anyone or anything comes to claim their bodies.

Area P—Mr & Mrs. Victorian

The cemetery is in great disarray and more than a few corpses and skeletons jut out from beneath the ground. When the stars are wandering a row, read:

As you're crossing a relatively safe-looking piece of earth between two large tombstones,

the ground you're walking on suddenly gives way and you tumble head-first into a cluster of ancient graves.

Let the stars stew a moment or two, and get through the untangling and the accusations of clumsiness. Before they actually start to get out of their predicament, continue:

—You hear a cracking sound behind you.

"Excuse me, sirs," begins a dried-out skeleton of a man wearing only a top hat and carrying a fine ivory-tipped cane.

"Again I say, pardon me, dear sirs," he continues, "but you're standing on my wife."

He points toward your feet and you see that indeed (insert randomly chosen Ghostbuster's name) is standing in the collapsed chest of a finely dressed female skeleton. Her arms begin swinging wildly and her jaws move as if to scream.

The Ghostbuster chosen randomly is the unfortunate performer of A Good Amount of difficulty *Cool* check. If he or she fails, the deranged star scrambles out of the pit and off into the night (to later rejoin the party at the mausoleum, Area M—see below).

Mr. and Mrs. Victorian died of influenza in the late 19th century. The couple just wishes to be left alone, so all the Ghostbusters have to do to put them to rest is leave. But don't tell them this: let them figure it out for themselves. Mr. and Mrs. Victorian are much too polite to come right out and say so, of course.



Area F—The Smorgasbord Monster

As the Ghostbusters arrive at the graveyard fence, they are attacked by a horrible creation.

At the top of this shallow mound you find that you've just reached one edge of the cemetery. The normal spike-topped fence has, in this area, been replaced by a brick wall—which probably means you're near the east entrance, behind the Oak Street Cemetery building that you heard (in fourth grade) is where they store the dead bodies until they bury them.

Any Ghostbuster who listens to or inspects the wall for just a few seconds, and makes a Lots of Difficulty Brains roll, detects the noises from within. The stars must decide now to move away from the wall, or they'll be caught by the surprise visit from the monster, coming right up! Those Ghostbusters that stay, or those that never listened, hear:

All of a sudden, the wall of the building behind you begins to collapse, and heavy bricks pitch everywhere!

Pounding through the gaping hole is a huge Frankenstein-like monster. Its mismatched arms and grossly-stitched head show the poor job its creator did. The monster rushes toward you, grabbing a handful of bricks along the way.

The brick wall does four dice of damage to unlucky stars standing within 10 feet or so. Each Ghostbuster then needs to make A Good Amount of difficulty Cool check or flee (see "Down by the Mausoleum"). Remaining 'busters are in for a nasty fight.

The smorgasbord monster is actually made up of six main pieces; two arms, two legs, a torso, and a head. The arms punch with great strength while the legs kick. The head bites if possible. Each of these sections attacks independently, meaning that the Ghostbusters must fry all six pieces. If the Ghostbusters fail to fry the main spirit in the torso, the torso rolls back into the hole and a new monster returns during Reel Three (at the GM's discretion).

Smorgasbord Monster

mix and match mayhem

This nasty creature can only *animate* dead human tissue, and has spent most of its afterlife as a wandering skeleton or crawling hand.

The ghoul is set on breaking out of the crypt where it was born and is set on taking on the world, or as much of it as it can get away with.

Brains	5	Anatomy	8
Cool	8	Taunt	11
Power	6	Animate	
Ecto-presence	10		

Goal: Take Over The World

Tags: Ectoplasmic, intelligent; swing, kick, chew, smash, club

If the stars investigate the building, they can see by the tags on the disheveled shelf that the parlor which prepared this catch-as-catch-can cadaver is the Happy Trails Funeral Home. The Ghostbusters might want to see to it that the owner, Dr. Bellow Letsgoose, is dealt with by the authorities for his unlicensed research once they're done with tonight's work.

Area M—Down By The Mausoleum

If the stars get anywhere near this area on the map, read them the following passages. Ghostbusters that ignore these obvious pleas from the innocent should be penalized accordingly.

Strange sounds seem to be coming from a huge mausoleum nearby—the faint cries of a frightened child, oddly accompanied by the ratta-tatta-tat of a machine gun.

Assuming the stars approach and enter the open mausoleum, read:

Lying in a dark corner is a small boy wrapped in a blue blanket decorated with trains.

"I found it, I found it," he sings. "After four and a half years I found it. Oh, Vastly Under-Rated Pumpkin Man, where are you now?"

A strangely dressed basset hound standing on top of a stone coffin watches you enter. The dog is wearing a WWII aviator's jacket, specially tailored to fit his unique shape. The machine gun sounds seem to be coming from him.

Behind the large stone coffin lies a man wearing only a pair of red boxer shorts. He is very dirty and unconscious.

If any of the stars failed their Cool checks earlier in the adventure, they are hiding here as well.

The little boy is Lionel Van Gauge, of course, and the weird mutt is Snooty, Chip's dog. The man in boxer shorts is Davis Lester, the werewolf who terrorized the town square earlier in the evening during Reel One. For more on Davis, see the box.

Lionel will be okay again once he goes home and has a nice hot bath. Snooty, on the other hand, is a werebasset now, having been bitten a few days ago in this very same cemetery by Davis Lester.

If the Ghostbusters attempt to communicate with Snooty, they find he's very good at charades. He'll gladly describe chasing skeletons, a man with an ax, or a tussle with a wolf if the stars pantomime along with him, though whether these clues will help the Ghostbusters is, of course, up to their interpretations. It's relatively easy to give him directions to lead his master home. Award five extra Brownie points to the Ghostbuster(s) who actually acts out the charades encounter with Snooty.

Note that Snooty is only pretending to go home. As soon as he takes Lionel to the front gate, he begins stalking through the cemetery like a WWII infantryman crossing enemy lines. The Ghostbusters might meet up with Snooty again at the end of this reel.

An English(wolf)man in New York

The stranger wearing only his underwear is Davis Lester, a British citizen who just wants to get back to London and has no idea how he got here, or even where "here" is. He claims he's a librarian who came to the cemetery to pay his respects for his grandparents. The last thing he remembers is an earthquake.

Davis is telling the truth as far as he remembers, but he doesn't realize he's a werewolf. He has been sleeping here behind the coffin, after spending a long afternoon gnawing on local townspeople. If the Ghostbusters brought a portable Aura Video-Analyzer into the graveyard, they'll be able to determine Davis's true nature and take adequate precautions (i.e. lock him up until he can be cured). If they run a PKE meter over him, they can at least get a reading which suggests paranormal activity, although what kind isn't clear.

Otherwise, they'll be none the wiser until later, and by then it might be too late. No matter where the Ghostbusters are or what they are doing when midnight comes around, Davis Lester will become a wolfman again and attack. Only a silver weapon (bullet or silverized proton pack²) or the proper secret formula can return him to human form. So far, however, that formula has not yet been discovered. If midnight has already passed, then Davis is harmless until the next midnight, probably after this adventure.

On a final note, Davis Lester is a very intelligent and helpful man, and should he be in human form and available for Reel Three, he can provide a valuable clue to the stars.

Area S—Step Into My Nightmare!

It's time for the Ghostbusters to meet their master for this adventure—a man(?) everyone loves to hate. Introducing Samhain, Goblin Lord of Halloween:

You've arrived at the bottom of a mist-shrouded hill. Large-leaved vines twist and tangle among the tombstones. Lying about the ground are dozens of luminescent pumpkin-like gourds. Strange shapes wriggle within and seem to follow your actions.

²Egon talks about the silverized proton pack in the classic "Interview with the Ghostbusters" episode of the World of the Psychic with Dr. Peter Venkman TV show, now in syndication, and reprinted in the Player Section of Ghostbusters International. Check it out. Of course, he didn't say they'd ever used the thing.

As the fog parts, a black shrouded man on horseback sits atop the hill. His long black cape stretches out far behind him and the wind billows out his hood—or so it would at first appear. But when the man's hand swings up and pulls back his hood, you are horrified to see not a head atop his broad chest, but a jack-o-lantern. Wicked cut teeth and narrow eyes glow with a bright orange fire. His mount also turns toward you. Its eyes blaze with red fire and a snort of smoke issues from its flaming nostrils.

Note that the Ghostbusters might just decide to blast Samhain immediately. If they do, just stop reading the text and jump to "Gourdbusters," below.

In any case, this seems to be the perfect time for A Good Amount of Cool check. If any other extras are with the Ghostbusters now, they automatically fail and flee the graveyard entirely—although Snooty, who is not with the stars, is hiding nearby, very Cool indeed, waiting to aid the Ghostbusters any way he can. See "WWII Bombers Away" for the details.

If the stars let Samhain to introduce himself, read:

As the large dark figure dismounts, the light shifts around him, and you can now make out even the slightest details.

The rider wears dark clothing traced in silver, like a noble of old. A silver cross with a circle around the joint hangs upside down from his neck. He carries a gnarled black staff.



"Tonight is my night, Ghostbusters." The sinister voice echoes as if his head is hollow, with only formless fire to shape it.

"I am Samhain, the Master of Halloween. Throughout all time, fires have burned to worship me and people have burned in sacrifice. You, you will see those times again. For tonight the festival will last a thousand centuries, mortals. Halloween has come to stay.

"But first, I think it's time for a sacrifice. Any volunteers?"

The Master's Plan

It is important to detail Samhain's plans here. He wants the stars to attack him with their proton streams. Since he is *immune* to their effect, and has the power to *dematerialize* at will, he is not the least bit afraid of the Ghostbusters at this stage of the adventure. However, eternal Halloween can only commence if the fear gourds are smashed by living creatures. Samhain wants the stars to do his dirty work for him, and he has several ingenious plans. Unfortunately for the Ghostbusters, Samhain's going to win this first battle, one way or another.

First he taunts the stars with his presence. Next, he shows them two fear gourds from the dozens in the patch (these props are in the pull-out section: if you haven't assembled them yet, call for a munch break and fold them up now. Takes five minutes). Hold up one fear gourd in each hand, and read:

Samhain proffers two of the luminescent pumpkins, chuckling ghoulishly.

"Here, my mortal friends, a puzzle. One of these gourds holds the fears and torments of 1,000 centuries; the other holds my doom.

"It is up to you to choose the pumpkin and smash it open, releasing its contents upon the world! Surely you will chance a 50-50 wager?"

Play this scene for all it's worth. Let the stars handle the fear gourds, shake them, examine them with PKE meters, the works. Give them clues that might or might not indicate the contents of the gourds—one has a higher PKE reading, the other glows more softly, perhaps indicating its benevolent nature, and so forth.

Of course, Samhain is lying about the contents of the gourds, because he just wants one smashed and he doesn't care which (neither one holds his doom), but your stars shouldn't find this obvious. They should seriously debate the wisdom of making this fateful decision, and eventually choose one of the paper props (if they refuse to give in to this temptation, give them Brownie Points at the adventure's end

and see "WWII Bombers Away" for the *deus ex machina* ending we've provided).

Once they've chosen a prop, let one of the players smash it, right there on the table top, with his or her fist. Inside is the little fear marker you placed when you were folding it, your signal to read:

Samhain cackles as the gourd explodes, and fragments ricochet into other pumpkins, cracking open perhaps half a dozen more.

"You lose the challenge, and I have won! Now Halloween is mine for a thousand centuries!"

Continue describing the scene with the second paragraph from the "Gourdbusters" read aloud, below.

WWII Bombers Away

Since Samhain needs the Ghostbusters to break the pumpkins to force the pumpkin patch to stay, he tries not to disable or hospitalize too many of the stars.

However, if all the stars fall in battle, refuse to fire their proton packs, or fail to break the fear gourds, Snooty pounces on the stack with a bombardier's howl, exploding the fear gourds in all directions.

If your stars refused to break the pumpkins, and Snooty had to pounce, they deserve a reward for perseverance against overwhelming odds. Samhain gives them a clue, chortling, "By the power of my flame, that dog is delightful!" Modify the read aloud in "Gourdbusters" accordingly.

Gourdbusters

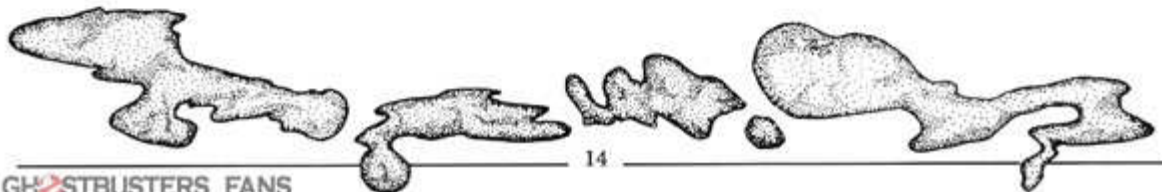
Here's what happens if the Ghostbusters attack with all-out proton streams, either at the beginning or in the middle of the encounter with Samhain.

Your proton streams crack through the air, smoking a hole right through the dematerializing creature, and slicing into a stack of five luminescent pumpkins.

The winds begin to wail loudly as five strange objects race skyward from the steaming, singed gourds. You see a large metal hook, a bloodied hammer, a stainless steel meat cleaver, three cheesecaws and a spiked medieval gauntlet disappear into the night.

"Welcome to eternal night, mortals," the formless voice announces. "The Festival of Samhain has begun."

The laughter drifts off as the graveyard is suddenly filled with the sounds of a thousand screaming spirits and apparitions, free to cross the boundary at will, with nobody but a handful of Ghostbusters to stop them.



REEL THREE

Retreat, Regroup, Research

Summary

Oh my. Eternal night has fallen and Halloween will last forever. Could there ever be too many ghosts to bust? Are trick-or-treaters safe anymore?

The Ghostbusters regroup and figure out what's just happened. Returning to Ghostbusters HQ, they begin the process of discovering what they're up against and how they might be able to stop it with research, research, research.

The Graveyard of Good Intentions

If the stars spend too much time lounging around the graveyard, a call for help from Ghostbusters HQ should get them where they need to be.

Note: The GM should adjust the following events to fit the local headquarters layout, using your own player maps of Ghostbusters HQ as a guide. The encounters are, in general, pretty unspecific in locale, so few changes should be required.

This Is Headquarters!

The Ghostbusters' next call comes not from the phone, but from within their own headquarters!

You hear a shrill scream come from down the hall. You can make out that the main door of your headquarters has been broken down and now lies in splinters across the floor.

On your secretary's desk rests a large orange pumpkin, carved and hollowed out, with a small red candle burning inside. The pumpkin looks remarkably like the head of the entity you saw in the cemetery.

The pumpkin is Samhain's calling card. Inside the jack-o-lantern is a small note. Hand the players the Note from Samhain from the pullout section.

The Ghostbusters' secretary is cowering beneath her desk. She has been *terrorized*, and should stop shaking and cowering shortly, but just now she's a little jumpy. When the stars talk to her, read:

"Well I was just, uh, straightening up my desk when I heard a customer's heavy knock on the door. I invited him in, of course.

"All of a sudden, the door flew into pieces. A huge monster ten feet tall walked in, carrying that pumpkin. He wasn't wearing any clothes as he was covered in dark, smelly fur.

"Well, I passed out and I guess I slipped down

here under my desk. I came to after it had gone, I think, but I didn't want to go out and check. Lord have mercy on us all."

The monster was none other than Bahkis, Prince of Goblins, Samhain's personal body guard, right hand man, and masseuse. He has been charged with getting rid of the Ghostbusters, while Samhain attends to more pressing matters like world domination. The Ghostbusters get to meet Bahkis personally later on.

What Kind of Name is Samhain?

The Ghostmaster should use the rules for researching paranormal phenomena found in *Ghostbusters International*, chapter five: Routines. Depending on how the *Brains* rolls go, and how thorough your stars are, you can give them all of the information, or just some of it, or very little of it, and lots of false advice. If they're doing research in a public place, they've most likely cajoled someone librarian-like out of bed, since it's probably late in the evening, or if they're more circumspect—or unlucky in persuasion—they're grubbing around in their own attics and book-crates and whatnots of storage down at headquarters. Modify the information they receive by their diligence and charm with whatever sources they encounter.

In the pullout section we have reproduced a number of relevant text entries gleaned from appropriate works on the occult. Also refer to *Tobin's Spirit Guide* from West End Games for more on Samhain.

Outside Help

Any good Ghostbusters franchise has an "unnamed source downtown" (usually a file clerk at the police station who's dating an attractive Ghostbuster), and now is a great time to contact such a person. If your players don't think of this, or you don't have so detailed a campaign environment yet, then the secretary could tremulously suggest such an activity during a lull in the ideas. Read:

"You know, I have a girlfriend down at the police station who might have some clues as to what's going on. Lori works the night shift. Do you want me to call her?"

Once the weird items flying out of the fear gourds are explained to Lori (or your own contact person)—you should have the secretary hand off explaining duties to one of the Ghostbusters and roleplay the conversation—the stars can go downtown and pick up

the report that Lori (or your "anonymous source") puts together. While at the station, they can ask about the werewolf from Reel One, or Chip and Lionel, or even Davis Lester, but your main objective is to feed them the report from the pullout section, and send them on their way. The cops are probably busy with teens egging houses and papering trees, and are likely to be brusque with hangers-on.

If the Ghostbusters cross-reference the names at the end of Lori's report with entries from their computer data banks, they get the following entries, which should be read aloud to the players when they ask for, or look for, them:

ABNORMAL CRATES

Murderer of American women in the late 50s.

MO: Abnormal Crates would secretly watch his victims until they were defenseless (usually taking a shower or bath); then he crept in and chopped them into pieces with a meat cleaver.

STATUS: Deceased. Crates was drowned in a bathtub by one of his intended victims. The victim was a transvestite whose professional football career was ruined as a result of the generated publicity.

Case: Closed.

GROGGY GRUBER

Murderer of English school children in the 14th century.

MO: Groggy locked victims up in his Norman-built castle and chased them around with a spiked metal gauntlet. When the terrified victims collapsed or gave up, they were killed.

STATUS: Deceased. Gruber was thrown into a bonfire and burned (as a witch) by local townspeople. Afterwards, a routine appraisal of his heirless estate turned up the remains of dozens of missing children in the witch's cellar.

Case: Closed.

THE KELSEY TRIPLETS

Murderers of cheese manufacturers and vendors in the mid-19th century.

MO: "Red" Jack, "Killin'" Jill, and John "Doe" Kelsey were forced out of the budding Wisconsin cheese business by superior competition. They retaliated with a series of grisly retribution-style, market-narrowing, cheesesaw mutilations.

STATUS: Deceased. The Kelseys were attacked by thousands of rabid rats. The strange phenomenon remains unexplained.

Case: Closed.

JIMMY LEE KURTZ

Murderer of Australian campground counselors in the late 1980s.

MO: Jimmy Lee Kurtz always wore a brown paper bag over his head, and was also known as the "Unknown Killer" in the United States. A now-classic

campfire ghost story was the inspiration for Jimmy Lee's hook murder weapon.

STATUS: Missing—presumed dead. The murders mysteriously stopped after the 13th victim.

Case: Open.

MICHELLE MAYOR

Murderer of teen-age boys in the late 70s.

MO: Michelle Mayor was a genius with tools, improvising most of her murders with household and garden objects on hand.

STATUS: Deceased. Mayor was crushed in her own workshop when a jack that was holding up the car she was fixing slipped and gave way.

Case: Closed.

If the stars don't ask for a hard copy from their office computer (i.e. scribble these down or photocopy these pages), then they might have to come back to HQ to get the information later on—and they might have a lot of difficulty getting away from Samhain.

Encourage the players to go over some of these pieces of data among themselves, and puzzle out the connections. Any Ghostbusters who make a pertinent observation or put together a good hypothesis or two should be rewarded with Brownie points at adventure's end—or climax. You can award these bonus points in Reels Five and Six—when the stars really need them in the fight with Bahkis, and the ultimate encounter with Samhain himself. They'll wish they had many, many more.





A Wholly Owned, Incorporated Subsidiary of Ghostbusters Inc.

RD 3, Box 2345, Honesdale, PA 18431 1-800-555-7783

October 14

From: Ghostbusters, Inc.
To: Respective Ghostbusters Franchises
Re: Holiday Practises

Dear Ghostbusters,

In a few weeks Halloween will be here. As you know, this is a traditional time of masks and masquerades, of tricks and treats for old and young.

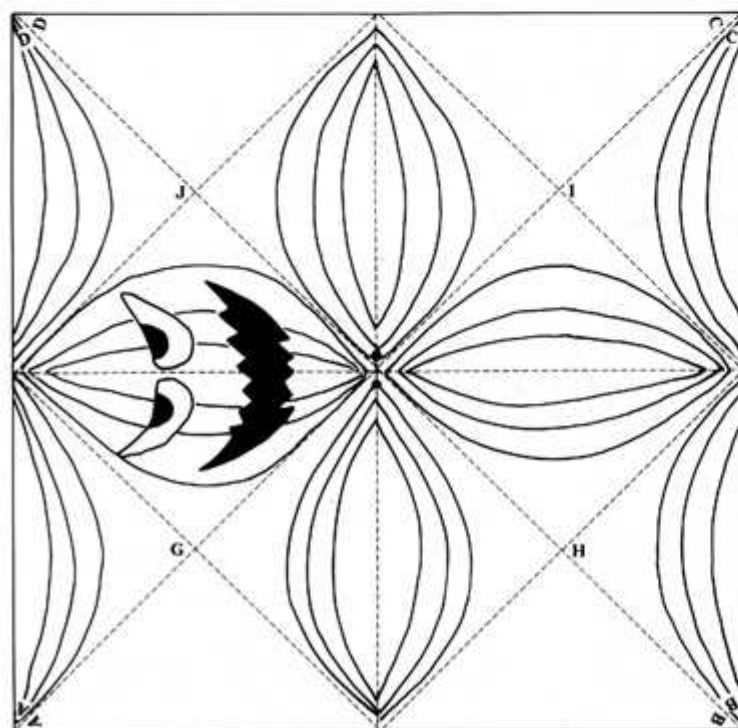
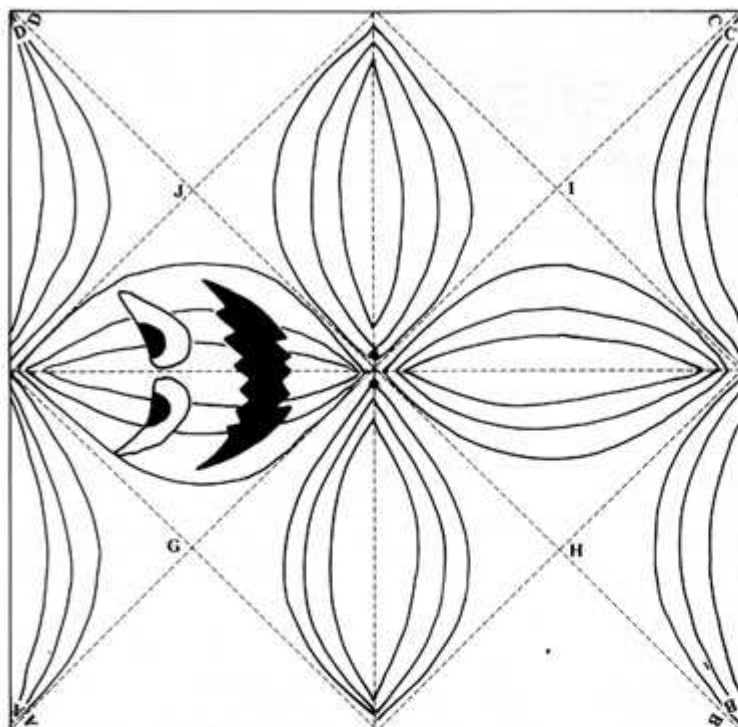
However, Halloween is something more for Ghostbusters. According to Dr. Spengler, the Psychokinetic Curtain is at its weakest around Halloween. Historically, beasties from the other side find it easier to break through to our world at times like this. Be prepared for a very busy night. Some of you have reported that your instruments are showing rapid PKE buildups in your area, and this should give no cause for alarm. Acceptable ratios for Halloween are about .35 TWKs (.50 if there's a full moon out). If your local reading exceeds this value, call headquarters immediately. Also, remember to raise your rates 25% on Halloween night. The public will be more than ready to pay it.

Regards,

Louis Tully
Executive Financial Officer

P.S. Don't forget, tax time is only five months away, so start filing now!!!

LBT:kr



Instructions for Assembling

1. Carefully cut out the two fear symbols and the two fear gourd squares, being as accurate as possible. You may choose to color the fear gourds orange with pencils or markers. Instructions are for folding one; repeat with the second model.
2. Fold square diagonally, so that corner A touches corner C, printed side out. Crease paper. Unfold to square.
3. Fold square diagonally, so that corner B touches corner D, printed side out. Crease paper. Unfold to square.
4. Fold square horizontally, so that corner D touches corner A, and corner C touches corner B, printed side in. Crease paper. Unfold to square.
5. Fold paper so that corner A touches corner D, printed side out. The fold made in step 4 causes the side of the square between A and D to sink down. Fold paper so that corner B touches corner C, and the side between them sinks down, producing a large triangle (see figure 1).
6. Tuck small fear symbol cut-out into triangle. **Do not forget this step!**
7. With triangle lying so that corners A and B are visible, fold corners A and B down to touch dotted triangle point (see figure 2). Flip model over. Fold corners C and D down to touch dotted triangle point.
8. With model lying so that corners I and J are visible, fold corners I and J so that their points touch at the center of the model (see figure 3). Flip model over. Fold corners G and H so that their points touch at the center.
9. With model lying so that corners A and B are visible, fold corners A and B down to meet triangular flap (see figure 4). Tuck corners A and B into pockets of the triangular flaps (see figure 5). Flip the model over. Fold and tuck corners C and D into their respective triangular flaps.
10. Grasp model by the edges (see figure 6), holding the point with the hole in it facing you. Blow gently into the hole, inflating the fear gourd. Your prop is finished! Now, repeat instructions with second fear gourd.

**The paper model we adapted is an origami water bomb, a classic paper folding model. It will hold water, and if the paper is sturdy enough, it can even be used to boil water—but don't try this without permission from Mom or Dad!*



figure 1.



figure 2.

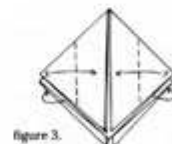


figure 3.



figure 4.

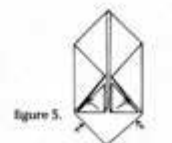


figure 5.

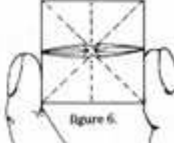


figure 6.



Fancy note from Samhain (from Reel Two)



Report from Downtown (from Reel Three)

Ghostbusters,

I've done some research into those mysterious objects you sighted, keeping in mind the strange nature of their origin and what little you were able to help me with. Fortunately, I think I've found the link between them.

All of those items are murder weapons, formerly implemented by some of society's most horrible serial killers. I had some trouble tracking this lead down, as they are all safely dead now. Or at least they were... until now.

All of these murderers liked to kill teenagers and were harder to stop than Rasputin! Now that they are back from the dead, who knows what they might do or how they might be stopped. It sounds like a job for you, Ghostbusters.

Best of Luck,

Anonymous Source Downtown (XOXOX)

P.S. I know you have your own sophisticated computers which might help you more with this dilemma. Here are the names you should research:

Abnormal Crates
 Groggy Gruber
 Jack, Jill, and John Kelsey (triplets)
 Jimmy Lee Kurtz
 Michelle Mayor

The Big Book of Occult Lore

SAMHAIN, FESTIVAL OF:

1) Halloween, or the night before All Saint's Day in the Roman Catholic Calendar;

2) The ancient druidic festival of Allhallow's Even, when the spirits of the dead return to haunt their kinsmen and play pranks and jokes upon the living.

Roylance Guide to Secret Societies and Sects

CROSS, CELTIC:

This holy symbol is the Celtic answer to the Christian Cross. The object resembles a normal cross except that a ring of silver is placed around the point where the two spars join. The ring never has a radius greater than the length of the smallest spar and is made of the same metal as the cross. These holy symbols are always fashioned in silver, as the ancient druids believed in the existence of lycanthropy and in the power of silver's inherent purity to protect one from the evil disease. Many druids carried silver daggers in the form of these crosses when they travelled alone or at night.

SAMHAIN:

A Goblin lord or Celtic demon, no one is sure what Samhain really is or if he even exists. The one recorded modern sighting was in Dublin, Ireland in the fall of 1412 AD. A translation by Dr. St. John Smythe¹ of Axeford University follows:

Aye. I remember him well, Father. Why the creature was the Devil himself, the very Devil himself...

...His head was that of a fire, all orange and red it was. But... I swear unto the Holy Ghost... he had no face, Father. Just a ball of flame was all...

...His clothes? That was mighty peculiar in itself. He dressed all in black and silver... like a nobleman he fancied himself. And he swaggered across the ridge... like God himself couldn't touch him...

...He waved a twisting staff—dark like ebony it was. Then, the barn roared into flame and I heard horses and cows begin their fearful wailing.

You understand, Father? I couldn't help them. I just couldn't. I mean the Devil himself had come to Dublin...

¹The name St. John is correctly pronounced "Sinjen." Professor Smythe was always most adamant about such things.

DEVIL HORSE, or NIGHTMARE:

Any strong horse killed in a fire becomes a nightmare in the afterworld. Normally used as beasts of burden in the fiery pits of Hell, the strongest are prized as mounts by the more powerful demons. Nightmares, when mounted, can add their Ectopresence to their rider's, sometimes permitting travel between worlds and planes of existence that otherwise wouldn't be possible to either. Naturally, the two entities are bonded and will be sent back together. Whichever of the pair possesses the greatest natural Ectopresence is considered the host (usually the rider), and must be the one forced back over the boundary. Nightmares are very powerful spirits and are attracted to fire of any nature.

GOBLIN: Goblins were thought to be just another type of demon. However, paranormal scholars have catalogued many new entities and now they have re-classified goblins as *minor* demons. While this is a convenient description, it is hardly accurate or useful (see Goblin Prince below). A better classification has been suggested by little Timmy Leery of Bayside, New York. "Goblins is fun little ghosts," he writes. The child may need grammar lessons, but has a point, in that goblins seem to be pranksters and mischief-causers rather than purveyors of great evil, like most demons. Goblins are notorious lovers of Halloween festivities. If it helps, think of goblins as undead gremlins.

GOBLIN PRINCE: There are a number of goblin princes who rival even major demons like Gozer and Beelzebub. The best known goblin prince is Utherd the Tentacle, named for his seven slimy tentacle-like arms. Another frequently mentioned goblin prince is Bahkis the Strong. This powerful monster is easily identified by two huge green eyes on his great furry head. Of all the goblin princes, Bahkis is the most corrupt and his services are often bought by less physically imposing demon lords. There are rumored to be goblins of even greater power than the princes, but a term for them has not yet been agreed upon, and none have been adequately verified.

PUMPKIN PATCH: Folklore from all over the world confirms that one of the great unsolved paranormal mysteries has roamed the Earth for thousands upon thousands of years. This psychic phenomenon manifests itself as a great and evil patch of pumpkin-like gourds and is sighted about once every century. The only link between the seemingly random locations is a new full moon on the one night in the year the patch has ever been sighted, Halloween. American Indian legends say the gourds in the pumpkin patch are evil, and contain the terrors and fears of all mankind. These legends also state that if any gourd is broken, the evil spirit imprisoned within is freed. Even worse, the tales claim that if a spirit is let free, night falls upon the world for a thousand centuries, or until the spirit is properly returned to its resting ground (i.e., the pumpkin patch). Only then will daylight return as the pumpkin patch leaves for the spirit world. Since no one has ever broken even one of these "fear gourds," the veracity of these tales have not been proven. Hopefully, they will never be tested.

The Lake of Samhain Page

Last night I had the dream again. It was one from many years ago, when I was but a boy—now I am a man. And while then I could not grasp the significance of my dream, today I can at least try. Here is my own tale of light, and of horror.

I found myself walking amidst the foggy moors of my native Welsh countryside, wearing nought but my tattered green robe—the very same robe that was since burned by my mother during the time of the cows' infestation. I did not know why I was here, or even where precisely "here" was. The land looked like my borough, but there were no buildings, no people besides myself, and not even any other form of life. The colors were not so bright as in life though, as the damp fog was everywhere, and my dreams always seem more like shadows of things and fantasies, rather than actual pieces of my life. I quickly came upon a cairn of rocks, the only thing that I recognized from our village. The bakery and tannery were gone now, or perhaps they had not yet arrived. I think by chance it was the latter, for the rocks seemed white, sharp, and newly placed. The pile smelled of cooking oil and I now noticed a piece of flint rock nearby. I was sure it had not been there when I first arrived.

Naturally, I struck the flint to the stone and to my amazement and warm delight, the fire burst forth immediately. It was a cold fire though, as I could pass my hand through the flames without injury to myself or to my clothing. Aye, dreams are magical.

The fog on the lake withdrew as if by some unspoken command, and the golden castle appeared before me. It was both sinister and beautiful, and seemed to sparkle just like the fire beneath my feet. Lights burned in the house and I jumped into the lake to meet it. I

could not then and cannot now swim to save my life, yet within my dream I was a swan, a veritable swan, upon the cool waters of the lake.

I arrived on the shore in moments and the drawbridge fell across a chasm which I now know could not in reality have existed in the middle of a lake. The castle's ancient doors creaked open for me and I boldly strode forth. The chasm seemed endless, as was the bridge. At the end of the bridge appeared a being, a headless ghost. My perspective shifted back unnaturally, and now the castle seemed to be the huge head of this creature. He wore window-filled towers for eyes and a row of fiery windows for teeth below them. I say fiery because it now seems to me that the inside of the castle was burning. Its master laughed deeply and said only the word "Samhain," which I recognized as a terrible ghost of harvest festival time, or All-Hallow's Even. I reached down to my feet and found water, from where I cannot say, since I should still have been above the chasm. I splashed the cool water at the castle and my small hands sent a huge river flooding toward the evil house.

The man withdrew in shock as my one great river split into many smaller ones and thereby extinguished all the fires of his castle. His laughing ended with wails of dismay. These too, however, ended in silence as the castle, the lake, and my dream slowly faded away together.

I always wake up soaking wet from that dream. And while in my youth I fancied that I had indeed been to the lake and performed the feats I have described here today, I know now that the cold water upon my body comes not from the Lake of Samhain, but from the Lake of Nightmares.

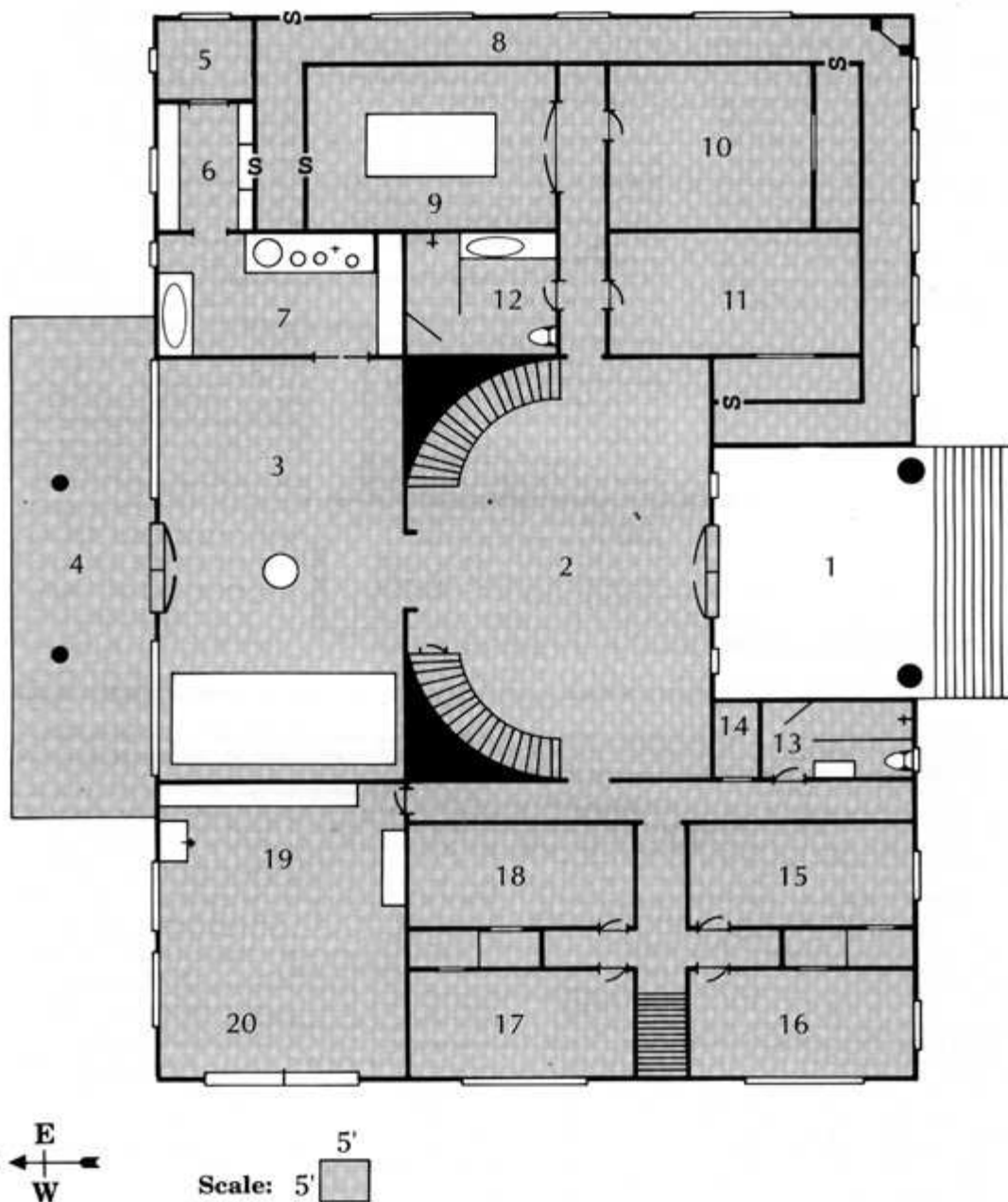
Father Caerlin O'Dreon, Anno Dominici 986

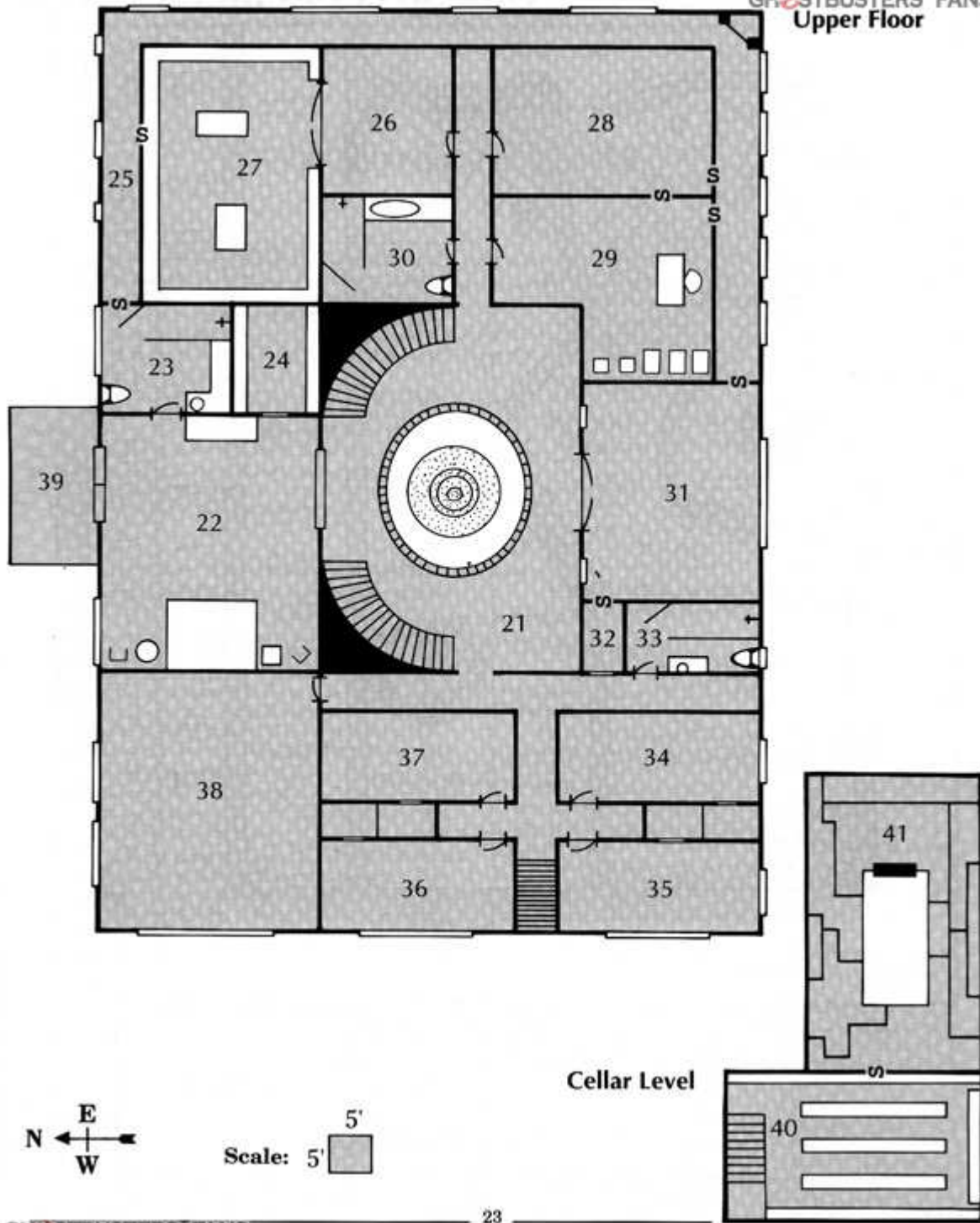
Pullout Section

Butcher Mansion Maps

GH2STBUSTERS FANS

Ground Floor

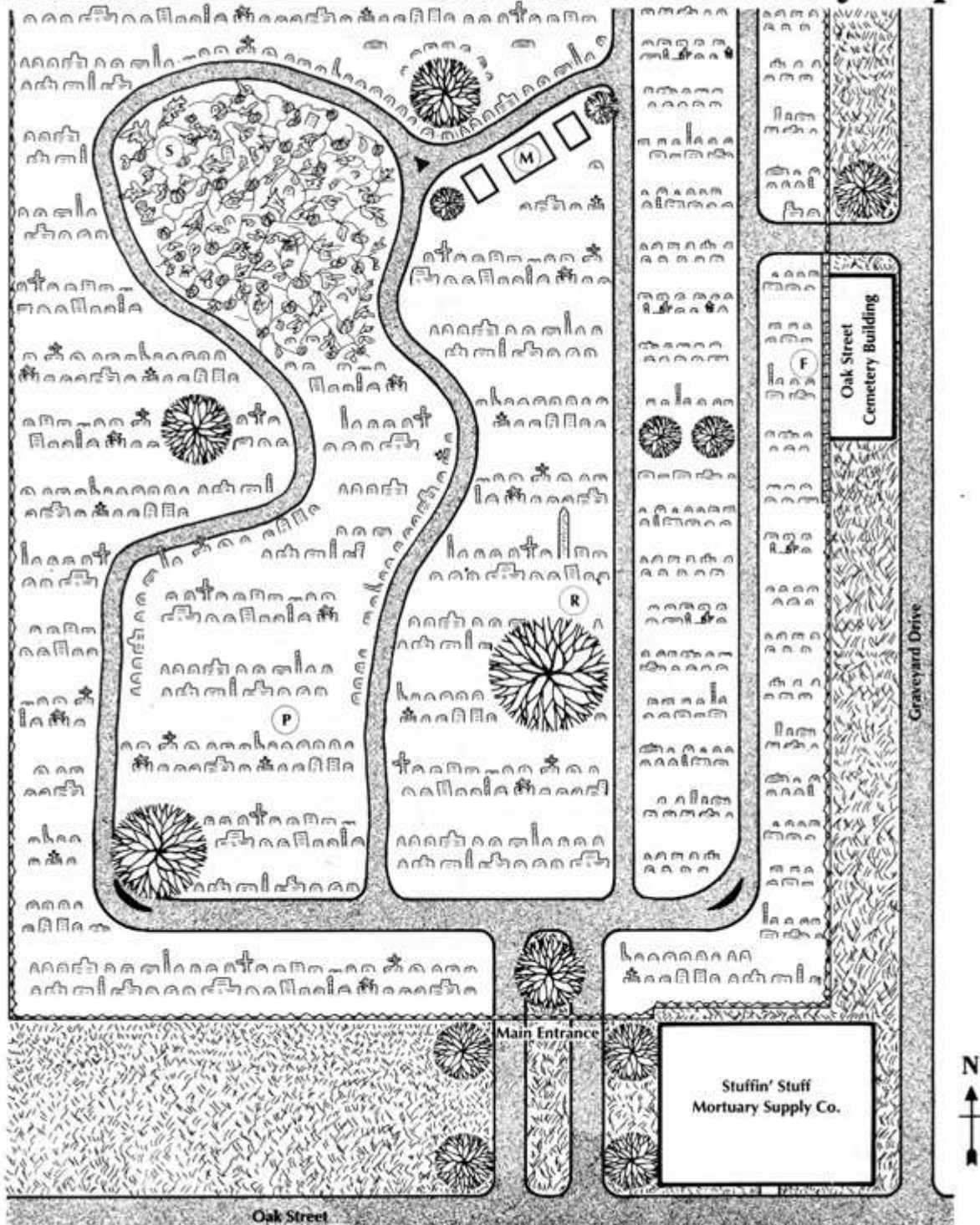




Pullout Section

Oak Street Cemetery Map

GH2STBUSTERS FANS



GH2STBUSTERS FANS

REEL FOUR

Undead Ends

Summary

The night has already been a long one. In fact, the clock probably says it's morning. But eternal night still reigns supreme and Samhain is on the loose.

During this reel, Ghostbusters HQ is besieged by Samhain's minions. Afterwards, the Ghostbusters respond to some of the more urgent calls, the ones that sound like Samhain's doing.

Meanwhile, Samhain is trying to draw the stars away from the graveyard and Butcher Mansion (where the real bad guys from the pumpkin patch are hiding). At the end of their ropes, the Ghostbusters get some help from friends they made early on, and these clues lead them back to—Butcher Mansion.

So hold on—the Panic has just begun!

Attack of the "Undead Gremlins"

While the Ghostbusters have been doing research, goblins have been busy downstairs. Read:

Your power monitor alarms suddenly trigger, filling the air with the rhythmic **whoop whoop** of the siren and strobing flashes of the emergency lights. One quick look at the control panel next to the secretary's desk shows you where the trouble is. Holy grids, kids! Something is going seriously wrong with the storage facility.

Let the stars scramble for whatever equipment or location they choose. We assume they'll end up in the basement or wherever it is your franchise protection grid is located*. Then continue:

At the monitoring station, the smells of smoking wires and cinnamon fill your nostrils. The main power controls have been sabotaged! They dangle from the walls, crusted with pumpkin. Gobs of pie filling splatter everywhere.

You see two small green goblins stick their tongues out at you and then dive for cover around a corner.

These goblins are supposed to distract the Ghostbusters from repairing the damage in time to save the storage facility—and the majority of their headquarters. The goblins run around the main offices doing minor mischief until they are captured or vaporized.

*Of course, if you don't have maps for your headquarters yet, feel free to modify the ones for the New York office, thoughtfully provided on page 12 of *Bride of Son of Ghostbusters International*, the red-inked booklet in the basic set.

Goblins

nasty little troublemakers

These entities are also called gremlins in folklore. They prefer mischievous pranks to dangerous assaults, but have no remorse if one of their little jokes causes an "accident."

They obey only Bahkis and Samhain, and never each other. If left alone for any length of time, the goblins split up to do random mischief.

Brains	1	Create Pranks	4
Muscles	1	Goblin Tossing	4
Moves	2	Sneak	5
Cool	1	Taunt	4

Goal: Cause Trouble Everywhere

Tags: Physical, intelligent; mischievous toothsome grins, ugly green gams

Gridzapoppin'

The storage facility goes critical and explodes in six rounds unless a Whole Lots of *Brains* roll succeeds in damping down the power surges.

No star can try to fix the damage more than once, so make sure they know that this is one of those times to use one's Brownie Points to save the day.

If the Ghostbusters fail, the storage facility blows a hole through the roof and all the trapped spooks from previous campaigns are released into the nearby countryside (if they contain the grid, they'll still have goblins to go after—and when *that* clean-up is done, head 'em out with "Rings About the Ghosties," below).

Rings About the Ghosties

After the attack, the Ghostbusters are deluged with calls about sightings and hauntings and paranormal happenings. Some are about spooks released from the grid, and some sound like they're related to the goblin lord, and might offer clues as to the whereabouts of Samhain and his minions. The rest are simply standard Halloween fare. The most urgent, or at least most persistent, call is a series of complaints from the neighborhood watch group over on Clinton Road. They claim that pumpkins are assaulting the houses there, thumping against the walls and smashing through the windows. They want the Ghostbusters, and how!

Cleaning Up the Mess

If your Ghostbusters have been active, then they might have quite a grid-full of ghouls to re-trap. You have several ways to approach this kind of mess: a series of short reprise adventures with your favorite spooks; a montage of quick cutaways (the way they do in the movies) showing the triumphant capture of the beasts; or the narrator's glowing recap of recent events.

One last possibility, if you don't want to torture your stars with irate phone calls and surprise visits by governmental agencies. If the Ghostbusters do succeed in this adventure and send Samhain and the pumpkin patch away, then any spooks released from the protection grid go "bye-bye" along with Samhain's minions. The stars get an added bonus of Brownie Points.

Trick or Treat

We're assuming that the stars will hot-foot it over to Clinton Road for any of a number of reasons, including wanting to: actually bust something this adventure, help the poor folk overcome by pumpkins, get away from the secretary's nagging, and check out an activity that seems to have Mr. Pumpkinhead's special trademarks written all over it.

If they don't go on this call, improvise one that will get them out of the house, and that might involve police interference (heck, anybody might call the police if they can't get the Ghostbusters, right?), and then work it back in to "Officer Dave Arrives," below.

If they do take this call, they can whip through the streets, lights flashing and sirens wailing. When the stars reach Clinton Road, read:

Clinton Road is one of those nice residential neighborhoods that probably used to be tidy. Now there are pumpkin guts littering the lawns and road. In the floodlit front yard of one of the houses, a man picks fragments of jack-o-lanterns out of the flowerbeds and flips them toward the gutter. When he notices you, he straightens and stalks over.

"Darn it, do something!" he urges irately.

This fellow is John Joseph Wadnick, the president of the Neighborhood Association. He'll complain about the toughs that threw the block's jack-o-lanterns all over the street, and somebody did *something* to make it so dark, and American youth is just going to pot, and any right-wing cause you care to satirize. His purpose is to stall the stars until the police show up (as instantaneously or as tardily as you choose), in the person of Officer Dave.

Officer Dave by turns calms the irritated homeowner and asks the Ghostbusters for some help. Unknown to the stars, however, this is a trap. Officer Dave is simply Bahkis the Goblin Prince in his own

trick-or-treat costume. He definitely goes for the tricks, having captured a squad car, conked the terrified officer unconscious, and used his *make illusion* talent to create a uniform like that of the guy he stopped. Now Bahkis, in human form, is trying to bring the Ghostbusters as far from the pumpkin patch as possible. Bahkis is also looking for a few Brownie Points of his own—if he manages to destroy the Ghostbusters once and for all, that is.

When "Officer Dave" addresses the stars, read:

"We could use a hand just up the road a way. A gang of hoodlums robbed a bunch of kiddies while they were trick-or-treating yesterday evening. Today, a group of kids started pranking the houses. One lady got a good look at them before they glued her to her cat, and the costumes match those stolen yesterday.

"Problem is, these aren't real kids. They're spooks of some sort. One of the little green monsters passed right through my squad car. Seems to be right up your alley. Interested?"

Clever Ghostbusters

There's something odd about Dave's story. A Ghostbuster who makes a Whole Lots of difficulty *Brains* roll realizes that goblins are not ectoplasmic entities, and thus cannot pass unharmed through a squad car. Also, Dave seems quite oblivious to the fact that it's black as pitch at about eight o'clock in the morning. Mr. Wadnick was upset by the odd darkness, but Dave takes it a little too much in stride.

If this *Brainsy* star speaks up, read this sequence to your players:

Officer Dave looks around nervously, as you hear a rumbling voice bellow through the night.

"You fool!" the voice of Samhain screams. "You cannot fulfill even the simplest of my instructions. Return for punishment!"

All of a sudden, Officer Dave becomes a huge furry Goblin Prince—Bahkis! The monster screams as he disappears in a fiery burst.

Bahkis has been foiled for now, but the stars might still call the police.

Then they can find out there is no Officer Dave, but Car 37 hasn't called in since 7 a.m., and head off to be ambushed by the goblins anyway. They'll have to get directions to Car 37's last known location from the police dispatcher, so modify the details of the readaloud to reflect the stars' Daveless state.

If your stars are not interested in rescuing innocent officers of the law, but want to get on with the plot, skip to "Caislean Oir—The Golden Castle," later in this reel.

If the stars go with the policeman, read:

You follow Officer Dave's squad car, lights flashing and sirens wailing, for half an hour. Suddenly, flying across the street ahead of you are eight small beings wearing Halloween costumes and carrying very full trick-or-treat bags. A young woman is chasing after them with a car vacuum plugged into her cigarette lighter. She's just about to suck a goblin up when her cord reaches its full extension—with a jerk from behind, she flies into the air. She starts to cry and instantly the lagging goblins turn toward her, cackling and menacing.

The Ghostbusters must choose whether to help a lady in distress, chase down the still-fleeing goblins, or split up and do both.

If the players are having trouble deciding, Officer Dave conveniently offers to assist the woman and to let the Ghostbusters chase the robbers. If they agree, Officer Dave/Bahkis escorts the young mother into her home, where he promptly ties her up and throws her into the cellar. Bahkis then proceeds toward a rendezvous with his minions, where a trap was prepared by the goblins an hour earlier.

If any stars decide to help the lady, the goblins scatter immediately. Read:

The goblins abandon the young woman, much to her delight, and fan out in all directions. Officer Dave comes up behind you.

"I'll take care of her," he orders. "Go after those goblins."

Again, Bahkis has slipped up in his disguise as Officer Dave, because he casually identifies the little green guys as goblins when before, he didn't know what they were called. Suspicious stars might question Dave at this point: see the box "Clever Ghostbusters" for details about defeating Bahkis. As we noted before, the stars might still chase the goblins anyway, in which case the big trap should go on, sans Bahkis, of course.

Any Ghostbusters who follow the main pack of goblins arrive in a suburban back yard. Read:

Beyond a low metal fence separating two yards, and around the corner are four goblins, playing on a set of monkey bars and a jungle gym. They seem oblivious to your presence until one sticks his ugly little tongue out.

The Ghostbusters might decide to start blasting away immediately, or they might insult or otherwise converse with the goblins. The goblins delay the Ghostbusters until Bahkis can arrive three rounds later. If these four need assistance, up to 12 more goblins can arrive over the next three rounds, in groups of four per round (keep it fair!). The goblins throw toys, candy, stolen silverware, etc., at our stars.

When Bahkis does arrive, he materializes on top of the house behind the Ghostbusters. This dwelling has an old-fashioned pair of red brick chimneys. Bahkis waits for the right time (GM's decision) and throws

the first chimney down on as many stars as he can get. As the chimney falls, it breaks apart and spreads out over an area 15 feet in diameter. Those who didn't make their Dodge take damage from the Accidental Damage Table and their equipment most surely needs repair before it can be used safely again. Those who successfully Dodge might still get caught when the next chimney is thrown if they're not careful.

If Bahkis fails to brain the Ghostbusters with these chimneys, the result is "punishment" again. The stars won't even get the chance to meet Bahkis face to face yet as his master calls him back (see the "Clever Ghostbusters" box for details and a readaloud to dazzle your stars). The goblins, now without any guidance whatsoever, and with severely depleted morale, scatter as fast as they can—easy pickings for any Ghostbusters who chase them down.

If the stars are all defeated (flat, buried in bricks, or just plain knocked unconscious), they are stripped naked by the mischievous goblins. About a half an hour later, a police car, checking on the still-missing Car 37, finds the stars and arrests them for vagrancy, destruction of private property (the chimneys), and indecent exposure (being naked). They'll have to call their secretary to bail them out, or something.

The Ghostbusters' damaged equipment and torn clothing are recovered by the police from a large garbage bin in the yard where they were ambushed, and their replivEHICLE is towed to the police station.

The victorious goblins run off into the town, free to work their mischief unhindered. Bahkis, if around, returns to Samhain in triumph.

Caislean Oir—The Golden Castle —

If the Ghostbusters survived the ambush, they finally get a break—a call on their walkie-talkies:

"Yo, Ghostbusters. This is Davis Lester, from the cemetery? Well, mates, I've been looking through the local library and my own private collection, and I think I've found something.

It has to do with that Samhain character who's running all around town. He's left his bloody name all over the city hall and anyplace else that weird red paint will stick. I can't read it all to you over the radio, so meet me at the your home base as soon as possible.

Cheerio... I mean, Roger and out, mates."

If Davis is unavailable, the local librarian will also do. Just change the read aloud. When they meet, read:

"Here you are, guys," Davis says as he hands you a very ancient tome.

"Your secretary—nice girl you have there—told me to tell you that the party at the Butcher place has picked up again. She said a bunch of ghosts showed up with hammers, meat cleavers, and such, and they're trashing the party. She said you'd probably want to know."

Lester takes his leave of you with typical British cheerfulness.

REEL FIVE

Dead Man's Party

Summary

Here the Ghostbusters embark on a massive ghosthunt throughout Butcher Mansion, hoping to send the pumpkin patch and its new lord, Samhain, back to the spiritual world. Bizarre battles with unusual villains require Ghostbusting brains to harmonize with Ghostbusting weapons.

Count Dragula

When last we left our intrepid busters, they had been handed a prod to head back to the Butcher Mansion. If they did, they meet Count Dragula roaring out of the driveway just as they pull in.

If they're reluctant to follow up that particular lead, then whatever direction they do head, they are cut off by a spiffy speedster. The driver must make a lot of difficulty *Moves* roll to avoid a collision.

If he or she succeeds, the ECTO-1 replivEHICLE swerves but the driver recovers, and starts the Car Chase routine mentioned below at Section B. If he fails, he stalls the car. Start the routine at Section A. If he rolls a Ghost—well, the succeed-and-Ghost option we recommend is a collision with Dragula himself. Modify the description and see "Count Down," below. Read:

A dashing and foolhardy dragster darts by in a vintage, pale pink 1957 Chevy convertible. He's wearing driving goggles. Spray-painted on the side of his vehicle is, 'Long Live Samhain, Lord of Halloween!'

The Ghostbusters have to do some fancy driving to catch the reckless Count Dragula. This nefarious villain stole a car from Butcher Mansion and is trying to run down some taste treats in town.

Use the Car Chase routine from *Ghostbusters International*. You can whip up some maps of your local area if you want the detail, and you can mention local landmarks zipping by in the slipstreams. (DON'T try this in a real car—fiction is much healthier). And during the mayhem, someone calls the cops, which sets up the major chunk of this reel.

Count Down

When the Ghostbusters catch up, Count Dragula pulls his car over and waits for them to approach. If they haven't noticed until now, here's where they get a good look at his cape and incisors, and other vampire-like qualities. If they're nasty, he may try to bite.

The stars can blast him with proton streams, or they can pretend to suspend his license, at which Count Dragula sheds a tear, trades his leather cap and racing goggles for leathery wings and a face like a gargoyle's, and flies off. The normal vampire removals work too, providing the Ghostbusters have them.

If the stars ask the Count about Samhain, the vampire simply chuckles mysteriously, saying, "He really knows how to throw a Halloween party!"

Wherever the Ghostbusters are, the local police show up soon after, lights flashing and sirens wailing. A citizen reported the speeding pink Chevy, and the officers are prepared to arrest the driver for grand theft auto and various other crimes.

Assuming your Ghostbusters haven't toasted him yet, Dragula might not sit still for his mirandizing*. It is also possible that he'll take a liking to the arresting officer's bloodtype, if you want to give the stars a chance to be heroes in the eyes of the law.

The obviously overworked police inform you that the license plate on Count Dragula's stolen automobile is registered to Mr. J.P. Butcher, the resident owner of Butcher Mansion!

We expect the Ghostbusters might want to drop by the mansion. Just for grins.

Mansion on the Hill

When the Ghostbusters arrive, they find both Butcher Mansion and its grounds ablaze with activity. As they step out of the replivEHICLE, read the following:

A half-dozen police cars are waiting at the bottom of the hill, lights flashing, but sirens off. The entire base of the hill is encircled by police barricades and no one is allowed in or out.

According to the cops, the ominous mansion is filled to the attic with party goers, both dead and undead.

Inside Butcher Mansion

The following descriptions are numbered according to the pullout section maps of Butcher Mansion. With the exception of the final encounter with Jimmy Lee Kurtz (see "The Final Encounter" at the end of this reel), they can occur in any order. You can, of course,

*Mirandizing is cop talk for reading a criminal his rights—"you have the right to remain silent..." and all that jazz. The Supreme Court ruling, that you have to tell people you're arresting what rights they have, was won by a guy whose last name was Miranda.

steer players this way and that if they're doing too well or need help.

The stars have to search most of the mansion to solve this reel and capture (in case they or you want a refresher course) The Kelsey Triplets, in area 5; Michelle Mayor, in area 19; Abnormal Crates, in area 30; Groggy Gruber, in area 41; and finally, Jimmy Lee Kurtz, who can't be caught in area 28 or anywhere else until the rest of the troublemakers are dealt with.

1. The Front Steps

These huge stone steps, made of fine greekian marble, are littered with collapsed and drunken beings—there're always some in every crowd. There are no dangerous encounters here.

2. Encounters of the Partying Kind

The music gets louder in the main hall. Ghosts and costumed teens celebrate eternal Halloween by chanting "No school, no sun, no school, no sun!"

The two semicircular stairways are covered in crepe paper. The medieval lances, pikes and staffs decorating the curving stairwell walls are also festooned with crepe streamers. A little green ghost is swinging gently from the giant crystal chandelier that hangs down from the roof of the second floor (see area 21).

3. Dance of the Living Dead

The dining hall is packed with people, spooks, and poltergeists. The music is great to dance to and very, very loud. The same Oingo Boingo compact disc is playing over and over again...

*"I'm walking with a dead man over my shoulder.
It's a Dead Man's Party.
Who could ask for more?
Every Body's coming.
Leave your body at the door.
Leave your body and soul at the door."*

As you look around the room, you can see the rear glass doors have been smashed apart rather than opened, and somebody's painted a smile on Sam Haney's portrait.

4. The Patio

The party has spread out here onto the patio. If the stars talk to the party-goers here, they express anger at the "lack of food coming from the kitchen." This is our subtle hint to investigate area 7.

5. Freezer Burn

This walk-in style freezer has racks with meat, fish, bags of vegetables, and several frozen turkeys. From hooks on a track, two whole sides of beef dangle coldly. But what made that thumping sound?

No great mystery, just a few unfortunate teenagers, including Dave Butcher. They foolishly asked the Kelseys for the cocktail wieners and were "mistakenly" told to go in here. All of a sudden, the door

"accidentally" closed behind them—or so they believe.

Actually, all that cheese out in the kitchen (area 7) was meant to cover these four dupes, as the Kelseys were just putting the finishing touches on *Dave au gratin* before the Ghostbusters arrived.

If the stars only temporarily dispatched the Kelseys in the kitchen (i.e. they simply *dematerialized*), then the malevolent spirits shut our 'busters up in here as well. The door requires a Whole Lots of difficulty *Muscles* roll to open, or one good proton stream blast to the latch. Stars who believe nuclear accelerators are the be-all and end-all tool for every situation—i.e., who shoot first and think later—should be reminded with great enthusiasm and detail of the reflective properties of metallic freezer walls and the effects of ricocheting proton streams—you *do* remember the garbage masher scene from *Star Wars*, don't you?

Ghostbusters who cannot get out of the freezer take one die of damage for every 10 minutes of exposure and are frozen solid when all of their Traits reach zero (these all come back if and when they thaw out).

6. Pantry

There are mops, brooms and buckets hung on the wall, as well as the usual canned goods, dry goods and preserves, dishes and glassware. Near the doorway, a wall bracket cradles a small fire extinguisher.

Over the intermingled party din of music and shouted conversation, passersby (okay, just Ghostbusters) can just barely make out a couple of mysterious, dull thuds coming from inside the locked freezer.

If the stars open the freezer door, go to area 5.



The Special Spooks

The Kelseys are not your standard Halloween hauntings. They're some of the extra-special spirits who were tied to the objects inside the magical fear gourds from Reel Two.

Like the other special pumpkin patch spirits, the Kelseys can only be returned to the pumpkin patch in one particular way. What this means is that these ex-murderers, and their pumpkin patch-spawned counterparts throughout the mansion, cannot be permanently captured in a ghost trap or fried away by proton streams.

The Ghostbusters already have hints on how to dispose of these spooks, from their research done in Reel Three. Unfortunately, they might not have figured out the puzzle just yet.

You should know that these ghosts have to be dispatched now in the same fashion as they were killed years ago. Note that when a special ghost is dispatched forever, the mysterious murder weapon it carries also disappears. Now, the stars may assume it's supposed to be that way. Not true. Instead, Samhain is gathering back the items to himself. But more about that next reel.

Toy with the Ghostbusters about these special elimination techniques. The heroes flash proton streams at the spirits, only to watch the horrors phase back in moments later (they're all *immune* to proton blasts—check the stats). Slowly, allow your players to pick up clues—like the fact that the Kelseys cower in fright when a teeny tiny girl in a teeny tiny mouse costume wanders in, looking for tunes. Or another party-goer can mention in passing that he saw “those strange chefs run away from Chad R. Cheese.” Tracking down Chad, the stars notice that his costume is a big, furry rat. Coordinating these details with their computer records of the mass murderers, or their own memories, should do the trick.

For example, the Kelseys were eaten by a thousand rats. Now the Ghostbusters can't summon or create rats, but if they just pretend to be rats using any of the many mousy costumes available, and nibble toward the spirits, the Kelseys scream in fear and disappear forever.

Hint about solutions like these, should the stars be flummoxed. But once the Ghostbusters have figured out the main trick (i.e. the spirits must sent back in the same fashion as they died), they shouldn't need any more of your help.

We have provided some of the most obvious methods of sending these baddies home. Good role-playing should always be rewarded accordingly, so any reasonable plan that falls within the conditions laid out in each of these encounters should succeed as well—especially if you and the players had a good time doing it.

7. Cheese Makes it Better

The well-furnished kitchen contains a long row of stoves and a table full of cheese, knives, graters and three Wisconsin Brand cheesesaws. An industrial fire extinguisher hangs next to an archway.

Three chefs, wearing identical outfits, are processing blocks of cheddar cheese. As the Ghostbusters enter, the Kelsey Triplets put down their other instruments and grab their deadly cheesesaws.

Have as much fun with the Kelseys as possible. The ghosts won't pursue the Ghostbusters out into the dining hall, because they refuse to enter the area until dinner is ready. When the Kelseys are defeated, their cheese saws dance into the ceiling as if spun on some dust devil, and disappear.

If any of the stars find this disturbing, and think to take a PKE reading, a Good Amount of difficulty *Brains* roll tells them that there is too much PKE in the area for the disappearance of the cheesesaws to be an after-effect of defeat.

The Kelsey Triplets

cheese-loving psycho chefs

The Kelsey Triplets couldn't hack the competition, so they hacked *up* the competition, until they almost cornered the market. But the few remaining barons discovered that the Kelseys were trapped in a collapsed sewer as children, and were deathly afraid of rodents.

A few shady deals with local laboratories later, the Kelseys were attacked and destroyed by thousands of cheese-loving rats.

Brains	4	Cooking	7
Muscles	3	Cheesesawing	6
Moves	3	Catching Food	6
Cool	5	Fast Talk	8
Power	6	Dematerialize Self	
		Physical Immunity	
		Proton Immunity	

Weaknesses: Total and complete fear of all rats and mice; *Moves* and *Cool* reduced to zero when within 10 feet of a rodent.

Goal: Corner World Cheese Market

Tags: Physical, intelligent; wild staring eyes, large tummies, incoherent babble

8. Secret Passages (Ground Level)

The mansion was built of stone and mortar during the Civil War. These secret escape routes (areas 8 and 25) were designed into the foundation and were never noted on the town hall of records blueprints. Secret doors connect the easternmost rooms on this floor to a concealed exit nestled in the hedges on the eastern side of the mansion. A stone ladder in the southeastern corner of the passageway leads up to area 25.

The master of the house is supposed to alert his family to the existence of these passages. But Mr. Butcher and his family, the current owners, have no idea they're here.

If the stars don't search the walls for secret doors and passages normally, there are some clues (most notably in areas 10 and 29) as to their existence.

Should the Ghostbusters locate these passages, refer to "The Final Encounter" for details on Jimmy Lee's whereabouts and motivations.

9. Large Meeting Room

This is an empty meeting room, and the door is locked from the outside. There is nothing unusual here, except that a well-concealed entrance to the secret passages is located behind a wooden panel in the northwest corner of the room.

10. Suite for Not-So-Important People

This is an empty guest room. It is sparsely decorated and furnished. A Whole Lots of difficulty *Brains* roll notices a small black crack running down one back corner wall of the closet. If they investigate the crack, the stars discover a secret door, leading into the passages that run behind the mansion walls.

11. Suite for Very-Important-People

As you open the door to this guest room, a large ghost moves forward with menace.

A Lots of difficulty *Brains* roll recognizes this monster as just a wasted teenager in a bedsheet trying to get some attention. Otherwise... it's probably barbecue time!

12-13. Guest Bathrooms

Under the sinks, household cleansers, sponges, scrub brushes and utility buckets proliferate. There don't seem to be any more spare rolls of t.p., though.

14. Linen Closet (Ground Level)

This large linen closet is virtually empty, its normal complement of sheets and pillowcases having been scavenged by teenagers for their ghostly make-shift party costumes.

15-18. Servant's Quarters

These rooms are home to the head chef, butler, housekeeper, and chauffeur, respectively. While the chauffeur drove Mr. and Mrs. Butcher on their tour, the other three full-time employees were graciously given the day off by the three Butcher sons, and have collectively decided not to return just yet.

The chef has Sam Haney's ax hidden beneath his bed (just a souvenir). While this object has no role in this adventure, the Ghostbusters might be over-cautious enough to bring it with them, "just in case."

A servants' staircase to the west of these rooms leads up areas 34-37, and is used primarily at night.

19. The Toolbox Murders, Part II

You've stepped into a large garage, with a workshop in front, and a place for parked cars to the west (see area 20 for description). Drawers of tools lie strewn about, and a large woman is banging a hammer on the heads of three screaming students.

The steroid queen is none other than Michelle Mayor, notorious wielder of farm implements and household appliances. This spirit tries to pound the Ghostbusters into puddles, one whack at a time.

Like the other special spooks from the pumpkin patch, normal ghostbusting won't stop Michelle. The Ghostbusters must cause something very heavy to fall on her. The two huge chests of tools are sufficient, as are the chandeliers in areas 2 (actually, 21) and 3.

The Ghostbusters might also *con* or *taunt* (or if they haven't got a good talent, raw *Cool Trait*) Michelle into fixing their car, using the old "I guess it's just too tough for you" ploy. Michelle is proud of her handiness with tools and very susceptible to either flattery or challenges. Jacking up the replivEHICLE, and then "accidentally" dropping it on her would do the trick.

The hammer Michelle wields gets bonus dice as a melee weapon: +1 die to hit and +1 die of damage. Once Michelle has been squashed, her hammer spins upward into the air as though thrown by some circus performer, disappearing before it hits the ceiling.

Michelle Mayors

big girl with a tool fetish

Michelle was always a tomboy. She could swing a baseball bat like nobody's business. But when the only man to take an interest was scared off by nasty rumors, Michelle popped her top and began busting some heads.

Michelle was fixing her car one night when it fell on her. An investigation into her death proved she was the toolchest terror.

Brains	3	Repair Anything	6
Muscles	6	Intimidate	9
Moves	4	Chase People	7
Cool	5	Act Tough	8
Power	8	Dematerialize Self	
		Physical Immunity	
		Proton Immunity	

Weakness: *Physical immunity* does not work against any objects over 500 pounds.

Goal: Bust Heads

Tags: Physical, intelligent; big, busty, burly; booming voice

20. Car-less Garage

This two-car garage is now empty. A garden hose hangs coiled on the far wall, and next to it nestle various car cleaning and polishing implements.

21. Zoomer Park

A small green vapor is whizzing merrily around the chandelier in the center of this room. He seems quite happy. The sparkling crystals appear to have him mesmerized.

If the stars ask Zoomer for help, he offers to drop this fine, shiny chandelier on anybody they want.

If the Ghostbusters haven't yet dealt with Michelle Mayor in area 19, this should make squashing her permanently much easier.

22. Is There an Exorcist in the House?

When the 'busters enter the master bedroom, read:

Opening the doors bathes your entire party in disgusting green slime. Once you've wiped your eyes, you see what the cause of this attack is.

In the middle of a huge bed against the west wall of the master bedroom is a very, very ugly young girl, maybe 15 or 16 years old. The green slime spewing from her spinning head doesn't make her any more appealing.

The Ghostbusters need A Good Amount of *Moves* Dodge roll or a shield, as the slime is coming back. The girl's boyfriend motions you towards the closet he's hiding in. The stars have to Dodge the slime to reach him. A Good Amount of difficulty *Brains* roll lets each star time his run properly, and earns him or her an extra die on the Dodge attempt.

Inside the closet, the young man tells his story.

"That's my girl, Belinda. We were just sort of... well, you know, fooling around... and all of the sudden she starts barfing up green goo. Is there anything you can do, Ghostbusters?"

Belinda Scare has been possessed by a nasty little slimer-of-a-demon. Think of Raven from *The Exorcist* when running this encounter. Since the Ghostbusters shouldn't blast here, their only hope is to do an exorcism themselves, the Ghostbusters' way.

According to the *Fredde's Big Book of Occult Lore, New and Expanded Ghostbusters' Edition* (if they brought it), or a Whole Lots of difficulty *Brains* roll, the stars must hold the victim over a ghost trap physically, without using their containment streams (which severely injure living tissue), and then throw the switch. "To avoid blindness for two hours, don't look at the trap when you set it off." If the Ghostbusters don't say it, they didn't do it.

23. Master Bath

There is nothing very unusual about this bathroom, except that it is much nicer (softer, scented paper) than others in the mansion. The shower contains dyed-to-match loofas, wash cloths and towels.

24. His and Her Run-Out Closets

The back walls of the closets are lined with cedar shelves, and the clothes-poles are laden with individual dresses and suits in dry cleaner's bags with "Warning: This Is Not A Toy. Do Not Use in Cribs or Children's Rooms" printed down the sides. One outfit features an eight-foot feather boa.

25. Secret Passages (Upper Level)

These secret passages encircle the eastern upper floor the same way the passages in area 8 encircle the eastern lower floor. A stone ladder cut into the south-east corner permits access from one level to the other.

26. Study

The Butcher boys sometimes do their homework here. It is one of the few rooms in the mansion that's empty tonight. This is because everybody is beyond the open double doors leading to the library, area 27.

27. Library

This magnificent library is filled with ghosts and students listening to an undead Buddhist philosopher who is trying to explain his own existence in the afterlife. The discussion is fascinating. Exclamations of "wow" and "heavy" reverberate amid the new disciples.

There is nothing related to the stars' mission here.

However, any Ghostbuster who stays for an hour of this discussion gains a permanent *Brains* point. Each Ghostbuster is only eligible for this bonus once, and additional hours do not add any more points.

28. Living Area (Unused)

The door to this unused living area is locked. The only key is with Skip Butcher (area 35), but there are other ways of getting in, including picking the locks, using force and passing through the secret doors.

This room has no furniture, just camping gear. The ground is covered with green crepe paper scavenged from the party downstairs. The only light comes from a small gas lantern near the front of the pup tent.

If the Ghostbusters have not permanently dealt with the other released spirits (the Kelseys in area 5, Michelle Mayor in area 19, Abnormal Crates in area 30, and Groggy Gruber in area 41), then this room is empty of inhabitants. If they change its decor in any way, the spirit of Jimmy Lee Kurtz will reconstruct his pseudo campground after the humans leave—and before they meet him in "The Final Encounter."

29. Main Offices

The door is locked, but if the stars enter, read:

You hear a strange 'blip, blip, blip, ka-boom!' sound coming from the desk, but you cannot make out anything unusual from here.

On the desk is a low-grade MBI business computer, with a game of "Sucker Invaders" still running. The locked door might suggest to the stars that someone was in here who shouldn't have been. Bingo! It was Jimmy Lee, who loves video games.

The secret door opens behind a valuable tapestry that has never been moved from its hanging place.

30. Psycho Bubble

The Ghostbusters are in for a cheap thrill as they approach this area of the mansion:

A door toward the north end of the hallway slams open in front of you. A half-naked young lady comes racing out of the bathroom.

Gathering up her towel, she flashes her baby blues at the star with the lowest *Cool* and coos "could you help me, Mister Ghostbuster?" She babbles on about a killer in the shower. Note, a sturdy stud with his groping greens can be substituted, depending on the star involved. We're not sexist.

Inside the bathroom lurks the spirit of Abnormal Crates, psychotic murderer. Ghostbusters must take off their clothes and enter the room to summon him and can only banish the killer by turning on the water in the shower, drowning him in the bathtub, etc., etc.

The meat cleaver he wields has bonuses of +1 die to hit and +2 dice of damage per strike. When the stars finally overcome Abnormal Crates, his cleaver turns into a silvery liquid and slides down the drain!

Note that, unlike any of the other creatures in this adventure, Mr. Crates always appears only in black and white. He also plays "dress up" in his spare time.

Abnormal Crates

black & white psycho slasher

Norm, as his friends called him, killed his parents for going to a movie without him. By day he ran the family hotel, but by night he graciously helped pretty guests dry off from their showers with a big steak knife. Unfortunately the knife only made things messy.

The local lake became filled with Norm's messy things. Norm escaped into the lake when the police surrounded him. Norm could only tread water so long, and drowned before the cops could get a boat.

Brains	3	Taxidermy	6
Muscles	4	Drag Bodies	7
Moves	3	Hide	6
Cool	4	Use Woman's Voice	7
Power	7	Dematerialize Self	
		Physical Immunity	
		Proton Immunity	

Weaknesses: Immersion in water, (or any liquid—even cherry jello in sufficient quantities) reduces all Traits to zero.

Goal: Run the Crates Hotel

Tags: Physical, intelligent; disturbing background screeches accompany attacks

31. Trophy Room

This door is locked from the inside. If any Ghostbuster tries to break it down, he or she'll hear loud popping noises, like a car backfiring, and then notice a few dozen new holes in his body (i.e. lose 3 dice of accidental damage each). James Butcher is shooting anything that moves. If the stars make an attempt to communicate with James now, they'll be let in once they prove who they are. If our Ghostbusters storm the place, they get more lead love.

Inside, the stars notice that this room is a trophy hall, decorated with many of Nature's most helpless and beautiful creatures, slaughtered and stuffed for some insecure human being's pleasure. Ahem. A gun rack on one wall holds several antique rifles.

Once James is sure the Ghostbusters are on his side, he'll join them eagerly—whether or not the Ghostbusters want him to. Make James a liability and a source of information if the stars need one, but don't make him too obnoxious, because unless one of our boys and girls brought a gun, or can find the ammunition for the antiques, they'll need James for "The Final Encounter."

32. Upstairs Linen Closet

This linen closet is a good place for weary Ghostbusters to hide. It's also a nice place to trap them. It has approximately half of its usual supply of sheets, blankets, and pillowcases, as well as a feather duster, and a small broom-and-dustpan combo.

33. Sanctuary

This is the private bath of the three Butcher Boys. Of course, it is a filthy mess—the sink is layered in old toothpaste and shaved hairs, etc.—but at least no ghosts will come in (not even Michelle). Confidentially, they're all afraid to enter.

34. Videodome

A small satellite dish on the roof is hooked up directly with Dave Butcher's bedroom. When the stars open this door, read:

The dull phosphorescence of a half dozen large television sets illuminates this darkened chamber. In the middle of this semicircle of ever-shifting images is a large brown potato in a Lazy-Butt Brand recliner. A tray of chips and nacho cheese dip is permanently mounted on the chair. A universal remote control hangs from a chain around Dave Butcher's left wrist.

Amazingly, all around the chair are beautiful women! A good dozen of the loveliest ladies at the party are here. They're all watching different TV shows and asking Dave to pass the dip.

Dave's no fool. These girls just don't get wild at parties (you know the type), and so are deathly afraid of the really weird folks, live and undead, outside (like everybody else probably should be). Dave hides them.

Dave gives interested stars any good phone numbers they want for \$10 a piece, but won't leave this room with the Ghostbusters. If the stars ask about any of the fear gourd spirits, Dave mentions that he has control of a few television cameras mounted around the house for security reasons. While most are rather uninteresting, one of them monitors the garage (area 19), and if Michelle Mayors has not been dealt with, read the description from area 19 to the players.

35. Private Party

James throws open the door to Skip Butcher's bedroom without knocking. Read:

This is obviously Skip Butcher's room, as the walls are covered with fantasy and science-fiction movie posters.

If James is with the group, he mumbles "artsy faggot" beneath his breath in disgust.

Skip is still tenderly tending Julie's wounds from the battle with the apples.

"Well hi, dudes," Skip smiles. "Don't bother knocking. Some bash, huh? So you're done already. Join the party! It's an all-nighter!"

Skip and Julie have no clue what's going on outside, as they've been in here since the apple incident yesterday. Skip hears music and people dancing, and assumes everything is going "awesome."

As the Ghostbusters depart, a set of house keys whizzes by them, and they hear "leave the bill by the door on your way out." These are the master keys for the entire house. They unlock any door, no matter how old (like area 28). Any further attempts at conversing with Julie and Skip meet with failure.

36. Barracks

James is happy to give a detailed tour of his room. The room is covered in military paraphernalia, *Ramrod* movie posters, guns, and tacky khaki. James begins describing everything in the place, its origin, and significance to the modern day warrior.

If the stars need guns, flame throwers, bombs, or grenades, here's the place. Otherwise, there isn't much in here to help out a Ghostbuster.

37. Old Nursery

This is an empty nursery. The GM can leave this as just another dead end, or can throw in some nastiness of his own to liven things up.

38. Art Gallery

This room is filled with semi-valuable art and sculpture. Since it was done by Mrs. Butcher, it's actually worthless to anyone with real taste. The motif is

"Dogs and cats live together, so why can't we?" In one corner, several cans of rich red paint are stacked, waiting to be flung on a canvas.

39. Balcony

This small balcony looks over the patio (area 4) below, and is unremarkable. The flower planters are permanently attached to the railings.

40. Wine Cellar

The door under the northwestern staircase in the entrance hall, area 2, leads down into a wine cellar of questionable vintages. Many wines look impressive, until the bottles are examined and found to be empty.

A Some difficulty *Muscles* roll, or some wall panel thumping, leads to the discovery of a false wall behind the cheap California wines. If the Ghostbusters are reluctant to investigate, they hear screechy noises from beyond this wall, almost like an animal in pain, or someone dragging fingernails on a chalk board. It leads to the furnace room (area 41).

41. "One, Two, Groggy's Coming for You..."

As we all know already, Groggy did it with a spiked gauntlet in the furnace room. Read:

You enter the concealed chamber and discover the furnace room. Large rusting pipes run everywhere, mixed in with newer vents and shaky patchwork repair jobs.

All of a sudden, you hear (again) the screeching sound of chalk on a blackboard. It seems to be coming from everywhere around you.

All Ghostbusters must make A Good Amount of difficulty *Cool* check or flee the horrible chamber of chalk sounds. Those who remain get to meet Mr. Groggy Gruber personally.

A charcoal-broiled ghost toasty is walking toward you, a strange spiked metal gauntlet on his left hand, and a piece of fresh chalk in his right. The walls are lined with black slate, the old fashioned kind that squeaks real good.

"Hello, 'busters. Time to play with Groggy." With that, his left arm seems to grow in length as it flies out towards you.

Groggy shows off his famous "knock your enemies into another county" flying fist. If the targeted star (roll randomly) is hit, he winds up in the wine cellar, covered in broken bottles, missing two dice of Traits.

The only way to permanently trash Groggy is to burn him up. The furnace is the most obvious method, but molotov cocktails or a flame thrower ("James, do you have a flame thrower?") would also do nicely.

Also, Groggy can *terrorize* people very well by taking on horrific shapes. He prefers huge nasty things like giant cockroaches and sharks, but he also enjoys shaping himself into animated walls and pipes.

A star who turns his back on Groggy draws all of Gruber's attention. However, Groggy only uses his *terrorize* and *creature feature* abilities as long as the star's *Cool* checks succeed. Meanwhile, the other busters can figure out how to deal with Gruber permanently. When the stars defeat him, this gauntlet shrivels and twists, until it pops out of existence!

Groggy Gruber

dream weaver, anti-pyromaniac

Groggy is on the creative, cutting edge of haunting. He goes for the most dramatic elements possible and prefers an audience (if he can do this safely). Groggy is deathly afraid of fire and hates to be ignored more than anything in the world.

Brains	4	Freudian Analysis	7
Muscles	6	Toss Victims	9
Moves	4	Sleight of Hand	7
Cool	5	Orate	8
Power	8	Creature Feature (G)	
		Dematerialize Self	
		Physical Immunity	
		Proton Immunity	
		Terrorize	

Weaknesses: *Cool* reduced to zero when within ten feet of open flame.

Goal: Terrorize to the Max

Tags: Physical, intelligent; English accent, burned face and body, nobleman's clothing

The Final Encounter (We've All Heard So Much About)

This encounter occurs in room 28, which the stars may or may not have investigated earlier. They only stumble into these events when they have taken care of the other pumpkin patch horrors—the Kelsey triplets (area 5), Michelle Mayor (area 19), Abnormal Crates (area 30), and Groggy Gruber (area 41).

If they left one (or more) of these spirits loose, send a terrified teen to beg for help in that area(s).

If they're wandering pointlessly through the mansion after trashing the other pumpkin patch spooks, lead them into area 28 with moans and flickering lantern light and even more screaming teens, if need be. Then read:

This room has no furniture, just camping gear. The ground is covered with green crepe paper scavenged from the party downstairs. The only light comes from a small gas lantern near the front of the pup tent.

In front of the tent a tall man appears wearing a brown paper bag with holes for eye slits and wielding a steel hook in his right hand.

"I don't like you! I don't want to go back and I won't. So there!" A very pink ghost tongue passes through the paper bag and waves at you, as Jimmy Lee Kurtz moves towards a secret door in the corner of the room.

The Ghostbusters must chase Jimmy Lee through the house, using the secret passages that Jimmy already has mastered. Jimmy should lose the stars often and they might have to split up, set ambushes, and so on, to get him.

Jimmy doesn't want to go back and hacks those who get near him with his steel hook. Jimmy Lee was accidentally shot while prowling his newest campground. Before he'd killed his first victim there, a near-sighted sportsman mistook him for a deer and blew his bag off. The hunter, not wishing to lose his license to hunt, buried Jimmy's body and left him.

Therefore, the only way to send Jimmy Lee back is to shoot him with a gun. You can drop some hints like "Jimmy Lee seems afraid of James Butcher for some reason" if the stars need them.*

When Jimmy Lee has been sent to that great campground in the sky, his hook whisks up into the air as if it is as lightweight as an autumn leaf, and disappears! Stars who make A Good Amount of difficulty *Moves* roll can reach the hook just as is *dematerializes*: they feel something cold and clammy, like fog, slip through their fingers.

Jimmy Lee Kurtz

gun-shy campfire killer

Jimmy Lee always wanted to be a campground assistant, or a forest ranger. But he was rejected time and time again. You see, Jimmy was pretty ugly and sort of obnoxious, so he didn't get along with human beings as well as he did animals.

Now Jimmy wears a brown paper bag over his head and hunts people. Jimmy is very good friends with all animals, and the forest creatures have been known to aid him in times of trouble.

Brains	4	Wilderness Survival	7
Muscles	6	Benchpress Campers	9
Moves	5	Sneak in Forest	8
Cool	4	Animal Friendship	7
Power	7	Dematerialize Self	
		Physical Immunity	
		Proton Immunity	

Weaknesses: Afraid of guns, and one shot from any gun banishes him forever.

Goal: Terrorize Campgrounds

Tag: Physical, intelligent; wears paper bag over his head, carries hook

REEL SIX

The House of Samhain

Summary

The pumpkin patch spirits have been defeated, but where did their items go? And where is the evil master of this world now, Lord Samhain?

The Ghostbusters engage in spiritual combat with old Pumpkin Puss himself in this final, decisive reel. The fate of the entire world rests on the success of our stars now. Which is it to be—sunshine, pretty birds, and flowers; or an eternal night ruled by the undead?

Well gosh, I know which one I'd choose—but only time will tell, as the stars return to Samhain's point of origin, the mysterious pumpkin patch.

Great Pumpkins!

Read this to the players:

Moments after Jimmy Lee fades away, lightning begins to flash outside the mansion and thunder rolls across the countryside. Outside, a huge pumpkin-headed silhouette looms on the horizon. Lightning strikes his mighty staff as he slowly walks the Earth towards you. His fire-red eyes and sinister maw are visible even from this far vantage, and the flashes of energy coursing through the sky illuminate his immense body. Master Samhain has arrived.

"The Earth is mine, mortals!" he bellows. "You have not defeated me yet, and your puny efforts only serve to annoy me.

"This planet is shrouded in my darkness and soon I shall be powerful enough to summon all of the spirit world to my new domain. The denizens of the ether will worship me as their sovereign lord, as mortals also will.

"If you still dare challenge me, fools, just step forward into my lair."

With that, Samhain stamps his staff again three times and vines begin racing along the ground. The cemetery, the mansion, the grounds, and the entire town are engulfed by the pumpkin patch in seconds.

Dream Attack

The Ghostbusters have little alternative but to step out into the pumpkin patch. They can wait of course, but Samhain's great summoning spell is only twelve hours from completion. If he isn't stopped, the whole world is drowned in undead: zombies, skeletons, and ghouls count the Earth their domain forever.

But all the Ghostbusters have to do to continue their adventure is leave the boundaries of the mansion by stepping into the vastly overgrown pumpkin patch. When they do, read:

As you enter the pumpkin patch, your head swirls and your knees buckle beneath you. You collapse unconscious to the ground.

If any Ghostbusters stand back and watch their comrades go first, they only see their friends fade away after stepping forward into the night.

Those Ghostbusters who go forward are caught in the House of Samhain, a spell meant to emotionally defeat the Goblin Lord's enemies before they can get to him physically. All damage inflicted within the House of Samhain spell is imaginary only. Ghostbusters who lose all of their Trait points here wake up in Butcher Mansion again, points restored, but shaken up considerably.

Running Individual Stars

This spell is supposed to scare the Ghostbusters into giving up their attempt at saving the world. It separates the stars from one another, and surrounds each with an illusionary, crumbling and condemned version of Butcher Mansion. Here each is individually attacked by Bahkis, who has *creature-featured* himself into a 10' tall likeness of Samhain.

Of course, it is possible to play these individual encounters out in front of the whole group, but it'll be much more fun and effective if you segregate your players. Either send the ones who are not in each vision out for another pizza, or to watch videos for a few minutes, or take each one player who *is* in this vision, and drag him or her into the hall with you for a little isolation. Be sure to bring your dice!

The objects the Ghostbusters removed from the pumpkin patch killers were intercepted by Samhain and are now tucked into the belt Bahkis (in Samhain's form) wears. The goblin prince leers fiercely, and gestures to the dangling weapons. "What would you like me to kill you with? Take your choice."

He will use whatever weapon the Ghostbuster mentions; if the star declines to choose, he grabs a weapon seemingly at random. This is a clue that the objects no longer have anything to do with the method of dispatching the goblin.

Each Ghostbuster must on his own, without help from the others, "defeat" the illusionary Samhain using clues gained from the previous investigation of Butcher mansion, as the stars won't come in contact with each other again until all have succeeded.

If a Ghostbuster leaves the "dead mansion," or goes unconscious due to illusionary damage, he or she wakes up in the real mansion again, though none of the other stars are there. Stepping back out into the pumpkin patch begins the spell over again. The GM can use the same "nightmare," or pick a new one.

Note that there don't have to be five Ghostbusters just because there were five objects. Each active player must defeat only one vision, and five are described below for example. If there are more stars in your party, repeat a vision or come up with your own. If there are less, choose your favorite four, and save the fifth for the ones who choke the first time around.

Vision One: Turned Tables

You come to in a dusty, moldering version of the trophy room (area 31), lined with cobweb-covered animal heads. The windows in front of you are boarded over, while the doors behind you are obviously barred and padlocked. On the eastern wall there's an empty wooden trophy hanger with your name engraved beneath it. On the western wall hangs an empty gun rack.

Suddenly, Samhain appears in the room.

Bahkis taunts the victim with one of the fear gourd weapons, as noted above, but because this is a dream sequence, the damage done is only an illusion. If the stars Traits are reduced to zero or he goes unconscious, Bahkis has won and the victim returns to the mansion, defeated for now.

The barred and locked door to this room cannot be broken down by smashing or blasting. The Ghostbuster cannot flee the room.

The gun rack in the real Butcher mansion held old hunting rifles. The rack is empty now, though lighter silhouettes outline the missing guns—as a star can see if he or she makes a *Some difficulty Brains* roll.

If the star was never in the trophy room before, or he or she isn't sure what to do, ask for a *Whole Lots of difficulty Cool* roll. If he makes it—or thinks about the guns—they materialize, and he can shoot at Bahkis. The guns don't work in reality, but this is a dream, and when Bahkis becomes the object of the great hunt, he loses to the Ghostbuster.

Vision Two: Afraid of the Dark

You wake up somewhere very dark; the area smells of oil paint, plaster dust and canvas.

But now, you see a pair of bright orange eyes slip behind something in front of you. They flash again and you hear heavy footsteps echoing around you. Either your attacker is flying, or he's over 10 feet tall.

Finally the monster makes its move, and it's

Samhain himself! The bright orange flames pouring through his mouth and eye slits light the room, and you realize you're inside a dusty, decrepit version of the art gallery (area 38). Strange shapes loom everywhere and eerie faces watch you from all corners of the room.

Samhain's attacking, and you can see the malevolence in his hideous grin.

Just as in Vision One, there is no exit from this room. But stars who were here before or who make a *Whole Lots of difficulty Cool* roll, notice a couple of cans of blood red colored oil paint are missing from the scene—and again, thinking about them makes them materialize. Splashing a bucket of it on Bahkis turns the monster into his own horrible work of art, and he loses to the Ghostbuster.

Vision Three: Bacon Bits

You wake up in a cold, unlit room. The smell of rotten meat is everywhere.

Suddenly, a heavy door swings open and a seven foot tall Samhain strides forth. The light of his fires shows you that the freezer is empty of all moveable objects: shelves, hooks, racks, everything, and mold covers all the surfaces.

The freezer door cannot be opened, as in the previous encounters. A star who has been here before or makes a *Whole Lots of Cool* roll realizes that there should be meat and vegetables in frozen packages. Again, once the star thinks of the missing objects, they are available to him or her. Any of these packages, or the meat hooks and sides of beef, could be thrown or swung at Bahkis to defeat him, and the Ghostbuster wins.

Vision Four: Claustrophobia

You come to in a small, cobwebby, shelf-lined room—oh, it's a walk-in closet (area 24)—lit only by firelight—the light from Samhain's head, that is! The goblin lord stands menacingly over you, and chuckles with malicious glee.

If the star hasn't been here before, it takes a *Whole Lots of difficulty Cool* roll to know that the missing items are racks of clothes in thin plastic dry cleaning bags. Again, as before, imagining the items makes them appear. The Ghostbuster can smother Bahkis in the plastic bags, or strangle him with any item of clothing or belt-like accessory.

Vision Five: The Endless Staircase

All of a sudden, you are standing on a collapsing set of stairs, in a crumbling version of Butcher Mansion. Above you, a 10 foot tall pumpkin-headed goblin lord marches down the staircase. He growls evilly and attacks.

This is a mutated version of area 21, as the stairs never do end. Just as the victim reaches the normal end of the stairs, he or she arrives at the beginning

again. The staircase spirals and spirals in both directions, seemingly going nowhere, forever.

Jumping off the staircase returns the Ghostbuster to the mansion, after a very long fall, but pushing or tripping Bahkis over the rail is the only way the star can escape this nightmare.

The star who has been on these stairs before, or who makes a Whole Lots of difficulty *Cool* rool, can picture the missing pikes and lances that adorn the wall of the stairway. Once the Ghostbuster thinks of the weapons, they appear, and he or she can use one to "unseat" Bahkis.

People Who Succeed

If a Ghostbuster succeeds in defeating Bahkis (see respective visions), read:

The fake Samhain turns into the great green-furred goblin prince, Bahkis. A huge black-gloved hand now grabs Bahkis by the scruff of the neck and yanks him out of view. You feel the whole room swirling and you arrive in the center of the pumpkin patch.

Until all of his fellow Ghostbusters arrive, there is little this player can do but wait. Of course, once he has succeeded, the player does not need to be isolated from the next vision contestants—as long as he or she can keep his mouth shut—and he may get a kick out of watching the next stars struggle through the encounters... it's up to you.

The Last Tribulation

After the last Ghostbuster has arrived in the pumpkin patch, read the whole crew the following:

You stand side by side in the middle of the pumpkin patch. At your feet are the five sets of murder weapons you fought so hard to recover. As you watch, they begin to glow a malevolent orange, and swell with roundness until they've bubbled into the shapes of... small pumpkins!

The weapons have been returned to the fear gourd patch! So why hasn't the nasty pumpkin patch returned to the ether whence it came?

Samhain's low, evil laughter surrounds you. With a flash of lightning and some much-too-close thunder, the goblin lord arrives astride his nightmarish mount. On the rear of the huge horse is the broken and lifeless form of Bahkis, the Goblin Prince. With one hand, Samhain hurls the massive beast down the hill.

"You failed me, Bahkis, old friend," announces Samhain to the hideous corpse, "and for that you return to the dead alone."

Samhain looks towards you. His voice is still full of bravado and menace.

"The legend of the fear gourds was wrong, mortals; I have the power to corrupt the spell. *Everyone* has to be sent back, not merely the spirits from the gourds. You must defeat me. And I don't believe you know where to begin.

"I have been... impressed by your talents. But, defeating my spell and my bodyguard is one thing. Disposing of me is another.

"I offer you one last chance to spare your certain death. You may take this entire continent. Its wealth, wines, cars, buildings, and even its women are yours. I shall help you become demi-gods. You will have your own festivals, and burnt offerings will feed your fires forever.

"Do not refuse me even once, mortals. I have lost all patience with you already."

Now, any respectable and honorable Ghostbuster should tell Samhain where to go and help him get there, but if they do give in, Samhain's secretary, a lovely little succubus named Jacqueline Tern, appears with papers signing over the Ghostbusters' souls for eternity if they ever betray their new master. Of course, master's first order is for them to give up their free will, so the Ghostbusters lose their stars no matter what. Roll up new ones and begin a campaign to save the world from Samhain, one piece at a time.

However, it is assumed that our stars do insult Samhain or otherwise decline his final offer, and when they do, read:



Samhain screams loudly enough to shatter windows for many miles around. His staff starts flaming brightly and then he disappears.

The winds begin to howl and lightning strikes in a circle around you. Just then, everything grows quiet again, deathly quiet.

The air begins to shimmer at the hilltop and a 20 foot tall Samhain appears. Fire shoots from his eyes as he levels his magic staff at you.

This is when the fun really begins. The Ghostbusters need something to extinguish the fires burning in Samhain's head. If they haven't figured this out yet, then they're in for a lot of trouble. Fortunately, all of the furniture, weapons, food, etc., from Butcher Mansion are scattered all about the nearby vine-covered graveyard. While the stars were in the House of Samhain spell, the remaining spirits from the party were gathering up sacrifices to their new master.

If a Ghostbuster asks to find a specific piece of equipment, he must make A Good Amount of difficulty *Brains* roll to spy it, and A Good Amount *Moves* roll to dig through the junk and reach it.

If the player rolls a Ghost on the *Brains* roll when trying to locate an item, he finds the item, but it is broken, or doesn't work for some reason (unless it is obvious, don't inform the player too early. Let him find out the hard way). If he or she rolls a Ghost on the *Moves* portion of our program, he finds it—and the rest of the junk it was buried under, with, and near comes crashing down on the hapless star. It is your discretion if this does accidental damage from the Accidental Damage Table, depending on how trashed the star in question has become during the adventure.

Meanwhile, the goblin lord has gotten angry, and Samhain unleashes his big guns—spells.

Should our stars be having difficulty with Samhain, Bahk's wracked and ruined body can wheeze out some clues (GM's discretion) to aid against his ex-master—"power *gasp* from flame, and weak—*wheeze, pant*—ness from lack *gurgle, gasp* of it" is a good direction to go, or perhaps, "Water... water... hates water." Remember to assess some Brownie point penalties at the end of the adventure if the stars needed this help.

Be nasty but fair with Samhain's attacks—after all, it's no fun to lose an adventure, and the goblin lord has been stripped of his henchmen by the stars's previous actions (we hope). If the Ghostbusters are defeated soundly, the GM can let them escape from Samhain's prison of horrors in a later adventure. Use the House of Samhain spell for a starter.

If the stars do survive Samhain's attacks long enough to send a large spurt of fire extinguishing foam or a pail of water at his burning skull, read:

The flame sizzles out, and the evil spells all stop, as Samhain clutches his face. Screaming "my fires, my fires," he falls to his knees and shrinks down to only six feet tall.

"I shall *choke* return for you, mortals. Next time *gurgle, fizz*, you won't be so lucky."

Samhain's Spells

Every round, Samhain launches another spell at the Ghostbusters. The goblin lord has unlimited use of these spells, but can only have two working at any one time. Some of the spells cancel each other out or don't function when other spells are being used, and these exceptions are noted with each spell description.

The GM can make up his own spells to accompany these, but Samhain's favorites are:

Hurricane Winds: batters all Ghostbusters for 2 dice of damage a round. This spell allows half movement by the victims.

Lightning Strike: does four dice of damage to one unlucky star.

Staff of Fire: sends a spray of fire across the area, doing two dice of damage to everybody affected. Each and every round afterwards, the damage is lessened by two points. I.e., round 1 is two dice, round 2 is two dice minus two, round 3 is two dice minus four, etc. The Hurricane Winds spell cancels this spell in one round.

Zombie Master: drains all Trait points from the victim if he fails A Good Amount of difficulty *Cool* check, turning the victim into an undead minion of Samhain (i.e., he becomes a bad guy under GM control now). Another star who makes a Whole Lots of *Cool* check can slap or shake the affected star out of the zombieism, but the victim loses two Trait points from the stress.

Pumpkin Bomb: lobbs a little green gas bomb at an area of effect, doing one die of damage from the explosion, and an additional one die of damage from poison gas to anyone not holding his breath or wearing a gas mask. The gas is ineffective during a Hurricane Winds spell.

The Druid's Revenge: summons the dead plants in the area to capture and hold the victim indefinitely. A Whole Lots of difficulty *Muscles* roll is needed to break free. Note that this spell cannot be used the round after or during a Staff of Fire, as the vegetation is too crispy.

With those words, the once powerful body disintegrates into nothingness, and the pumpkin rolls off his shoulders, coming to a rest in a patch of mashed leaves. His crooked staff falls beside the dark, hollow jack-o-lantern.

Nothing else happens. The pumpkin patch doesn't disappear, the furniture does not wink back into the mansion, and the five fresh little fear gourds softly glow—all of which details you can give your stars if they ask, and any of which details might convince said stars that they're not done quite yet.

If they don't ask, don't even look around, but simply pack up and leave now, on their way out of the cemetery, the stars pass a little green goblin (like the one that stole the trick-or-treaters' costumes back in Reel

Two) sneaking softly and carrying a big lighter, going back to rekindle Samhain's pilot light. If the stars chase after him, they might catch up with the little rotter just before—but more than likely, just *after*—all Hell breaks loose again. Samhain, if rekindled, takes up where he left off with spells and mayhem and stuff.

But we're assuming your stars are puzzled by the fact that the pumpkin patch remains, and look around for one last task. Actually, all the Ghostbusters have to do now is crush Samhain's skull/pumpkin (with anything) to finally break the spell. They should hit upon this solution (pardon the pun) sooner or later, but if they're really, really stumped, we'll bet there's a WWII flying ace of a basset hound creeping around behind enemy lines somewhere. And since he started the trouble by pouncing on pumpkins, it seems only fitting that he dive in to end it. Whatever their method, the stars deserve one last, wrap-up read aloud, so here it is:

As the orange skull shatters into a million fragments, the sky begins to lighten. Clouds race outward to the horizon and the pumpkin patch shrinks into the ground. A thousand ghosts scream as spooks, vapors, and poltergeists are forced out of your world forever.

As the final shreds of vine and fog are burned away by the new sun, a few friendly birds begin to sing "good morning."

If the Ghostbusters didn't say they were taking Samhain's staff, then it too disappears with the pumpkin patch. The staff is Samhain's transportation device, and he needs it (or one just like it) to cross the Great Boundary. If the Ghostbusters were holding it when the skull was smashed, it should take Samhain at least a century to fashion a new one. Otherwise, Samhain might find another way to come back, and sooner than the stars think... like next Halloween?

The Stars' Rewards

Oh yeah. The Ghostbusters shouldn't be just left hanging out in the graveyard, without so much as a thank-you. Here's a list of some of the rewards the GM might give for his stars' heroism.

Fame

Of course, all of the major and minor magazines want interviews with the world-saving Ghostbusters. If the stars trashed most of the town or otherwise performed less than spectacularly, they get the *Lurid Tales of DOOM!* and Oprah Jessie Walterhue. If they showed outstanding roleplaying and teamsmanship, then *TIME*, *Newsweek*, and Larry King from CNN want to talk serious fees.

Fortune

Remember that word 'fees' mentioned above. The better they did, the more they get.

While there're a lot of bills to be paid, the town council takes care of most, while a reward posted by the Butcher family covers the rest with some to spare.

(P.S.—the Butcher family weren't the least upset to return from the Canadian Rockies to find all their household goods spread across a graveyard. They hired their sons to move the stuff back in, and filed with their insurance company for any minor damage.)

Merchandising! The whole Samhain, Bahkis, and goblin thing makes for great toy sales. How about a "Ghostbusters: Butcher Mansion" board game? Just a few lucrative contracts should do right by our stars.

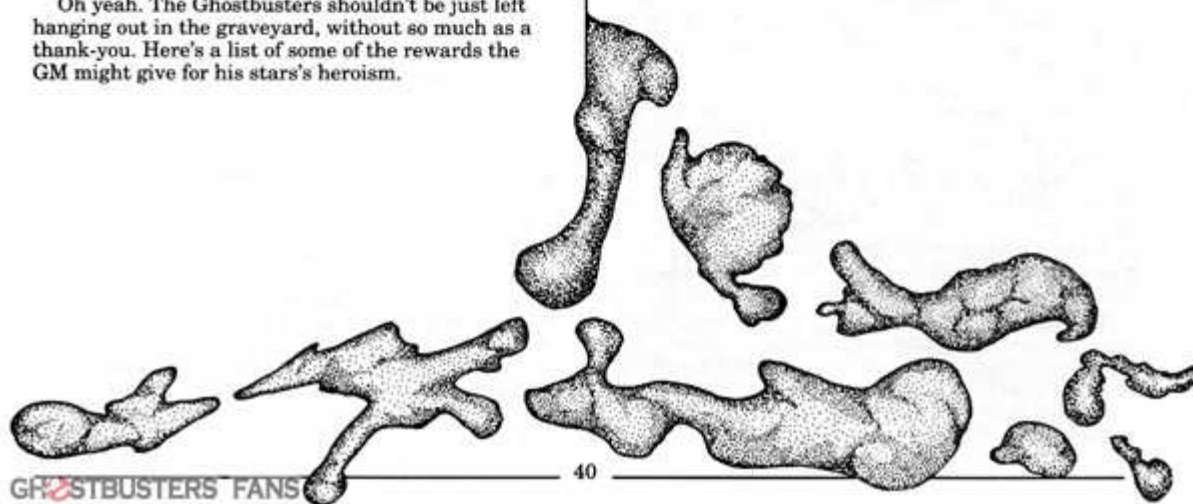
Power

"Ghostbusters for City Council!" placards go up everywhere—on walls, billboards, small children...

Honestly, the Mr. *Cool* of the adventure really can't pass up on this opportunity. Just think what an insider can do when those EPA guys show up. New offices and tax breaks, as Ghostbusting becomes recognized as an important public service.

Maybe... just maybe... mamma's little 'busters get their own statue in the park, for the pigeons to desecrate at the first light of day.

Oh well, nobody said the world was perfect.



It may not be the most sincere pumpkin patch in all the world, but it's certainly the scariest!

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A complete
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