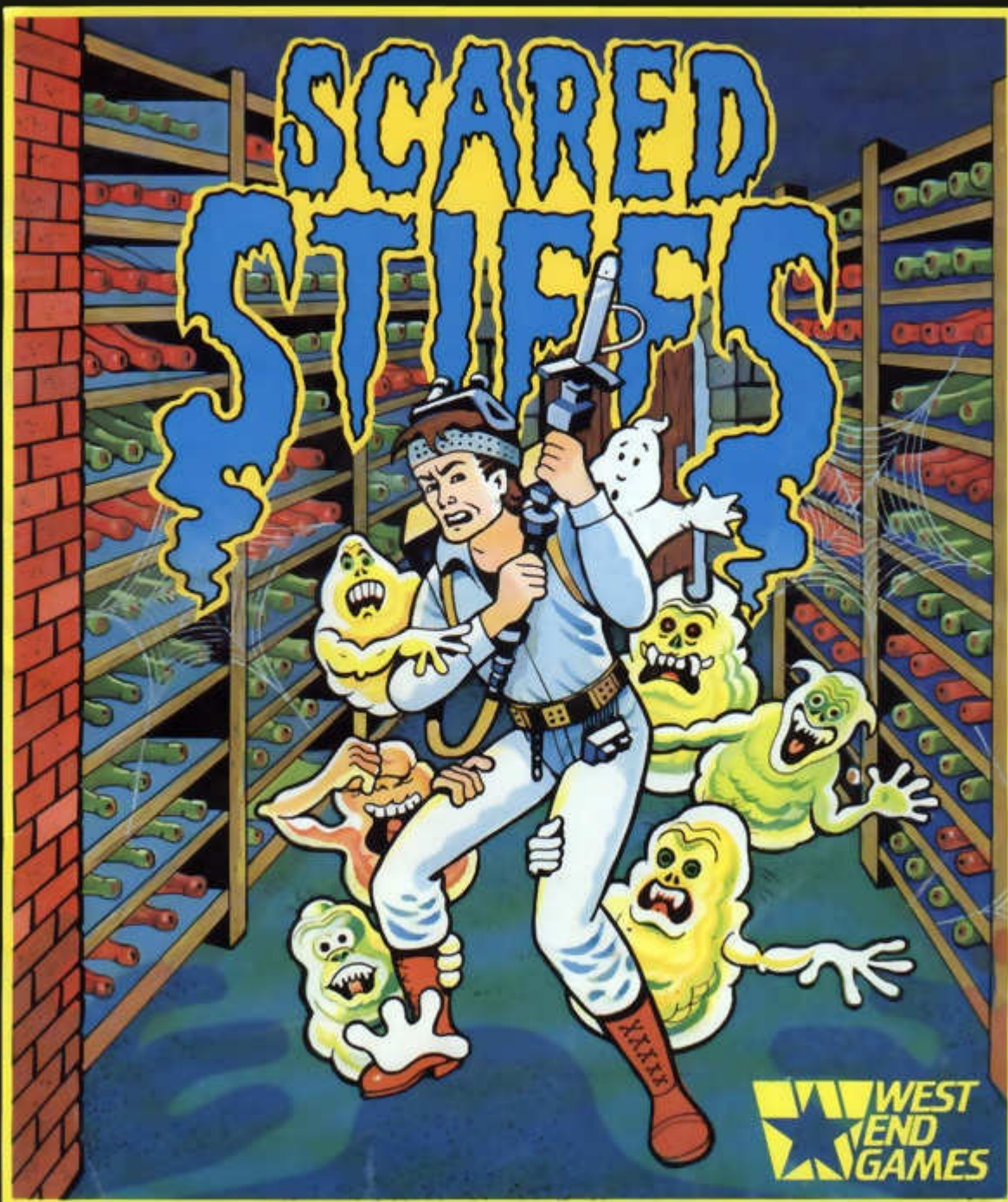


GH²STBUSTERS

GH²STBUSTERS FANS



An Ethereal Escapade by John M. Ford and Bill Slavicsek

GH²STBUSTERS FANS



SCARED STIFFS

A
GHOSTBUSTERS
ADVENTURE
by John M. Ford and Bill Slavicsek

 was the night before QUACKScon.
When all through the hotel, only creatures were stirring.
Like a ghost named Bertrell.

The tourists were restless all chilled in their beds,
While visions like nightmares danced in their heads.
The clock in the lobby chimed 'round about four,
As the old building shivered from its roof to its floor.
Bertrell drifted along making hardly a clatter,
But his "Boo!" caused hearts to go pitter-patter.
To the top of the stairwell! To the end of the hall!
Bertrell rattled chains and had quite a ball!
When, what to his total surprise should appear,
But a technological terror with some shiny new gear!
It was sleek and silver, a right well-equipped dude,
Neither moan nor rattle could shatter its mood.
A wink of its weapon and a twist of its head
Soon gave Bertrell to know he had something to dread.
It spoke not a word, but went straight to its work
And fired a blast that sent the ghost off with a jerk.
To his room dashed ghost Bertrell, to his haunt he did fluster,
But after that spook was a super ghostbuster!
A crackle of power seared through the air,
And the little ghost scampered as quick as he dared.
With a silvery flash it sprang in pursuit,
And away they both flew with nary a hoot.
But we heard them exclaim, ere they dove out of sight,
"This is only the prologue to a mighty good fright!"

Design: **Bill Slavicsek** • Development & Editing: **Curtis Smith and Marlene Weigel** • QuasCon Guide: **Steve Gilbert** • Graphics: **Richard Johnson, Diane Malz and Kevin Wilkins** •
Ghost Card Illustrations: **Stephen Crane** •
Cover Art: **Fred Ottenheimer** •
Interior Illustrations: **Timothy Meehan** • Playtesters: **Paul Balsamo, John Colon, Craig Foster, John Hardy, Scott Trantel, and Robert Tuftee**



**WEST
END
GAMES**

Scared Stiffs adventure Copyright © 1987 West End Games, Inc. Scared Stiffs is West End's name for its science fantasy roleplaying adventure. Trademark applied for GHOSTBUSTERS artwork, logo and logo design © 1987 Columbia Pictures Industries, Inc. All Rights Reserved. GHOSTBUSTERS logo and logo design are trademarks of Columbia Pictures Industries, Inc.

Introduction

The following adventure is for use with the **GHOSTBUSTERS** roleplaying game. So if you're a Ghostmaster, grab two to six players and let's start generating excitement. If you're not a Ghostmaster, we advise you to peruse the gray boxed warning on this page before reading any further.

Warning: Only Ghostmasters are authorized to read this adventure package. No one else. Any Ghostbusters sneaking peeks are subject to supernatural tampering with their unlicensed nuclear accelerators. Unlicensed nuclear accelerators that have been supernaturally tampered with occasionally go boom. It may already be too late. Close this booklet now. Or else.

Forbidden knowledge is an expensive and deadly serious business.

Scared Stiffs takes the Ghostbusters to the small town of Wrath, Vermont, where they're going to be guest speakers at the First Annual QUACKS Convention and Ski Party Weekend. The event promises to be three wild days of making contacts, trading technology, and engaging in some serious snugglebunnying and skiing with natives of the opposite sex. But instead of the fun-filled activities and the prestigious honor the Ghostbusters will be hoping for, they discover that the convention is actually the site of an insidious plot of galactic proportions.

The Ghostbusters know they're in trouble when children claim their parents are imposters, when they meet an old man possessed by six different ghosts, and when calculators sprout legs and wander off on their own. But they know they're in *Real Trouble* when they meet the ECTerminators, the newest agents of supernatural investigation and containment.

ECTerminations, Inc. (or ETI) is the first major company to challenge the Ghostbusters' spirit-bashing monopoly. The typical ECTerminator wears a spiffy outfit, wields spiffy equipment, and drives a spiffy van as he quickly dispatches troublesome ghosts. An ECTerminator is everything a Ghostbuster isn't — competent, dependable, and affordable. GBI's profit margin is doomed.

However, there's more happening in Wrath than a couple of frightening free-floating vapors, friendly business competition, and some full-contact winter sports. There is a haunted vineyard and distillery, and a platoon of commando ghosts that actually seek out the Ghostbusters' aid; but worse yet, PKE starts vanishing all over the world.

And behind it all is a Menace from the Great Beyond that threatens to destroy our imaginations, the ectosphere, and free enterprise as we know it! Who ya gonna call?

The Pullout Section

You'll find a four-page cardstock Ghostmaster folder in the center of this booklet. It contains maps of the Toodles & Panes Warehouse, the construction site, and the vineyard and distillery, as well as a guide to the hot spots in town. The final two pages are printed with *The Ghosts of Wrath* cut-out cards. Use these unique props during the big exorcism scene in Episode Three. (Visual aids and all that.) There's also a four-page convention guide from the Quasi-Unearthly Association just for the Ghostbusters. The guide includes a map of the town of Wrath, a floor plan of the impressive Wrath Hotel, bits of knowledge from *Spate's Catalog* and *The Big Book of Occult Lore*, and other fun hints and information. It should be photocopied and distributed to the Ghostbusters at the appropriate time in the adventure (we'll tell you when).

Ghostmaster Background Notes

Okay, you want to know what's going on in Wrath, Vermont. Well, we're not gonna tell you.

What? We have to? Or what will happen? To our what? Okay, okay. We were just kidding . . .

Wrath happens to sit on a cross-dimensional rift leading directly into the ectosphere, that dimension where ghosts and supernatural entities originate. The PKE spillage resulting from the rift provides Wrath with more than the usual occurrences of hauntings, possessions, and things that go bump in the night. Just the place to stage an ordinary **GHOSTBUSTERS** adventure, don't you think? The townsfolk believe that rattling chains and creaking doors give their community a certain ambience. As the adventure unfolds, the Ghostbusters may tend to agree.

From Somewhere Out There in the far reaches of space, an alien race has come to our tiny planet with one distinct purpose in mind — they want to steal our ghosts! Or, more specifically, they want to steal our ectosphere.

They are the Kryds, a race of intergalactic merchant lobsters who specialize in a line of delectable drinks and novelty items that are the rage of the Ursa Major constellation. Supply and demand being the only true constants in the universe, the Kryds have cornered the market. Their booze-, spirits-, and demon-rum-flavored Kryd Coolers have made them richer and more powerful than even our wealthiest corporations. But they have a teeny-weensy problem.

Kryd Coolers are made from a secret ingredient — Psychokinetic Energy, or PKE. As everyone with even a slight understanding of basic ghostology knows, PKE is the stuff that powers ghosts, demons, and assorted nasties from the ectosphere. Over the years, the Kryds depleted their world of all but the most essential PKE by strip-mining their ectosphere. Then, they took over other worlds in their star system and depleted them as well. But PKE is essential not only to ectoplasmic life but to all other life too, and now life on every planet they control faces extinction.

If the Kryds continue to process their own ectospheres they will destroy the customers who buy their products. This is a dilemma. The Kryds need PKE but they don't want to kill off planets full of customers to get it. Dead customers could have serious effects on their profit margin. They must find a new source for their secret ingredient before the dwindling stock in their stellar warehouses is gone.

So the Kryds have sent small teams of warrior-merchants out into the deep reaches of space in order to find worlds rich in PKE and poor in fair trade practices. If they can get away with the rights for 24 cremeds in trinkets, they'll be happy. If they can steal PKE right out from under the noses of primitive savages, they'll be ecstatic. If they can conquer new planets and use them as PKE farms, that will be good business. Any way you slice it, the Kryd Corporation can't lose.

As our adventure opens, the Kryds have landed on a backwater, uncivilized hunk of rock and vegetation called Earth. Earth has such an abundance of PKE that it can keep the Kryd Coolers in production for decades. And the Kryds know just how they can go about obtaining that PKE.

The Earth is in terrible danger. All that stands in the way of the Kryds are a handful of heroes that go by the name of Ghostbusters. Personally, we're buying stock in the Kryd Corporation . . .

The Kryd Strategy

The Kryd invasion force is under the command of Podsnap the Ruthless. Six Kryd merchant-warriors, a primitive-culture expert named Arnie, and thousands of tiny killer robots make up Podsnap's team. The Kryds arrived on Earth three months ago, landing in the Toodles & Panes Corporation vineyard just outside of Wrath, Vermont.

During the trip to Earth, Podsnap and Arnie monitored our television broadcasts and became quite fluent in English. They can't wait to use such TV phrases as "Book 'em, Danno!" and "Bang! Zoom! To the moon!" in complete sentences. While they studied, Podsnap worked out the details of a foolproof plan.

If his warriors are going to steal Earth's PKE, they have to look as if they have a right to it. So Podsnap created for them disguises and equipment similar to that of Earth's heroes, the Ghostbusters. And his warriors work for a phony company also devoted to making Earth safe from all spectral menaces, ECTerminations, Inc. (ETI). As ECTerminators, the field agents of ETI, the Kryds can hide their lobsterness and steal Earth's PKE without arousing suspicion.

Arnie passes himself off as the public relations coordinator and frontman for ETI, and Podsnap goes by the name of Ed Toodles. The real Toodles, co-owner of the wealthy Toodles & Panes Corporation, happened to be out in the vineyard when the Kryds landed and was captured as he offered them a New England Vinegar Wine Cooler.

For the past three months, the Kryds have been busy little aliens. Using the real Toodles' money, Podsnap organized the first supernatural professional association with the help of the famous scientist, Pierre Lutece. The Quasi-Unearthly Association of Clairvoyants, Kismetologists, and Spiritologists, Inc. (QUACKS) brings the best minds in the field together (of course, the organization doesn't call itself QUACKS.) Unaware that he is working with evil aliens, Lutece forges ahead to make QUACKS everything he dreams it can be.

The next phase of Podsnap's plan involves gathering the many members of QUACKS — each a giant in the field of supernatural phenomena — together at a convention. When all of their potential foes are in one place, the Kryds can render them helpless until the final phase of their operation is complete.

At the convention in Wrath, Vermont, Podsnap will unleash his ETI promotional items, novelties with the capability to transform into killer robots. These robots can suck the PKE from their living victims and leave them mindless, plodding, Kryd-serving zombies. With the QUACKS under the Kryd's control, no one will be able to stop them. Then the Kryds will turn additional robots loose on the rest of the planet. The T&P warehouse is stocked with boxes full of these TransNovelty-Droids, ready for shipment throughout the world.

But stealing Earth's ectosphere is Podsnap's main goal. Using a Mobile Ectosphere Plundering and Distilling Device (MEPDD), the

Kryds have been strip-mining Earth's PKE. Some spillover resulted from this process, and this is the reason Wrath currently contains more supernatural creatures than anywhere in the world. At the same time, the Kryds are putting the finishing touches on the power core that will carry them and their MEPDD back to their star system. If all goes well, by the end of the convention weekend the PKE, the QUACKS, and the Earth itself will belong to the aliens.

Why Should We Care If They Steal Our PKE?

Perhaps the primary motivation of the Ghostbusters is that without an ectosphere, there are no ghosts. And without ghosts, there'll be a whole lot of guys wearing funny jumpsuits and standing in the unemployment line. But if the almighty dollar isn't incentive enough for your humanitarians with the unlicensed nuclear accelerator packs, there's another consequence that they'll have to face.

PKE is part of the life force not only of the Kryd's worlds but of ours as well. Every living thing (not to mention residents of our ectosphere) possesses PKE. It is the source of our creativity, our vitality, our imaginations. Without it, the Earth and all its people will quickly become lifeless, unimaginative, boring husks. In the Kryds' experience, most alien races already are lifeless, unimaginative, boring husks. They call them customers.

But the stripping and distilling process also slowly kills the planets and their population. Dead customers don't drink a lot of Kryd Coolers.

If the Kryds succeed, Earth itself will die. Sounds grim, huh? And if it works here, what's to stop them from conquering other parts of the universe?

The Ghostbusters

If your players are using Ghostbusters of their own creation, you don't have to read the rest of this section. If, on the other hand, they are still playing those wonderful characters from the hit movie, you'll have to help them roll up new characters.

The original Ghostbuster characters of Peter Venkman, Egon Spengler, Dana Barrett, and Janine Melnitz appear as guest stars in this adventure. Under no circumstances should players be allowed to use them as their own characters. (Ray Stanz and Winston Zeddemore are at GBI HQ monitoring the drastic reduction in the Earth's PKE during this adventure and should not be used either.)

This is a good time to pull out the old *Training Manual* included with the boxed game and turn to page 2, *Becoming a Ghostbuster*. Just follow the step-by-step instructions and have your players use their imaginations to come up with nifty new Ghostbuster characters. Then begin the adventure.

GH2STBUSTERS FANS The Cast of Characters

Dr. Pierre Lutece

Supernatural Theorist

Dr. Lutece is a brilliant and respected academic, a major authority on supernatural phenomena, and an independently wealthy writer of such books as *Bigfoot Is Real*, *Would I Lie?* and *There's Something Fishy in the Bermuda Triangle* — which in actuality are sober, scholarly works on paranormology. The lurid titles were added by his publisher to boost sales. Dr. Lutece currently collects evidence for his theories that ghosts and UFOs are somehow connected. Lutece formed the Quasi-Unearthly Association of Clairvoyants, Kismetologists, and Spiritologists with a grant from the Toodles & Panes Corporation and is the group's chairperson.

The good doctor is terribly accident prone. While he personally is never damaged by his little mishaps, those around him had better watch out.

Brains:	7	Supernatural Theories	10
Muscles:	3	Wave Chalk Impassionedly	6
Moves:	5	Make Loud Squeaks On Chalkboard	8
Cool:	7	Orate Unintelligibly	10

Goal: Prove Just One Theory Beyond a Reasonable Doubt

Distinctive Mannerism: Speaks with nearly impenetrable French accent ("le mumble"); leaves trail of chalk-bits wherever he goes.

Louis Tully

GBI Executive Financial Officer

Louis took over the financial management of Ghostbusters International right after the Gozer incident. He's somewhat shy and a bit nerdy, and his hobbies include taking vitamins and drinking mineral water. He's great at juggling bookkeeping records and finding tax shelters, but he has a little trouble managing doors. Doors tend to lock behind Louis — especially if he doesn't have the keys.

Tully should keep the Ghostbusters moving toward the epic conclusion. If they wander too far from the plotline, let Louis make a helpful suggestion. If they get out of hand, he can threaten them with fines, boring assignments, and loss of their franchise. He provides some great opportunities for Cool rolls and Fast Talking.

He won't accompany the Ghostbusters anywhere dangerous. He prefers to pop up unexpectedly with a bit of news or a nudge in the right direction. The Ghostbusters will probably ignore him.

Brains:	5	Accounting	8
Muscles:	1	Shuffle Papers	4
Moves:	2	Juggle Bank Books	5
Cool:	1	Fast Talk IRS Agent	4

Goal: Have a Tax Shelter Named After Him

Distinctive Mannerism: Flusters easily, especially when dealing with members of the opposite sex.

Arthur Floss

Troubled Man Seeking Help

Arthur has come to the convention for one reason: to get help. He is the author of 83 paperback horror novels. During a research trip to the English moors, poor Arthur was bitten by a wolf. A werewolf. Now he needs a cure and he figures this is the place to get it. If someone doesn't believe him, Arthur acts crazy. He howls, barks, argues, stares wide-eyed, and occasionally bites the disbeliever. Luckily, this weekend promises a full moon or two, so Arthur should be able to prove his claim.

Brains:	5	Write Popular Fiction	8
Muscles:	2	Mix Drinks	5
Moves:	3	Operate Word Processor	6
Cool:	2	Prove He's Crazy	5

Goal: Find a Cure

Distinctive Mannerism: Occasionally acts like a wolf.

Arthur Floss II

Werewolf

Acts just like Arthur Floss the human, except the Werewolf tends to gnaw on people he meets. When afflicted Arthur howls at the moon, shreds his clothing, runs across lawns — all the standard werewolf stuff.

Brains:	1	Locate Buried Bones	4
Muscles:	4	Carry Off Beautiful Woman	7
Moves:	4	Sniff	7
Cool:	3	Frighten Populace	6

Goal: Find a Size 17 Flea Collar

Distinctive Mannerism: Occasionally acts like a human.

Ed Toodles and Sam Panes

Wine and Spirits Entrepreneurs

Famous for their *New England Vinegar Wine Coolers*, Toodles and Panes are rich, funny, and quite eccentric. Ed Toodles is tall and thin and doesn't talk. Sam Panes is short and dumpy and talks a lot. Unknown to Panes, Toodles is now being impersonated by the evil Podsnap, leader of the alien invasion!

Brains:	3	Create Commercials	6
Muscles:	2	Stomp Grapes	5
Moves:	2	Drive Grape-Harvesting Tractor	5
Cool:	3	Sell Terrible Tasting Alcoholic Beverages to Unsuspecting American Consumers Who Should Know Better	6

Goal: Make Vinegar Wine Coolers the Taste Sensation of the Century

Distinctive Mannerism: End all conversations with, "And thanks fer buyin' our products!"

Typical Zombie

PKE-drained Human Pawn

A townspeople or Ghostbuster who undergoes the zombie process becomes dull, blank-eyed, emotionless, and quotes television commercials (sorta like how a person behaves after watching eight solid hours of football New Year's day).

Brains:	0	Breathe	3
Muscles:	3	Push Things	6
Moves:	1	Ski	4
Cool:	1	Pretend To Be Normal	4

Goal: Serve Kryds

Distinctive Mannerism: Stare glassy-eyed; speak in Madison Avenue-ese.

Molly Bright

Cute Little Girl,
Age 7



Molly is cute, sorta like a walking, talking Cabbage Patch doll. Boy, is she ever cute. She curtsies and says, "Pweased ta meetcha," even if she's met you before. She wears cute little dresses, has cute little dimples, and wears cute little ribbons in her hair.

Kinda makes you wanna barf she's so cute. Molly often complains in that cute little voice of hers that her mom isn't her mom. She's not, she's a zombie. Later, Molly is zombied herself. Which comes as a relief to all of us.

Molly is also a child prodigy in Boolean geometry. (So what.)

Brains:	3	Boolean Geometry	6
Muscles:	2	Drag Teddy Bear	5
Moves:	3	Open Childproof Caps	6
Cool:	3	Twist Adults Around Her Little Finger	6

Goal: Adolescence

Distinctive Mannerism: Pronounces all l's as w's; says "Jeepers" all the time.

Idris Winterbourne

QUACKS, Inc., Coordinator

Idris has no thoughts about the supernatural at all. That's not her job. She coordinates the QUACKS Convention and translates for Dr. Lutece. The only thing that really bothers her is people mispronouncing her name. It's EYE-dris, not ID-ris. And don't even think of calling the Quasi-Unearthly Association QUACKS!

Brains:	4	Bureaucracies	7
Muscles:	2	Move Furniture	5
Moves:	3	Ballroom Dance	6
Cool:	5	Keep Conventioneers In Line	8

Goal: Make QUACKS, Inc. a Force in the Scientific Community

Distinctive Mannerism: Peers over her eyeglasses when addressing people.

Jenny Morgan

Self-Proclaimed Psychic

Jenny has limited psychic abilities. She can bend spoons, tell the future sometimes, and has had flashes of precognition when danger was imminent. But for the most part, she doesn't like to exert herself.

Brains:	3	Psychic Powers	6
Muscles:	1	Run	4
Moves:	2	Sleight of Hand	5
Cool:	2	Charm	5

Goal: Become a Famous Psychic

Distinctive Mannerism: Puts her hand theatrically to her head and appears to be receiving impressions from the Spirit World whenever talking to someone.

Sir Rory Drake

Vampire Hunter

Tall, striking, silver-haired, and dressed in a black tuxedo, Drake owns the Connecticut School of Vampire Hunting. He has never met a real vampire and doesn't know a thing about hunting them, but that never stopped Van Helsing, did it?

Brains:	1	Guess	4
Muscles:	1	Insert Stake	4
Moves:	1	Dodge	4
Cool:	2	Orate	5

Goal: Make Lots of Money from His Connecticut School of Vampire Hunting

Distinctive Mannerism: Speaks in mysterious, horror-movie style.

Ira Peabody

Grandpa

Ira is a nice old geezer who runs the ski lodge and chowder shack. Currently six ghosts hide inside Ira, trying to escape the Kryds. Ira doesn't like it one bit, either.

Brains:	2	Hotel Management	5
Muscles:	2	Chop Wood	5
Moves:	1	Shuck Clams	4
Cool:	3	Curse Fluently in Three Languages	6

Goal: Get These Sons of Maggot-Infested Vermin Outta Me!

Distinctive Mannerism: Normally a quiet, polite New Englander; the best cusser in the whole county.

Lillian Peabody

Beautiful Young Woman



Lillian is the level-headed young granddaughter of Ira Peabody. Strikingly beautiful and entirely unaware of it, Lillian is interested only in helping her Grandpa run the family ski lodge and chowder shack. Half the men in town are in love with her; she doesn't know it.

She falls like a ton of bricks for the Ghostbuster who saves her Grandpa from the six ghosts. Then she follows him around for the rest of the adventure.

Brains:	3	Think Beautiful Thoughts	6
Muscles:	2	Ski Beautifully	5
Moves:	3	Strike Beautiful Poses	6
Cool:	4	Not Believe She's Beautiful	7

Goal: Save Her Grandpa

Distinctive Mannerism: Whatever it is, it sure is beautiful.

Podsnap the Ruthless

Kryd Invasion Leader

The way Podsnap carries on, you'd hardly guess this is his first invasion. He's really excited. He's finally going to get to say, "Seize him," and all that other stuff that famous Earth villains always say. He learned English from listening to deep-space television broadcasts. Commercials and sitcoms are his favorites.

"You think you can defeat me, the great Podsnap? Ha! I have the power to kill the germs that cause bad breath, you silly Earthlings!" is Podsnap's favorite conversational gambit. He delivers it with all the menace and flourish he can muster, and if anyone laughs at his dramatic dialog, boy will they be sorry! Don't be fooled, though. In the Kryd system, Podsnap is a sinister trillionaire with a Count Dracula persona. He is an alien arch-villain to be feared.

Brains:	5	Television Trivia	8
Muscles:	6	Kryd Karate	9
Moves:	5	Ice-Cold Stare	8
Cool:	5	Convince	8

Goal: Keep Invasion Running Smoothly

Distinctive Mannerism: Arrogant, snappy, suave military style; quotes TV clichés; loves his job.

Figgy Claymore

The Skiing Mayor

Figgy is the overweight mayor and heir to the Claymore dynasty in Wrath. He has red hair, a shaggy red mustache, and thinks he is the best skier in the entire state. He's not, but he's pretty darn good. Jolly, boisterous, and afraid of ghosts — especially his great-great Uncle Benedict — Figgy makes a decent mayor but a lousy Ghostbuster.

Brains:	2	Wrath Lore	5
Muscles:	2	Gobble Food	5
Moves:	3	Ski	6
Cool:	2	Bluff Voters	5

Goal: Avoid Anything Supernatural

Distinctive Mannerism: Wears skis everywhere.

Newhart Baits

Wrath Hotel Manager

Newhart is a small, thin, balding man with a crooked smile. He wears button-down sweaters and is a cross between the kindly owner of a Vermont inn and the psychotic manager of a Hollywood motel.

Brains:	2	Hotel Management	5
Muscles:	1	Carry Axe	4
Moves:	2	Sneak Into Rooms	5
Cool:	1	Bargain	4

Goal: Become a Talk Show Host on Local TV

Distinctive Mannerism: Slow, choppy, monotone voice broken by fits of insane laughter.

Arnie ~~Ghost~~ BUSTERS FANS

EcTerminations, Inc., Front Man



Arnie ("Please don't call me Arnold. It's so formal") wears Brooks Brothers suits that hang funny on him, smells like he crawled out of a fish tank, and sounds like he's been watching too much television. Other than that, he's a typical advertising exec.

Arnie is a Kryd wearing a latex body-suit that makes him resemble a human. If a proton-pack blast gets too close, his disguise starts to melt and drip all over his nice three-piece suit.

Brains:	4	Create Advertising Gimmicks	7
Muscles:	2	Avoid Picking Up Check	5
Moves:	3	Hand Out ETI Buttons	6
Cool:	4	Fast Talk	7

Goal: Suck PKE from Earth's Ectosphere and Make a Bundle Selling the Stuff Back Home

Distinctive Mannerism: Talks nonstop using TV commercial phrases; hands out "I LUV ETI" buttons to everyone at each encounter.

Stephanie

Le Maid

Stephanie is a spoiled French debutante from a wealthy family who ran away to become a maid. She doesn't do a good job, but she sure is pretty to look at.

Brains:	2	Hair Styling	5
Muscles:	2	Break Things	5
Moves:	3	Strut Sexily	6
Cool:	3	Pout Seductively	6

Goal: Become a Rich, Spoiled Housewife

Distinctive Mannerism: Always gets her own way; speaks with a French accent.

George

Handyman and Bellhop

George is tall and bucolic. He dresses in plaid lumberjack shirts and deer-hunter caps. George has never been to the Big City, but he likes to hear all about it.

Brains:	1	Household Repair	4
Muscles:	3	Carry Luggage	6
Moves:	1	Balance	4
Cool:	2	Tell Tall Tales	5

Goal: Be the Best Darn Handyman in the Whole World

Distinctive Mannerism: Says "Golly!" at least once every sentence; pesters guests to tell him about the Big City.

Typical EcTerminator

High-Tech Ghostbuster Rip-Off



Shiny, high-tech guys with vacuum guns and P-rays (paralysis beams that freeze Ghostbusters who get hit). EcTerminators are the cream of the Kryd warrior-merchant crop. They don't talk, they just look real neat and competent. There are six of them.

Brains:	3	Guerrilla Marketing	6
Muscles:	4	Kryd Karate	7
Moves:	4	Fire Weapon	7
Cool:	3	Intimidate Earthlings	6

Goal: Steal Earth's Ectosphere

Distinctive Mannerism: Operate silently, look menacing, are deathly afraid of boiling water.

Episode One: We Heard It Through The Grapevine

Summary

The Ghostbusters are in Wrath, Vermont, to attend the First Annual Convention and Ski Party Weekend of the Quasi-Unearthly Association of Clairvoyants, Kismetologists, and Spiritologists, Inc. It is winter, and the sky looks as though it could open at any moment and dump tons of snow on the little town. The Ghostbusters accompany GBI Executive Financial Officer Louis Tully, who is scheduled to give the keynote address. They arrive a little before 9 a.m. Friday morning. After they check in, the Ghostbusters are sent to buy breakfast for Louis and along the way meet a ghostly gang of spirited specters and their hapless victims. This should be no problem for highly-trained Ghostbusters, right? And then, just when they think it's safe to go back in the donut shop, they meet a strange guy wearing a familiar-looking outfit and chasing a frightened ghost named Bertrell.

And this is only the beginning!

Start the Adventure

Give your players the four-page *QuasCon Convention Guide* pullout brochure and read out loud:

The first convention sponsored by the Quasi-Unearthly Association of Clairvoyants, Kismetologists, and Spiritologists, Incorporated, opens today. Unbelievable as it may seem, your franchise got the honor of representing Ghostbusters International at the weekend-long convention and skiing party — all expenses paid! This is a chance in a lifetime to hobnob with the most famous and influential people in the supernatural investigation and containment industry.

The only drawback is you are accompanying Mr. Louis Tully, GBI's Chief Financial Officer, who will deliver the keynote address this afternoon. The ride from the New York airport where you met Mr. Tully was uneventful and boring; the guy who signs your

paychecks spent the whole trip blabbering about taxes and vitamin E.

But now you've finally arrived in Wrath, Vermont, in time to check into the hotel and find some breakfast.

Give your players a few moments to go over the brochure and familiarize themselves with the situation. Then, Louis Tully sends them inside to check in while he wanders over to the candy store for a bottle of mineral water.

Wrath, Vermont

Wrath, Vermont, is a small town nestled in the New England mountains. It dates back to pre-Revolutionary times when it was founded by the Claymore family. However it came into its own in the late 18th century when the Toodles & Panes Vineyard and Distillery opened for business.

The town has all the things that a small New England town needs: a hotel, a town square, a Wash & Bowl. For details on the specific locales in Wrath see *The Wrath Guide* and the town map in the pullout.

Keep in mind that the people of Wrath are friendly, homey, and full of New England hospitality — as long as a tourist is spending money. Bring all of these qualities out early, so they can contrast with the way the townsfolk act as the adventure develops and they become zombies.

Checking In

When the Ghostbusters enter the hotel:

You enter a vast lobby, filled with the glow of polished wood, marble, and brass. The two-story room is T-shaped. Dual staircases lead up to the second floor. The hotel restaurant to your left is closed. A sign on the door announces, "Open For Lunch: 12 Noon." An antique grandfather clock chimes nine and to your right you hear, "May I help you?"

Behind the front desk, paging through the enormous hotel registry, sits Newhart Baits, owner and manager of the Wrath Hotel. (See "The Cast of Characters" for more information.) He checks the Ghostbusters in and informs them that many of the convention delegates arrived last night. Louis returns at this time, carrying a bottle of mineral water and a health magazine. "Anybody wanna read about the new alfalfa sprouts diet?" he asks.

Ignoring Louis, Baits says,

"Your suite is waiting for — um — you. It is number 204 — heeheehee — the best in the house" Baits taps the desk bell twice. "George, um, be a good fellow and show our distinguished — um — guests to their room. If you need anything — cackle, haha — just call."

George smiles, nods, and gathers up the Ghostbusters' luggage. If there are more bags than he can carry, George says he'll bring the rest up shortly. Then Baits places a set of keys in George's mouth and George motions with his head for the Ghostbusters to follow. Remember, while George carries the keys in his mouth, his conversation is garbled and unintelligible — but don't let that stop him from talking a mile a minute!

George leads you up the stairs. He makes small talk, but you can't understand a word of it. At the top of the stairs you notice a scorched and padlocked door — Room 222. But before you can ask about it, George moves down the hall to the left, babbling unintelligibly and nodding for you to follow. Down the hall, a pretty blonde maid pushes a cart with towels and toilet paper out of a room. When she sees George, she starts to throw rolls of toilet paper at him punctuating each toss with a sharp word, spoken in a thick French accent. "Zat. Leetle. Creature. Frightened. Me. Half. To. Death!"

This is Stephanie, the hotel maid. She complains about her earlier encounter with Bertrell, pounding poor George with toilet paper all the while. She eagerly tells the Ghostbusters what's troubling her, and if she gets really friendly even tosses a roll or two in their direction. But she never lets on that Bertrell is a ghost. We're not sure if she realizes that. She says:

"George's friend Bertrell, 'e came up behind me while I was setting up ze east hall rooms for ze guests. 'e is such a nasty fellow. Scared me, 'e did. I was picking up towels and leetle mints for the pillows all morning! But, 'e is not such a bad leetle fellow. A leetle playful perhaps, but sort of cute in his weird leetle way. I wonder where he has gotten to?"

Stephanie reveals, if asked, that Bertrell lives in the hotel. He's lived here since before she was hired. He is sort of a night watchman, she thinks. Anyway, Room 222 belongs to him. She doesn't know why it's padlocked or where the scorch marks came from, but now that they've mentioned it, she really is worried about the little fellow. George refuses to discuss Bertrell, but he's worried, too.

George finally calls a halt to the conversation and leads the Ghostbusters to their room (near the other stairway), drops off their luggage, and waits for a tip. If they tip him nicely — say, one dollar each — he'll be a great source of information later in the adventure. Otherwise, things may suddenly need to be repaired in the Ghostbusters' room and George will be much too busy to accommodate them.

Suite 204

Okay, it's not really a suite, but Baits won't tell his guests that. The Ghostbusters' room is typical: two double beds, a couch, a television bolted to the floor, two chairs, two dressers, a closet, and two of the most obnoxious paintings ever to grace a hotel wall. In fact, they're the same pictures the Ghostbusters have seen in every hotel room they've ever visited. Somebody is making a lot of money running off copies of that so-called artwork. A door to one side leads into the bathroom, and windows look out upon First Street, the Wash & Bowl, and the Evergreen Bar & Grill.

If there are more than four Ghostbusters, assign them additional rooms as needed.

Room 222

When Bertrell escaped from an ECTerminator during the wee hours of the morning, he fled to his beloved haunt, Room 222. But the ETI guy blasted open the door and went in after Bertrell. After a quick scuffle, the ECTerminator chased the ghost through the window and into the streets of Wrath. A nasty scorch mark mars the door, and the lock mechanism is melted slag. That's why the room is padlocked.

The padlock can be picked with a Moves roll of 15 or better. Or it can be blasted quite easily by a proton pack on a roll of 5 or better. However, Baits might be more than a tad upset by such reckless behavior.

If the Ghostbusters open the door, read out loud:

The scorched door swings open revealing a mass of cobwebs. Dust and old furniture decorate the once-lavish room. In fact, except for a few smashed items and an overturned table, it doesn't look like anyone's been in this room in years. A four-poster bed covered by a patchwork quilt stands in one corner. At the foot of the bed rests an antique captain's chest. An old sheet hangs over a broken window, feebly trying to keep the cold air out. It's losing. Yellowed photographs of people wearing out-of-date clothing hang crookedly in fine wooden frames on the walls, and a worn wicker rocking chair lies on its side beneath the muddled window sill.

Bertrell keeps his room just the way he likes it: dusty, out-of-date, and kind of spooky. The muddy footprint on the window sill belongs to a size 11 workboot. The mud contains a piece of grape vine. The chest holds old clothing and a sailor's possessions. Near the bottom, a dented can of spinach and a corn-cob pipe rest upon a navy-blue pillow.

PKE Meters pick up faint residual readings, but no spectral presences are in the room. Any

GH2STBUSTERS FANS

Ghostbuster using a PKE Meter and making a Brains roll of 10 or better discovers an underlying energy flux. It takes a computer analysis to determine exactly what the flux is. If the Ghostbusters can't find the only usable computer (located in the municipal building in the town treasurer's office), they'll have to wait for Egon to show up with Ecto-Prime, the GBI white stretch limousine, later in the adventure.

The underlying energy flux is the first evidence of an actual cross-dimensional rift into the ectoplane ever discovered. Up until now, the rift had only been a theoretical concept proposed by Dr. Egon Spengler in the *Journal of Lurid Happenings*, Vol. 1, Issue 327. Only a complicated computer analysis discovers this fact (a Brains roll of 25 if one of the two computers mentioned above is used). Many of the ectomaterial beings in Wrath entered our plane through this rift, which cuts through the town.

Oh Lou, Egon Calling . . .

When the Ghostbusters get to their room, the phone rings. Let them decide who's going to answer it while Louis prepares to take a shower. Describe Louis's actions, then read:

"Hello, this is Dr. Egon Spengler. Who am I speaking to? (Wait for an appropriate response.) That last assignment you were involved in was quite fascinating. I'd love to discuss the theoretical implications of it with you sometime, but I really do have to speak to Louis Tully. Thank you."

Yes, it really is Dr. Egon Spengler. The Egon Spengler. Tully rushes out of the bathroom, allows the door to close and lock accidentally behind him, and gets on the phone. He drips all over the carpet while listening intently. He nods a few times, says "Oh dear," and slowly hangs up the receiver. Read out loud:

"Guys, GBI has a problem. Our PKE monitoring devices have been following a drastic drop in the world's PKE supply. I don't have to tell you what that means! You, better than me, know that PKE is the energy that powers all the supernatural happenings that keep GBI in business. The results of this sudden drop in power could be devastating. Egon's not sure what's causing the drain, but all supernatural activity is grinding to a halt. Egon and Ray are taking more readings and running further tests, but they project that if the drain continues at its present rate, GBI will be out of business by the middle of next week! I'm so depressed. I could sure go for a whole-grain, sugar-free donut and a mineral water."

Louis Tully assures the Ghostbusters that Spengler and Stanz will figure out what's going on. They always do. "We have to worry about making a good impression at this convention," says Louis. "While we're waiting for the thing to start, why don't you fellows go out and get me some breakfast, hmm? And buy yourselves a mineral water. On me." He gives them a dollar bill.

Breakfast at Tiffany's

If the Ghostbusters don't look at the map and decide to go over to Tiffany's Donut Shop on their own, then Louis suggests it as they're leaving. If they call room service, Newhart Bains explains that the hotel restaurant doesn't open until noon, but Tiffany's Donut Shop or Momma's Diner serve terrific breakfast foods.

Also determine what gear the Ghostbusters are carrying. Remember, each person can only carry three pieces of equipment. Wherever they decide to go and however they decide to get there — either walking or driving around the corner in Ecto-1 — make sure that when they are near the construction site the following event occurs and attracts their attention. The town is so small they have to notice.

As you make your way through the quiet streets of Wrath, you hear a scream followed by the sound of grinding metal. Across from Claymore Park at the construction site, weird lights flash around the steel frames of the two half-finished buildings. A chill wind whips up the street from that direction, making your blood run cold. You can almost smell a tinge of ectoplasm in the air.

Grape Ghosts of Fire

What are the Ghostbusters doing? Whatever it is, if they don't hurry they'll miss all the fun. The construction site is directly over the spot where the infamous Grape brothers met their demise in 1758. The Grapes were really warlocks who couldn't quite master the spells of their trade. After death they finally gained control of the powers they sought. Their ghosts have long lain dormant, but the increase in PKE activity in Wrath, combined with the construction digging and blasting, has awakened the nasty foursome. Unfortunately, they awoke just as Mr. Toodles and Mr. Panes were examining the site of their new corporate headquarters.

As the Ghostbusters get closer, read out loud:

Hanging from the top level of the five-story steel skeleton are two men. The first is a tall, skinny individual who holds tightly to the swinging remains of a cargo elevator. Clinging to him is a short, fat man who screams loudly and kicks at the apparitions darting around them.

Four ghosts dart in and out of the structure. They are transparent, glowing, purple, full-torso, Class V apparitions. Ovoid-shaped and dripping a vile, purple slime, the entities laugh evilly as they swing the elevator back and forth. The fraying elevator cable doesn't look like it can take much more of this abuse. Then, with a loud snap, the elevator tilts dangerously.

Can the Ghostbusters save the day? Let them discuss their course of action while you skip to the next section to find out all about the purple perils! But don't give them too much time. Poor old Toodles and Panes don't have a lot of it left, if you know what we mean.

The Grape Brothers are nasty, vicious little warlock ghosts, each with a special ability. The special ability allows you to individualize them during play. Just make sure one of the Grapes escapes before the end of this episode, because it plays an important role in Episode Two.

The Grapes can use their special abilities three times each; that's how much power each one has.

The Grapes of Wrath

Nasty, Vicious Ghosts

Special Abilities:

Grape 1: Fire Ecto-Bolts. A hit (roll a 10 or better — adjust for Ghostbuster ingenuity) removes 2 Brownie Points. Rolling a ghost is a spectacular hit; remove an additional 2 Brownie Points and let something neat happen to the poor Ghostbuster. Maybe he's imbedded in the fence, for example.

Grape 2: Levitate Objects. Characters dropped remove 2 Brownie Points; characters hit with dropped objects remove 1 Brownie Point. Roll three dice and beat a Ghostbuster's Muscles roll to levitate him; beat a Ghostbuster's Moves roll to drop something on him.

Grape 3: Fire Ecto-Belly Bombs. Ghost must first disintegrate an object to energize a bomb. Only inanimate objects may be used for energy (proton packs, ghost traps, etc.). A bomb hit removes 3 Brownie Points. Roll three dice. A 10 or better is a hit (adjust for Ghostbuster ingenuity). Rolling a ghost is a spectacular hit; remove an additional 3 Brownie Points and have something neat happen to the poor Ghostbuster. His jumpsuit could explode leaving him stark naked, for example.

GH0STBUSTERS FANS

Grape 4: Suggest. If a ghost fails a Brains roll, he commits one act that the ghost suggests: fire proton beam at a friend, walk into a hole, open a ghost trap, etc. Roll three dice and beat a Ghostbuster's Brain roll for suggestion to work.

Power: 3

Ectopresence: 3

Goal: Get Revenge Against Wrath

Squashing Grapes

The battle with the Grape brothers should be exciting, dangerous, and a tour de force of destruction. Let the Grapes do their best to defeat the Ghostbusters. But the right number of blasts with a proton pack weakens these ghosts enough for them to be trapped. Be sure to let one escape, though. The Grapes are agile and devious, so a 15 or better must be rolled in order to hit them.

They attack the Ghostbusters outright, or divert them with attacks on Toodles and Panes, or even turn the Ghostbusters against each other. Each ghost has a specific fighting style, reflected in its attack plan below.

Ecto-Bolt Grape: This ghost loves to fire ecto-bolts at Ghostbusters from a distance, usually weaving in and out of range of their weapons. It shoots its first bolt when the Ghostbusters enter the construction site. Then it tries to draw their return fire while its cohorts use their powers. The ghost directs its second shot at the Ghostbuster who appears most dangerous. It saves its final shot until it is about to be captured.

Levitate Objects Grape: When the Ghostbusters enter the construction site, this nasty spook zaps one of them with its levitate power, hoping to leave him or her floating up above the battle. Its second action is to levitate an item lying around the site. Bags of cement, cranes, and bulldozers are very effective when



dropped from a great height. Then it picks up something else to use as a bomb. If it isn't captured by the time it levitates a third object, this Grape drops the levitated Ghostbuster.

Ecto-Belly Bomb Grape: This ethereal fellow's favorite tactic involves diving at a Ghostbuster, covering him in goo, then grabbing some item from him or her. Then it dissolves the item in an eerie purple light, thus energizing one of its own ecto-belly bombs. When the ghost's belly is glowing with a similar purple light, the bomb is ready to fire. The Grape repeats this tactic two more times, destroying three pieces of valuable Ghostbusting equipment and firing a total of three belly bombs.

Suggestion Grape: This little guy sneaks up on unsuspecting Ghostbusters and whispers sweet nothings in their ears. Unfortunately, these include suggestions on just what the Ghostbuster can go do with himself. Jump off that girder over there, shoot your friend with a proton pack, or let that ghost out of the ghost trap are some of its favorites.

When the Ghostbusters capture three of the four ghosts, read aloud:

As you lower the third ghost into the ghost trap, the remaining spectre dives toward the pit at the far end of the construction site. He spins twice in the air, then swoops gracefully into the hole, screeching loudly. He disappears in a blinding purple flash and disgusting splash of slime, leaving a smouldering patch of dirt in the deepest part of the hole.

If the Ghostbusters investigate the smoking bottom of the pit, they discover a cracked stone slab engraved with the legend, "The evil Grape brothers were squashed here in the year 1758. Thus ended their sinful transgressions."

If they forgot, remind the Ghostbusters about the two guys hanging from the elevator cage. If you have to, drop part of the elevator on the Ghostbusters; that'll get their attention.

"Ask For a Vinegar Cooler"

However the Ghostbusters go about it, they eventually rescue the two men. Keep in mind that Toodles doesn't talk; he just grins and nods a lot. Panes talks slowly, monotonously, and sounds like he's reading from a script. Read the following:

When the two men are safely down on terra firma, they dust themselves off. After such a harrowing experience they seem in good spirits. The tall man pulls a bottle out of his pocket and holds it up for everyone to see, but the short man does all the talking.

"Hi, I'm Sam Panes and this is my partner Ed Toodles. We're the owners of the Toodles & Panes Vineyard and Distillery and makers of the delicious Toodles & Panes New England Vinegar Coolers." [Pause for reaction from your players.] "That was an amazing bit of ghostbusting, yessireebob. We appreciate the help and would be honored to see more of your work. In fact, legend has it that our rickety old estate is haunted, but golly, I ain't never seen no evidence of such a thing myself. Have you, Ed?" Ed shakes his head. "But now we have to be off. Remember, next time you go to your local convenience store, be sure to ask for a Vinegar Cooler. Tell 'em Sam and Ed sent you. Bye now."

Panes answers two questions before he disappears around the corner with Toodles in the direction of their current offices. He can tell the Ghostbusters about his company, the town, and the construction site. He knows nothing about the Grapes and refuses to talk about the convention. That would spoil the surprises.

If the Ghostbusters try to follow them, they get interrupted by the next event, *Bertrell, the Frightened Ghost*.

GH•STBUSTERS•FANS

Research Project #1: The Grape Brothers

If the Ghostbusters go to the Wrath Library, they can examine the *History of Wrath, Volume One*, written by town historian Seymour Claymore. The passage dealing with the Grapes reads as follows:

In the fourth month of the year 1758, the Reverend Solomon Claymore discovered the foul practices of the Grape Brothers. Carl, Peter, Douglas, and Shelton were dabbling in the warlock arts and communing with agents of darkness. Reverend Claymore and his cousin Benedict led a group of townsfolk to capture the brothers, but before the hearty band could act, Providence administered its own brand of justice. A bolt of lightning obliterated the warlocks leaving only a deep hole in the ground. Solomon placed a stone plaque in the hole and filled it in. Legend says that on stormy nights you can hear the brothers wail and vow revenge on the sleepy little town.

Bertrell, the Frightened Ghost

Read aloud:

From the direction of the park you hear a moaning wail. It echoes through the naked steel of the construction site, as something comes toward you. Trees bend backward by some unseen force as whatever is making that unholy noise



crosses the park. Crackling flashes of energy spark among the trees as the wall gets nearer and nearer.

Your PKE Meters flash insistently, and the wall grows louder. All at once the wind gathers gale force. Then, out of the trees, it appears. A skeletal spectre, its ecto-hair in frazzled strands and a frightened, pleading expression on its face, comes toward you. The moan is now a deafening roar.

So? What are the Ghostbusters doing? One proton pack blast will freeze poor Bertrell right in his ecto-tracks. He is severely weakened from his chase around Wrath all morning. He has decided to approach the Ghostbusters as a last ditch effort to get help.

If the Ghostbusters don't attack and wait for Bertrell to reach them, he has the opportunity to moan the following before his pursuer catches up with him.

"Hellp meee. I ammm Berrrrrrrell and you arrre in dnnnnnger! Listen to meee! You will be nexxtt!"

His pursuer arrives before Bertrell can answer any questions. Read aloud:

A high-pitched crackle splits the air as a beam of crimson-red energy strikes the little ghost. He wails in pain and looks at you beseechingly. Then he starts to return into the park. Standing on the path is a man in a shining silver jumpsuit and helmet. On his back he wears something that resembles your own proton pack, only bigger, newer, and improved. He points a vacuum-type nozzle, its crimson beam sucking in the ghost. With a final moan and a powerful whoosh, the spectre disappears into the nozzle along with the beam of crimson energy. The high-tech figure salutes you and tosses something in your direction. He then turns back into the woods. Once again everything is peaceful.

A Ghostbuster must roll a 10 on a Moves roll to catch the object, a silver coffee mug. All the important details concerning it can be found in the next section. If the Ghostbusters try to follow the high-tech ecto-warrior, they hear a humming sound like that of a transporter beam from a famous TV and movie series and the figure disappears.

Compliments of ETI, Inc.

If the Ghostbusters examine the object thrown at them, read:

The object is a sparkling silver coffee mug with writing on the side. The writing, in block letters, says, "Compliments of ETI: Call Us When Your Ghost Has Got To Go! 1-800-222-1111."

A lot has happened to the Ghostbusters this morning. Louis Tully is probably upset that his breakfast has not yet arrived. After a quick stop at Tiffany's, it's back to the hotel for the next episode.

Episode Two: The Convention That Time Forgot

Summary

Back at the hotel, the Ghostbusters meet little Molly Bright, just the cutest toddler this side of the Mississippi. Molly has an interesting tale to tell involving parental imposters and nasty kitchen appliances. By the time her story is finished, the Ghostbusters should have at least a vague idea that something isn't right in Wrath, Vermont.

Then the Ghostbusters attend the opening ceremonies of QuasCon I. They meet the famed Pierre Lutece, doctor of supernatural phenomena, as well as a number of renowned psychics, mediums, and vampirologists. They're also introduced to Arnie Nickebein, the general manager of ECTerminations, Inc., the newest ghost-capturing company in the industry.

One last thing for you to keep track of: make a note of which Ghostbuster caught the ETI mug and what he/she did with it. If he didn't say anything specific, assume that he is still carrying it. This will be important later in the adventure. Don't worry, we'll tell you when.

Start the Episode

Now let's start this episode by reading aloud:

The hotel is much livelier and more crowded now than when you first arrived. A sign posted on a board next to a set of massive double doors reads: "Welcome QUACKScon I." An older woman argues with Stephanie the maid about the sign, while Stephanie throws magnetic letters at the woman — just to emphasize her points, of course.

The grandfather clock chimes eleven. There isn't much time before the opening ceremonies. Suddenly, a little girl crying hysterically comes running toward you.

The woman arguing with Stephanie is Idris Winterborne, the coordinator and executive secretary of QUACKS, Inc. Upset that the awful acronym "QUACKS" rather than the full title adorns the sign, Idris wants it changed. The maid feels that QUACKScon is much easier to spell (and a lot less work to put on the board) than the entire stupid name of a ridiculous group of "les cuckoos, oui oui!"

The little girl is Molly Bright (see "The Cast of Characters"). If the Ghostbusters ignore her and try to make their way up the stairs, Molly wraps herself around their legs, cries even harder, and makes them feel just terrible until they ask her what's wrong. That's your cue to move on to the next section.

That's Not My Momma

Play Molly as a scared, hysterical little girl who still tries her best to be cute and cuddly. Read out loud:

"Waaa! Oh Mr. Ghostbusters sirs, you just gotta help me! Jeppers! It's my momma. She's gone! Sob! And now she's after me! Oh pwease pwease pwease! You just gotta! And don't wet the toaster get me!"

Molly believes that her mother isn't her mother. Someone has taken her place. Of course, it may take awhile for Molly to make this clear to the Ghostbusters because of her limited vocabulary.

Whatever the Ghostbusters make of her problem, they should understand that she is truly frightened about something. Let them talk to her for a bit and then go on to the next section.

Lady and the Ghost

As the Ghostbusters try to calm little Molly down, they have a chance encounter with the girl's momma and a lady whom they can see through. Read out loud:

Molly finally settles down when you hear, "Molly, where are you, child?" A woman wearing a flowered apron and carrying a mixing spoon stands at the foot of the stairs. She tilts her head to one side and looks directly into your eyes with a blank expression. Her smile is perhaps forced as she starts up the stairs. "How nice of you people to take care of my little Molly. Four out of five doctors surveyed say she's in such bad spirits because of her poor cat, Ringworm, who ran away last week. Come here, Molly. Don't be a finicky kitten."

Molly's momma, Mrs. Bright, is a zombie. As her mom starts up the steps toward her, Molly screams and hides behind the Ghostbusters. Afraid of both the zombie Mrs. Bright and the spectral entity rising out of her, Molly cowers. What spectral entity, you ask? Read on:

As Molly's mom approaches, a strange thing occurs. The glowing apparition of a lady in a ballroom gown materializes out of her. The apparition reaches out to you — almost beseechingly — and Molly screams even louder. Below in the lobby, you can hear the other guests begin to move toward the stairs to find out what's going on. What are you going to do?

The ghost is Abigale Van Horn, of the Boston Van Horns, who died in the Wrath Hotel over 75 years ago. She was visiting a family friend and passed away during the Vineyard Ball, a party thrown every year since 1892 by the Toodles & Panes Corporation. Abigale is the second ghost to try to enlist the Ghostbusters' aid. Unfortunately, her timing's not all that great. The Ghostbusters will probably conclude that Abigale is the cause of Molly's problems and blast away.

Abigale Van Horn

Ballroom Ghost

Abigale appears as a middle-aged rich woman dressed in an old-fashioned ballroom gown. Her body fades away just below her knees and she floats majestically and gracefully even without her lower appendages.

She has been selected to convince the Ghostbusters to aid the ghosts of Wrath, but Abigale can't articulate her problem. She can only gesture and make ambiguous hand signals. When playing her, point at the Ghostbusters a lot and then tap your chest repeatedly. If the Ghostbusters take any hostile action whatsoever, Abigale turns on her Terrorize power at full force and transforms into a horrible, half-decayed monstrosity. She creates a terrifying spectacle, but one blast sends her scurrying through the nearest wall.

Special Abilities: Terrorize. Ghostbusters must beat a 15 on a Cool roll or flee in terror until she's gone. If everyone flees, Abigale returns, dejected, to her haunt in the hotel ballroom.

Power: 2

Ectopresence: 2

Goal: Find Help for the Ghosts of Wrath

Research Project #2: The Vineyard Ball

The *History of Wrath, Volume Two* describes the Vineyard Ball. It reads:

Wrath holds a unique celebration every winter. Initiated in 1892 by the Toodles & Panes Corporation, the Vineyard Ball is a grand affair that unites the wealthiest, most powerful families in New England. Held in the beautiful Wrath Hotel Grand Ballroom, the affair includes dancing, good food, and an almost ceremonial sampling of the newest batch of New England Vinegar Wine Coolers. However, once in its history the Vineyard Ball was the scene of tragedy. In 1910, Abigale Van Horn — of the Boston Van Horns — died suddenly in the middle of a slow waltz with Jeremiah Toodles. Legend has it that every winter Abigale roams the Wrath Hotel, searching for Jeremiah in order to finish their dance.

Dealing with the Brights

Molly wants nothing to do with her mother, no how, no way. She expresses her feelings with gusto. "Waaa! No! Uh uh! Jeppers! No way, Jose!"

Mrs. Bright doesn't register on PKE Meters. If the Ghostbusters attempt to use their Aura Video-Analyzer on Mrs. Bright, she submits without a fuss. But a strange thing occurs. The AVA produces a totally blank reading in both its emotional state and archetypal essence modes. Nobody's home in Mrs. Bright's head, including Mrs. Bright.

Before they can run any more tests, however, Mrs. Bright thanks them again and excuses herself. She says:

"That was a quicker picker-upper. I must go prepare lunch. Lunch is the most important meal of the day, and the brand I use is 'mmm mmm good. Come along, Molly.'"

While the Ghostbusters are busy testing her mom, Molly takes the opportunity to sneak away. Mrs. Bright seems unconcerned. "Isn't Molly a fine example of the soda-pop generation? I'm sure she's on her way home this very instant." Then she turns and leaves.

At this point the grandfather clock chimes twelve and Louis Tully rushes out of the Ghostbusters' room with a stack of mangled papers. "Come on, guys! We can't be late for the opening ceremonies!"

On to the convention.

Convention Orientation

Louis heads down the stairs and into the lobby, where open double doors lead into the convention center. A small table is set up just outside the doors, and a line of people wait to be admitted. A sign hanging over the table reads: "Register here."

GH0STBUSTERS FANS

The line of people waiting to know if the Ghostbusters are standing before Idris Winterborne, coordinator and executive secretary of the Quasi-Unearthly Association. She peers over her horn-rimmed glasses and smiles in recognition at Louis. She says:

"Ah, Mr. Tully. So good of you to accept our invitation. Here is your identification badge and convention goody bag. Please go inside. Dr. Lutece is expecting you."

Louis thanks Idris and does as he is told. But if the Ghostbusters attempt to follow him, Idris stands and says:

"Excuse me, but no one may enter the convention center before being properly registered."

Idris now asks each of the Ghostbusters in turn to state their name, occupation, affiliation, zodiac sign, next of kin, favorite color, and area of expertise. She then gives each of them a name tag printed with all of the above information and a bag of convention goodies. "Go right in."

The Bag of Goodies

The QuasCon I logo decorates the plastic bags. Inside, the Ghostbusters find a QuasCon cap, a convention guide, a copy of the Wrath tourist brochure, a coupon for one free class at the Connecticut School of Vampire Hunting, a flyer that advertises the Wrath Ski Lodge and Chowder Shack, coupons to bowl free with each load of laundry at the Wrath Wash & Bowl, a set of Ghostbuster wet'n'stick tattoos, a sample bottle of New England Vinegar Cooler, an ETI pen and pencil set, and a box of chocolates from Claymore's Cards and Gifts.

Here a Quack, There a Quack

The convention hall contains dozens of exhibits and many odd characters. What follows is only a sample of the wonderful sights and sounds that make up QuasCon. Feel free to add any strange and supernatural-related displays you want.

Read out loud:

Rows of exhibition booths and displays line the huge convention hall. A buffet lunch is being served to one side, and nearby are closed doors labeled "Auditorium." You see all sorts of amazing things in the booths. One display features a giant TV screen and computer console. Weird lights float across the misty screen. The man in the booth claims these are actual scenes live from the ectosphere. In another booth a young woman is being tested for pyrokinesis and the testers' clothing keeps bursting into flames. In still another booth an old woman looks into a crystal ball and tells fortunes.

The ecto-TV doesn't really work. The man in the booth has it hooked up to a video cassette player. But if one of the Ghostbusters with a Weird Science talent tinkers with it and

makes a 20 Brains roll, he can plug into the ectosphere. The original inventor was just a bit off in his calculations and came closer to perfecting his device than he thought. If the Ghostbusters fix it, what they see is a swirling, fog-filled place where the sky is a neutral steel-grey. Neither day nor night reigns here, and insubstantial shadows dart anxiously about.

As they wander, pick a Ghostbuster to meet each of the following people.

Jenny Morgan

Choose a male Ghostbuster for this encounter:

You feel a tap on your shoulder and a pretty young woman smiles and says hello. Her name tag reads "Jenny Morgan: Psychic." She tells you your name, job, goal in life, and zodiac sign before you can even return her greeting. Then she asks if you want her to tell your future.

Jenny got all the information on the Ghostbuster from his name tag and an educated guess. Why strain herself, right? A feeling told her to get to know the Ghostbusters and Jenny always trusts her feelings. If the Ghostbuster agrees to let Jenny tell his future, she has a flash of precognition. She goes into a trance while holding his hand and begins to talk in another voice:

"I see danger. We are all in danger, but you and your friends especially. Terrible things have come from faraway to take something very precious to us. You do not know what these things are, but they know you. I see destruction. I see pain. I see enemies that must call you friend. And I see you and me in a hot tub, sipping sherry, and then you reach over and ... SIR?!"

Jenny comes out of her trance, slaps the Ghostbuster's face, and backs away. Without a word, she turns and runs into the crowd. Later she can get over her fear and help the Ghostbusters save the world if you want. Or she can turn into a zombie and fight against them.

Sir Rory Drake

While you chat with a young man wearing pyramid-shaped head gear and attempting to mummify a Twinkie, a tall, striking gentleman walks up to you. His name tag reads "Sir Rory Drake: Vampire Hunter." He looks sort of like a vampire with his silver hair, tuxedo, jet-black cape, and silver-tipped walking stick. He bows slightly, introduces himself, and says, "Good evening. Do you have a moment to spare?"

Drake owns the Connecticut School of Vampire Hunting and has never met a real vampire. Nevertheless, his school does a decent business. He sure could use the endorsement of a Ghostbuster to really make people take notice, though.

Arthur Floss

While a male teenager in a booth peels bananas using only the power of his mind, a mousy little guy with glasses and a droopy mustache comes up beside you. You glance at his name tag and discover that he is Arthur Floss, the most famous horror-novel author in the whole wide world! He turns, grabs you by your jumpsuit, and screams, "You're a Ghostbuster! For goodness sake, help me!"

Poor Arthur has a problem. He thinks he's a werewolf, and for the first time in his life, Arthur's right. He tells the Ghostbuster his problem then asks if GBI can cure him. PKE Meters register strange influxes of ecto-power in Arthur's aura, and the AVA shows a distinct wolflike presence in the sad guy's head. If all aid fails, Arthur demands that the Ghostbuster lock him in his room before the full moon rises — this very night!

Other Exhibits

Feel free to invent any kind of exhibit you like, but we're sure your Ghostbusters are going to want to find those of GBI and ETI.

The GBI exhibit is cheap and gaudy-looking. A life-size, three-dimensional logo sits atop the booth, and inside a videotape of the Gozer incident is shown in living color. On a small table a stack of information request forms and a box of GBI business cards await potential customers. The booth is currently unmanned.

The ETI booth is flashy and eye-catching. A holographic display shows an ECTerminator in action, casually rounding up a ghost without any fuss or bother. Cards, buttons, and pens sit in a box by the display. A sign says: "Free. Take One." Arnie Nickebein lounges in the booth, preparing his lecture.

Dr. Lutece and His Theory

After a half hour of examining exhibits, eating pigs-in-a-blanket, drinking vinegar coolers, and hobnobbing with famous people, the crowd is invited in to the auditorium to hear the opening address.

Wait until the Ghostbusters get seated, then read aloud:

On the stage next to a podium is a long table where the speakers sit. Louis nervously straightens papers, while Idris sips from a tall glass, and a number of other people you don't recognize do things you don't want to know about. Then Idris goes to the podium and says, "Ladies and gentlemen, allow me to introduce the world-renowned Dr. Pierre Lutece!" A man with a goatee ambles over and begins to speak.

Dr. Lutece: [Give your players your best attempt at incomprehensible mumbling with a French accent.]

Idris (translating): Welcome one and all to the Quasi-Unearthly Association of Clairvoyants, Kismetologists, and Spiritologists, Inc., Convention and Ski Party Weekend. Before we get to our opening address, I'd like to talk for a moment about my latest theory.

Dr. Lutece: [More mumbling.]

Idris: GHOSTBUSTERS FANS

fascinating ectoplasmic beings every day, but do we know what they really are? It is my contention that they are actually beings from another planet. Yes, ghosts are nothing more than intergalactic space travelers who have come to say hello.

Crowd: Moan!

Dr. Lutece: Le mumble, le mumble.

Idris: Er, yes. We'll talk more about this at my lecture tonight. Right now I think we should turn the floor over to our special keynote speaker ...

Louis Tully blushes, drops his stack of papers, and stands up.

Dr. Lutece: Le Monsieur Arnold Nickebein!

Idris: Mr. Arnold Nickebein of ECTerminations, Inc.

A hush falls over the crowd as another gentleman pushes past Louis to the podium. Everyone leans forward to get a better look at the newest member of the supernatural investigators fraternity. Louis whimpers and sits back down.

Arnie Nickebein

Arnie wears a Brooks Brothers suit that hangs funny on him. He has an "I Luv ETI" button pinned to his lapel. He smiles and says:

"Hi, I'm Arnie. You don't have to call me Arnold, it's so formal. I'm sure you're all wondering about ECTerminations, Inc. But instead of explaining what we do in 500 words or less, we've arranged a special demonstration, just for the taste of it. Our equipment and procedures are light years ahead of the competition. For example, our quasar-molecular nozzle and containment system is a breed apart. It promises to revolutionize the entire industry! It slices, dices, mashes, trashes, and makes julienne fries! Follow me now out to the demonstration site and you'll receive this handy, dandy ETI pocket knife and digital watch! What would you expect to pay for all this? One hundred dollars? Two hundred dollars? Three thousand dollars? Well, noooo! It's all absolutely free!"

Arnie leads the entire group out of side doors and onto the street. Two buses are parked there, waiting to be loaded up. At Arnie's instructions the various clairvoyants, kismetologists, and spiritologists begin boarding. They are all excited, and the Ghostbusters hear "Ooo," "Wow," and "Golly, a field trip" from the elated crowd.

If the Ghostbusters refuse to board, Louis Tully runs over. "What are you guys trying to do? Do you want to give all these people the impression that GBI is afraid of a little competition? Besides, this gives us a chance to see these creampuffs in action!"

And Now . . . ETI!

Read:

The buses pull away from the curb, turn onto Chowder Boulevard, and park in front of the Loyal Order of Bunnies Lodge and Meeting Hall. The eerie glow coming from deep inside the building should be clue enough that more than bunnies are hopping in the ol' lodge today.

The block between Chowder and Vineyard Streets has been cordoned off by Wrath's one police car and two fire trucks. The Bunnies' lodge is a grand old building. A majestic statue of a bunny sits at the foot of the great concrete staircase leading into the hall. Parked directly in front of the entrance is a large silver-grey motor home. Spotlights, antennas, cooling fins, and other high-tech equipment stick out of the vehicle. It looks, in fact, quite a bit like the stuff on top of Ecto-1, except this equipment is shiny and new. The side of the van reads "EcTerminations Incorporated."

The buses are unloaded and Sheriff Bart Claymore waves the convention-goers toward the Bunny Hall lobby. When he recognizes the Ghostbusters, Sheriff Bart says, "Looks like you folks got yourselves some competition." If the Ghostbusters ask to know more, Sheriff Bart tells them, "go see for yourselves."

PKE Meters register a strong ectopresence in the lodge. There is no way to open the van, and the windshield looks only into the driver's compartment. This area contains lots more high-tech wonders including police-band radios and a cellular telephone.

If the Ghostbusters straggle behind, Arnie calls to them from the open lodge door. "Come on guys! It's time to make the donuts!"

In the lobby, the crowd gathers around a person standing in front of closed doors. The individual wears sharply creased silver coveralls and a helmet with built-in goggles and face mask. Exotic equipment hangs from harnesses and belt hooks, and on the person's back a sleek white pack with blinking indicators connects to a vacuum nozzle made of chrome and clear plastic.

Arnie pushes his way through the crowd and stands next to the glitzy stranger. The Grand High Bunny, a short, pudgy gentleman wearing a lodge hat adorned with fluffy, pink rabbit ears, follows behind him. Arnie clears his throat, smiles, and says:

"Ladies and Gentlemen of the supernatural investigation community. Allow me to present one of the newest ecto-warriors in our never-ending battle against ghostkind — an EcTerminator!"

Bunnies and Grapes

The EcTerminator nods and begins to adjust dials and knobs on his equipment while the crowd looks him over — from a distance, of course. Then Arnie says:

"Some horrible ecto-entity has infested this grand old lodge. The being lurks behind these doors. You, friend ghostologists, shall now witness to the power of the EcTerminators! But wait, there's more . . ."

Arnie passes out ETI buttons to everyone in the crowd, then puts his finger to his lips for quiet. He throws open the doors.

The main hall of Bunny Lodge is huge. Folding chairs and tables lie scattered about, and large stuffed bunnies abound. The chandelier overhead jingles in a cold draft. On the stage on the far side of the hall is the room's sole occupant. One of the purple ghosts you battled earlier is scrawling ectoplasmic slogans like "Wrath stinks" and "Wrath eats ecto-slime" on the wall. Silently, the EcTerminator moves forward, his vacuum nozzle aimed and ready. Before you can react, the high-tech warrior fires a beam of scarlet energy. The ghost doesn't have a chance. The beam hits and quickly sucks the ghost into the containment pack. Your PKE Meters read "all clear" as the EcTerminator walks through the crowd and out toward his van. The crowd applauds.

Arnie hands the Grand High Bunny a bill. He smiles and says, "Only \$59.95! And not a scratch to the lodge!" The crowd applauds again.

If the Ghostbusters run outside, they see the ETI van driving up First Street. It turns on Claymore Boulevard and disappears from sight.

Whatever they do, Louis joins them. He holds an ETI button and a discount coupon — two ghosts for the price of one! He says, "and they didn't make a mess or scorch anything with a proton beam!"

Arnie disappears as well. Louis leads them back to the hotel to ponder this new development. If they refuse to go with him, Egon contacts the Ghostbusters via the radio in Ecto-1 to relay the following information.

GHOSTBUSTERS FANS Egon, Lou Calling!

Back at the hotel, Louis decides this may be too big for him to handle by himself. By means of a conference call to GBI Headquarters, Louis and the Ghostbusters have a discussion with Dr. Egon Spengler. Encourage your players to explain what they think is going on. After hearing what the Ghostbusters have to say, Egon lets them know what he thinks:

"This is extremely interesting. While the rest of the world is quickly being depleted of PKE, paranormal activity is apparently growing in a small section of New England. I'll have to make some new computations with Ray. Getting back to these so-called EcTerminators, I'd be quite interested in examining one of their containment devices. There could be a patent infringement here."

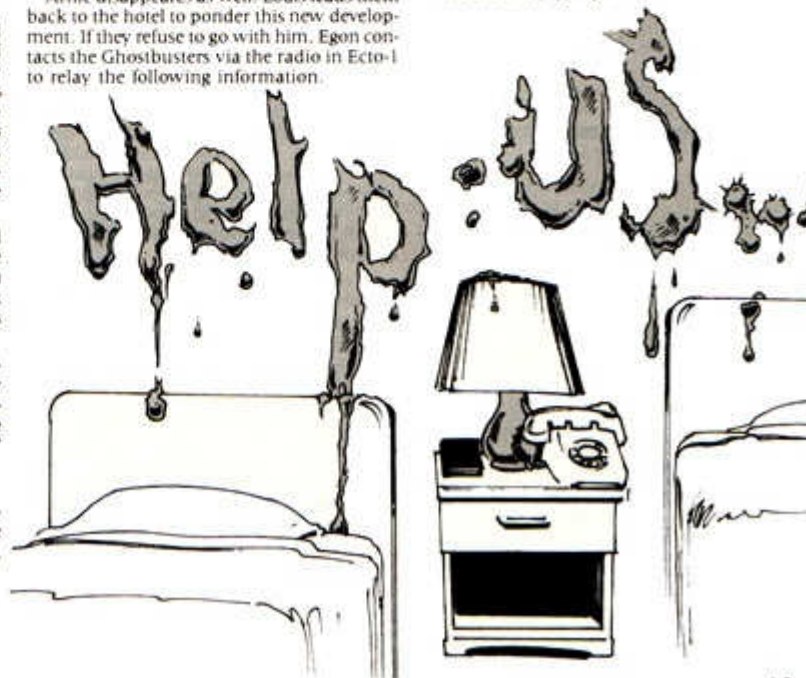
You must acquire a piece of ETI equipment. Louis, I'll get back to you as soon as I speak with Peter and the others. Good luck, guys. Bye."

The Message from Beyond

Soon after the Ghostbusters hang up the phone, tell them:

Suddenly the wall over your beds begins to glow. As you watch, letters form, written in luminous ecto-slime. The ghostly message reads, "Help us . . ." Somewhere far away a clock chimes twice and your television switches on by itself.

The Ghostbusters have just been asked to perform a feat of derring-do by one of the founders of GBI, and a strange plea for help has been scrawled on their wall by invisible hands (turning on their TV in the process). What are they going to do?



Episode Three: Grandpa Ira's Ski Lodge and Spirit Show

Summary

Soon after the Ghostbusters receive the ghostly plea for help, they are asked to investigate some strange happenings out at Grandpa Ira's Ski Lodge and Chowder Shack. Ira's granddaughter, the stunningly beautiful Lillian Peabody, explains that the old guy hasn't been acting like himself lately. She thinks he's been possessed by the ghosts of Wrath's past.

To tell the truth, Grandpa Ira has been possessed. Six ghosts have taken refuge inside him, hiding out from the horrible fate the ECTerminators have planned for ghostkind. To help you enact this little possession sequence, we've provided six Ghost Cards so the players can temporarily play the roles of the fugitive spirits. Read over the Ghost Cards (you'll find them in the pullout) before you begin this episode so that you know what's going on.

The meeting with the ghosts should be spooky, mysterious, somewhat informative, and lots of fun. The meeting is the heart of this episode, so convince your group to play it for all it's worth. Oh yeah, a calculator with legs wanders through near the end of the episode, just to add some confusion. Have fun!

Molly's Fine Now

When the Ghostbusters leave the hotel, they run into little Molly Bright again. Make sure the Ghostbusters realize that somehow Molly seems very different from when they met earlier. She greets them, speaking in a daze.

"Hewwo, sirs. I'm better now. Wasn't me a siwwy wittle girl? My momma is such a nice momma. She does turkey right! Are you a pepper? Oops, gotta go bye-bye now. Bye-bye!"

Molly then runs off down the street. It's kind of a shambling run, because Molly has undergone the zombie process. The Ghostbusters can chase her, but she squeezes through a small opening in a fence somewhere and gets away.

As soon as Molly disappears, a startlingly beautiful woman who walks in beauty like the night arrives, searching for the Ghostbusters.

Meet Lillian Peabody

The most beautiful young woman you have ever seen walks toward you. She defies description; not even the greatest poet could do her justice. She smiles, but there's a trace of worry in her glowing expression. She approaches you and says in an angelic voice, "My name is Lillian Peabody. I need your help. Could we go somewhere and talk?"

Lillian implores the Ghostbusters to hear her out. If they don't suggest a place (or they suggest a place that Lillian finds inappropriate — like their hotel room), she leads them to Momma's Diner. If they ask Lillian what's wrong, she shakes her head and says she'll tell them everything when they get inside out of the cold.

Just Like Momma Used To Make

When the Ghostbusters and Lillian enter Momma's Diner (or other appropriate spot) for a quiet conversation, read:

The diner has a comfortable, homey quality. It's warm and the air is filled with a variety of tempting aromas. Booths line the windowed walls on three sides. On the remaining side are a counter and the kitchen beyond. A number of customers sit on stools at the counter and at the tables, eating or drinking. Most of them stare blankly at newspapers, into their plates, or out into the street. Lillian leads you to a booth near the rear of the establishment. A small jukebox hangs on the wall of the booth.

The jukebox is one of the Kryd TransDroids, placed to listen in on any non-zombied townsfolk. (See "The Jukebox" below.)

All of the other customers have already been zombied, and they behave like typical zombies (see "The Cast of Characters" for statistics). Momma Bright approaches, hands out menus, and takes orders. If any Ghostbuster asks about her daughter, Mrs. Bright replies, "A horse is a horse, of course, of course." She then leaves so Lillian can tell the Ghostbusters her problem. Read:

"My grandfather owns the Wrath Ski Lodge and Chowder Shack out on Claymore Mountain Road. Just a few days ago he started acting strangely, and now I can't even get him to wax skis. Grandpa Ira used to love waxing skis.

What's worse, when he talks to me, he speaks in ... different voices! I'm afraid my grandfather may be ... possessed! I don't know if I can afford your rates, but if you'll come and take a look at him, I'm sure we could work something out. Will you help me?"

If the Ghostbusters ask why Lillian didn't go to ETL, she lowers her eyes and says:

"The voices told me to seek you out. They said they have a message for you — their old enemies. I know it sounds like a trap, but I really do need your help."

The Jukebox

If any Ghostbuster puts a coin in the jukebox slot to play a song, the machine spits out the coin and makes a strange choking sound. If the Ghostbuster tries again, it growls and scampers up the wall. When the thing hisses and sprouts nasty looking metallic claws, it might be a good time for them to pull out their proton packs. But before a battle erupts, the crawling jukebox should plunge through the window in the next booth. Then Momma Bright arrives with the Ghostbusters' order. She is totally oblivious to what transpired and says calmly, "Here are your bowls of Flakey Jakes with grape marmalade. Good to the last drop!"

If the Ghostbusters Refuse

Lillian is a proud young woman, but she realizes that she needs help in this matter. If the Ghostbusters refuse to help, she asks them once more with tears welling up in her pretty eyes. If they still refuse she stands, thanks them for their time, and says:

"I thought there might be some things more important than money to people such as yourselves. I see that I was wrong. I'll take my problem to the ECTerminators, no matter what the voices said. Good day, Ghostbusters." Lillian turns and walks out of Momma's Diner.

If the Ghostbusters don't visit Grandpa Ira, you can still use the Ghost Cards. Let them meet the ghosts in the warehouse or in the hotel. They'll appear, do their spooky number, get involved with the TransDroids or disappear, depending on where you stage the scene.

If they agree to help Lillian, it's into Ecto-1 and off to the ski lodge!

The Quasi-Unearthly Association
of
Clairvoyants, Kismetologists and Spiritologists, Inc.

PRESENTS

QUASCON 1

The Annual East Coast Paranormology Convention
and
Ski Party

OFFICIAL PROGRAM

This is your official QuasCon convention guide, packed full of exciting information to help make QuasCon your best convention ever.

Inside, you'll find an events section, listing every seminar and special activity scheduled for this weekend. Each listing includes the event time and location.

Printed on the back of this program are two maps. The first is a floorplan of the historic Wrath Hotel. The other is a map of downtown Wrath, Vermont. All event locations are indicated on the maps.

If you have any questions drop by (or telepathically commune with) the Quasi-Unearthly Association booth in the B. J. Claymore Convention Hall.

About the Quasi-Unearthly Association

The Quasi-Unearthly Association of Clairvoyants, Kismetologists, and Spiritologists, Inc., is dedicated to the advancement of supernatural knowledge and weird science. Together, our members form a fellowship of the best minds in paranormology. Founded by Dr. Pierre Lutece only three months ago, the Association has grown rapidly in a very short span of time.

For more information, visit our booth in the B. J. Claymore Convention Hall.

Why Wrath?

When looking for a convention site, the Quasi-Unearthly Association established several criteria. First, the site had to be in the New England area (over half of our members are from New England). Second, it had to include affordable housing for the conventioners. Lastly, the convention area had to have a history of paranormal occurrences (many of our experts requested an area of high ectoplasmic energy).

When the Toodles & Panes Corporation offered to prorate the rooms at the Wrath Hotel, our first two criteria were met. As for a history of paranormal occurrences, we'll let this excerpt from *The Big Book of Occult Lore* speak for itself:

Reprinted with kind permission from
The Big Book of Occult Lore, page 237

Wrath, Vermont

The Spirit of Ezekiel Claymore

Ezekiel Claymore was known as a lazy old man. But he was also good natured, with a smile for people in trouble and a kind word for children. More than anything, he loved to wander in the vineyards, sampling the distillery ware.

Late in the evening on January 23, 1912, Ezekiel Claymore kissed his wife goodbye, threw on his navy-blue parka, grabbed his shotgun, and walked off toward the vineyards.

Later that night, neighbors reported hearing four shotgun blasts from the vineyard. When Ezekiel didn't return, his wife organized a search party, but it found no trace of her husband. He was never seen again — alive.

(Continued on next page)

QuasCon I is sponsored solely by the Toodles & Panes Corporation, makers of New England Vinegar Wine Coolers.

The B. J. Claymore Convention Hall

The Convention Hall is open noon to 5 p.m. every day. Inside you'll find over 50 exhibition booths manned by parapsychology experts from all over the world, ready to demonstrate their craft.

We're pleased to announce that Ghostbusters International and Ecterminations, Inc., the upcoming giant in our field, each prepared a booth for you to visit.

Visit the Convention Hall to find out what's new in the exciting world of the supernatural.

Food and Beverages

In addition to the Purple Peacock Bar & Restaurant, located on the first floor of the hotel, Wrath offers a number of tasty, affordable eateries within two blocks of the hotel.

If you'd like something sweet to start the day, try breakfast at Tiffany's Donuts, on the corner of Chowder Boulevard and First.

The Evergreen Bar & Grill, just across the street from the hotel, features a cheeseburger buffet every day from 11 a.m. until 2 p.m.

Or, if you're hungry for some home cooking, go to Momma's Diner, on the corner of Claymore Boulevard and Maplewood. While you're there, try a bowl of Momma's special grape chowder.

GHOSTBUSTERS™

WE'RE FRANTIC TO SERVE YOU!



If you have a ghost,
But don't want to
play host,
Who do you call?

US!

STOP BY & VISIT OUR BOOTH

Just for the Taste of it!
Say "Yes!" to



Toodles & Panes

**New England's
Premium
Vinegar Wine Cooler**

Thanks for all your help.

Official sponsor of QuasCon I.

GHOSTBUSTERS FANS

GHOSTBUSTERS FANS

(Continued from front page)

Fourteen years later, little Rebecca Claymore broke through the ice while skating alone on Pine Lake. She would have drowned in the icy water, but, as she explained, "Great-grandfather Ezekiel pulled me out." Ezekiel carried her to a nearby hunting cabin, wrapped her in quilts, built a fire, then vanished. Most folks didn't believe little Rebecca, who, after all, had a bad head cold. But, then again, no one could explain how she was rescued.

Since then, when the moon is full, when snow covers the ground, when danger rears its ugly head, Old Ezekiel may appear to lend a hand.

EVENTS

The Quasi-Unearthly Association of Clairvoyants, Kismetologists, and Spiritologists, Inc., in conjunction with the Wrath, Vermont Convention Activities Committee, has organized a number of seminars and special events for your enjoyment.

Seminars provide a chance for you to learn more about your craft and the work of your contemporaries. Seminars consist of a 30 to 45 minute presentation followed by an audience-to-speaker "question and answer" period.

For more details on any of the events listed below, feel free to drop by the Quasi-Unearthly Association of Clairvoyants, Kismetologists, and Spiritologists Booth in the Convention Hall.

FRIDAY

12:00 pm	Registration and Hors d'oeuvres	B. J. Claymore Convention Hall
1:00 pm	Opening Ceremonies The keynote address is presented by QuasCon's guest of honor — Louis Tully of Ghostbusters International.	Toodles & Panes Auditorium
4:00 pm	Meet ETI Arnold Nickbein, Public Relations Director of Ecterminations, Inc., demonstrates ETI's latest inventions.	Toodles & Panes Auditorium
6:00 pm	Ghosts and Intergalactic Travel A seminar by Dr. Pierre Lutece.	Toodles & Panes Auditorium
7:00 pm	Dance and Social Mixer	Norma Bait's Grand Ballroom

AT ETI, WE WORK HARD, SO YOU DON'T HAVE TO!

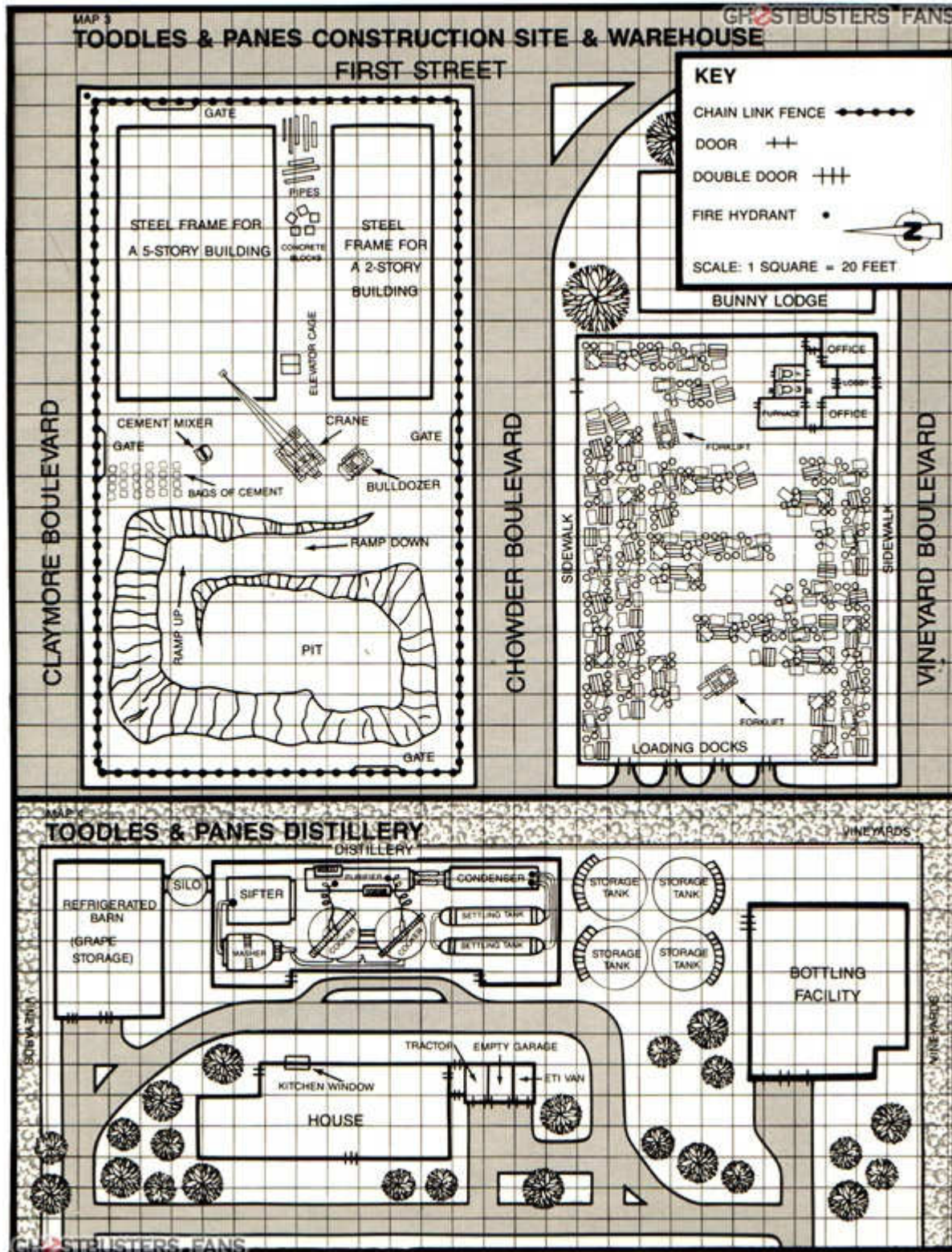
ETI has refined parapsychology to an art — an affordable art.

For just \$59.95 we'll rid your house of any and all ghosts, phantoms and spectres — guaranteed or your money back.

Stop by our booth to talk and pick up a FREE gift! While you're there, see the latest in Ectoplasmic Containers. And be sure to see our demonstration, at 4:00 on Friday, in the Toodles & Panes Auditorium.

Ecterminations, Inc.





The Wrath Registry

An Alphabetical Guide to the Town of Wrath

Barber Shop

Striped pole and all, this hair-cutting establishment offers any kind of style you want — as long as it's a crew cut. Barber Joe treats everyone like a little kid, handing out lollipops to one and all.

Bunny Lodge

Bunny Hall is the home of the Loyal Order of Bunnies, an exclusive men-only club. Almost every man in Wrath is a member. A statue of a giant bunny rabbit adorns the front steps — ears perked and nose sniffing cautiously. It symbolized the typical Wrath citizen — careful, bashful, and ready to bolt at a moment's notice. The Grand High Bunny wears a hat adorned with fluffy, pink rabbit ears — the symbol of his office.

Claymore Park

Claymore Park, a beautiful expanse of wooded paths and green lawns; is named after Captain Benedict Claymore, a Revolutionary War hero and founder of Wrath. The square in the center of the park features benches, a water fountain, twin cannons that point toward the Wrath Hotel, and a statue of Captain Claymore.

Construction Site

Once a wooded hill and the town softball field, this site will soon be the home of the Toodles & Panes Corporate Offices. Plans call for three buildings, but so far only two steel frames have been constructed. The pit for the third building's foundation has also been dug. See Map 3.

Five and Dime Hardware

Scott Hardy has run Five and Dime Hardware for 57 years now. Before that his father ran it. Anything you need in the way of hardware, tools, and related accessories (i.e., weird science equipment) is available here — within reason, of course.

Grandpa Ira's Ski Lodge and Chowder Shack

The ski lodge is run by old Ira Peabody and his beautiful granddaughter, Lillian Peabody. The chowder shack serves the best darn New England Clam Chowder in the state. Skis and rooms may be rented. (Note: This building doesn't appear on the town map because it lies several miles outside of Wrath's city limits.)

Houses

Generic houses of the generic people who live in the town.

Library

The Wrath Public Library is remarkably well stocked for such a small town. One particular set of books that the Ghostbusters may find useful is *The History of Wrath, Volumes One through Twelve*. (Volumes Three through Twelve are blank.) Ghostbusters who read these books receive special clues during the adventure. (see Research Project #1 and Research Project #2).

By coincidence, the librarian who appeared in the *Ghostbusters* movie works here (she left New York after it was almost destroyed by Mr. Staypuft). Upon seeing the Ghostbusters she screams "Not again," and runs away. They must prove their good intentions before she'll help them.

Mayor's Office

Mayor Figgy Claymore had an office in the Municipal Building, but the ghost of his ancestor, Captain Benedict Claymore, frightened him out some time ago. Figgy is deathly afraid of ghosts, goblins, the dark, and angered voters. He tries to please everybody in any way he can. A miniature ski lift carries visitors from his first floor lobby to his second floor office. It demonstrates his love for the sport and is a lot of fun

Municipal Building

The town fathers and elected officials — except for Mayor Claymore — all have "offices" (cramped, poorly-lit cubicles) in this ancient building.

The ladies room is reputed to be haunted, but Mrs. Magillacutte, the receptionist, won't let men in to investigate — not even a Ghostbuster. (Note: The room was haunted by the ghost of Benedict Claymore, but the spectre fled when the ECTerminators arrived in Wrath.)

Post Office

Postmaster Benjamin Franklin runs this establishment. He's also the only carrier, so you won't find him around very much (neither rain nor snow and all that).

Sheriff's Office and Jail

Sheriff Bart Claymore and his deputy Dwayne and his other deputy Dwayne are the loyal protectors of Wrath. They are easy-going, friendly, and ready to shoot at anything giving them a problem. They have one police car (with a siren and everything), and two small jail cells.

Tiffany's Donuts

Tiffany Dale operates this donut shop. She isn't related to the Claymores, the Toodles, the Panes, or anybody else in town, but the townsfolk still buy a lot of her pastries. Her specialty is grape croissants.

Toodles & Panes Office

This storefront office is the current headquarters of Toodles & Panes in Wrath. The Toodles & Panes Corporation will move into their new Headquarters — just as soon as the place is finished. Julie Cummings, an elderly matron with an alarming stare, is the office secretary/receptionist. She is there during business hours every day except Sunday.

Toodles & Panes Warehouse

This ancient structure belongs to the Toodles & Panes Corporation. It's currently used to store crates of *New England Vinegar Wine Coolers* before they are shipped throughout the Eastern Seaboard. The building will be retired when the new Corporate Office Complex is completed. See Map 3.

Vineyard and Distillery

The Toodles & Panes vineyard is the economic backbone of Wrath. While the distillery and bottling facility are completely automated, many townsfolk work in the vineyard, harvesting the grapes that make Toodles & Panes Vinegar Wine Coolers. See Map 4.

Wash & Bowl

This combination laundromat and bowling alley is one of the hot spots in Wrath, with Friday nights featuring a two-for-one load'n'roll special. The Wash & Bowl is managed by Baits' wife, Emily. Ten lanes, ten washers, ten dryers, no waiting. And the drinks flow cold and cheap.

Wrath Hotel

Newart Baits owns and manages the Wrath Hotel, across from Claymore Park. His principle employees are George, the handyman/bellhop, and Stephanie, the maid. The hotel is haunted by Bertrell the Ghost, whom the players encounter in Episode 1. The ghost resides in Room 222. See Map 1.





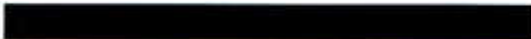
Ghost Card Two

Ella Montague*Dead Letter Carrier*

"Retuurn to sennder! Poostage duuuue! Address unknowwn!
 "Neither rain, nor sleet, nor light of day have ever kept me
 from my appointed hauntings. But these . . . others . . . shall be
 my doom!"

"They've come from the darkness, like eeevvvil overnight
 express carriers. They're worse than doberman pinschers! How
 can I ever deliver mail under these conditions?"

"Dooo not fold! Open at onccce! Donn't forget the zzzzip
 coooode!"



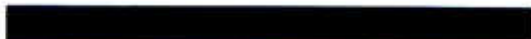
Ghost Card One

Rocco Belsnatz*Dead Gangster*

"I never figured on cooperatin' wid youse Feds, but lately I've
 come across some information that could help us both out, if
 you understand. So's if yer smart you'll listens to Rocco."

"Der's a new gang movin' in, I don'ts have no problem wid
 sharin' da pie, but dese guys want it all — my slice and yours. And
 dey're tough — real tough. So's the way I got it figured, yer gang
 and my gang could works together on dis one. Give 'em a deep
 six together. But we's gotta hurry, dem guys are movin' in fast."

"But, before I lets you talk to da rest of my gang, lets get one
 ding straight, jus' cause I'm tellin' youse dis don't mean we're
 buddies. Anyding funny, and me and da boys'll put you on ice."



Ghost Card Four

**Captain
Benedict Claymore***Revolutionary War Hero, Ghost*

"By cracky! I've whipped some bad'uns in my time. First it was
 the Redcoats, then it was you so-called Ghostbusters. But I taint
 never seen nothin' like these here furriners. Ain't fair the way
 they fight. They tried to trap me in my favorite haunt — the
 ladies room in the Municipal Buildin', but I was too quick fer
 'em."

"Now the future of the whole republic is at stake, and by
 gosh, that's the last straw. Us and therns gonna have it out —
 and I ain't responsible for anyone that gets in the way."



Ghost Card Three

**Chief Tonka
of the Issuzu***Ex-Injun*

"Ugh. Me heap big mighty brave and powerful warrior. Many
 moons Issuzu roam Big Woods under Shining Mountains. Then
 others came. Heap bigger mighty warriors from across the Big
 Blackness. Issuzu fought, Issuzu battled. Many Issuzu's braves fell
 — zip! into the other warriors' shining sticks. Squaws and
 papooses run, hide in dark caves where sun god Coppertone
 never go."

"Chief Tonka fought heap good. Collected many hard, silver
 scalps. Now even heap big brave must hide in chowder-man.
 Ugha-mugha."



Ghost Card Six

Hector Johnson*Spirited Grape Stomper*

"Eh senors, you stinkin' Ghostbusters with all you' fancy
 ga'gets. Where are you now, huh? I tell you where. You are
 finished. Dese others dey are powerful. They chase us out of the
 warehouse and the bathroom, but at least we have the spirit to
 stand up to them. Unlike you stinkin' cowards."

"Now we go, to fight for our freedom, against incredible odds,
 but we doan need no stinkin' ga'gets. Andele! Andele!
 Muchachost!"



Ghost Card Five

Helga Ottoman*Spirit Chef*

"Ve are frightened. Ve are scared little stiffs! And you will be
 too, if you don't help us."

"Ze others have taken poor Bertrell, ripped him from his haunt
 in ze hotel. I was there at ze time, but I fled from ze awful be-
 ings. Zey have guns like you. Zey have cloths like you. Zey even
 have a car like you. But zey are not like you. Zey are competent.
 Zey are good at what zey do."

"Soon ve vill all be no more, even youuuu . . ."





Wrath Happenings

In addition to the convention-related activities, the following events occur throughout the weekend.

• Tour the Toodles & Panes Vineyard and Distillery

Sign up for this free tour at the Toodles & Panes Corporate Offices on Vineyard Boulevard. Tours leave from the Toodles & Panes offices at 10:00 am and 2:00 pm on Saturday. Each tour lasts 90 minutes. Transportation is provided.

• Shop Smarter

Come to the Big Eagle Supermarket for a lesson in wise shopping. Learn everything from how to choose a ripe avocado to how to pick the softest facial tissue. No need to pre-register; just show up at 9:00 am Saturday morning.

• The Wrath Historical Society Walking Tour

Meet in Claymore Square (just across from the main entrance to the Wrath Hotel), at 2:00 pm on Saturday for a guided tour of Wrath. Tour lasts approximately two hours.

• Fire Truck Moonlit Rides

Take a cruise on Wrath's antique fire truck. The fun begins at the Wrath Fire Department at 7:00 pm, Friday and Saturday.

• Dancing at the Bunny Lodge

Come to the Bunny Lodge for a night of dancing. Just two blocks away on the corner of Chowder and First. The Bunny Lodge opens at 7:00 pm.

• Watch as Wrath Rolls Up the Streets

Every night at 10:00 pm. Presided over by Mayor Figgy Claymore and Sheriff Bart Claymore. Free.

GH0STBUSTERS FANS

SATURDAY

12:00 pm	Buffet Lunch	Purple Peacock Bar & Restaurant
1:00 pm	Tea Leaves and Out of Body Travel A demonstration by psychic Jenny Morgan.	Toodles & Panes Auditorium
3:00 pm	Ski Party Join us for an afternoon of downhill skiing, or just relax and mingle at the ski lodge and enjoy a bowl of their unique clam chowder. Ski suits and equipment may be rented at a nominal price.	Grandpa Ira's Ski Lodge and Chowder Shack
8:00 pm	Tax Shelters and Demonic Possession A slide show by special guest Louis Tully of GBI.	Toodles & Panes Auditorium
9:00 pm	Singles Mingle: Laundry and Bowling Tournament Teams are chosen at random at the start of this two-part competition. The first part of the tournament consists of a round of bowling. The second part is the "Fluff and Fold speed round." Winners receive a plaque and two cases of Toodles & Panes Vinegar Wine Coolers.	Wash & Bowl

SUNDAY

10:00 am	Buffet Brunch	Purple Peacock Bar & Restaurant
11:00 am	The Horror Novel as Research A seminar by award-winning novelist Arthur Floss. To date, 83 of Mr. Floss's novels have been published, with three more to be released this spring.	Toodles & Panes Auditorium
12:00 pm	101 Ways to Prepare Stake A demonstration by Rory Drake, Head Master of the Connecticut School of Vampire Hunting.	Toodles & Panes Auditorium
1:00 pm	Closing Ceremonies	Toodles & Panes Auditorium

Spates Catalog

of Nameless Horrors and What to do About Them

THE DEFINITIVE BOOK ON PARAPSYCHOLOGY

Spates Catalog is the most popular and authoritative book on parapsychology. Why? Simple; it's the best. No other book contains more information than *Spates*. Compare them yourself. Read the other listings on *Zombie*. Then read *Spates*:

Unseen Beast Almanac

Zombie: Grisly undead humans who stalk the night in search of human flesh to feast upon. There is no known protection.

The Complete Unabridged Paranormology Encyclopedia

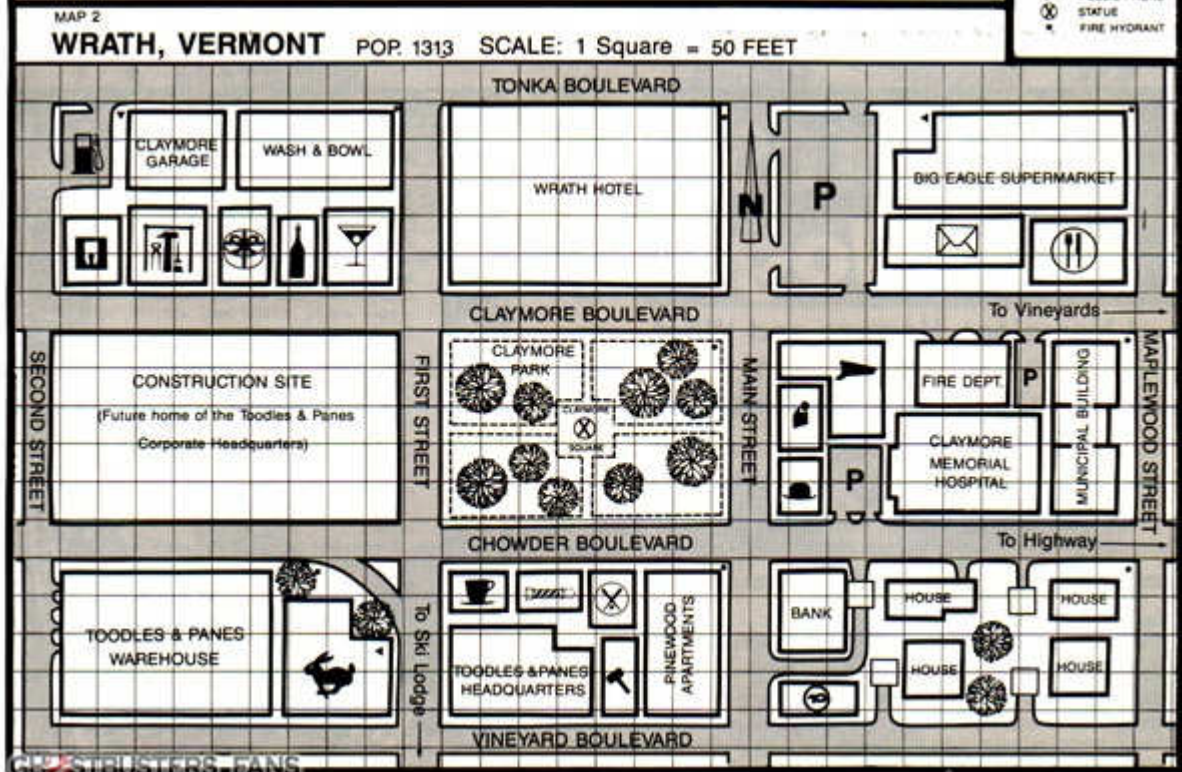
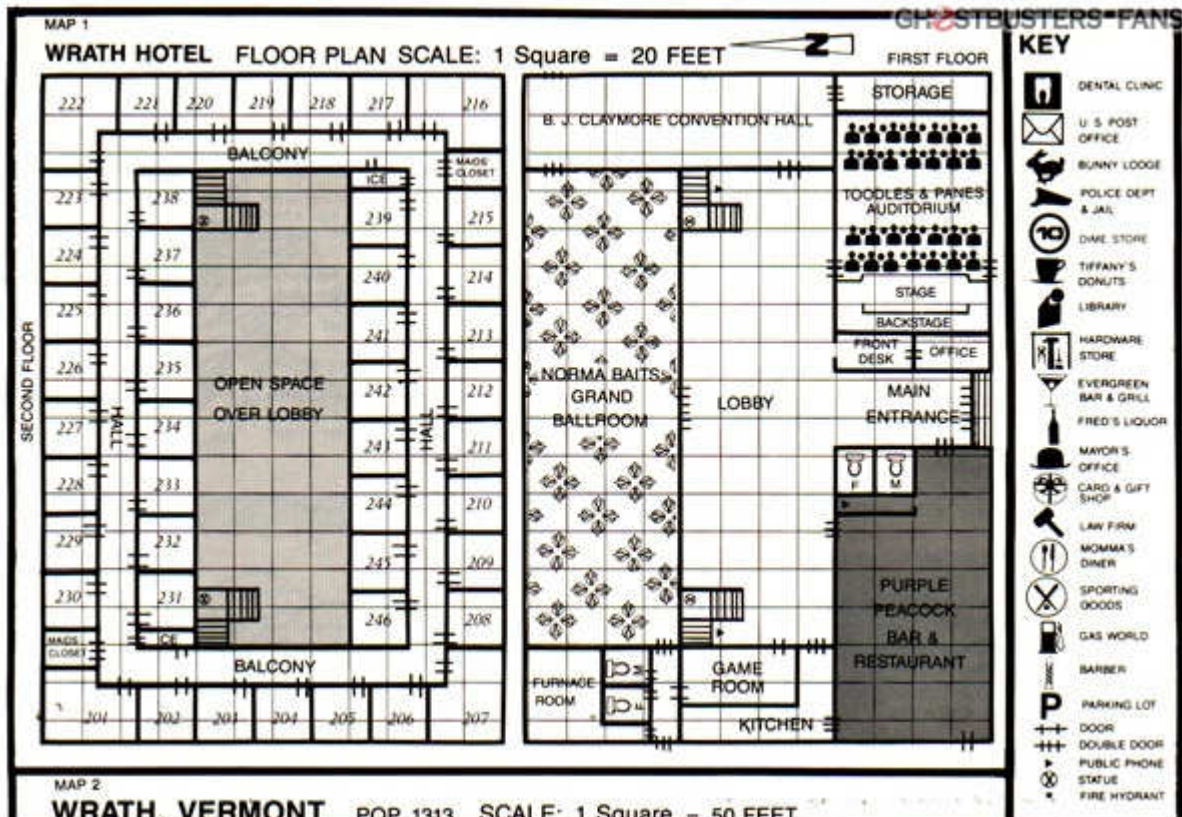
Zombie: Undead humans with no will of their own and incapable of speech. They are generally believed to be reanimated dead humans. Myths of zombies are common in most cultures, but particularly with the Voodoo cults of the West Indies.

GH0STBUSTERS FANS



Spates

Zom • bie /zom-be/ (Homo post mortem)
n: 1 - Any of a class of undead creatures formed by the reanimation of dead bodies. Usually human; there are reported cases of zombie wolves, zombie rats, and (in Polynesia) zombie sharks.
 Zombies are characterized by greenish skin, severe tissue damage, blank expressionless eyes, and ragged clothing. Their hair is generally unkempt and they exude a rotting smell.
 While easily avoided in open areas, zombies can prove dangerous when encountered in confined spaces or in large numbers.
 Fire, acid and holy water will destroy zombies.
 Zombies have substandard PKE levels. It is theorized that if a zombie's PKE is drained completely, it will cease to exist.
 2 - Any person who resembles a zombie either physically or mentally.



Grandpa Ira: No Vacancies

The winding road up the mountain finally straightens and you see a magnificent log ski lodge at the base of a snow-covered slope. It is so picturesque. A ski lift leads up to the mountain's top, and a small wood building beside the main lodge bears a sign that reads, "The Chowder Shack." Inside the lodge is a roaring fireplace, a bar, long padded benches, and a terrific winding staircase to the second floor. One wall is made of glass, offering a breath-taking view of the ski slope.

Lillian offers hot drinks then takes the Ghostbusters up to see her grandfather.

You enter the room and a sudden chill assaults you. It is so cold that you can actually see your breath hang in the frosty air. But the windows are shut tight and the radiator's red-hot pipes hiss noisily. Lillian motions you forward to the bed where an old man is resting, his eyes closed and a heavy quilt drawn up to his chin. "This is my Grandpa Ira," Lillian says softly.



Let the Ghostbusters perform a number of tests on the old guy. Throughout it all, he doesn't awaken or say a word. If the Ghostbusters try to hook up their Aura Video Analyzer, it sparks and flies wildly across the room. Their geiger counters crackle loudly, but that's because of a defective proton pack. Nothing to worry about. Really, PKE Meters blare, indicating abnormally high ghostly activity.

When they tire of their diligent studies, read:

Suddenly Grandpa Ira sits bolt upright and his eyes open wide. His mouth drops open and the sound that issues forth is even more chilling than the room's cold air. "Who dares disturb our sanctuary?"

Let the Ghostbusters fumble with an answer. If they draw their proton packs, Lillian throws herself across her grandfather

and looks at the Ghostbusters with shocked, scared eyes. "You aren't going to shoot him, are you?" she whispers. If they try to shoot anyway, their proton packs hum loudly but no blast of energy is released. The ghosts possessing Grandpa Ira have combined their powers to keep the weapons from operating. Use the Ghost Cards.

Using the Ghost Cards

Find the Ghost Cards sheet in the pullout and cut along the dotted lines. Hand one card to each player and instruct him or her to read the part when you say so. Award two Brownie Points to each player's Ghostbuster if he does a good job in this roleplaying exercise. Three points may be awarded for outstanding roleplaying ability, one point if the player at least gives it a shot.

As soon as the Ghostbusters answer the chilling voice, read:

A glowing gray mist rises out of Grandpa Ira and hangs in the air above his head. The mist slowly divides into six distinct shapes. Outside, hail begins to pelt the building as the first shape floats toward you. The shape chomps on an ethereal cigar, blows a plume of ethereal smoke, and tips its ethereal derby. Ghost Card Number 1!

This is the cue for the player with Ghost Card Number 1 to roleplay his ecto-entity. When he finishes, read:

The room becomes dark as clouds outside grow thick and black. Even the table lamps and the overhead light seem dim in the heavy gloom. A second shape looms near, vaguely feminine and carrying a ghostly sack of ecto-mail. Ghost Card Number 2!

GH0STBUSTERS FANS

The player with Ghost Card Number 2 now roleplays his spectre. Then:

Lillian curls up on the floor next to the bed, a silent scream catching in her beautiful throat. Lightning cuts in jagged flashes through the darkness. What you think you see in those brief flashes makes you gasp. A third shape drifts forward, wearing a skeletal headdress and ethereal beads. Ghost Card Number 3!

The player with Ghost Card Number 3 has his turn. Then tell the players:

Objects begin to fly about the room, dancing to some otherworldly music. Grandpa Ira's bed levitates a few feet off the floor and spins in time to the weird beat. Dressed in a tattered colonial soldier's uniform and wielding a ghostly sword, the next shape sweeps toward you. Ghost Card Number 4!

Yes, that's the cue for the player with Ghost Card Number 4. Then:

The room itself expands as the walls fall away and darkness surrounds you. Now only you, your companions, Lillian, Ira, the bed, and the six spectral entities are visible, lit by an eerie light. Lillian screams. Ira screams. You scream. A chef's cap floats in front of you and as you watch a head and torso drip out of it. Ghost Card Number 5!

Now the player with Ghost Card Number 5 roleplays his ghost. Then read aloud:

A foul, thick paste of ectoplasm spews from the ghosts and quickly fills the room. It rises past your ankles, over your knees, up to your waist! And still it pours out! Ira's bed spins faster and faster. Lightning flashes and thunder roars in the thick darkness. Frost grows on your arms and face as the slime reaches your neck. A sixth shape forms, its features shadowed by a ghostly sombrero. An ethereal blanket is thrown over its shoulder. Ghost Card Number 6!

As soon as the appropriate player finishes reading Ghost Card Number 6, read:

Suddenly the lights blink on and Ira's bed crashes to the floor. The slime, the hail, the clouds, and even the ghosts are gone. Only normal human PKE readings register on your meters. Uncle Ira shakes his head, then looks around at your astonished faces. "Lillian," he says, "have you offered our #*%&!! consarned guests any chowder?" She hugs her grandfather warmly, then throws her arms around you all affectionately. "Thank you so much. You've returned my grandfather to me."

Pick one male Ghostbuster whose brilliant actions helped save her grandfather and have Lillian fall in love with him. She'll hold his hand and follow him around for the rest of the adventure.

The Wandering Calculator

Have each Ghostbuster make a Brains roll. The first one to beat a 10 sees:

As you bask in the glow of Lillian Peabody's magnificent smile, you see something out of the corner of your eye. Something on the dresser moved. Naw, it must be your imagination.

The second Ghostbuster to beat a 10 Brains roll sees:

Wait! Over there, running across the floor. It's a . . . calculator? Yes, a calculator. With six spindly, metallic legs. It moves very fast, heading toward the bedroom window.



This calculator is a Kryd TransDroid. One proton pack blast (beating a 15) disables the TransDroid before it can metamorphose into a stronger and more dangerous form. The Ghostbusters can examine it and find the ETI logo and the alien technology.

If they press any buttons, things begin to pop out of the calculator: a corkscrew, a scissors, a tiny hammer, a raygun — anything you need to communicate the transforming ability of the alien robot.

Then, with a bright flash, the calculator melts into a hot pile of slag. It self-destructed rather than fall into enemy hands.

Lillian's Gratitude

It's true, the Peabody's don't have a lot of money. But Lillian, in gratitude for all the Ghostbusters have done (which may not be much), gives each one his or her very own pair of skis. These could come in handy later, so make sure you keep track of what the Ghostbusters do with them.

Where To Go From Here

The Ghost Card ghosts have mentioned the warehouse, the distillery, the hotel, the municipal building, the barber shop, and the post office. All are false leads except the warehouse and the distillery. See "The Wrath Registry" in the pullout for ideas about what can happen in the other areas. If the Ghostbusters check out the warehouse, go to Episode Four. If they go straight to the distillery, see Episode Five. If they go past Go, collect \$200.

Episode Four: Captain Claymore and His Commando Ghosts

Summary

In this episode, the Ghostbusters, following a clue given by the mystifying spectres at the ski lodge, investigate the goings on at the Toodles & Panes Warehouse. Some interesting items await shipment in the depths of this giant building, namely thousands of tiny droidlings disguised as ETI novelty items. The Ghostbusters get involved in a fire fight between the droidlings' guardians and a gang of spirited commando ghosts. To shoot or not to shoot, that is the question. Or whom to shoot. Or where to shoot. Or . . . shoot, what was the question?

There's a Party Going On

If the Ghostbusters go back to the hotel first, read:

The hour of seven fast approaches as you pull up outside the hotel. In the sky above a bright, full winter moon peeks out from behind frosty clouds. Inside you hear loud music, dancing, laughter, and the sound of clinking glass. Of course! The QuasCon Dance and Break the Ice Party must be under way!

As they enter the lobby, read:

A banner hangs from the lobby staircase. It reads, "Welcome to the Vineyard Ball/QuasCon Dance/Break the Ice Party." As you stroll into the ballroom you see everyone you met today. Toodles and Panes eat cheese dip, Louis Tully waltzes with Idris Winterborne, Arnie Nickebein chats with Rory Drake, Dr. Lutece, Jenny Morgan, and George all dance the hokey-pokey, and Newhart Balts passes cold New England Vinegar Wine Coolers to everyone.

Stephanie sways over to you, exuding Frenchness. "Here you are, your very own party hats! You would like to dance with me, oui oui?"

The party hats are just more disguised TransDroids. Everyone at the ball wears them. By morning, the whole town undergoes the zombie process.

Important Note

From here on, every Ghostbuster carrying or wearing an ETI promotional item (such as the ETI coffee mug from Episode One) is in danger. Every ETI item is really an alien Kryd TransDroid. Each TransDroid transforms into one of the devices listed on the following table, hoping to fool a Ghostbuster into using it instead of real equipment. Roll one Ghost die and one regular die and add the results to determine which device each novelty item turns into. If you roll a ghost, that TransDroid multiplies into two TransDroids; one takes over a proton pack and the other turns into another item indicated by the regular die result.

Die Roll	Transformed Device
2	Aura Video-Analyzer
3	Bullhorn
4	Ecto-Visors
5	Geiger Counter
6	Ghost Trap
7	Infrared Camera
8	PKE Meter
9	Walkie-Talkie
10	Video Camcorder
11	Proton Pack

Whenever a Ghostbuster uses a transformed item, it refuses to work. If you feel extremely nasty, it transforms and attacks him or her. Picture a Ghostbuster readying his trusty proton pack, aiming it at an EctoTerminator, and pulling the trigger. Picture him standing there dumbfounded when nothing happens. Then picture metallic claws springing from the nutrona wand and grabbing for the startled Ghostbuster.

If the Ghostbuster discovers the alien thingie and chucks it, roll for another item. These TransDroids multiply like crazy, getting into everything. If not discovered, the transformed equipment springs to life whenever it can best assist the Kryds.

If the Ghostbusters think about it, they realize that now is a great time to go exploring. Practically the entire town is in the hotel for the Vineyard Ball. If the Ghostbusters aren't that smart, let Lillian (who's following her Ghostbuster love) suggest it.

Any Ghostbuster who wears his or her party hat to the warehouse (or the distillery) gets a surprise. Metallic appendages unfold out of the hat and clamp onto the Ghostbuster's head. The others can remove the hat before it begins the zombie process. That happens later. Just throw a good scare into the Ghostbuster as the hat starts to suck out his PKE.

What About Arthur?

If the Ghostbusters locked Arthur up like he asked, they find his room torn apart, the window smashed, and no sign of the author. If they didn't lock him up, let them worry. He'll show up when he's least expected.

The Warehouse

The warehouse stretches between Second Street and Chowder Boulevard, casting deep shadows on the Bunny Lodge. Three entrances lead into the building. A boarded window facing Vineyard Boulevard gives access to the locked offices. A Muscle roll of 15 or better is necessary to force entry. The metal loading dock doors on Second Street are locked tight. It takes a concentrated proton blast to open

these suckers; roll Moves 20 or better. The front door on Chowder Boulevard is unlocked and opens easily. For once, the direct approach is best.

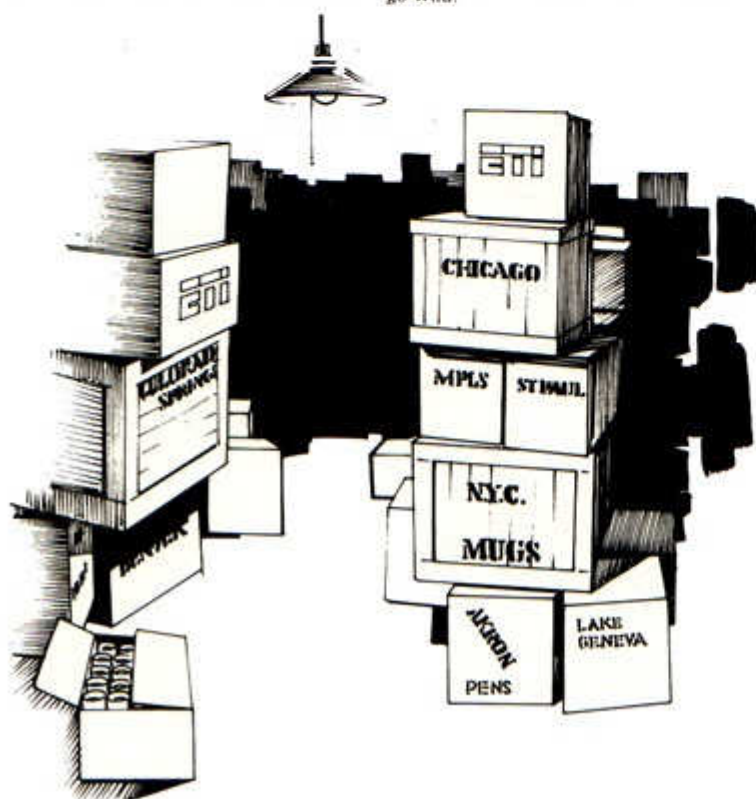
Once they get inside, read:

Inside the warehouse boxes, crates, kegs, and sacks piled high create dark canyons that wander in all directions. You can see little except for the path directly in front of you. Somewhere in the dark maze you hear a noise, but you can't be certain as to what it is or where it came from.

Let the Ghostbusters wander for a time, examining the tons of cargo and generally growing paranoid in the crowded confines of the warehouse. Describe the coils of rope on the floor, the hooks hanging on the walls, the ladders leaning in the corner, and the forklift sitting quietly to the side.

Lay it on thick as the Ghostbusters make their way through the corridors of cargo. Tell them they see movement in the shadows or hear an echo deep within the warehouse and off to the right. Describe the stacks of boxes seeming to press down on them from above and crush in on them from the sides. Stress how claustrophobic the place is. Describe the noises — all sorts of strange moans, whistles, whirrs, and clanks — coming from somewhere nearby.

Then, when they're good and ready to meet Something Terrible, let it be another false alarm. Then hit 'em with the big stuff. They'll go wild.



What's in the Boxes?

If the Ghostbusters examine the various stacks of cargo, read:

The boxes, crates, and other containers are sealed tight. They are marked for shipment to every major city in the United States, as well as to a number of smaller towns and a few foreign nations. Stamped in the corner of every parcel is the legend, "Compliments of ETI." One pile of sacks contains exotic produce that look uncannily like giant peapods, but the rest of the shipment contains nothing more than boxes and boxes of promotional material. Pens, caps, mugs, watches, ski hats, and more — all with the ETI logo — await distribution. You realize that GBI could never hope to match such a huge advertising campaign. Then a noise catches your attention. Someone yells "Charge!" from beyond the stacked crates to your right.

On the other side of the crates Captain Benedict Claymore and his commando ghosts prepare to wage war with an army of TransDroids. Let's examine these two very different forces.

TransNoveltyDroids

A TransNoveltyDroid ("TransDroid" or "TND" for short) is a Kryd invasion soldier. It costs big bucks to transport a large number of flesh and shell warriors across the vast distances of outer space, so the Kryds came up with a more economical solution. They use tiny robots, disguised as some innocent item, that grow, transform, and interlock with each other to create super killer robots. (See "The Kryd Strategy.")

A TransDroid platoon (three Large TNDs and two dozen small ones) defend this warehouse while the cargo awaits shipment.

Large TransDroid (3)

Super Kryd Warrior

Special Ability: These robots, shaped like giant metallic scorpions, fire two ecto-bolts per round, removing 3 Brownie Points from anyone they hit. Ghosts lose one point of Ectopresence. TransDroids hit their target on a 15 or better. Their stingers drip an ecto-slime that knocks out a Ghostbuster who fails a Brains roll (15 or better) and removes 2 Brownie Points when it hits (10 or better). The Large TransDroids can also vacuum up a ghost, restoring their own Ectopresence by one each time they successfully do so (roll of 15 or better). TransDroids can be hit on a 20 or better, and each proton pack hit reduces their Ectopresence by one.

Power: 4

Ectopresence: 5

Goal: Protect the Untransformed Droidlings

Tiny TransDroids (24)

Kryd Warriors

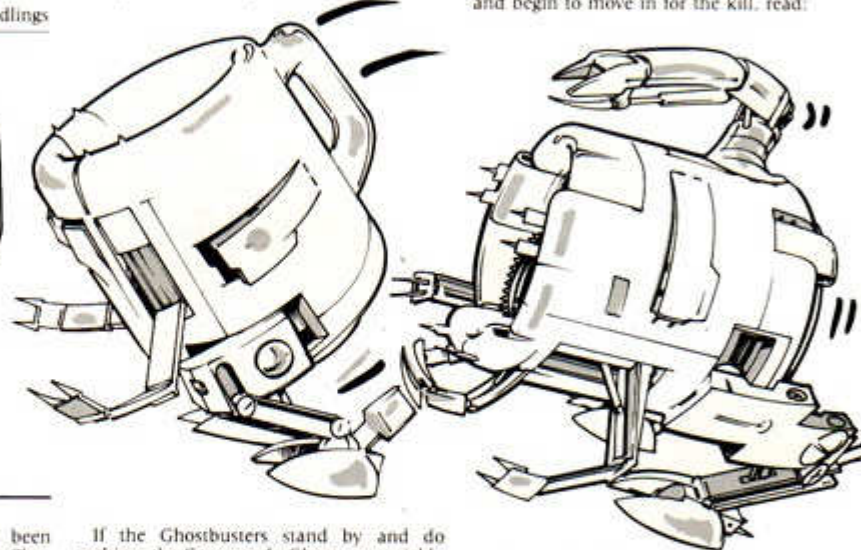
These are TransDroids in their first stage of development. They bear uncanny resemblances to cups, mugs, pens, and such stuff, but when transformed produce dripping stingers, tiny weapons, and metallic claws. They are more nuisance than danger, but a lot of them together can cause a bit of damage.

Special Ability: Tiny TransDroids attack with little blasts of ectoplasm and nasty claws. To use their ranged fire, roll a 10 or better. To use their melee weapons, roll a 15 or better. A hit removes 1/2 Brownie Point and if four hit the same Ghostbuster with their claws, they have swarmed over him and he is incapacitated. The Ghostbuster must use a Muscle roll to free himself, beating a combined roll of all those robots swarming him.

Power: 3

Ectopresence: 1

Goal: Protect the Untransformed Droidlings



Commando Ghosts (12)

Last Hope of Ghostkind

The 12 Commando Ghosts have been gathered together by Captain Benedict Claymore. They include all sorts of ghosts from Wrath and a number of escaped spirits drawn to the area by the Ectosphere Plundering Device. Besides the six spirits that once inhabited Grandpa Ira there are a bank teller ghost, a hockey player ghost, and a Rambo-type ghost, to name but a few. Mix 'em, match 'em, create your own! They fight with ecto-cannons, ecto-guns, ecto-swords, ecto-arrows, and ecto-bare-hands.

These ghosts are fighting for their existence, hoping to destroy this nest of other-worldly beasties. They are losing badly.

Special Abilities: The ghosts fire bolts of ectoplasm either from a ghostly weapon or their own bodies that cause Ghostbusters to lose 2 Brownie Points and have no effect on TransDroids. They hit on a 6 or better and can be hit on a roll of 10 or better.

Power: 2

Ectopresence: 2

Goal: Protect Ghostkind

Getting Ghostbusters Involved

When the Ghostbusters hear Captain Claymore yell "Charge!" they can rush over, through, or around the piled crates or peer cautiously around them. Read:

The large, open space in front of the loading dock is a sea of activity. A dozen ghosts, armed with all manner of spectral weapons, are fighting several weird-looking metallic creatures. The three large creatures — each about the size of a compact car — have six clawed legs and fire bolts of energy out of twin cannons mounted on their backs. Two dozen or so small metallic creatures scurry back and forth, shooting and clawing at the spectres with tiny weapons. You recognize Captain Benedict Claymore standing beside a spectral cannon. He fires it at the mass of robot-beings, who seem to grow more powerful after the exchange. What do you want to do?

When the Battle Is Over

If the Ghostbusters win the battle, Sheriff Bart and his two deputies arrive to investigate the disturbance. A Ghostbuster can try to Cool his way out of a night in jail (Sheriff Bart has a Cool 4) or get tossed in the slammer, but whatever happens they should not be allowed to examine or destroy the ETI items.

If they wind up in jail, they spend the night and are released in the morning. Grandpa Ira or Janine Melnitz post bail, or perhaps Toodles and Panes or ETI refuse to press charges because the aliens don't want an investigation.

If the TransDroids are winning and the Ghostbusters don't flee, they're probably going to be captured. That is not a good thing. If they get captured they'll miss out on some really neat episodes. But have no fear, Arthur Floss in his werewolf persona can arrive and create enough of a diversion for the Ghostbusters to escape. If the robots surround them and begin to move in for the kill, read:

You hear a weird howl and all of a sudden a large, bristling mass of fangs, fur, and claws crashes through the door and into the midst of the TransDroids. Above the sound of snarls, clicks, and pitched battle, a disembodied voice calls to you from the doorway. "Hurrury! Save yourselfvvvves! Ruuuuun this waaaay!"

Ezekiel's voice leads the Ghostbusters out into the street. In the distance they can hear the siren of an approaching police car. If they stick around, Sheriff Bart questions them as above. If they go back into the warehouse, everything is gone. It has been transported out to the vineyard for safekeeping by the ETI technology.

Arthur flees and hides somewhere out of town. He'll turn up later when he's needed again.

Episode Five: If I Could Save Ghosts in a Bottle . . .

Summary

If the Ghostbusters visited the warehouse first (Episode Four), this episode should take place early Saturday morning. The warehouse episode ends about midnight, and you should stress how tired the Ghostbusters are after their long day. If they insist on continuing past the midnight hour (and they aren't spending the night in Sheriff Bart's cozy jail cell), they lose one point from each Trait and Talent for every additional hour they go without sleep.

This episode is written as though it's taking place on Saturday morning. Change any descriptions as necessary if the Ghostbusters arrive earlier or later. All clues up to now seem to show a connection between Wrath's problems and Toodles and Panes. Here at the vineyard and distillery, the Ghostbusters discover what that connection is.

On Vineyard Manor Road

Ecto-1 handles the bumps and dips of Vineyard Manor Road nicely. As you approach the Toodles and Panes Vineyard, you hear another vehicle revving in the distance. The sound gets closer.

The vehicle, a little purple Japanese sports car, belongs to Toodles and Panes. If Ecto-1 pulls out of sight off the road, the Ghostbusters can watch as Toodles and Panes zoom by on their way to town. Both vinegar-cooler barons are in the vehicle, and loud rock 'n' roll music blares from the open sun roof.

If the Ghostbusters stop, but stay on the road, Toodles and Panes stop to greet them. Panes offers to give them the grand tour. He explains that the estate and surrounding land is supposedly haunted, but he has never experienced anything out of the ordinary — except for those weird lights in the sky about three months ago.

If the Ghostbusters stay on the road and zip past Toodles and Panes, the vinegar-cooler moguls spin around, catching up with Ecto-1 at the manor gates. Panes gives them the tour — staying with them the whole time — unless the Ghostbusters hide until the sportscar is out of sight. Otherwise they will have to sneak back later — after Toodles and Panes leave for town — to find out what's really sour in Wrath.

The Estate

As the Ghostbusters approach the property of Toodles and Panes:

You pass through the stone and wrought iron gate into the estate of Toodles and Panes, New England's Vinegar Wine Cooler kings. The road leads to a magnificent two-story mansion. A three-car garage connects to the house. To each side and extending well beyond the house are rows and rows of grapevines and trellises. A complex of buildings behind the house includes a barn, a silo, and three distillery buildings.

Currently only one ECTerminator is in the house. The rest work in the barn, adding the last touches to the Final Core. The core, when inserted into the Mobil Ectosphere Plundering and Distilling Device, converts the MEPDD into an interstellar cargo transport that will take the Kryds and their ill-gotten gains back to Ursa Major.

Everything appears normal, but the Ghostbusters do get strong PKE readings in the wine cellar and out in the vineyard.

In the Garage The ETI Van

The van is a combination vehicle, mobile weapon, containment center, and alien laboratory. All of the ETI devices and equipment are stored within its silver interior. Every item that the Ghostbusters have ETI has — only built better and fancier. The van even has a roof-mounted plasma-burst cannon that pops up with the press of a button. And if they need to get away real quick, the van has a transporter mode that blinks them to whatever location they desire.

Let's see the Ghostbusters match that trick!

If the van is broken into, a silent alarm goes off alerting the ECTerminators in the barn. A Brains roll of 20 is needed to discover the alarm. Once found, a Moves roll of 20 disables it. The van can be forced open with concentrated proton-pack fire: roll 25 or better.

The Tractor

The tractor represents the latest in grape-harvesting technology. It can be used to battle the giant TransDroid in the vineyard, but a Moves roll of 15 must be made in order to figure out the complicated controls. A failed roll causes the tractor to conk out. Two blasts from the giant robot destroy it: roll 15 or better.

The Empty Stall

The little purple sportscar was parked here. If the Ghostbusters look around and someone makes a Brains roll of 15 or better, they find a bit of flesh-colored latex. This is from Toodles' human costume. It snagged on the door of the car when he got in and a small piece ripped off.

In the House

The Back Window

The house is locked tight, but as the Ghostbusters wander around to the back they see an interesting sight. Read:

Through an open window you can see into the manor kitchen. An ECTerminator dressed in full gear stands near a table. His pack sits on the floor. He removes his helmet. As he slowly lifts it off he reveals — a lobster???



If the Ghostbusters are real quiet, they can subdue the lone Kryd easily. Without his weapons and power suit, a Kryd is basically just a fish out of water. Too much noise, however, alerts the other ETIs in the barn.

The Kitchen

The kitchen represents your average wealthy landowner cooking imporium. However, the expensive appliances are more than they seem. They are actually TransDroids! As soon as the Ghostbusters have subdued the Kryd, examined his equipment, and explored the neat culinary devices, the appliances convert into deadly TransDroids.

A door in the kitchen leads down into the wine cellar.

Medium TransDroid (3)

Strong Kryd Warrior

These are Medium variety TransDroids, changing from a toaster into a beast with heat-ray coils, from a refrigerator into a cold-ray firing creature, and from a sink into a water-spouting monster. Add others if you want to provide your Ghostbusters with a real challenge.

Special Ability: These robots fire one ecto-bolt per round. The blast takes on the characteristic of whatever form the robot took originally. For example, a TransDroid refrigerator fires blasts of icy air and a TransDroid toaster shoots bolts of hot air. They remove 2 Brownie Points each time they make a successful attack (a roll of 15 or better).

Power: 3

Ectopresence: 3

Goal: Guard the Kryd Base (T&P Estate)

The Rest of the House

Other than the basement, only Toodles' room offers any real clues. A large fish tank rests against one wall of his room. It measures seven-feet long, four-feet high, and three-feet wide. There are no fish in it, but the room smells of the sea. There is also a rubber-latex application kit and an empty wine bottle marked, "Boos."

The real Toodles is locked in a cage aboard the MEPDD. He shows up in Episode Seven.

Don't Look in the Basement

The door to the basement, located in the kitchen, stands open. Read:

The dank, musty smell gets stronger as you descend the stone steps into the basement. It appears to be used as a wine cellar. The smells of vinegar and ripe grapes hang in the air. Rows of shelves filled with bottles are covered by cobwebs and dust.

As the Ghostbusters explore they hear muffled moans and boos. Their PKE Meters pick up lots and lots of activity. Especially by the bottles. Mixed in with bottles of Vinegar Wine Cooler are hand-labeled containers: "Boos," "Distilled Spirits," and the extremely potent "Demon Rum." These newly-bottled drinks are the first batch from the Kryd Ectosphere Plundering and Distilling Device. The alcohol is pure PKE — bottled vapors, ghosts, and big-time demons. Each bottle glows faintly, filled with a fine mist. If the Ghostbusters peer closely, the mist takes on eyes and stares back at them. Opening a bottle releases the ecto-entity, but even the demons are too scared to stick around and chat with the Ghostbusters. They spin and dart, disappearing through the cellar wall.

Then, a carton marked "ETI" begins shaking and rattling on one of the upper shelves. A moment later, it tips over, falling to the floor.

The Carton of TransDroids

As the carton overturns, dozens of pens, flashlights, buttons, and calculators spill out. Immediately, they begin to reshape themselves into nightmarish forms.

These tiny TransDroids anxiously seek the Ghostbusters' PKE, but can be dispatched with a few short proton-pack bursts.

But if one gets away, it sounds the alarm and the Kryds in the barn take offensive action.

If a Ghostbuster Drinks Boos

When a Ghostbuster opens a bottle of Boos, Spirits, or Demon Rum, the misty PKE remains in a thick liquid form for a few seconds. It can be consumed only in this state. If the person who opened the bottle waits too long, the ecto-entity reforms and rises out of the bottle. It then flees back to its old haunt, content to escape the Kryds.

If a Ghostbuster consumes one of the drinks while in its liquid form, an interesting thing happens. The liquefied entity possesses the Ghostbuster! He must beat a ghost's roll using his Brains trait to avoid possession. Boos is a minor ghost with a power of 2; Spirits are stronger, power 4; Demons are strongest, power 6 through 10.

A Ghostbuster possessed by a demon says foul things, twists his head completely around, and tends to float a lot. The ecto-entities are chiefly concerned with getting as far away from the Kryds as possible and will flee at the first opportunity, taking possessed Ghostbusters' bodies with them.

The Barn and Silo

The Ghostbusters have to fight their way through the five EcTerminators and their worker TransDroids if they want to explore the barn and silo. Normally used to store grapes, the barn has been converted into a Kryd laboratory. Various examples of alien technology abound. The Kryds busily add the final touches to their big project, the Final Core. This rocket-shaped engine is hidden in the silo. When attached to the MEPDD, the 30-foot tall device provides the power to return plunder to the Kryd's star system.

Another machine converts captured ghosts into pure energy. It then pumps the energy into storage coils in the silo. This pure energy fuels the MEPDD. When complete the Final Core will be snapped into place on the MEPDD and the countdown will begin. Scheduled completion time: Noon Sunday.

The Distillery Complex

The distillery, storage tanks, and bottling facilities are located behind the manor and connected to the barn and silo. Even with the Kryd takeover, the complex still cranks out gallons of Vinegar Wine Coolers. The entire operation is automated. If a battle occurs here, combatants can fall into the grape mashing bin. The fruit is sifted into this box-like machine and then mashed into a fine, purple pulp. Anyone falling into the bin could become part of that pulp if they don't make

a Moves roll of 20 or better. Large mangled Ghostbusters lose 5 Brownie Points and are then funneled into the sealed cooker. Unless rescued by another Ghostbuster, the mashed victim gets cooked and loses another 5 Brownie Points. This continues through each machine until the Ghostbuster ends up in the storage tanks (See Map 4.) Ghostbusters that lose more Brownie Points than they started with must spend weeks in a hospital to recover from the ordeal, one week for every Brownie Point lost above their starting number.

The Manor Mash

Unless the Ghostbusters behave carefully, they eventually attract the attention of the aliens. If they stay and fight, here are some things you should know about the ETI weapons.

The ETI vacuum nozzles are equipped with plasm-bolt cannons. The cannon has two settings: "Sensorimotor neurostasis projection" and "Boom." The first fires a paralysis beam that works just like the freeze rays in bad science fiction comics. The second fires a destructo beam that causes lots of damage.

The P-ray hits on a 15 or better. A Ghostbuster hit by a P-ray must make a Muscle roll of 20 or be frozen in place. Ice statue city, hey? If the Ghostbuster makes his roll but gets a Ghost, he rolls half the normal dice for any Muscles or Moves checks until this episode ends. The unlucky Ghostbuster who rolls a ghost and fails the check does something really awful while freezing, like holding down his proton pack trigger or grabbing onto another Ghostbuster's wrist, like a human ball and chain.

Pretending to be paralyzed requires a Moves roll of 15. If everyone is paralyzed (or pretending), go to "They've Got You Now!"

Paralysis means being frozen stiff, one foot and both arms in the air. It's the stuff-as-a-concrete-bird bath syndrome we're after here, not reality.

The destructo ray causes a Ghostbuster to lose 1-5 Brownie Points (roll the Ghost die). If the Ghost is rolled, no Brownie Points are removed but the Ghostbuster is knocked unconscious. An EcTerminator hits on a roll of 15 or better.

Escape

Discretion is the better part of valor in this episode. It pays for the Ghostbusters to run away at this point in the adventure. The EcTerminators and their limitless number of TransDroids are just too powerful here. Ghostbusters should take the hint and run away. Then they can get help and come up with a plan. Give them plenty of opportunities to retreat. But if they play stubbornly and decide to stick around to the bitter end, all of them get captured. In that case, skip to "A Total Eclipse of the Sun" in Episode Seven and pick up the action there.

If the Ghostbusters decide to flee, let them get away. But you don't have to make it too easy for them, right? Let them be chased by...

The Thingie in the Vineyard

As the Ghostbusters flee, read:

From somewhere deep in the vineyard you hear a terrible noise like the movements of a giant, metallic insect. The ground and trellises shake as the noise gets closer and closer.

Out of the vineyards comes a horrible, giant TransDroid. If the Ghostbusters stick around to see it, someone gets captured.

Giant TransDroid

Super-Duper Kryd Warrior

Special Ability: Fires P-rays that freeze a Ghostbuster immediately if hit (roll a 15 or better), and shoots three ecto-bolts per round (10 or better to hit). A hit removes 5 Brownie Points. Because of its size, the giant TransDroid can only be hit on a 25.

Power: 6

Ectopresence: 8

Goal: Protect the Mobil Ectosphere Plundering and Distilling Device

They've Got You Now!

If any Ghostbuster gets captured, read:

The ETs carry you to the wine cellar. A heavy bolt drops in place as the door slams shut. Things look grim. Then you see the red eyes of an ETI mug looking at you from out of the darkness. More eyes wink open and you know things have gotten even grimmer.

The TransDroids slowly move toward the captured Ghostbuster. All of his gear has been removed and placed in Ectoterminal custody. If the Ghostbuster makes a Brains roll of 20, he notices an indentation in the stone wall. If the indentation is pressed, the wall opens to reveal an old escape tunnel left over from the days of Prohibition. This tunnel takes the Ghostbuster out onto Vineyard Manor Road. From there he can make his way back toward town.

If he fails the Brains roll, the Ghostbuster is overwhelmed and forced to undergo the Zombie Process (see below). They dress him or her in ETI garb and create a new Ectoterminal. Let the Ghostbusters have fun battling his companions in Episode Six, at least until they figure out a way to restore his PKE.

The Zombie Process

When humans have their PKE sucked out, they become mindless zombies. This is activated by special TransDroids. The TransDroids grow PKE-sucker nozzles that attach to a victim's head. Then they start sucking.

To beat the Zombie Process, a Ghostbuster must pit his Brains against the special TransDroid's Z-Power (5 dice). If the Ghostbuster rolls higher, inform him that he feels fine. He can try to fake being a zombie or he can gloat and brag about his superior intellect. A Cool roll is needed to trick the aliens; roll a 15 or better.

Scared Stiffs
GHOSTBUSTERS FANS

GHOSTBUSTERS-FANS

Episode Six: Invasion of the Ghost Snatchers

Summary

It's Saturday afternoon and the Ghostbusters find important visitors waiting to see them. The original Ghostbusters have come to Wrath to examine the strange reports they've received — especially those concerning the Ectoterminal. But a significant (and completely false) clue sends Venkman, Spengler, and Janine Melnitz off on a wild goose chase, leaving only the player Ghostbusters to save Dana Barrett and the beautiful Lillian Peabody from a transformed ice bucket. An exciting chase involving undead skiers follows, leaving plenty of room for daring heroics, flamboyant stunts, and exploding snow drifts.

The White Stretch Limo

As you approach the Wrath Hotel you see a white stretch limousine parked (illegally) in front of the building. The now-famous Ghostbuster logo is emblazoned on the doors of the vehicle. A designer license plate reads "Ecto-Prime." The man stands there with one foot on the fender signing autographs — the one and only Dr. Peter Venkman!

The original, real, honest-to-gosh-from-the-movie Ghostbusters have come to Wrath to inspect Ectoterminals, Inc., for themselves. Venkman, Dr. Egon Spengler, Dana Barrett, and Janine Melnitz have driven up from their Westchester mansion to check on their news-making competition. (Winston Zeddemore and Ray Stanz remain in New York to monitor the ever-declining level of world-wide PKE.)

The original Ghostbusters are here to add excitement, clues, and motivation to the player-Ghostbusters. You'll find their statistics in the original boxed game set.

When Ghostbusters Meet

Venkman's eyes widen when he sees Ecto-1. He smiles and walks toward your vehicle. "What's this company coming to? Ghostbusters driving around in... that?! We never owned anything that tacky!" he says. Then the beautiful Dana Barrett waves from the hotel doorway and calls, "Peter, we need your credit card!"

If the Ghostbusters follow Venkman into the lobby, read:

Janine and Dana lean against the front desk, haggling with Newhart Baits about his rates. Egon talks with Louis Tully and Dr. Lutece over by the clock. You hear Egon say, "Le mumble?" and Lutece responds, "Oui, le mumble." Louis still wears his party hat and Stephanie hangs on his arm, whispering in his ear and giggling. She wears a party hat, too. "Boy, it must have been some party last night," says Peter. "Louis you'll devil!"

After Dana and Janine finish with the hotel arrangements, Louis introduces the original Ghostbusters to the new Ghostbusters. Then Dana excuses herself. She wants to do some shopping, and Lillian (reluctantly letting go of her chosen Ghostbuster's hand) agrees to show her around town.

Then Egon, pulling out a PKE Meter Mark II, says:

"Remarkable. This town is located on an actual psychokinetic cross-dimensional rift. According to my calculations, the nearest rift power center lies beneath the corner of Chowder and Second Streets. I'd like to examine this spot up close." Peter rolls his eyes, looking up from his complimentary copy of *The QuasCon Convention Guide*. "Whoopie. That sounds like fun. When do we get to snugglebunny? That's what I want to know."

The Townsfolk

The morning after the Vineyard Ball, most townsfolk woke with something more than a pounding head and queasy stomach. They woke with party hats still attached to their heads eagerly sucking out their living PKE. Thus were most of Wrath's populace transformed into pseudo-undead zombies, brainless servants of the evil merchants from space.

Louis, Stephanie, Dr. Lutece, Baits, and Idris have not undergone the process as yet but will as soon as the Ghostbusters leave the hotel. Then only the Ghostbusters remain human in a town full of Kryd-serving zombies.

The zombies stick to their homes and stores, staying hidden until ordered into the streets later in this episode. Wrath resembles a deserted ghost town most of Saturday, but that's usually the case after the Vineyard Ball.

Back to the Warehouse

Peter, Egon, and Janine want a full report from the Ghostbusters. They're especially interested in the warehouse because that's where Egon calculates the cross-dimensional rift lies. Naturally, Peter, Egon, and Janine want to examine the warehouse and insist that the Ghostbusters show it to them. Louis excuses himself, saying, "Come on guys! I have to do my aerobics!" He disappears with Stephanie.

If the PCs don't want to return to the warehouse, Peter tries to persuade them by bragging about Ecto-Prime's luxuries, saying, "Food, drink, video tapes, a jacuzzi — this baby's got it all!" If that doesn't work, he tries this approach: "There's nothing to be afraid of. We've got extra fire power now, more people, and Ecto-Prime has a proton cannon that can level an entire block if necessary. There's nothing we can't handle, Jack!" As a last resort Peter will threaten them with fines. Although he doubts the warehouse contains anything unusual, if it does he wants as many backups as possible!

When they enter the warehouse, read aloud:

Boxes, crates, kegs, and sacks fill the darkened warehouse. The piles of stuff cast deep shadows in all directions. You can see little except for the corridor between boxes in front of you. Silence fills the dark maze; the only sound is your own breathing.

Set the mood of the warehouse, just like in Episode Four. However, there are some changes you should know about. The boxes of ETI promotional items (that turn into killer robots) have been replaced by crates of giant peapods and other large produce. No Trans-Droids wait to leap out of dark shadows. No ghostly commandos prepare to slime our heroes. In fact, the Kryds sprayed dust everywhere to give the impression that nothing has stirred here for quite some time.

As the Ghostbusters sneak forward, Peter shouts, "Hey, how about some lights?" and he flips a switch near the door.

Bright light floods the large room, revealing everything in full detail. A fine layer of dust covers the boxes, each marked for delivery to some faraway city. As you open the first crate you find . . . peapods?

"Funny, guys," remarks Venkman, "real funny."

Let It Snow

As the Ghostbusters leave the warehouse, read:

A heavy snow falls over Wrath, covering the ground in a fluffy white blanket and filling the sky with swirling flakes.

The snow soon covers everything as the storm intensifies, foreshadowing the Big Ski Chase later in this episode.

Say, What's with these Peapods?

Peapods, you ask? False clues for the detectives in the audience. They also make nice conversation pieces. Actually, the aliens grew these big suckers in their spare time using the wonders of Kryd science. You see, one of the ECTerminators is a gardening buff, and during the past three months he tinkered with some Earth vegetation. So there you have it, nothing more than a harmless extraterrestrial hobby. Any resemblance to a classic horror movie is purely coincidental.

The Wild Goose Chase

Not to be confused with the Big Ski Chase, the Wild Goose Chase results when Egon's PKE Meter Mark II malfunctions and the original Ghostbusters zip off after an error-induced ectoplasmic disturbance two miles south of Wrath.

Everyone piles into Ecto-Prime. Peter starts the engine and Egon exclaims:

"Fascinating! The PKE Meter registers an ectoplasmic disturbance of epic proportions two miles south of here. I believe that this warrants investigating. Peter, solving the entire PKE mystery may hinge upon our next few actions. In fact, if I interpret these readings correctly, when the PKE drains completely from our atmosphere the Earth and all its inhabitants will expire. The amount of pain involved frightens me to no end."

Peter hits the brakes and Ecto-Prime skids to a halt in front of the hotel. He says:

"Whoa! Back up, Jack! Expire? As in die? I'm not having fun here, Egon. Okay, you fledgling Ghostbusters wait here at the hotel. You're our backup, in case something goes wrong. Tell Louis and Dana to warm up some ghost traps 'cause we're bringing back whatever ecto-nasty is threatening our beloved planet! Hi ho Silver, away!"

Peter, Egon, and Janine force the "fledgling" Ghostbusters out of the car, leaving them in the swirling snow outside the hotel as Ecto-Prime roars off into the blizzard. Then tell the players:

The doors of the hotel blast open, showering splinters of wood into the deepening snow. The lobby is quiet. Nothing moves in its empty expanse. Even Balts is absent from his usual place behind the front desk. A crash from somewhere deep in the building startles you. Then a woman screams upstairs, and the sound echoes for long minutes.

Upstairs. Deeper into the dark and silent hotel. That's where the Ghostbusters must go.

Ice Bucket of Doom

If the Ghostbusters go up the stairs, read:

Another crash sounds to your right, and at the end of the hallway you see a partially opened door. Then the door slams shut, muffling another scream.

If the Ghostbusters go rushing into the hotel room, read:

Upturned furniture litters the room. In one corner you see Dana's pocketbook and some shopping bags from Claymore's Cards & Gifts. Lillian's beautiful scarf is in another corner, and two wine glasses lay shattered near the foot of the bed. A bent "I Luv ET!" button squirms on the floor, one tiny metal leg jutting from its mangled body. Then you see by the open window a mutated, giant ice bucket with metal wings and a dozen arms ending in claws. It carries Dana and Lillian's limp forms, snarls at you, and launches itself into the snowy air.

The ice-bucket TransDroid flies away at a terrific speed. It takes the two women with it, insurance in case the Ghostbusters threaten Podsnap's grand plan. Soon the MEPDD will be ready to launch, and before the Ghostbusters can bother Podsnap, they must deal with his army of zombies.

The Day of the Zombied

If the Ghostbusters show any hesitation as to how to proceed from here, Lillian calls from somewhere out in the snow-clogged sky. "Oh Ghostbusters, please save me!" She does this in the most beautiful, irresistible, and frightened voice you, friend Ghostmaster, can muster.

It's outside to Ecto-1 to stock up on some heavy-duty fire power. But as the Ghostbusters get outfitted, they suddenly find themselves surrounded!

Only you remain to save Dana Barrett and Lillian Peabody from a fate too horrible to imagine. Who knows what dark deeds giant lobsters and flying ice buckets are capable of? Suddenly you hear a sound — loud, sinister — a funny sliding, crunching noise. Turning slowly, you see dozens of people behind you in the knee-deep snow. Townsfolk, conventioners, men, women, children, dogs, cats, goldfish, and even Louis Tully stare at you with blank eyes and evil smiles. Each and every one of them wears skis. Then Louis speaks in a slow monotone, "Do you know me? I'm good to the last drop. And you can be too. Submit now and you won't have to pay a lot for your muffler. There is no more ring around the collar in our brave new world. Let's go to the video tape. But first a word from our sponsor!" Then the scraping noise starts again as the shambling mound of humanity skis toward you.

If one of the Ghostbusters was captured in the last episode, he leads the zombie parade dressed in an ETI uniform and thus cannot be recognized. He fights with ETI weapons, but his statistics are the same as for any other zombie. The first blast that hits him rips open the suit, revealing his true identity. Every hit thereafter removes 4 Brownie Points (because of his weakened condition). If the Ghostbusters think to reverse the polarity of their proton packs, the resultant blast sparks the remaining PKE in his system and he reverts to normal.

The other zombies aren't strong-willed enough for this trick to work on them. Not even Louis has that much character and will power. The other zombies need direct doses of PKE to return to their normal state, and all the PKE is out at the disillery.

The zombies carry ski poles. Ski poles make nice weapons. If four zombies hit a Ghostbuster with a ski pole during the same round, he or she loses 1 Brownie Point. Zombies hit on a Muscles roll of 12 or better, and six can attack one Ghostbuster at the same time.

The Chase Scene

Zombies aren't very fast. Zombies on skis are faster, but they fall down a lot. Ecto-1 won't go anywhere in this snow, especially since Louis Tully the Zombie pulled out a handful of wires earlier in the day. Luckily, Lillian gave the Ghostbusters their very own skis back at the lodge. If they didn't keep them, that's just too bad. Without skis a Ghostbusters' Moves are reduced by 2. If a zombie on skis (add 1 to its Moves) makes a better Moves roll, it catches the slow Ghostbuster. The Ghostbusters can ski, run, try to start Ecto-1, or anything else they can imagine. Let them tell you where they want to go on the map. When they have their plan of action, it's time for the chase scene!

The zombies ski through the snow toward you. They slip, slide, fall down, and get tangled together, but still they push forward, dozens of them right on your trail.

Ghostbusters have to make a Moves roll of 10 or better to stay on their skis. Make them roll every so often. If anybody falls down, that person has to make a roll of 10 or better to get back up. If the second roll fails, the zombies catch up with the poor fellow. Ghostbusters on foot must make a Moves roll of 15 or better to avoid getting stuck in a snow drift. Make them roll for this every so often, just to spice up the chase.

Let the chase be a funny romp through the town. The Ghostbusters can go anywhere on the map they desire. Remember, there's an entire town full of zombies chasing them, and the zombies can appear from any direction. The zombies yell all sorts of TV slogans to get the Ghostbusters to stop. "Gimme a light!" "Catch the wave!" "Where's the beef?" and "Hold the pickles, hold the lettuce!" are some of their favorites.

Proton blasts stop zombies but also hurt their human flesh and blood. Warn that too many blasts could kill innocent victims.

If the zombies corner the Ghostbusters, go to the next section.

The Agony of Defeat

Encourage and reward the Ghostbusters' ingenuity. But if they can't get away and wind up surrounded by the zombie horde, use Arthur Floss to buy them the time they need. However, only use Arthur as a last resort, when all else fails and the adventure is about to end messily. Read:

Surrounded and exhausted, your capture seems imminent. Then you hear a howl and see Arthur Floss come skiing quickly around the corner. He's not covered with fur like he was last time you saw him, but he still has a wild gleam in his eye. He charges straight into the zombie horde, screaming for you to run.

If the Ghostbusters leave now, they get away into the swirling snow. If any ski back to help Arthur, they get captured. We'll see them again in the next episode.

What Happens Next?

On the way to the vineyard (the alien's base) the Ghostbusters run into a familiar face.

Outside of town, you see a dark figure approaching through the falling snow. The figure draws closer, seeming to drift across the frozen landscape. Then it raises a single appendage in a threatening gesture. But then you see it is only waving — perhaps a greeting from another world. Then the snow clears and you see . . . Peter Venkman?? "Anybody got any hot chocolate?" calls Peter.

Venkman explains that Ecto-Prime stalled outside of town. He left Egon and Janine to hold the fort while he went for help. But as he climbed the hill toward town, seven TransDroids descended upon the limo and carried it away. He says:

"It's just us now, guys. A handful of brave ecto-warriors up against a town full of skiing zombies, killer promotional items, and aliens from Where No Man Has Gone Before. But we can stop them. We're Ghostbusters, and doing the impossible is what we do best! Besides, the girls need us. And I for one am not missing out on my dinner-date with Dana."

And Peter skis off, leading the Ghostbusters toward Toodles' and Panes' estate for the final showdown.

Can't you just picture it?

GHOSTBUSTERS FANS



Episode Seven: Distilled Spirits

Summary

Whether as captured guests or as dashing heroes out to save the world, the Ghostbusters find themselves back at Toodles' and Panes' estate. It is Saturday evening, the snow has finally stopped falling, and the dramatic conclusion fast approaches. The opening of this episode is written with the expectation that at least a few Ghostbusters and Dr. Peter Venkman still wander free. If not, skip to "A Total Eclipse of the Sun" and pick up the action there.

The Ghostbusters meet Ezekiel Claymore, get captured by the Kryds, watch helplessly as the Final Core attaches to the Mobile Ecto-sphere Plunderer, undergo the dread Zombie Process, and participate in an alien game show. Then they get to save the world. Would we lie?

A Strange Man on a Snow Mobile

Making your way from town was tiring, but at least the snow has stopped falling. The full moon peeks through the dark, cloudy sky, tinting the landscape a soft blue. As you move over the next rise you happen upon a large, yellow snowmobile parked under a tree. A figure clothed in a dark parka and carrying a shotgun sits on the vehicle. It throws back its hood, revealing a slightly maniacal, wild-eyed old man.

"Be ye friend or alien skuz-bucket, you dang-nabbed varmints?" he asks, pointing the gun at you.

Meet Ezekiel Claymore, the wizened patriarch of the Claymore dynasty. Old, mean, cranky, somewhat crazy, and quite dead, Zeke befriended Toodles and Panes while haunting their vineyard. They don't know he's a ghost. He prefers haunting the Vermont wilderness to "the big city" of Wrath. Zeke's materialized to tell his story, provided the Ghostbusters can convince him they're earthlings.

It Happened One Night

Once Zeke is sure he has a human-type audience, he says:

"It happened one night three months ago, it did. I was out in the vineyard with Toodles, just shooting the breeze. We was watching the stars and talking all sorts of nonsense, when all of a sudden them stars started to dance. They zipped this way and zapped that way. Then one of them lights dropped straight for us! I dived under a trellis and watched as the light landed. It was a big sucker! Poor Toodles, he's always been fascinated by Loch Nessie's Monster and Big Feet and such stuff. He just walked right on into that light! Me, I ran off into the mountains and didn't look back!

"I came down a couple of nights later, just to snoop around the distillery. What I saw made my heart go bump-de-dump. I'll tell you! We've been invaded! And by lobsters, no less! Guess they're mad about the boiling water and all. Me, I never ate any lobsters, but who can tell how a fish thinks? Anyway, I heard the big lobster tell one of the little lobsters that this here planet of ours was rich in Pee-Kay-Eee — whatever that is — and they were gonna be zillionaires back home.

"Then I saw all their alien gadgets and I knew mankind didn't have a chance — not no how! Why, they got appliances that shoot at people, machines that turn people into brain-damaged idjits, and vacuum cleaners that I don't want to even think about! I been hiding and watching for months now. The end of the world is coming. I saw it out there in the vineyard! It was a big hole in space! I'm outta here!"

With that, Zeke starts his snowmobile and pulls away. If the Ghostbusters tell him that they're going to stop the lobsters, he collapses into an insane fit of laughter before he drives away into the night.

Venkman Gets in Trouble

Dr. Venkman and the Ghostbusters can either sneak into the T & P estate via the secret tunnel in the wine cellar or barge in through the front door. However they do it, Venkman gets the ball moving as follows:

Peter kicks open the door [wine cellar or front door] and yells, "All right, we know you've got a couple of nice young human-type ladies in your evil dripping green claws. Now do you want to hand them over like nice guys from outer space, or do I have to get rough?"

Nothing moves. Nothing leaps out to challenge the heroes. But a flickering light is coming from the living room where any who venture inside see:

TV sets — big ones, little ones, fat ones, thin ones — fill the room. Each shows a different Toodles & Panes Vinegar Wine Cooler commercial. Panes sits in a plush rocking chair, wearing a strange-looking walkman on his head that seems to have sprouted metallic arms. The arms clutch his head like bizarre chin straps. Panes rises and shambles toward Venkman, saying in a monotonous drone, "Scrubbing bubbles, scrubbing bubbles. Get the tough stains out." He shoves an autograph book at Venkman.

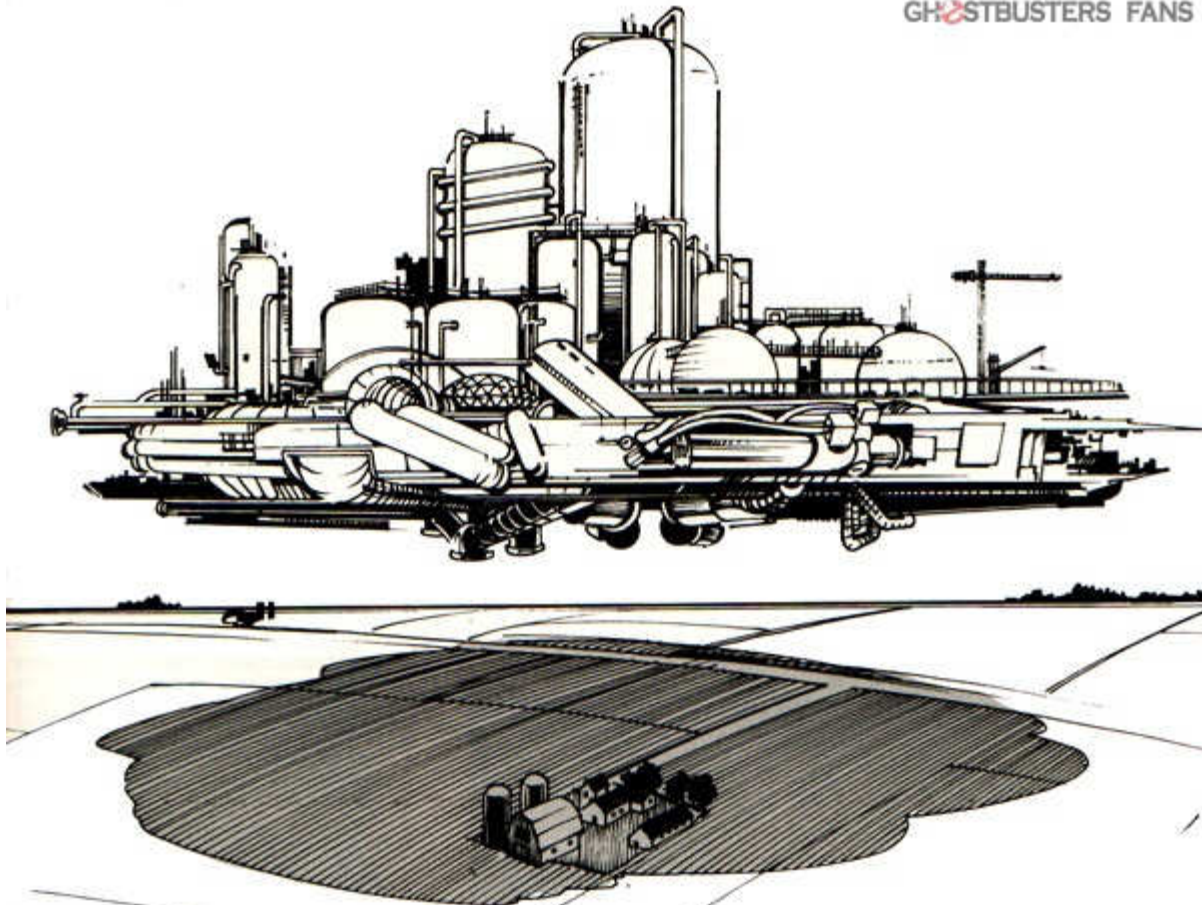
Give the Ghostbusters a couple of minutes to determine that the house is empty. Panes doesn't respond to any questions, and Toodles cannot be found. Then:

Peter almost reaches for his pen, but stops himself. "No alien tricks, eight-eyes! I'm here to rescue Ms. Dana Barrett and her associate. Ms. Barrett is not only a close personal friend of mine, but is about to take the world of classical music by storm! How would you like tomorrow's Post to read, 'Saucer Creeps Swipe Cello Star,' huh, Jack?"

Peter now notices that they are standing on plastic mats of some sort. But before he can wonder about them, read:

Suddenly, the plastic mats covering the living room floor start to glow with a powerful energy. Then they stretch and curve around you, trapping you in a transparent bubble of crimson light. Outside the sphere you see a dozen large mechanical monsters like those you've met before and six EcTerminators materialize. Panes stands motionless, his eyes wide and empty of expression, as the closet door swings open. Arnie steps out and winks at you. He rolls out another bubble just like the one you're in. Egon and Janine bounce around inside it. "Oh, what a feeling! It's all over now, oh worthy opponents," says Arnie. "We've done all this to double your pleasure, double your fun!"

The bubbles are impenetrable. The Trans-Droids roll them toward the back door. Egon whispers to the nearest Ghostbuster: "This containment sphere seems to be an ionized



monolayer construct with clockwise polarization, not too different from our own containment grids. If we can provide a counterclockwise depolarizing throughput, it might . . . " But just then an ECTerminator zaps Egon's energy bubble, knocking him unconscious.

Unbubbled Ghostbusters

Any uncaptured Ghostbusters can do whatever they deem best: leave Peter and their comrades to their fate (the world ends two weeks from Tuesday, thoroughly ruining their golf game); rush in to the rescue (more bubbles, no waiting); hide and come back later; or run around to the back of the house. If they take one of the last two options, read:

Behind the house a mechanical monster carries cartons of bottles out of the wine cellar. It carefully packs them onto the flat back of another monster machine that then walks toward the barn. Everywhere the strange robots engage in busily moving things from place to place. Then you see her. Lillian Peabody. She glows; her beauty is a beacon in the night. When she notices you she tilts her head to one side and smiles. Then she shambles in your direction. A puzzled look crosses her face, she points at you, and screams, "Wouldn't you like to be a pepper, too??"

Every TransDroid in the vicinity drops what it is doing and turns toward the Ghostbusters. Prays fill the air and everything . . . fades . . . out . . . !

A Total Eclipse of the Sun

The sun has come up. It's Sunday morning and the Ghostbusters await their doom inside energy bubbles behind the house. They may be eager to cook up some lobster bisque, but the Kryds have other ideas.

Your head clears as sunlight filters through the bubble around you, driving away the chill of the night. The bright, winter morning suddenly darkens and night falls with a loud, roaring noise. No, wait, that's not it. Something large has moved in front of the sun, cutting off the light. You look up and see a factory as big as a city rise out of the vineyard and hover in the sky. It has tall silver silos, mountainous domes, and expanding pipes the size of super highways. One pipe, larger than all the rest, is drawing something from Earth's atmosphere. Energy! It rolls and boils through the pipe and into the factory.

The Mobil Ectosphere Plundering and Distilling Device is awesome. It outclasses anything the Ghostbusters have ever seen. This is where they must go to save their world, their ghosts, and their jobs. The Kryds willingly assist them in this endeavor, much to the Ghostbusters' dismay.

The Final Core

The Final Core contains the fuel necessary to propel the MEPDD from Earth to the Kryd homeworld. The core is stored in the silo beside the barn, waiting for union with the Ectosphere Plunderer. From the Ghostbusters vantage point in the backyard, they can see:

The silo beside the barn opens, its walls falling away like the petals of a flower, and out of it a rocket-shaped construct hums, shakes, and lifts into the air. It glows so brightly you can barely look at it. Then it joins with the floating factory so that the entire complex glows and crackles. Then Arnie walks over. He pulls a compact device from his pocket, holds it to his mouth, and shouts, "Beam us up, Scotty!" Energy flashes around your bubble and everything fades . . . to . . . black . . . * !

Toodles Unmasked

... fade in ...
To the control room of the Ecosphere Plunderer. The Ghostbusters have been transported up to this craft and then turned over to TransDroids hungry for their PKE.

When you come to, you see showers of purple and crimson sparks. You're in something about the size of a phone booth with steel rods all around. Energy crackles everywhere. You're still wearing your coveralls, but your gear is missing. As your eyes focus, you discover that you are inside of a robot machine. Its metal legs hold you tight and nozzles are attached to your head. Your companions sit nearby in similar predicaments. All of you are in a huge room full of alien technology and equipment the purpose of which you can only guess at. By a bank of dials, switches, and computer screens, more robots watch you carefully.

A massive metal door slides open and six more robots enter, followed by four ECTerminators carrying long glass rods.

They wave the wands and rainbow light flashes from them. Music fills the room from some unseen source. Camera-type devices pop out of the robots and canvas the room. Then Arnie and Toodles walk in. Toodles smiles and grabs a chunk of his own hair. With a flourish, he pulls his hair and you hear a tearing sound as his latex "skin" rips away to reveal a lobster wearing a red cape. Arnie performs a similar feat.

The lobster with the red cape, holding the latex Toodles suit, is Podsnap, leader of the alien invasion. When delivering Podsnap's lines, remember that he is *absolutely serious*. He really thinks he is a terrifying alien presence, and that this is how all humans talk. He oozes arrogance and extreme confidence. After all, he captured Venkman and Spengler. What could a handful of apprentice Ghostbusters do to him? So he has decided to grab some ratings on intergalactic TV.



GHOSTBUSTERS FANS

The Kryd Corporation have taken us back to Ursa Major as a special prime-time TV treat. Of course, this program is sponsored by the Kryd Corporation. The Ghostbusters are caught tight. There is nothing they can do at this point in time. They can only watch and listen as the lobster flings the cape over its shoulder and says:

"Sssssso! Earth members of the audience, you have attempted to interfere with our invasion and conquest, coming soon to a station in your viewing area! I am Podsnap, your captor for this evening and leader of the invasion force, brought to you by the Kryd Corporation, makers of fabulous Kryd Coolers!"

"But wait, there's more! You are probably wondering why we speak your language without the expensive designer label. Here's the secret. We have been monitoring your television transmissions for years. Now we will control the horizontal. We will control the vertical. And soon we will control your minds and PKE as well!"

"You are doomed — but first, let's play Stump the Band. Any questions, humans in the audience?"

Possible Questions and Their Answers

The Ghostbusters can ask whatever questions they want, but here are a few probable queries and some appropriate responses.

What's going on here? "Welcome to the continuing saga of our conquest of the universe through economic manipulation. Your planet has been chosen to take part in this new era — and to give us its PKE, the secret ingredient in those delicious Kryd Coolers!"

Why are you guys pretending to be Ghostbusters? "Ghostbusters are the brand doctors recommend most. People trust Ghostbusters to get out stubborn stains ordinary detergents can't touch. You are invited into millions of homes. We want that share of the ratings. We want to be your supernatural company."

What was that thing you used on us? "It paralyzes strong bodies 12 ways."

Why are you here? "Just for the taste of it — PKE!"

How are you planning to take over the Earth? (With much leering and cackling) "There will be ... film at eleven."

Podsnap gets a cue from one of the TransDroids and turns toward a camera. He says:

"I'm afraid that's all the time we have now. Let's leave the studio and rejoin your scheduled programming."

Those Amazing Humans

The trapped Ghostbusters are given one more chance to submit to the Zombie Process and become a part of the Kryd Generation. Those that submit follow the procedure outlined in Episode Five. If they become zombies, they are removed from their bubbles and take their place alongside the EcTerminators as the MEPDD blasts off into outer space. But if any Ghostbusters resist, read:

"I guess you'd rather fight than switch to the copper-topped battery. TransDroids, take them to the set!"

The robots push the bubbles across the huge control deck and into an area that looks remarkably like the set of a television game show. Video-camera droids follow, taking their positions around the perimeter. In the television-like ritual to follow, Podsnap acts with great confidence. He does not believe the Ghostbusters can do anything to stop him. His EcTerminators, he is sure, can handle them easily and provide even more revenue back home through the medium of television. Podsnap's overconfidence can be his undoing, however. The Ghostbusters have a very good chance at beating their alien counterparts. Read:

The TransDroids herd you into an arena surrounded by bright light. Venkman, Spengler, Janine, Dana, Lillian, the real Toodles, and any zombied Ghostbusters sit at a judge's bench to one side. Four small TransDroids stationed in the orchestra pit play catchy tunes as Podsnap leaps onto the platform, microphone in claw. The TransDroids' cameras whirr happily, beaming the entire proceedings to the Kryd homeworld. Behind the set, a plasti-steel wall gives a view of the factory in the sky. Energy still pours into the pipe, but the amount seems to be lessening, as though whatever it is was running out.

Podsnap says, "Welcome to another exciting episode of Those Amazing Aliens, the game show that asks the musical question, can puny humans do something amazing and beat superior lobsters from another planet? Watch, you citizens of Ursa Major, as pesky humans attempt to beat the clock and save their precious world! Today, I Podsnap, bring you what you are hungry for! I bring you — PKE!"

Final Jeopardy

The arena lights are only decorative, and the Ghostbusters can exit the arena at any time, but let them figure that out for themselves.

The purpose of this game is armed combat and the object is to defeat the EcTerminators — two for every unzombied Ghostbuster up to a maximum of six — and press one of the big buttons across the stage. They have 60 seconds to complete this task, or the MEPDD takes off for planets unknown. The first Ghostbuster to exit the arena and reach the buttons must deal with Podsnap before pressing one.

The weapons used in this game are silver flashlights with red buttons on the long silver handles. They are called ecto-sabres. When switched on, a beam of ecto-energy shoots from the top of the handle and forms into a blade of PKE. Quite potent, this weapon removes from 1-6 Brownie Points when it hits. To battle Podsnap and his EcTerminators, a Ghostbuster must beat his opponent's Moves roll. To inflict damage, roll a six-sided die and remove that many Brownie Points.

Podsnap has 15 Brownie Points, his EcTerminators have 10 each. When a Ghostbuster or alien reaches 0 Brownie Points, he or she falls unconscious.

The EcTerminators take their places in the arena opposite you, long silver flashlights in their hands. Beyond them, past the wall of light, three big buttons jut from a thin metal pole: one green, one yellow, one red. Slots open in the floor before you and spit out a silver flashlight for each of you. The silver flashlights have red buttons on their handles.

Podsnap, watching from somewhere beyond the light wall, says, "Well contestants, I suppose you need to know the

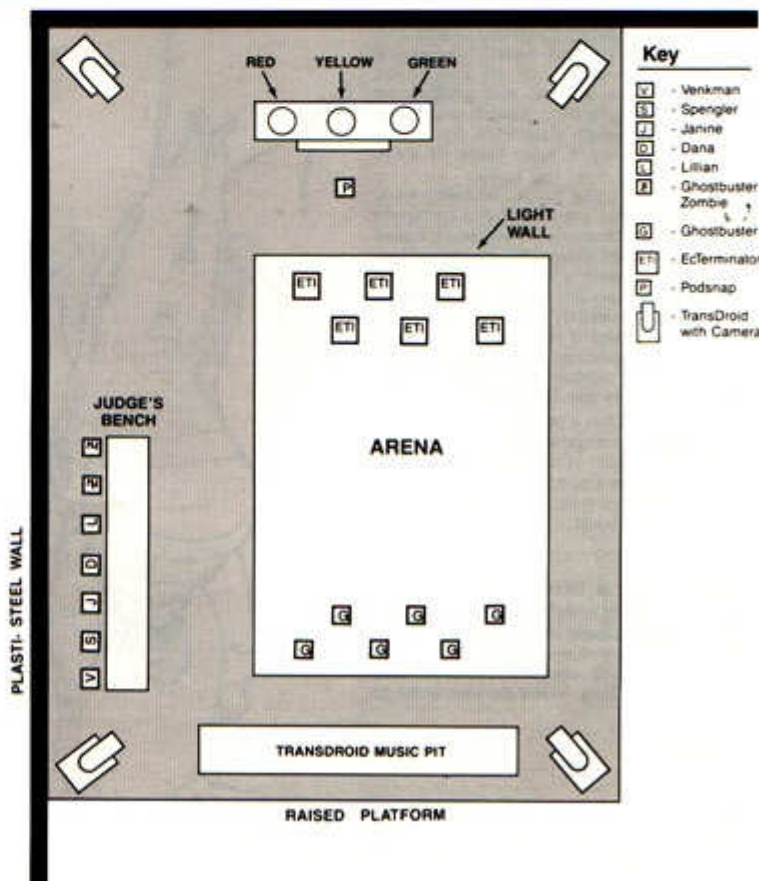
rules. You **ON GHOSTBUSTERS & FANS** where you are to the three buttons on the pole. When the 60 seconds are up, the shipload of PKE will blast off for our home planet. But because our ratings will be even better if you've got a sporting chance — no matter how slim — to stop us, we're going to give you that opportunity. Hit the right button in time and the gathering process will reverse itself and return the PKE to your ectosphere. And just to make it interesting, our EcTerminators will try to stop you from reaching the buttons. Sixty seconds on the clock please!

"Oh, I guess I forgot to mention you have only one chance to hit the right button. If you hit the wrong one, you get to accompany us to the Kryd homeworld! Ready, begin!"

A computer screen lights up over the arena. It shows the number 60. Then 59 ... 58 ...

The countdown has begun! In less than one minute the Final Core will fire, hurling the plundered PKE — distillery and all — into deep space.

ECTERMINATOR'S ARENA



The Kryds Are All Right

No matter how long the battle takes, it ends with 10 seconds still on the clock — just enough time to beat Podsnap and try to guess which button stops the countdown. Read to the first Ghostbuster who reaches the buttons:

Podsnap glares at you. "You could have had a V-8, human! Now you can have only — the consolation prize!" With that, Podsnap's ecto-sabre flares to life, forming another barrier between you and those buttons.

When the battle with Podsnap is finished there are 3 seconds left on the clock. Actually, whichever button the Ghostbusters press saves the day. Let's face it, the good guys have to win in the end. But you don't have to tell them that. Let them sweat it out and spend some Brownie Points to make a Brains roll. Smashing the button console with an ecto-sabre accomplishes the same thing as pressing the right button. Then read:

The entire factory shudders, shakes, and then settles. Moans and the sound of a high wind whistle around you. Then all grows quiet. Podsnap, shaking himself, mutters, "Blasted technicians crossed the wiring again!" As he makes his way toward a computer bank suddenly each silo in the factory erupts in a blaze of glowing ectoplasm!

Outside, PKE spouts like lava from the silos, raining down upon the Earth! Bottles of Kryd Coolers burst, showering liquified ecto-beings in all directions. Ghosts, ghastrs, ghouls, and goblins fly free, returning to their haunts and hangouts. Pure energy rises into the atmosphere, forming a new layer of PKE. Podsnap yells over the noise:

"You've got the juice, Ghostbusters. There's no way we Kryds can compete with these ratings. Everyone back home saw the whole thing. I'll be cancelled. Syndication isn't good enough for the likes of Podsnap. It's downside economics on a grand scale. We couldn't afford another attempt if we wanted to. But I can still be a quicker-picker-upper! I can remove ugly plaque the old-fashioned way! Good-bye my fine foes!"

Podsnap reaches a shaky claw toward the console, hits a button, and the factory lurches as a loud rumble grows from within. The Ghostbusters have to get off the craft — now! But Podsnap, being the good loser that he is, provides the answer.

It Only Hurts When You Land

Podsnap flips another switch and says, "Goodbye, humans in the audience." The floor beneath you opens up and you and all your friends and companions find yourselves falling. What do you want to do?

Let your Ghostbusters come up with any crazy idea they can to save themselves. If they can convince you, let it work. They can even make a grab for the edge of the opening. A Muscles roll of 10 or better lets a Ghostbuster catch onto the ship with his fingers. But the lurching motions and the muffled explosions should convince him or her that the floating factory isn't the healthiest place to be. If anyone needs to be convinced about the logic of jumping, have a ghost float over and say, "Juuuumpp! We'll catceech youuuu!" If they jump, read:

Just as you are about to learn if a Ghostbuster can bounce, the air around you begins to spin. Ghostly spectres materialize, moaning and shrieking happily. Then you stop falling, and gently float to the ground. One of the spectres flies up to you, screams "Boo," and then giggles as it drifts away. Overhead the alien factory drifts higher into the sky, almost too high for you to see. Then a brilliant light flashes and a terrific boom shakes you off your feet as thousands of pin-points of light float toward the earth.



GH2STBUSTERS FANS

Tying Up Loose Ends

On Earth, the people of Wrath are reverting to normal as their PKE zips back into their bodies. Ghosts are everywhere, of course, but that's to be expected. Even the ectosphere is re-forming. Good job, Ghostbusters.

Lillian says goodbye to her brave Ghostbuster. She must stay in Wrath and take care of her grandfather, but someday perhaps, they will see each other again. She waves, sniffs beautifully, and walks off into the sunset.

Arthur Floss still wants to be cured of his werewolf curse. Anything using weird science, silver, and wolfsbane should do the trick. He deserves some happiness — at least until he meets a vampire while researching his next book.

Oh yes, and Zeke appears, snowmobile, shotgun, and all, to have a few words with the Ghostbusters:

"Good job, Ghostbusters. I'm impressed. I guess the Earth is in good hands after all. I'm glad I had the guys rescue you before you went splat. You saved my beloved vineyards from those alien skuzoids, and I guess I owed you one." Then Zeke winks, and fades away.

Each Ghostbuster gets to roll as many dice as his or her highest Trait. Add 10 to the number rolled. That's how many Brownie Points each gets for completing the adventure. Then Egon says:

"I just used Toodles' phone to call GBI. Everything is apparently returning to normal. However, the sudden rise in PKE activity has resulted in calls to all of our franchises. They're making small fortunes while we're here in Wrath studying the effects of the phenomena up close."

Peter's eyes light up. "Small fortunes?!" he says. "What are we waiting for?"

But what about the Kryds? Did their ship explode, destroying them? Or was that explosion just the factory dropping into warp drive as it blasted off for home? That, friend Ghostmaster, is up to you, but as the Ghostbusters prepare to depart:

A white-hot object streaks out of the sky and crashes at your feet. The tiny crater smoulders from the impact. Inside the hole is a silver coffee mug with block letters stenciled across its side. It reads:



GH^{OST}BUSTERS

SCARED STIFFS

*You are cordially invited
to attend the
First Annual Supernatural Conclave
and Ski Party Weekend!*



Where: The old Wrath Hotel, nestled in the scenic New England countryside of Wrath, Vermont.

When: When the wolfsbane blooms and the moon is full and bright.

WHO YA GONNA CALL?

Scared Stiffs is a 32-page **GH^{OST}BUSTERS** adventure set in the convention capital of the world — Wrath, Vermont. It's packed with illustrations and pullouts featuring the *QuestCon* Convention Guide, Non-Player Ghosts, and excerpts from the *Spates Catalog of Nameless Horrors* and the *Big Book of Occult Lore*. For 2-6 players, ages 12 and up.

From the author of **The Yellow Clearance Black Box Blues** — the **PARANOIA** adventure that won both the H.G. Wells Award and the Game Designers' Guild Select Award as Best Roleplaying Adventure of the Year. "Possibly the best written roleplaying adventure in the history of the field."

— *Dragon Magazine*

Scared Stiffs adventure © 1987 West End Games, Inc.

Scared Stiffs is West End's name for its science fantasy roleplaying adventure. Trademark applied for. **GH^{OST}BUSTERS** artwork, logo and logo design © 1987 Columbia Pictures Industries, Inc. All Rights Reserved. **Ghostbusters** logo and logo design are trademarks of Columbia Pictures Industries, Inc.

GH^{OST}BUSTERS FANS

Who: All the biggest names in the supernatural investigation and containment industry.

Activities: Hobnob with the biggest names in the supernatural investigation and containment industry; discuss the latest in ghost-capture technology; learn to dance the hokey-pokey.

Guest of Honor: Louis Tully of Ghostbusters International.

RSVP: By purchasing this adventure and getting together two to six friends and a Ghostmaster.

Other Things of Interest: Zombies, crazed but lovable Grandpa Ira, wandering calculators, television commercials, more zombies, commando ghosts, hilarious and deadly traps, dwindling profit margins, even more zombies, and a white stretch limo.

Additional Activities: Tour an eerie hotel, visit a creaky ski lodge, eat at a musty chowder shack, uncover an insidious plot, battle diabolic villains, spend the night in a haunted vineyard, and save the Earth, the universe, and everything!

Sponsored by the Quasi-Unearthly Association of Clairvoyants, Kismetologists, and Spiritologists, Inc.



251 West 30th Street
New York, NY 10001

30021

ISBN 0-87431-062-8



0 18874 30021 8