

CEMETERY PLOTS



An Official Sourcebook for Lost Souls™
By Kathleen Williams & Joe Williams

CEMETERY PLOTS™

Now You're in Deep

An Official Sourcebook for Lost Souls

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**Dedicated to
Lisa Cosgriff
&
Terri Kupsick**

Special thanks to:

Kim Williams, Paul Kolibaba, Jeff Ettlin

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Try these other innovative games from Marquee Press!

Lost Souls The first role playing system for adventures in the afterlife.

Legendary Lives Heroic role playing in a realm of magic and myth.

Khaotic! Dark science fiction with a twist.

INTRODUCTION

1

WELCOME . . .

. . . to *Cemetery Plots*, your essential guide to the afterlife. If you're familiar with the role playing game *Lost Souls*, you'll probably skip this section in gleeful anticipation of what lies beyond. *Cemetery Plots* is full of gruesome goodies that will bring new life to your *Lost Souls* campaign. You'll chortle over the afterlife-styles of the rich and famous, gasp at the horrors of Boneworld, and shudder as you explore mysterious realms. And don't overlook the new professions and types; after reading the Cause of Death tables you'll probably want to roll up a new character right away. Don't let this introduction stop you — have fun.

If you're unfamiliar with *Lost Souls*, make a special trip to your nearest game store and pick up a copy. Why? Because *Lost Souls* is the *first* role playing game for adventures in the afterlife. "You mean I get to play a dead guy?" Yep. And that opens up a whole new world of role playing for you and your friends. Don't miss it!

USING THIS BOOK

The purpose of *Cemetery Plots* is to expand the campaign world for *Lost Souls*. With this book, you'll find it easier to create and populate your ghostly Afterworld, and you'll never suffer from a shortage of adventure ideas. So dig in if you dare. Who knows what you'll exhume?

RULES CLARIFICATIONS

Lost Souls is a young game, and some of the rules are still evolving. In cases of conflict, the rules in this book clarify or replace those found in the 2nd edition *Lost Souls* manual. Some of the rules from *Lost Souls* are repeated here to keep essential reference material together.

AN INVITATION

If you have any questions or comments, please feel free to contact us in care of Marquee Press, at the address in the front of the book. We look forward to reading your suggestions on what to include in our next supplement for *Lost Souls*.

SUGGESTED VIEWING LIST

Want more ideas for your *Lost Souls* adventures? Try these recommended movies for insight into the afterlife. All are currently available on videotape.

Suggested Movies

Beetlejuice
The Canterville Ghost
A Chinese Ghost Story I, II & III
Defending Your Life
Ghost
Heart and Souls
Highway to Hell
Topper

PROFESSIONS

2

CHOOSING A PROFESSION

This chapter contains ten new character professions that you can use in addition to those presented in the basic *Lost Souls* manual. You can roll or choose your character's occupation from those listed in the **Profession During Life** table.

Remember, individuals can be totally different from the archetypes depicted in this manual.

Not all Doctors have great bedside manner nor are all Pilots self-confident. You have the final decision on how to play your character.

ABILITIES

There are two kinds of abilities in the game: base skills (or "attributes" as some people call them) and regular skills. The 12 base skills are: Agility, Alertness, Charm, Cunning, Dexterity, Fate, Intelligence, Knowledge, Mechanical, Nature, Stamina and Strength. They are determined by the roll of a six-sided die added to a number based upon the character's profession. Attributes may be rolled in the order they appear on the character sheet, or you may assign die rolls to attributes as they are made.

The 48 regular skills range from Aim to Will, and a character has all 48. Initially, a skill equals half the base skill listed above it on the character sheet.

Specialties are skills that a character excels at using. A specialty is equal to the base skill listed above it on the character sheet — not half like non-specialties.

After character creation, base skills, skills and specialties are all treated the same, and may change during play.

CAUSE OF DEATH

A player may choose or roll his character's cause of death from the appropriate table for his profession. While nearly all players enjoy the irony of the **Cause of Death** tables, you may wish to play a completely serious, even grim campaign. The *Lost Souls* manual contains suggestions for creating your own **Cause of Death** tables.

Profession During Life

d100	Profession	Found In
01-04	Arcane Scholar	Lost Souls
05-08	Artist	Lost Souls
09-12	Athlete	Lost Souls
13-16	Average Joe or Josie	Lost Souls
17-20	Blue Collar Worker	Cemetery Plots
21-24	Civil Servant	Cemetery Plots
25-28	Commando	Lost Souls
29-32	Cop	Lost Souls
33-36	Doctor	Cemetery Plots
37-40	Eccentric	Cemetery Plots
41-44	Explorer	Lost Souls
45-48	Gangster	Lost Souls
49-52	Guinea Pig	Lost Souls
53-56	Hunter	Cemetery Plots
57-60	Inventor	Lost Souls
61-64	Journalist	Lost Souls
65-68	Musician	Cemetery Plots
69-72	Performer	Lost Souls
73-76	Pilot	Cemetery Plots
77-80	Private Eye	Lost Souls
81-84	Scientist	Lost Souls
85-88	Spy	Lost Souls
89-92	Thief	Cemetery Plots
93-96	Tourist	Cemetery Plots
97-00	Transient	Cemetery Plots



BLUE COLLAR WORKER

Found in every community, the Blue Collar Worker labors arduously at simple tasks for union scale. Occupations vary from construction worker to garage mechanic. Whatever the reason for his death, the Blue Collar Worker is always eager to lay the blame on higher authorities. The Blue Collar Worker views death not as an inevitable end, but as a wrongful termination. He might seek restitution from his boss, society or the government.

Agility	8 + d6
Alertness	6 + d6
Charm	9 + d6
Cunning	7 + d6
Dexterity	12 + d6
Fate	2 + d6
Intelligence	5 + d6
Knowledge	4 + d6
Mechanical	13 + d6
Nature	3 + d6
Stamina	11 + d6
Strength	10 + d6

Primary Power: Toolbox

Uses per day: Four

Effects: The Blue Collar Worker can affect inanimate material objects for (Passable vs Mechanical) x 2 minutes by using the screwdrivers, wrenches, and hammer in his toolbox. The Worker's training precludes him from misusing his tools. For instance, a screwdriver can only be used to remove or tighten screws, it cannot be used as a chisel or scraper. Likewise, a hammer is for removing and driving nails, not breaking windows. If the Blue Collar Worker loses his toolbox, he may create a new one at a cost of 2 Karma.

Specialties: Dodge, Jump, Bargain, Drive, Electronics, Repair, Traps, Climb.

Gear: Overalls, toolbox, wrench (x2 damage, +0 Brawl), flannel shirt, blue jeans, boots, hard hat (+2 Defense).

Cause of Death

d100 Cause of Death

- 01–10 Gust of wind knocked you from thirty story construction frame. **Specialties:** Quickness, Danger Sense. **Gear:** Lunch box, paperback: *Gone with the Wind*. **Karma:** 16.
- 11–20 Flattened by runaway forklift. **Specialties:** Listen, Run. **Gear:** Baseball cap, Dodgers tickets. **Karma:** 14.
- 21–30 Fell in fast drying cement. Immortalized in central LA. **Specialties:** Track, Conceal. **Gear:** Shovel (x3 damage, +0 Brawl). **Karma:** 14.
- 31–40 Trampled after tripping over barricade in union protest march. **Specialties:** Empathy, Persuade. **Gear:** Protest sign, air horn, union patch. **Karma:** 16.
- 41–50 Inhaled toxic chemicals at work site. Body donated to local university medical department. **Specialties:** Faith Heal, Medical. **Gear:** Gas mask (unused), goggles (+1 Defense), rubber gloves. (+1 Defense). **Karma:** 11.
- 51–60 Fell into molten steel at metal refinery. Incinerated instantly. **Specialties:** Entertain, Aquatics. **Gear:** Scorched asbestos suit (+3 Defense). **Karma:** 10.
- 61–70 Went looking for lost wallet in condemned building 30 seconds before demolition crew set off explosives. **Specialties:** Search, Direction. **Gear:** Wallet, blueprints. **Karma:** 16.
- 71–80 Cleaning city sewer system when cloudburst flooded them. Drowned in sewer water. **Specialties:** Caves, Aquatics. **Gear:** Wetsuit (+1 Defense), flashlight, plunger. **Karma:** 13.
- 81–90 Crushed in garbage truck's compactor unit while scavenging old Walkman. **Specialties:** Search, Filch. **Gear:** Broken Walkman, driver's license, heavy gloves (+1 Defense). **Karma:** 12.
- 91–00 Died in espresso machine boiler explosion. **Specialties:** Entertain, Customs. **Gear:** Chocolate-coated coffee beans, coffee mug, apron. **Karma:** 16.



CIVIL SERVANT

Overworked and underpaid, Civil Servants doggedly serve the public. On a daily basis, in their own paper-pushing way, they make our world a better, albeit more annoying, place to live.

Civil Servants generally perform a repetitive task for 30 years before retiring in middle-class comfort. Many of them hate their jobs, but the promise of future security is too great to ignore.

Agility	2 + d6
Alertness	10 + d6
Charm	6 + d6
Cunning	8 + d6
Dexterity	9 + d6
Fate	7 + d6
Intelligence	13 + d6
Knowledge	11 + d6
Mechanical	5 + d6
Nature	3 + d6
Stamina	12 + d6
Strength	4 + d6

Primary Power: Drone

Uses per day: Four

Effects: The Civil Servant can immediately recite, from memory, one of the many tomes of rules and regulations that are used by Civil Servants. All those within ten feet, friend and foe alike, are stupefied into inaction for (victim's Sanity vs user's Will) x 2 turns. If the Civil Servant rolls Catastrophic on his Will, he must immediately attack his companions, preferably with a semi-automatic weapon, for (Sanity vs Awesome) x 2 turns.

Specialties: Listen, Interrogate, Persuade, Forgery, Memory, Customs, Languages, Bully.

Gear: Glasses, bow tie or hair net, Directory of Government Offices, one dozen well-sharpened pencils (x2 damage, -2 Brawl, breaks on a Brawling roll of Feeble or less), clip board.

Cause of Death

d100 Cause of Death

- | | |
|-------|---|
| 01-10 | Cheated on civil servant exam. Accidentally assigned to bomb squad. Specialties: Science, Electronics. Gear: Four sticks of dynamite (x5 damage, area effect), goggles (+1 Defense), flak jacket (+2 Defense). Karma: 1. |
| 11-20 | Caught in fellow postal worker's crossfire. Specialties: Dodge, Quickness. Gear: Postal worker's uniform, mail bag with mail. Karma: 15. |
| 21-30 | Went to find birth certificate in maze of filing cabinets beneath city hall. Body never recovered. Specialties: Search, Unlock. Gear: Files, huge ring of keys (make a Great Fate roll to unlock any given lock). Karma: 11. |
| 31-40 | Died mysteriously while auditing state books. Specialties: Search, Conceal. Gear: Columnar pad, calculator, empty brief case. Karma: 15. |
| 41-50 | Gave driving test to a five time loser. Died in head on collision. Specialties: Drive, Direction. Gear: Seat belt (x2 damage, +0 Aim). Karma: 14. |
| 51-60 | Sampled "Grade A" beef during inspection tour. Partner changes grade after your death. Specialties: Medical, Animals. Gear: White coat, hard hat (+2 Defense), FDA approval stamp, clipboard. Karma: 11. |
| 61-70 | Swamped at unemployment line. Smothered to death. Specialties: Dodge, Run. Gear: Name tag. Karma: 15. |
| 71-80 | Accepted bribe to ignore code violations during inspection of landmark building. Fell through floor on way out door. Specialties: Jump, Search. Gear: Hard hat (+2 Defense), envelope containing \$2,000. Karma: 11. |
| 81-90 | Ex-con didn't appreciate your constructive criticism about his body odor. Specialties: Empathy, Disguise. Gear: Silk suit, regulation book for parole officers. Karma: 12. |
| 91-00 | Tripped on hose while putting out three alarm fire. Specialties: Jump, Aim. Gear: Fire fighter's hat (+2 Defense), slicker, boots (+1 defense), fire axe (x5 damage, -3 Brawl). Karma: 6. |



DOCTOR

The Doctor profession encompasses anyone fascinated with healing. They are experts in anatomy, physiology and may know a smattering of psychology. Although Doctors are humane, they are also quite practical, and may appear brusque, money-grubbing or uncaring to others. They always seem in a hurry, and rarely take the time to simply enjoy life (or the afterlife, as the case may be). Though judgmental, a Doctor's advice is usually sound and imminently practical.

In the afterlife, a Doctor may meet some of her former patients. Such reunions are rarely friendly, with accusations and emotions often escalating to violence.

Agility	4 + d6
Alertness	9 + d6
Charm	8 + d6
Cunning	2 + d6
Dexterity	11 + d6
Fate	7 + d6
Intelligence	13 + d6
Knowledge	12 + d6
Mechanical	3 + d6
Nature	10 + d6
Stamina	6 + d6
Strength	5 + d6

Primary Power: Placebo

Uses per day: Four

Effects: By creating an ectoplasmic placebo in the form of a pill, powder or syrup (at no Karma cost) and giving it to a wounded lost soul, the Doctor can heal (Passable vs Medical) x 2 WTL. This is not effective on the Doctor.

Specialties: Quickness, Empathy, Bargain, Interrogate, Medical, Sanity, Science, Languages.

Gear: Prescription pad and pen, medical bag (+1 column on Medical rolls, does not contain scalpel), white lab coat, stethoscope.

Cause of Death

d100 Cause of Death

- | | |
|-------|--|
| 01-10 | Nipped by Farmer Brown's prized hog. Died of rabies. Specialties: Animals, Ride. Gear: <i>Handbook of Veterinary Sciences</i> . Karma: 16. |
| 11-20 | Hit wrong spot while practicing for acupuncture class. Specialties: Aim, Folklore. Gear: Packet of six acupuncture needles (x2 damage, +0 Brawl). Karma: 10. |
| 21-30 | Assistant turned x-ray machine up too high. Specialties: Dodge, Electronics. Gear: Exposed x ray plates, lead-lined apron (+4 Defense). Karma: 8. |
| 31-40 | Six year old patient bit down during exam. Died of gangrene. Specialties: Persuade, Repair. Gear: Dental mirror, dentist's pick (x2 damage, +0 Brawl), drill (x3 damage, +0 Brawl). Karma: 14. |
| 41-50 | Mistook bacteria culture for wife's tuna casserole. Specialties: Disguise, Will. Gear: bacteria culture, spoon. Karma: 16. |
| 51-60 | After long bout of surgery, fell asleep on a gurney. Mistaken for transplant donor. Specialties: Disguise, Drive. Gear: Scalpel (x2 damage, +2 Brawl). Karma: 15. |
| 61-70 | Forgot to renew malpractice insurance. Died of a heart attack while reading judge's verdict. Specialties: Lie, Customs. Gear: Verdict, three piece suit, Rolex watch. Karma: 16. |
| 71-80 | Morgue door locked behind you. Froze to death. Specialties: Listen, Unlock. Gear: Jar of formaldehyde, toe tags, body bag. Karma: 16. |
| 81-90 | As famed "Diet Doctor of the Stars," you took your own advice and starved to death. Specialties: Entertain, Persuade. Gear: Who's Who handbook, tickets to Vegas show, Book: <i>Be a Winner! Be Thinner!</i> Karma: 16. |
| 91-00 | Responsible for "Scarface" Mozelli's nickname. Rubbed out. Specialties: Conceal, Mimic. Gear: Syringe with silicon solution, scalpel (x2 damage, +2 Brawl). Karma: 14. |



ECCENTRIC

An Eccentric may be a doddering old woman with a zillion cats or a famous pop singer with a fondness for small boys. Many of them are wealthy individuals who spend their inheritance on crackpot studies or donations to unscrupulous hucksters. A few maintain only the feeblest grip on reality.

In the afterlife, the Eccentric continues to march to the tune of a different drummer. His passionate defense of his wacky hobby or life-style can be disturbing to his mainstream companions. Though some might view the Eccentric as crazy, he considers himself knowing and wise. He is usually cordial enough, and rarely violent.

Agility	7 + d6
Alertness	10 + d6
Charm	6 + d6
Cunning	11 + d6
Dexterity	8 + d6
Fate	13 + d6
Intelligence	2 + d6
Knowledge	9 + d6
Mechanical	3 + d6
Nature	12 + d6
Stamina	5 + d6
Strength	4 + d6

Primary Power: Shun

Uses per day: Four

Effects: The Eccentric is shunned for (Passable vs Fate) x 2 turns. During this time, NPCs in the local area will completely ignore the Eccentric. The ability ends should the Eccentric attack or otherwise try to touch an NPC.

Specialties: Empathy, Persuade, Faith Heal, Occult, Customs, Folklore, Religion, Animals.

Gear: Newspaper clipping on subject dear to the Eccentric, pocket diary and pen.

Cause of Death

d100 Cause of Death

- | | |
|-------|---|
| 01-10 | Crushed by stacks of old magazines and newspapers piled high in your home. Specialties: Search, Climb. Gear: Magazines, reading glasses. Karma: 20. |
| 11-20 | Cats turned on you when you ran out of Kitty Chow. Specialties: Tame, Run. Gear: Empty box of cat food, catnip toy, ball of string. Karma: 20. |
| 21-30 | Died of heat prostration while building a landing pad for UFOs in the Mojave desert. Specialties: Science, Direction. Gear: Shovel (x3 damage, +0 Brawl), Pick (x4 damage, +1 Brawl). Karma: 16. |
| 31-40 | You always knew the CIA-Mason-Mafia connection would get you one day. Specialties: Listen, Electronics. Gear: <i>Conspiracies: Fact or Fiction?</i> , bullet-proof vest (+6 Defense). Karma: 8. |
| 41-50 | Cavorted naked on the dewy grass late at night in the name of the "Goddess." Died of exposure. Specialties: Jump, Athletics. Gear: Incense, robe, talisman, rune stones, no clothes. Karma: 20. |
| 51-60 | Dived too deep hunting for the Loch Ness Monster. Specialties: Search, Aquatics. Gear: wet suit (+1 Defense), diving mask (+1 Defense), flippers, spear gun (x4 damage, +1 Aim), 12 spears. Karma: 13. |
| 61-70 | Tried to beam yourself aboard the Enterprise in homemade transporter. Specialties: Mimic, Electronics. Gear: Star Trek uniform, toy phaser, Star Trek Episode guide. Karma: 20. |
| 71-80 | Killed by rival collector who wanted your prized item. Specialties: Search, Bargain. Gear: Most treasured collectible (a non-weapon item, such as a Troll doll or Disney plate), <i>Price Guide for Popular Memorabilia</i> , magnifying glass. Karma: 20. |
| 81-90 | Started Church of the Holy Gun. You would still be alive if it weren't for the pesky ATF Commission. Specialties: Aim, Bully. Gear: 9mm pistol (x3 damage, +1 Aim), 9mm submachine gun (x3 damage, -2 Aim), .30 rifle (x4 damage, +2 Aim). Karma: 1. |
| 91-00 | The RPG you designed is denounced by fringe group. Killed by fanatic. Specialties: Mimic, Artistry. Gear: Dice, graph paper, sourcebook for game Karma: 20. |



HUNTER

Hunters gets the biggest thrill tracking down animals for sport or food. Some Hunters work as trappers, others are weekend sportsmen and a few make lucrative livings as bounty hunters. Hunters are usually male, and wear plaid shirts, short beards and are inordinately fond of leather. They are generally quiet-spoken, though some will loudly regale you with stories of the hunt if you get a few beers into them. All Hunters are trained in the use of weapons, usually favoring one over the rest.

Hunters are big on "sportsmanship." They like to give their victims a chance to die with dignity, or at least the hope of dodging their cross hairs for a short while.

Agility	8 + d6
Alertness	9 + d6
Charm	2 + d6
Cunning	5 + d6
Dexterity	12 + d6
Fate	7 + d6
Intelligence	4 + d6
Knowledge	6 + d6
Mechanical	3 + d6
Nature	10 + d6
Stamina	13 + d6
Strength	11 + d6

Primary Power: Quickfire

Uses per day: Seven

Effects: For (Passable vs Quickness) x 2 turns, the Hunter is allowed two attacks per turn with any missile weapon.

Specialties: Quickness, Stealth, Track, Aim, Drive, Animals, Run, Brawling.

Gear: Pamphlet entitled *The Greatest Hunting Sites and How To Get There*, Swiss Army knife (x2 damage, +0 Brawl), small flask of whisky.

Cause of Death

d100 Cause of Death

01-10	Mistaken for Bambi. Specialties: Dodge, Danger Sense. Gear: .30-30 rifle (x5 damage, +1 Aim), orange vest and hat (+1 Defense), hunting license. Karma: 8.
11-20	Discovered that the cheetah is the fastest land animal. Specialties: Languages, Athletics. Gear: .460 rifle (x7 damage, -4 Aim), pith helmet (+2 Defense), leather boots (+1 Defense). Karma: 2.
21-30	Canoe trip with buddies turned sour. Never returned. Specialties: Aquatics, Bully. Gear: Composite bow (x3 damage, +2 Aim), quiver with 20 arrows, canoe paddle (x3 damage, +0 Brawl), banjo. Karma: 12.
31-40	Broke finger in mousetrap. Passed out from pain and fell down basement stairs. Specialties: Listen, Search. Gear: Mousetrap, cheese, bathrobe, pajamas. Karma: 18.
41-50	Ordered by host to wrestle alligator for episode of <i>Animal Kingdom</i> . Specialties: Entertain, Danger Sense. Gear: Khaki shorts and shirt. Karma: 18.
51-60	Got lost while duck hunting. Died of exposure. Specialties: Mimic, Direction. Gear: .12 gauge shotgun (x5 damage, +4 Aim), duck call, decoy. Karma: 7.
61-70	King, your favorite retriever, got fed up with your "master/dog" relationship. Specialties: Tame, Bully. Gear: Stick (x2 damage, +0 Aim), dog whistle, .30-.30 rifle (x5 damage, +1 Aim). Karma: 9.
71-80	Guide warned you not to hunt the sacred white rhino. Killed by irate natives. Specialties: Bargain, Languages. Gear: .30-06 rifle (x6 damage, -1 Aim), skinning knife (x2 damage, +2 Brawl), 6 arrows. Karma: 8.
81-90	Couldn't quite manage to "Bring 'em back alive!" Specialties: Entertain, Customs. Gear: Net, tranquilizer dart gun with 6 darts (target passes out for (Defense vs Aim) x 2 turns), 30 feet of rope. Karma: 10.
91-00	Thwarted while hunting "the most dangerous game." Jumped from castle window to escape capture. Specialties: Bargain, Persuade. Gear: Suave scarf, silver cigarette case, dagger (x2 damage, +2 Brawl), .45 pistol (x5 damage, +3 Aim), .30-30 rifle (x5 damage, +1 Aim). Karma: 2.



MUSICIAN

In life, this character was a slightly unstable person who used the performance of music as a catharsis for life's woes. Whether a rock musician or a cellist in an orchestra, he will tend to be manic-depressive: one moment in full party-mode, the next contemplating the cesspool of humanity from the bottom.

As with the Performer, the Musician loves an audience. He is accustomed to crowds and en-tourages, and has no problem socializing — except when depressed. During those times he tends to brood upon his lot, but the musician can quickly snap out of this funk at anytime, often becoming enthusiastic about the very thing that made him blue. *My existence as a lost soul is such a burden, I just want to be reincarnated as a slug or spineless jelly fish and get it over with. Hey, wait a minute.*

I'm dead.

Cool.

Agility	10 + d6
Alertness	7 + d6
Charm	13 + d6
Cunning	9 + d6
Dexterity	3 + d6
Fate	12 + d6
Intelligence	5 + d6
Knowledge	6 + d6
Mechanical	11 + d6
Nature	2 + d6
Stamina	8 + d6
Strength	4 + d6

Primary Power: Soothe

Uses per day: Four

Effects: While using this power, the Musician must concentrate on his music. He may not attack or speak, but he can move at a walk. This power only effects those who hear it. By playing, singing, humming or whistling a peaceful tune, the Musician prevents all combat in the local area for (Passable vs Charm) x 2 turns.

Specialties: Empathy, Listen, Entertain, Persuade, Disguise, Mimic, Artistry, Repair.

Gear: Sunglasses, studded leather jacket or padded coat (+2 Defense).

Cause of Death

d100 Cause of Death

- 01–10 A jealous diva throws pipe bomb at rival singing *Madame Butterfly*. It lands in your French horn. **Specialties:** Dodge, Danger Sense. **Gear:** Exploded French horn (x4 damage, -4 Brawl), tuxedo, short length of pipe (x3 damage, +0 Brawl, can be thrown), sheet music. **Karma:** 9.
- 11–20 Tour bus overturns en route to Kansas City. **Specialties:** Drive, Direction. **Gear:** Road map of Kansas City, cigarettes, cheese sandwich, tire iron (x3 damage, +0 Brawl). **Karma:** 11.
- 21–30 Ravaged by lovesick groupies. **Specialties:** Dodge, Lie. **Gear:** Damp towel, cigarettes, bottle of mineral water (contains 10 "swigs," restoring 1 WTL each), condom (+1 Defense). **Karma:** 9.
- 31–40 Private violin lessons out at the old Whiteley estate turn bloody, as Mrs. Whiteley is a vampire. **Specialties:** Occult, Run. **Gear:** Violin (x3 damage, +0 Brawl, usable once), sheet music. **Karma:** 12.
- 41–50 Electrocuted during sound check. **Specialties:** Jump, Electronics. **Gear:** Earplugs, cigarettes, electric guitar (x3 damage, -3 Brawl. Three times per day its power chords do (Attacker's Entertain vs Defender's Quickness) x3 damage to all incorporeal beings in the local area). **Karma:** 7.
- 51–60 Did stage dive into center of the mosh pit — no one caught you. **Specialties:** Jump, Athletics. **Gear:** Knit cap, Doc Martens (x2 damage, +0 Brawl). **Karma:** 12.
- 61–70 Little Timmy played "Chopsticks" during piano recital. Died of embarrassment. **Specialties:** Bargain, Bully. **Gear:** Copy of recital program, metronome. **Karma:** 13.
- 71–80 Fell asleep in Parisian bathtub. **Specialties:** Medical, Aquatics. **Gear:** Bottle of tranquilizers (10 left, drain 1 WTL each), cigarettes, empty wine bottle (x2 damage, +0 Brawl), bathrobe. **Karma:** 11.
- 81–90 Accidentally swallowed Kazoo. **Specialties:** Dodge, Bargain. **Gear:** Regurgitated Kazoo. **Karma:** 19.
- 91–00 Spontaneously explode while playing drums. **Specialties:** Athletics, Will. **Gear:** Drumsticks (x2 damage, +0 Brawl), cigarettes, muscle shirt. **Karma:** 11.



PILOT

High in the blue skies is where the Pilot finds himself most at ease. Regardless of whether he flew for a commercial airline, the military, or as a stunt pilot for an airshow, his passion for flying was always his greatest joy.

The Pilot is usually a charming individual with an outgoing, humorous, sometimes bold personality that some might mistake for an oversized ego. He is confident of his own abilities and will take enormous risks on "a gut feeling."

Agility	6 + d6
Alertness	12 + d6
Charm	11 + d6
Cunning	3 + d6
Dexterity	8 + d6
Fate	4 + d6
Intelligence	7 + d6
Knowledge	10 + d6
Mechanical	13 + d6
Nature	2 + d6
Stamina	9 + d6
Strength	5 + d6

Primary Power: Flight

Uses per day: Four

Effects: The Pilot can fly (without a plane) for (Passable vs Mechanical) minutes. Use the Pilot's Agility skill for determining speed and maneuverability. The Pilot must make a Strength roll to carry heavy objects while flying.

Specialties: Quickness, Customs, Languages, Religion, Drive, Repair, Direction, Will.

Gear: Padded leather flight jacket (+3 to Defense), white scarf, flight itinerary.

Cause of Death

d100 Cause of Death

01-10	Ran out of fuel attempting record-breaking flight across the Pacific. Specialties: Medical, Aquatics. Gear: Coffee thermos (empty), tuna fish sandwich, toothpicks. Karma: 16.
11-20	Crashed test-flying experimental plane for air force. Specialties: Danger Sense, Science. Gear: Wrench set (x2 damage, +0 Brawl), flight manual. Karma: 12.
21-30	Attempted shortcut through the Bermuda Triangle. Specialties: Occult, Folklore. Gear: Hawaiian shirt, Morse code book, broken walkie-talkie, damaged compass. Karma: 14.
31-40	Was <i>not</i> shot down in enemy territory while flying espionage mission for CIA. Nor did they ever send you on one. Nor have they ever heard of you. Specialties: Stealth, Brawling. Gear: Combat knife (x2 damage, +2 Brawl), 9mm pistol (x3 damage, +1 Aim). Karma: 8.
41-50	Crashed into flight-control tower while attempting quadruple twisting barrel-roll while blindfolded. Specialties: Entertain, Athletics. Gear: Bandana, flight cap (+1 Defense), goggles (+1 Defense). Karma: 10.
51-60	Chatting up flight-attendant when terrorist bomb exploded in cargo hull. Specialties: Persuade, Danger Sense. Gear: Headphones, paper coffee cup, clipboard, matchbook with flight-attendant's telephone number. Karma: 14.
61-70	First-time passenger attempted to crack window for fresh air at 30,000 feet. Sucked from plane like pasta through a straw. Specialties: Jump, Unlock. Gear: Captain's cap, flight schedule. Karma: 14.
71-80	Space shuttle overshoots salt flats. End up as part of metal sculpture in canyon wall. Specialties: Artistry, Science. Gear: NASA coveralls, helmet (+2 Defense), broken joystick. Karma: 10.
81-90	While examining jet turbines, co-pilot performs test check. Not much left to cremate. Specialties: Electronics, Caves. Gear: Flashlight, oscillator, test kit. Karma: 12.
91-00	Despite warnings, flew hot air balloon into wind-storm over Topeka. Not in Kansas anymore. Specialties: Science, Climb. Gear: Flight cap (+1 Defense). Karma: 13.



THIEF

A Thief made his living by stealing from others, using subterfuge and daring. In the afterlife, a Thief's obsession for material goods will get him no where, though his desire for riches will continue to be a driving force.

Thieves try to maintain a low profile, but remain very alert to their surroundings. They always know the fastest way out of a bad situation and are willing to negotiate, barter or bend the rules. Thieves hate imprisonment above all conditions, and will do anything to avoid it.

Agility	11 + d6
Alertness	10 + d6
Charm	9 + d6
Cunning	13 + d6
Dexterity	12 + d6
Fate	2 + d6
Intelligence	6 + d6
Knowledge	7 + d6
Mechanical	8 + d6
Nature	3 + d6
Stamina	5 + d6
Strength	4 + d6

Primary Power: Pick Pocket

Uses per day: Three

Effects: A Thief can use this power to remove a material item from the pocket of a living person. The Thief must be able to touch the victim. The filched object becomes incorporeal for (victim's Alertness vs user's Dexterity) minutes.

Specialties: Quickness, Stealth, Search, Lie, Filch, Unlock, Traps, Climb.

Gear: Gloves (+1 Defense), lock picks, ski-mask, black clothing.

Cause of Death

d100 Cause of Death

- | | |
|-------|--|
| 01-10 | Armed shopkeeper caught you slipping pork chops into your pants. Specialties: Conceal, Run. Gear: Pork chops, shopping cart, overcoat (+2 Defense). Karma: 10. |
| 11-20 | Kidnapped millionaire from hospital bed. Contracted incurable disease. Specialties: Interrogate, Medical. Gear: Bottle of 10 aspirin (heal 1 WTL each), bottle of chloroform, 20' rope, blindfold. Karma: 10. |
| 21-30 | Got stuck crawling into basement window. Mauled by Doberman guard dog. Specialties: Animals, Tame. Gear: Dog biscuits, spiked dog collar, large sack. Karma: 14. |
| 31-40 | Tried to hijack truck full of cigarettes. Driver refused to stop. Specialties: Drive, Bully. Gear: Flashlight (x2 damage, +0 Brawl), hood ornament, .12 gauge shotgun (x5 damage, +4 Aim). Karma: 1. |
| 41-50 | Scarf stuck in printing press while counterfeiting twenty dollar bills. Specialties: Forgery, Artistry. Gear: Sack of twenties, scarf, bottle of ink, printing plate (x2 damage, +0 Brawl). Karma: 13. |
| 51-60 | Mailed incriminating photos to Senator with demand for payment. Murdered by federal agents. Specialties: Artistry, Customs. Gear: Polaroid camera, magazine with letters cut from it. Karma: 12. |
| 61-70 | Running a "sting" operation looked so easy on <i>60 Minutes</i> . Specialties: Bargain, Persuade. Gear: Deed to swamp land, plastic gun, suitcase full of cut newspaper. Karma: 18. |
| 71-80 | Electrocuted while ripping stereo from dashboard. Specialties: Drive, Electronics. Gear: Tire iron (x3 damage, +0 Brawl), car stereo. Karma: 12. |
| 81-90 | Helpless old lady was packing a .357 magnum. Specialties: Brawling, Bully. Gear: Baseball bat (x3 damage, +3 Brawl). Karma: 12. |
| 91-00 | Coke machine fell on you while you were digging for quarters. Specialties: Dodge, Repair. Gear: Coat hanger (x2 damage, -2 Brawl), leather sack, two cans of Coke. Karma: 15. |



TOURIST

An insatiable geography/history buff, Tourists live to travel. Their greatest love is discovering new and interesting people and places, buying souvenirs and taking pictures. From the Alaskan tundra to the streets of urban Cairo, the Tourist is never without a trusty map and travel bag.

Despite their innate genius at picking up languages and customs, Tourists usually get involved in some sort of local trouble before their time is up in any given spot. A lifetime of American Express commercials has programmed them with an eternal vigilance where their property is concerned. Though sometimes pushy and obnoxious, Tourists love relating to people and can easily turn out to be useful allies just by their sheer knowledge of the world.

Agility	12 + d6
Alertness	11 + d6
Charm	9 + d6
Cunning	8 + d6
Dexterity	2 + d6
Fate	7 + d6
Intelligence	6 + d6
Knowledge	13 + d6
Mechanical	5 + d6
Nature	10 + d6
Stamina	4 + d6
Strength	3 + d6

Primary Power: Whereabouts

Uses per day: Three

Effects: The Tourist can cause his map to show the floor plans of a specific building or a map of a named area. He could ask for a map of Paris, circa 1820, or he could summon the floor plans of the building he currently occupies. The image remains for (Passable vs Knowledge) minutes. If a Tourist loses his map, he may not use this power until he expends 1 Karma to create a new map.

Specialties: Bargain, Conceal, Memory, Customs, Folklore, Languages, Drive, Direction.

Gear: Map, Bermuda shorts, Hawaiian shirt, sunglasses, hat, travel bag (containing a towel, \$100 in Travelers Checks, and tour brochures).

Cause of Death

d100 Cause of Death

- 01-10 Drank the water. **Specialties:** Danger Sense, Medical. **Gear:** Bottle of Anti-acid medicine (10 doses, restores 1 WTL each), empty glass. **Karma:** 15.
- 11-20 Fell into castle dungeon. **Specialties:** Occult, Caves. **Gear:** Instant camera, castle tour brochure, long coat (+2 Defense). **Karma:** 11.
- 21-30 Spouse backed over you in rental car. **Specialties:** Dodge, Danger Sense. **Gear:** Polaroid camera, suitcase full of spouse's clothing. **Karma:** 15.
- 31-40 Posed for photo in iron maiden when door shut. **Specialties:** Unlock, Occult. **Gear:** Souvenir beer mug. **Karma:** 17.
- 41-50 Dropped camera from top of Eiffel Tower — dove for it. **Specialties:** Jump, Repair. **Gear:** Damaged Polaroid camera (must roll Good on Repair when attempting to use it), windbreaker (+1 Defense). **Karma:** 13.
- 51-60 Provided main course for tribe of pygmies. **Specialties:** Entertain, Run. **Gear:** 10' rope, box of matches. **Karma:** 15.
- 61-70 Alaskan tour-guide warned you not to use moose call during the mating season. Ravaged by lovesick moose. **Specialties:** Mimic, Animals. **Gear:** Moose call, camouflage parka (+2 Defense), binoculars, hunting knife (x2 damage, +2 Brawl). **Karma:** 9.
- 71-80 Hit on head by falling coconut. **Specialties:** Dodge, Medical. **Gear:** Coconut (x2 damage, +0 Aim), bottle of sunscreen (15 doses, each dose protects one lost soul from sunlight for 1 hour), rum drink. **Karma:** 11.
- 81-90 Took nap while buried in sand. Tide came in. **Specialties:** Danger Sense, Aquatics. **Gear:** Swimsuit, pillow, paperback book, plastic pail and shovel (x2 damage, +0 Brawl). **Karma:** 15.
- 91-95 Ate the fish special on the airplane. Should have had the chicken. **Specialties:** Quickness, Sanity. **Gear:** Air sickness bag, ceramic knife (x2 damage, +2 Brawl), in-flight magazine, pillow. **Karma:** 15.
- 96-00 Mauled by shark while scuba-diving. **Specialties:** Animals, Aquatics. **Gear:** Wetsuit (+1 Defense), mask (+1 Defense), snorkel, fins, diving knife (x2 damage, +2 Brawl), oyster with pearl. **Karma:** 14.



TRANSIENT

The Transient may be a hobo by choice or a homeless person new to the streets. He can be found in the alleys and byways of nearly every city and town. Many of them are looking for a handout or a chance to become an active member of society again, though a few enjoy the freedom that living day to day brings them.

Agility	8 + d6
Alertness	10 + d6
Charm	5 + d6
Cunning	12 + d6
Dexterity	6 + d6
Fate	2 + d6
Intelligence	4 + d6
Knowledge	7 + d6
Mechanical	3 + d6
Nature	11 + d6
Stamina	13 + d6
Strength	9 + d6

Primary Power: Beg

Uses per day: Four

Effects: By pleading, the Transient can convince a single target to give him a specific item. The object must be on the target's person. The target cannot try to reclaim the object for (target's Intelligence vs transient's Persuade) x 2 turns. If the target's Intelligence is greater than the transient's Persuade, this power has no effect.

Specialties: Dodge, Bargain, Persuade, Conceal, Disguise, Lie, Filch, Will.

Gear: Tattered coat (+2 Defense), fingerless gloves, wool scarf, 29¢

Cause of Death

d100 Cause of Death

01-10	Ate turkey special at soup kitchen. Died of indigestion. Specialties: Medical, Brawling. Gear: Turkey bones. Karma: 16.
11-20	Fell asleep at 4 a.m. while riding your motorcycle to Reno. Specialties: Drive, Brawling. Gear: Leather biker jacket (+2 Defense), Harley motorcycle. Karma: 1.
21-30	Crawled into circus tent to sleep in the hay. Crushed by Jumbo the elephant. Specialties: Animals, Tame. Gear: Bag of peanuts. Karma: 16.
31-40	Acted as official in fake wedding ceremony. Killed by unscrupulous "groom" to keep you from tipping off his unsuspecting "bride." Specialties: Mimic, Religion. Gear: Robes, holy book, \$20. Karma: 16.
41-50	Thought riding the rails was cool until boxcar uncoupled outside Denver. Eaten by bears. Specialties: Jump, Run. Gear: Box of matches, blanket tied with 10 feet of rope. Karma: 16.
51-60	Passing millionaire left \$1,000 in your begging bowl. Died of excitement. Specialties: Brawling, Bully. Gear: Bowl, \$1,007.52, spoon. Karma: 16.
61-70	Hired after standing by road with sign reading, "Will work for Food." Died of exhaustion. Specialties: Athletics, Repair. Gear: Shovel (x3 damage, +0 Brawl), Pick (x4 damage, +1 Brawl). Karma: 12.
71-80	Urinated on third rail. Electrocuted. Specialties: Danger Sense, Electronics. Gear: Subway token. Karma: 16.
81-90	Went to sleep in cardboard box to stay warm. Mailed to Siberia. Specialties: Languages, Direction. Gear: Cardboard box, shipping manifest. Karma: 16.
91-00	Moved into shanty town under a bridge. Bridge collapsed. Specialties: Empathy, Caves. Gear: Stew pot, can of dog food, blanket. Karma: 16.

LOST SOUL TYPES

3

CHOOSING YOUR TYPE

Eight new lost soul types are outlined in this chapter. You can choose to play any character type from this book or the *Lost Souls* manual, or you may roll your type on the **Lost Souls Type** table. Look up your type either in this chapter or the rule book. The description of your type will give you two additional specialties. If a type specialty ever duplicates a specialty you already have, you receive a free specialty instead. You may apply it to any skill that is not already a specialty.

The *Lost Souls* manual contains details on character creation.

DARK VISION

All lost souls have dark vision, which allows them to see in darkness as well as daylight. A bright light will blind a lost soul, and their dark vision does not work near sources of illumination.

CONSISTENCY

Cemetery Plots introduces a new lost soul consistency: translucent. There are now four types of ectoplasm: solid-looking, translucent, luminous and vaporous. Incorporeal beings can always see and interact with each other no matter what their consistencies.

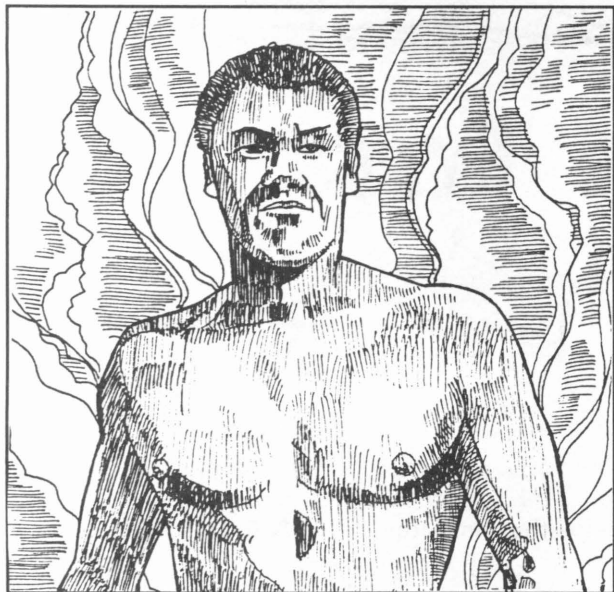
Translucent ectoplasm is less dense than solid-looking ectoplasm, but not as rarefied as luminous ectoplasm. Translucent characters have firm outlines, but their colors are washed out and objects show through them.

Remember, a character's consistency does not grant her any special advantages. A vaporous ghost cannot pass through a grating, nor can a solid-looking ghost manipulate a material object.

The different types of ectoplasm merely add a touch of the macabre to your adventures, and helps the characters identify fellow lost souls.

Lost Soul Type

d100	Lost Soul Type	Found In
01-03	Afrit	Cemetery Plots
04-07	Airi (Male)	Cemetery Plots
08-10	Apparition	Lost Souls
11-13	Banshee	Lost Souls
14-17	Chagrin	Cemetery Plots
18-20	Doppelgänger	Lost Souls
21-23	Ghast	Lost Souls
24-27	Ghost	Lost Souls
28-30	Grim	Cemetery Plots
31-33	Guide	Lost Souls
34-37	Harbinger	Lost Souls
38-40	Haunt	Lost Souls
41-43	Innocence Ghost	Cemetery Plots
44-47	Loa	Cemetery Plots
48-50	Manes	Cemetery Plots
51-53	Phantasm	Lost Souls
54-57	Phantom	Lost Souls
58-60	Poltergeist	Lost Souls
61-63	Remnant	Lost Souls
64-67	Revenant	Lost Souls
68-70	Rusalka (Female)	Cemetery Plots
71-73	Shade	Lost Souls
74-77	Shadow	Lost Souls
78-80	Specter	Lost Souls
81-83	Spirit	Lost Souls
84-87	Spook	Lost Souls
88-90	Vapour	Lost Souls
91-93	Wight	Lost Souls
94-97	Will o' Wisp	Lost Souls
98-00	Wraith	Lost Souls



AFRIT

The Afrit is a dangerous lost soul who seeks vengeance on those responsible for his death. Unable to bare the possibility that his death was an accident or — even worse! — his own fault, he irrationally concludes that an enemy is responsible. Not until the Afrit has extracted revenge or received positive proof that his accused executioner is innocent will he stop brooding.

It is a constant struggle for the Afrit to keep his volatile temper under control, and he may sulk if he cannot have his way. His suspicious and paranoid nature makes it difficult for him to make friends in the afterlife, but once he does, he is a loyal and generous companion. When appearing before the living, the Afrit looks as though he is surrounded by a nimbus of flames and smoke.

In life, Afrits often held positions that were subject to betrayal and disloyalty, either real or imagined. Other Afrits found employment doing dangerous jobs such as fire fighter or prison guard.

Consistency: Vaporous

Specialties: Brawling, Bully

Karma	Powers	Uses Per Day
1	Wisp of Smoke	6
2-5	Ignite	6
6-10	Phantom Smoke	3
11-15	Ghostly Bonfire	6
16-20	Spontaneous Combustion	1

AIRI

(Males Only). An Airi is the spirit of a man accidentally killed during a hunt, either for game, sport or while tracking a person. Airis are strongly built, quiet men. They have an uncanny sense of direction and a superior tracking ability. Most enjoy the outdoors, and know much about nature, weather and simple astronomy. They are shy and reserved, and tend to speak only when they have something important to say.

In life, the Airi engaged in a job that allowed him to work outdoors, such as a grounds keeper or surveyor. Others worked for zoos trapping exotic animals or as trainers for police dogs; a few were private detectives. Though somewhat unsocial, the Airi was very generous, giving money and volunteering time to his favorite charities.

Consistency: Solid-looking

Specialties: Track, Direction

Karma	Powers	Uses Per Day
1	Death Dog	4
2-5	Poisonous Bite	4
6-10	Trail of Entrails	6
11-15	Control Animal	5
16-20	Disembowel	3





CHAGRIN

This spirit is extremely restless, and often travels from place to place. Chagrins are knowledgeable of occult practices, but are sometimes hampered by superstition: a Chagrin will never walk under a ladder or continue forward after a black cat crosses his path.

In life, Chagrins were drawn to fringe groups interested in UFOs, pagan practices, channelling or fortune-telling. They lived in communes or trailer courts, sometimes eking a living off astrology charts or reading tea leaves. Alternatively, a Chagrin may have been a con man, travelling from city to city to avoid the authorities. Chagrins favor colorful clothing and flashy jewelry.

Consistency: Solid-looking

Specialties: Occult, Folklore

Karma	Powers	Uses Per Day
1	Cheshire Cat	6
2-5	Activate/Deactivate	8
6-10	Break Object	6
11-15	Soul Strip	3
16-20	Body Bugs	3

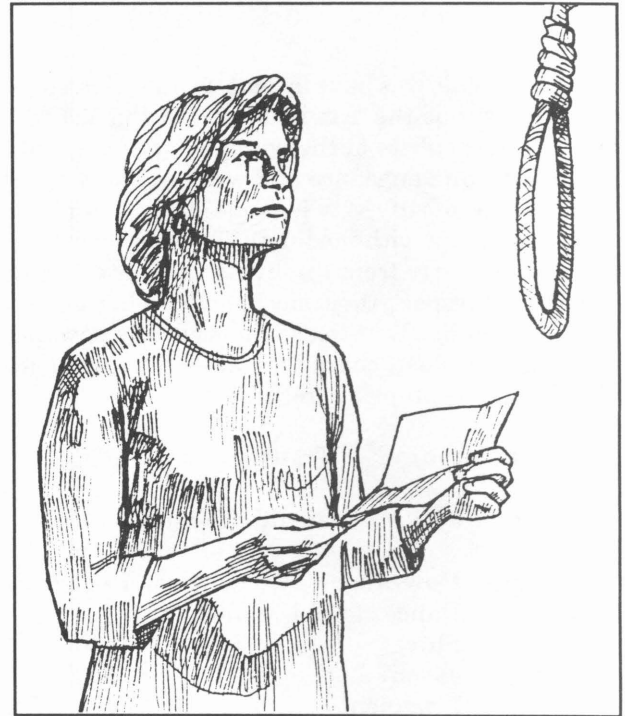
GRIM

Brooding and aloof, Grims relish the angst of being lost souls. They like to wear black, not because it's the traditional color of the dead, but simply because they think they look cool in it. Despite their anti-social demeanor, they enjoy the company of others and feel especially vulnerable when alone. Grims spent their lives much as they do their afterlives. They envision themselves as young rebels, posing around coffee shop tables, smoking clove cigarettes and talking with their friends about the pointlessness of life. Now, perhaps belatedly, Grims have purpose if not life.

Consistency: Solid-looking

Specialties: Stealth, Sanity

Karma	Powers	Uses Per Day
1	Graveyard Shift	2
2-5	Eerie Music	3
6-10	Cloud Minds	5
11-15	Ghost Cycle	4
16-20	The Creeps	2



INNOCENCE GHOST

Innocence Ghosts are usually women, but may occasionally be men. They were seduced and deserted, and then died as a consequence, either in childbirth, despair or through suicide. They blame themselves for being deluded, and vow never to let it happen again. Nevertheless, the Innocence Ghost is romantic by nature, and may develop an attachment to an NPC or party member.

In life, the Innocence Ghost believed that love and marriage were the only ways to achieve true happiness. They often joined singles clubs and formed fatal attachments via prison pen pal programs.

Consistency: Translucent

Specialties: Empathy, Persuade

Karma	Powers	Uses Per Day
1	Backdoor	5
2-5	Excerpt	6
6-10	Mirror Image	4
11-15	Death Rattle	5
16-20	Pseudopod	3



LOA

Many cultures have legends of guardian spirits or fates, but the Loa is unique to the Voodoo mythos. The spirits of the wronged or oppressed, they thrive on vengeance and will not likely turn back once a ghostly vow is made. Loas will often ally themselves with mediums. They enjoy attention, particularly from the living. If treated with dignity and respect, they may help those in trouble. They are not hesitant to use their ghostly powers, so living and dead characters alike may want to afford them appropriate respect.

Consistency: Translucent

Specialties: Stealth, Persuade

Karma	Powers	Uses Per Day
1	Dance of the Damned	5
2-5	Shiver	5
6-10	Jacob's Ladder	5
11-15	Fragment	4
16-20	Flesh Crawl	4

MANES

This is the ghost of a person who has led a generally virtuous life. People who had a strong interest in history may find themselves Manes in the afterlife. Antiquarians at heart, they delight in old buildings and the conventions of the past. Traditions are especially important to Manes, and they will go to all sorts of trouble to avoid breaking a custom. On important holidays, Manes can usually be found at their family homesteads, basking in the warmth and comfort of familiar rituals and old heirlooms.

Consistency: Translucent

Specialties: Customs, Folklore

Karma	Powers	Uses Per Day
1	Object Reading	3
2-5	Headstone	8
6-10	Night Watchman	2
11-15	Conquering Worm	3
16-20	Hell's Bells	6



RUSALKA

(Females Only). The most notable feature of these young women is their long green hair and sweet-faced beauty. Rusalki are the spirits of women who dreamed of a better life. Often trapped in a routine of drudgery, or overlooked because of her plain appearance, the Rusalka found solace in her work, church or friends. She may have nursed children or volunteered to read to the blind, never expecting — or getting — any thanks. More than any other lost soul, she hopes to obtain the status of a Higher Being so that she can continue to do good for others.

Rusalki were often victims of physical abuse and poverty. Their low self esteems did not allow them to see the injustice of this, and they accepted their fates stoically. However, they will not tolerate wanton cruelty toward others. Now that their deaths have given them power, they use it to protect the weak, especially women and children.

Rusalki are strangely attracted to water.

Consistency: Luminous

Specialties: Faith Heal, Aquatics

Karma	Powers	Uses Per Day
1	Cohesion	7
2-5	Charon's Ferry	5
6-10	Lend	5
11-15	Water Whirlpool	5
16-20	Rejuvenate	1



MEDIUMS

A player may choose to run a medium instead of a lost soul by simply selecting the Medium profession and rolling or choosing the character's type on the **Medium Type** table.

Medium Type		
d100	Medium Type	Found In
01-14	Cleric	Lost Souls
15-29	Dhampir	Cemetery Plots
30-43	Parapsychologist	Lost Souls
44-57	Psychic	Lost Souls
58-71	Soothsayer	Lost Souls
72-86	Spiritualist	Lost Souls
87-00	Witch or Wizard	Lost Souls

DHAMPIR

A Dhampir is the offspring of a bloodsucking entity and a living woman. Because of his unusual heritage, a Dhampir possesses powers that allow him to enter the world of the dead. He is determined to track down and dispatch evil creatures even if it means his demise.

As a child, the Dhampir was snatched away from his mother and taken to a monastery or convent where he was raised by a religious cult known as "The Hounds of God." Here the Dhampir was carefully watched to see if he manifested signs of vampirism; if he did, he was dispatched and buried under the nearest crossroads. If not, he was trained to hate all vampiric creatures and his skills were honed until he became the perfect instrument for the destruction of bloodsuckers.

A Dhampir uses his Astral Projection power to travel into the unseen world. His body is kept in a trance-like state in the monastery of his childhood. The priests care for his body while his spirit travels, but have given him strict instructions that returning without fulfilling his mission would be a sin and a betrayal of the human race.

Before traveling astrally, the Dhampir takes a pledge not to return to his body until his mission has been accomplished. This pledge is treated ex-

actly like a lost soul's Ghostly Vow. A Dhampir cannot return to his body until his pledge is fulfilled or it becomes impossible to complete. On an adventure, a Dhampir will spend almost all his time in an incorporeal state.

Agility	8 + d6
Alertness	6 + d6
Charm	9 + d6
Cunning	7 + d6
Dexterity	12 + d6
Fate	2 + d6
Intelligence	5 + d6
Knowledge	4 + d6
Mechanical	13 + d6
Nature	3 + d6
Stamina	11 + d6
Strength	10 + d6

Consistency: Solid-looking

Specialties: Quickness, Stealth, Empathy, Track, Aim, Occult, Religion, Tame, Brawling, Ride

Starting Karma: 21

Powers	Uses Per Day
Astral Travel	1
Shadow Walk	5
Detect Aura of Blood	10
Weapon of Choice	4
Increase Ability	4
Assemble	3
Deflect	2



POWERS

4

CHOOSING POWERS

Cemetery Plots adds 54 supernatural powers to those presented in the basic manual, for a total of 200. All the powers in the game are listed on the two **Powers** tables in this chapter. Players may roll or choose from the tables to determine what supernatural abilities they gain during the game.

Powers

d100	Roll Again On
01-50	Powers Table 1
51-00	Powers Table 2

USING POWERS

All characters and many NPCs have supernatural powers. It normally takes one action to activate a power. A character who attempts to use a power can perform no other action that turn.

Uses per Day: Each power may be used a certain number of times per day. Players keep track on their character sheets how many times they try to use their powers. Every attempt counts as a use, even if it has no effect. When a character is out of uses for a power, he cannot use it again

that day. At midnight, all expended uses are regained.

Powers are not limited by the one roll rule, which states that a character can try to do a certain action only once with any chance of success. Players can strive to use a power repeatedly in the same situation; each attempt counts as a use and takes one action.

Duration: The duration of a power is specified in its description. The duration often requires a skill roll by the character using the power. If the skill roll is failed, then the power has no effect whatsoever, although it still counts against the uses per day for the power.

Range: Unless otherwise specified, powers can be used only on visible targets within range.

NPC POWERS

Foes usually have fewer powers than player characters. One or two powers are about all a foe needs, and many NPCs have no powers at all. Often, NPCs have powers that are unique, usually reflecting the kind of people they were in life. Or, they may have standard powers with strange twists. In short, when assigning NPC powers, a referee is not limited to the rules for player character creation.

MORTALS AND POWERS

Haunting the living is a common pastime for lost souls. Supernatural powers allow for a multitude of ways to frighten mortals, from pulling a bed sheet from a sleeping person to a full-fledged materialization.

The response of mortals to the inexplicable ranges from curiosity to terror. The referee may describe their reactions by deciding how obvious



Mortal Reaction

User's Fate Roll	Reaction
Awesome	Fear. The viewer flees in terror.
Superior	Unease. The viewer moves slowly away from the event.
Great	Receptiveness. The viewer believes in ghosts and tries to communicate.
Good	Rationalization. The viewer comes up with a logical explanation for the event which he clings to no matter how ridiculous it sounds.
Passable	Curiosity. The viewer investigates the event in an attempt to explain it rationally.
Poor	Denial. The viewer notices the event but pretends it didn't happen.
Inferior	Skepticism. The viewer believes someone is pulling a prank.
Feeble to Catastrophic	Ignorance. The viewer didn't notice the event, or simply doesn't respond.

the power is, and describing an appropriate reaction. Or, he can determine responses from the **Mortal Reaction Table**.

If the referee decides to use this table, the player using the supernatural power must make a Fate roll; column adjustments may be awarded depending on how easy the effect is to explain. If it could be explained away or be readily overlooked, the referee should assign a column penalty. If it's an obvious power, the referee gives a column bonus to the Fate roll.

POWERS LIST

ACTIVATE/DEACTIVATE

Uses per day: Eight

Duration: Immediate

Range: Variable

Effects: The user can turn one material object on or off. The Mechanical roll required depends on the range, as shown on the **Activate/Deactivate Object** table.

Activate/Deactivate	
Range	Mechanical RR
Touching	Passable
Brawling	Good
Thrown	Great
Missile	Superior
Beyond Missile	Awesome

ASSEMBLE

Uses per day: Three

Duration: Permanent

Range: Touch

Effects: An item that is broken is miraculously made whole. It may be used as though it had never been broken. The size and complexity of the object determines the roll required. A small, non-mechanical device such as a goblet would require a Passable roll to reassemble. A complex machine, such as a computer, would require an Awesome roll. The item must be the size of a car or less, and may be incorporeal or material.

BACKDOOR

Uses per day: Five

Duration: (Passable vs Cunning) x 2 minutes

Range: Thrown

Effects: When used on a material wall, this power creates a ghostly door that any incorporeal being can pass through. The door leads to the other side of the wall, which must not be more than five feet thick. The door cannot be seen or used by the living.

BLOOD SIGN

Uses per day: Four

Duration: (Passable vs Intelligence) x 30 minutes

Range: Missile

Effects: For the duration of the power, the user will instinctively sense where the target object or person is located and can track him down using the Blood Sign as a homing device.



Powers Table 1 (Roll 01–50)

d100	Power	Uses	Found In	d100	Power	Uses	Found In
01	Activate/Deactivate	8	Cemetery Plots	51	Decapitation	4	Cemetery Plots
02	Age	3	Lost Souls	52	Deflect	2	Cemetery Plots
03	Allure	5	Lost Souls	53	Dematerialize	4	Lost Souls
04	Animal Possession	4	Lost Souls	54	Detect Aura of Blood	10	Cemetery Plots
05	Animate the Dead	4	Lost Souls	55	Disease	4	Lost Souls
06	Appear	3	Lost Souls	56	Disembowel	3	Cemetery Plots
07	Assemble	3	Cemetery Plots	57	Disfigure	4	Lost Souls
08	Astral Double	2	Lost Souls	58	Distort Reality	1	Lost Souls
09	Astral Walk	2	Lost Souls	59	Divination	5	Lost Souls
10	Aura of Death	3	Lost Souls	60	Dream Control	2	Lost Souls
11	Aura of Good Cheer	4	Lost Souls	61	Duplicate Object	3	Lost Souls
12	Aura of Hostility	4	Lost Souls	62	Eerie Music	3	Cemetery Plots
13	Aura of Pain	3	Lost Souls	63	Enslavement	2	Lost Souls
14	Aura of Powerlessness	4	Lost Souls	64	Entrance	4	Lost Souls
15	Backdoor	5	Cemetery Plots	65	Entrap	1	Lost Souls
16	Bedazzle	5	Lost Souls	66	Evil Eye	3	Lost Souls
17	Beguile	4	Lost Souls	67	Excerpt	6	Cemetery Plots
18	Bind	1	Lost Souls	68	Extinguish	4	Cemetery Plots
19	Black Hound	4	Lost Souls	69	Facade	5	Lost Souls
20	Blinding	5	Lost Souls	70	Faint	4	Lost Souls
21	Blood Sign	4	Cemetery Plots	71	False Memory	2	Lost Souls
22	Blur	5	Lost Souls	72	Far Sight	4	Lost Souls
23	Body Bugs	3	Cemetery Plots	73	Father Figure	4	Lost Souls
24	Boo	6	Lost Souls	74	Feral Fellow	5	Lost Souls
25	Break Object	6	Cemetery Plots	75	Fester	4	Lost Souls
26	Cackle	5	Lost Souls	76	Find the Way	5	Lost Souls
27	Call Item	2	Lost Souls	77	Flesh Crawl	4	Cemetery Plots
28	Cause Despair	5	Lost Souls	78	Fly	5	Lost Souls
29	Cause Insanity	3	Lost Souls	79	Fog	4	Lost Souls
30	Change Temperature	4	Lost Souls	80	Foretell	3	Lost Souls
31	Charnel Breath	6	Lost Souls	81	Forget	4	Lost Souls
32	Charon's Ferry	5	Cemetery Plots	82	Fragment	4	Cemetery Plots
33	Cheshire Cat	6	Cemetery Plots	83	Freezing Touch	6	Lost Souls
34	Chill Touch	5	Lost Souls	84	Frenzy	3	Lost Souls
35	Cloaking	4	Lost Souls	85	Frightful Visage	5	Lost Souls
36	Cloud Mind	5	Cemetery Plots	86	Ghost Cycle	4	Cemetery Plots
37	Cohesion	7	Cemetery Plots	87	Ghostly Bonfire	6	Cemetery Plots
38	Compel	4	Lost Souls	88	Ghostly Knowledge	2	Lost Souls
39	Conquering Worm	3	Cemetery Plots	89	Glimpse of Death	4	Lost Souls
40	Contact Higher Being	2	Lost Souls	90	Graveyard Shift	2	Cemetery Plots
41	Control Animal	5	Cemetery Plots	91	Growth	4	Lost Souls
42	Corpse Lights	7	Lost Souls	92	Gust of Air	6	Lost Souls
43	Corruption	4	Lost Souls	93	Hallucination	3	Lost Souls
44	Dance of the Damned	5	Cemetery Plots	94	Haunt	1	Lost Souls
45	Darkness	4	Lost Souls	95	Headstone	8	Cemetery Plots
46	Death Dog	4	Cemetery Plots	96	Healing Hands	5	Lost Souls
47	Death Rattle	5	Cemetery Plots	97	Heart Attack	1	Lost Souls
48	Death Sleep	1	Lost Souls	98	Hell's Bells	6	Cemetery Plots
49	Death Throes	5	Cemetery Plots	99	Howl	4	Lost Souls
50	Death-Knock	1	Lost Souls	00	Hurl	7	Lost Souls

**Powers Table 2 (Roll 51-00)**

d100	Power	Uses	Found In	d100	Power	Uses	Found In
01	Hypnotism	4	Lost Souls	51	Reverse Intentions	4	Lost Souls
02	Ignite	6	Cemetery Plots	52	Revulsion	5	Lost Souls
03	Image	4	Lost Souls	53	Rise from Dead	1	Lost Souls
04	Imitate	2	Lost Souls	54	Rotting Stench	5	Lost Souls
05	Increase Ability	4	Cemetery Plots	55	Seduction	2	Lost Souls
06	Inhabit Item	5	Lost Souls	56	Shadow Walk	5	Cemetery Plots
07	Jacob's Ladder	5	Cemetery Plots	57	Shape Change	2	Lost Souls
08	Keening	3	Lost Souls	58	Shift Object	3	Lost Souls
09	Lend	5	Cemetery Plots	59	Shiver	5	Cemetery Plots
10	Levitate	4	Lost Souls	60	Shriek	3	Lost Souls
11	Life Detection	5	Lost Souls	61	Shroud	3	Cemetery Plots
12	Life Drain	4	Lost Souls	62	Silence	5	Lost Souls
13	Lock	5	Lost Souls	63	Siren Song	4	Lost Souls
14	Make Noise	6	Lost Souls	64	Sleep	5	Lost Souls
15	Manifest	6	Lost Souls	65	Sleepwalk	2	Lost Souls
16	Materialize Object	5	Lost Souls	66	Slow	4	Lost Souls
17	Mechanical Failure	3	Lost Souls	67	Soul Strip	3	Cemetery Plots
18	Mental Link	4	Lost Souls	68	Speak to the Living	8	Lost Souls
19	Message	8	Lost Souls	69	Speak with Animals	8	Lost Souls
20	Mirror Image	4	Cemetery Plots	70	Spontaneous Combustion	1	Cemetery Plots
21	Moan	4	Lost Souls	71	Steal Memory	2	Lost Souls
22	Molder	5	Lost Souls	72	Steal Shadow	3	Lost Souls
23	Mood Swing	4	Lost Souls	73	Stench	4	Lost Souls
24	Move Object	8	Lost Souls	74	Summon Animal	3	Lost Souls
25	Mutate Object	1	Lost Souls	75	Summon Ghost	1	Lost Souls
26	Mute	6	Lost Souls	76	Summon Pests	3	Lost Souls
27	Night Watchman	2	Cemetery Plots	77	Tangle Vines	5	Lost Souls
28	Nightmare	2	Lost Souls	78	Telekinesis	6	Lost Souls
29	Object Reading	3	Cemetery Plots	79	Telepathy	5	Lost Souls
30	Open Portal	8	Lost Souls	80	Teleport	1	Lost Souls
31	Operate Contrivance	5	Lost Souls	81	The Creeps	2	Cemetery Plots
32	Oracle	1	Lost Souls	82	Time Stop	1	Lost Souls
33	Pass	3	Lost Souls	83	Trail of Entrails	6	Cemetery Plots
34	Phantom Smoke	3	Cemetery Plots	84	Transform	4	Lost Souls
35	Photogenic	8	Cemetery Plots	85	True Sight	5	Lost Souls
36	Poisonous Bite	4	Cemetery Plots	86	Truth Tell	3	Lost Souls
37	Possession	1	Lost Souls	87	Unnatural Rain	1	Lost Souls
38	Power Shield	4	Lost Souls	88	Vanish	2	Lost Souls
39	Precognition	2	Lost Souls	89	Ventriloquism	4	Lost Souls
40	Premonition	3	Lost Souls	90	Wall of Bone	3	Cemetery Plots
41	Presence	8	Lost Souls	91	Watcher	3	Lost Souls
42	Private Hell	6	Lost Souls	92	Water Whirlpool	5	Cemetery Plots
43	Pseudopod	3	Cemetery Plots	93	Weapon Of Choice	4	Cemetery Plots
44	Putrefy	5	Lost Souls	94	Whirling Chaos	3	Lost Souls
45	Read Minds	4	Lost Souls	95	Wind Form	4	Lost Souls
46	Reduce Size	6	Lost Souls	96	Wisp of Smoke	6	Cemetery Plots
47	Reflection	5	Lost Souls	97	Wither	5	Cemetery Plots
48	Regression	3	Lost Souls	98	Write	8	Lost Souls
49	Rejuvenate	1	Cemetery Plots	99	X-Ray Vision	7	Lost Souls
50	Return	2	Lost Souls	00	Zombie Hands	4	Lost Souls



BODY BUGS

Uses per day: Three

Duration: (target's Defense vs user's Nature) x 2 turns

Range: Brawling

Effects: By simply touching a victim, the lost soul causes a welt to appear on his skin. The welt will seethe and burst open, doing two points of damage and revealing a mass of bugs. The biting bugs, which are the same consistency as the target, inflict one point of damage each turn. The victim must make a Great Sanity roll or else spend the duration of the power clawing at the horrid infestation.

BREAK OBJECT

Uses per day: Six

Duration: Immediate

Range: Variable

Effects: Causes a material object to break. The object must be in line of sight and must be the size of a microwave oven or less. This power can break part of a larger object. The range to the object dictates the roll required.

Break Object

Range	Strength RR
Touching	Passable
Brawling	Good
Thrown	Great
Missile	Superior
Beyond Missile	Awesome

CHARON'S FERRY

Uses per day: Five

Duration: (Passable vs Fate) x 5 minutes

Range: Thrown

Effects: An ectoplasmic boat appears, which can carry up to ten lost souls across a body of water. The character who summoned the boat controls it with his Drive skill.

CHESHIRE CAT

Uses per day: Six

Duration: (Passable vs Nature) x 3 minutes

Range: Self

Effects: The user transforms into a material cat. He maintains his mental faculties, but is limited to the abilities of a cat. The character's skills are unchanged (his claws do x1 damage). The power fades, so does the cat. Once the cat completely vanishes, the user instantly reappears.

CLOUD MIND

Uses per day: Five

Duration: (Passable vs Cunning) x 2 minutes

Range: Thrown

Effects: Causes a material to believe he is dreaming. The target will react to supernatural events with nonchalance. Nothing will seem to surprise him, and he will be accepting of the most incredible events. Even after the power has worn off, the victim will continue to believe he nodded off and dreamed the whole thing. This can be used effectively when trying to communicate with the living, without terrifying them in the process.

COHESION

Uses per day: Seven

Duration: (Passable vs Stamina) x 10 minutes



Range: Self

Effects: This power makes the user immune to the adverse effects of liquids.

CONQUERING WORM

Uses per day: Three

Duration: (Passable vs Nature) turns

Range: Thrown

Effects: The victim's eyes, mouth and other orifices become infested with aggressive worms, which bore into his body with devastating results. Each turn, he takes (Stamina vs Passable) x 3 damage. It can also be used on wood and paper to cause it to become worm eaten. This power can be used on material as well as incorporeal beings.

CONTROL ANIMAL

Uses per day: Five

Duration: (Passable vs Nature) x 5 minutes

Range: Thrown

Effects: The user takes control of a natural, material animal. The control is broken if the animal moves outside the power's range.

DANCE OF THE DAMNED

Uses per day: Five

Duration: (victim's Will vs user's Will) x 2 minutes

Range: Brawling

Effects: This power allows the user to enter the body of a living being. The victim and the user battle for control, leaving the body to shake and stagger as though dancing. After a minute, the user takes over the body. If the body is slain or rendered unconscious, the user is forced out but is otherwise unharmed.

DEATH DOG

Uses per day: Four

Duration: (Passable vs Nature) minutes

Range: Thrown

Effects: This power summons a semi-material fairy dog to do the user's bidding. The dog is as large as a young calf, has a short tail, big paws, green fur, and red ears. When sent by its master, the dog runs after its prey in a straight line, passing through solid objects if necessary. Although the dog has a Defense of 14 and does (Defense vs Poor) x 2 damage with its bite, its greatest weapon

is its bark. Every other turn, the dog may utter a bark. On the first bark, the victim feels a cold chill emanate from the animal. On the second bark, the victim feels a coil of fear loosen within him. On the third bark, if the victim is still within thrown range, he immediately takes 20 WTL damage.

DEATH RATTLE

Uses per day: Five

Duration: (target's Stamina vs user's Stamina) minutes

Range: Thrown

Effects: Causes a living victim to choke. Within two minutes, he will be asphyxiated into unconsciousness, but the Death Rattle will not cause death.

DEATH THROES

Uses per day: Five

Duration: (target's Stamina vs user's Stamina) x 2 turns

Range: Thrown

Effects: Spasms of pain course through the bodies of up to five victims. The pangs are so intense that they are at -2 columns on all die rolls, including Defense, until the end of the duration.

DECAPITATION

Uses per day: Four

Duration: (Passable vs Stamina) x 2 turns

Range: Self

Effects: The user's head assumes material consistency and flies from his body. The head bites for x2 damage, flies at running speed, and can travel any distance from its body. The head continues to control the decapitated body for as long as it remains within sight. The body remains incorporeal for the duration of this power.

DEFLECT

Uses per day: Two

Duration: (Passable vs Agility) turns

Range: Self or Thrown

Effects: For the duration of this power, any object or person that strikes at the target is deflected. This power can be used instantly, even if it means interrupting another player's turn, and does not require an action to activate.



DETECT AURA OF BLOOD

Uses per day: Ten

Duration: (Passable vs Alertness) x 10 minutes

Range: Self

Effects: Allows the user to determine on sight whether any creature within thrown range has the power to drain the lifeforce, blood or WTL from the living or lost souls.

DISEMBOWEL

Uses per day: Three

Duration: Immediate

Range: Thrown

Effects: Can only be used on material creatures. It causes the victim's belly to burst like an overripe plum, doing (Passable vs Strength) x 4 damage. The actual effect can range from a stomach ache (4 points damage), to a burst appendix (16 points damage) or a wet explosion (20 points damage).

EERIE MUSIC

Uses per day: Three

Duration: (target's Intelligence vs User's Charm) x 10 minutes

Range: Thrown

Effects: All beings within the local area hear the soft sound of a musical instrument, usually a harp, organ or violin. The music is haunting and hypnotic. For the duration of the power, up to four victims will walk toward the apparent source of the music, which the user controls. The victims are neither helpless nor entranced; they are simply determined to find out where the music is coming from.

EXCERPT

Uses per day: Six

Duration: (Passable vs Knowledge) x 2 minutes

Range: Touch

Effects: The user can sense the contents of a material book, notebook or journal without having to open it physically. The duration limits the amount of information received.

EXTINGUISH

Uses per day: Four

Duration: Not applicable

Range: Variable

Effects: Allows the user to shut off lights and douse fires. A light bulb burns out, a fuse blows, or a transformer explodes, depending on how large of an area the user wishes to affect. The Science roll required is determined by the area affected, as shown on the **Extinguish** table.

Extinguish	
Area	Science RR
One light or small fire	Passable
One room	Good
Suite of rooms	Great
One building	Superior
One city block	Awesome

FLESH CRAWL

Uses per day: Four

Duration: Immediate

Range: Thrown

Effects: This power can only be used on material beings. It causes the flesh of the target to crawl off his body, inflicting (target's Defense vs user's Cunning) x 5 damage. The amount of damage done determines how much of the target's skin is affected.

FRAGMENT

Uses per day: Four

Duration: Immediate

Range: Thrown

Effects: Causes a specified hand or foot to drop away from the body of an incorporeal being. The user must state which part (left hand, right hand, left foot or right foot) is to fragment from the rest. While this experience does no harm to an incorporeal being, it can cause her to be hampered. The body part reforms in (victim's Stamina vs user's Medical) x 2 turns.



GHOST CYCLE

Uses per day: Four

Duration: (Passable vs Mechanical) x 10 minutes

Range: Thrown

Effects: Creates an ectoplasmic motorcycle, which can be driven by any incorporeal being. Maneuvering the motorcycle requires a Drive roll. The motorcycle can carry one passenger safely.

GHOSTLY BONFIRE

Uses per day: Six

Duration: (Passable vs Nature) x 20 minutes

Range: Missile

Effects: Creates a large, intense fire. The Bonfire burns lost souls and other incorporeal beings, doing (Defense vs Good) x 5 damage to those foolish enough to enter it. It is visible to the living, though it cannot burn them.

GRAVEYARD SHIFT

Uses per day: Two

Duration: Immediate

Range: Self

Effects: This power transports the user and up to ten incorporeal beings he is touching to any graveyard. The location of the destination must be known to the user. The power requires a Passable Stamina roll. The user suffers -1 column for every two companions he takes along. One companion would cause a -1 column penalty, three companions a -2 column penalty, and so on.

HEADSTONE

Uses per day: Eight

Duration: Immediate

Range: Self

Effects: This power is used to gain information on a person, living or dead. The subject must be someone the user has seen, or someone whose name the user knows. The user learns (Passable vs Knowledge) facts about the subject.

HELL'S BELLS

Uses per day: Six

Duration: Six hours

Range: Missile

Effects: Every move the target makes produces the tolling of a bell. This power makes it impossible for the victim to sneak around. The loudness of the bell depends upon the user's Cunning roll, as shown on the Hell's Bells table.

Hell's Bells

Cunning	Loudness
Passable	Chimes. Can be heard at 50 feet.
Good	Small bells. Can be heard at 100 feet.
Great	A gong. Can be heard at 100 yards.
Superior	Church bells. Can be heard at a half mile. Causes a splitting headache to victim.
Awesome	Cathedral bells. Can be heard at 1 mile. Every time the victim moves, he must make a Passable Stamina roll or else suffer 1 WTL damage. On a Catastrophic roll he is deafened for 1 week. If the damage drives the victim to 0 WTL, he goes insane.

IGNITE

Uses per day: Six

Duration: (Passable vs Nature) x 2 turns

Range: Thrown

Effects: Causes an inanimate material object to burst into flames. The burning area can be no more than one square yard. The fire burns out at the end of the duration, even if the target is inflammable. A person wearing burning clothes would take 1 point of damage per turn.

INCREASE ABILITY

Uses per day: Four

Duration: 1 turn

Range: Self

Effects: Grants a bonus of (Good vs Fate) columns to the user's next action. The use of this power does not count as an action, and it may be activated at any time.



JACOB'S LADDER

Uses per day: Five

Duration: (Passable vs Mechanical) hours

Range: Thrown

Effects: This power creates an ectoplasmic ladder of up to one hundred feet in length (the user chooses the length at the time it is created). It is firmly rooted in place, and while it can't be moved, it doesn't need any additional support. It can be used by any incorporeal being.

LEND

Uses per day: Five

Duration: (Passable vs Stamina) x 3 turns

Range: Thrown

Effects: For a short period of time, the user can "loan" a companion 5 points in any skill or ability. For instance, if a companion is about to use Faith Heal with a skill of 10, this power will allow the user to lend 5 more points before the roll is made. Of course, the user's own Faith Heal score will be at -5 until the power wears off. The user's ability must be at least 6 to successfully use this power.

MIRROR IMAGE

Uses per day: Four

Duration: (Passable vs Charm) x 2 turns

Range: Self

Effects: If successful, the user may appear in any reflective surface (mirrors, glass, chrome, etc.). The user cannot talk, but may use gestures.



Anyone, living or incorporeal, can see the reflection.

NIGHT WATCHMAN

Uses per day: Two

Duration: (Passable vs Intelligence) x 2 hours

Range: Special

Effects: This power acts as an effective guard against sneak attacks. The night watchman appears as a portly fellow dressed in a watchman's uniform. He can patrol a radius of one hundred feet around the user, and can even pass through walls and doors to check the situation on the other side. He will report to the user if anyone, material or incorporeal, approaches within one hundred feet (although he will not report upon creatures within one hundred feet at the time the power is activated). He is completely ineffectual as a fighter. The Night Watchman can only be activated at night. He cannot be seen or heard by the living but other supernatural creatures can sense him.

OBJECT READING

Uses per day: Three

Duration: Immediate

Range: Touch

Effects: By touching an ectoplasmic or material object, the user will have a vision regarding who used the item last, where and when it was made, what it was used for, and what happened around it that was emotionally important. To do this, the user must make a Passable Knowledge roll. How well he makes the roll determines how much information he gains.

PHANTOM SMOKE

Uses per day: Three

Duration: (Passable vs Nature) x 5 minutes

Range: Thrown

Effects: Billows of smoke fill the local area, obstructing vision and causing the living to cough and their eyes to water. The smoke is thick enough to protect lost souls from sunlight. Strong winds will dispel the smoke. It can be made to follow the user or surround a specific target.



PHOTOGENIC

Uses per day: Eight

Duration: (Passable vs Charm) x 10 minutes

Range: Self

Effects: The user can appear on videotape, film, sound tape, or other recording medium. The image is permanent, though a little blurry.

POISONOUS BITE

Uses per day: Four

Duration: (Passable vs Cunning) x 2 turns

Range: Self

Effects: The user grows poisonous fangs. For the duration of this power, the user can bite victims, paralyzing them for (target's Defense vs user's Brawling) hours.

PSEUDOPOD

Uses per day: Three

Duration: (Passable vs Stamina) minutes

Range: Self

Effects: A tentacle up to ten feet long grows out of the user's body. The limb is an unnatural substance that can affect (and be seen by) both material and incorporeal beings. The tentacle can be used to fight, write, carry or grasp with a Strength and Dexterity equal to the caster's. Attacks may be made separately against the pseudopod. It has 10 WTL, and a Defense equal to its owner's. Once out of WTL, it retracts back into the user. The user is not harmed by any damage taken by the pseudopod.

The user can cause the pseudopod to retreat back inside her body at will. If she does this before the end of the power's duration, she will lose any remaining time she might have had for that usage.

REJUVENATE

Uses per day: One

Duration: Immediate

Range: Touch

Effects: This power is used on a lost soul with 0 Will to Live. If employed within one turn, the character regains 1 WTL. It prevents the character from being reincarnated, returned to Limbo or incapacitated, even if the character has already failed his Stamina roll to resist reincarnation.

SHADOW WALK

Uses per day: Five

Duration: Immediate

Range: Self

Effects: The user may instantly move from one shadow to another. The shadows must be large enough to accommodate the user and any companions who accompany him. The user must be standing in a shadow, and the destination must be within line of sight. Note that this power is useless in direct sunlight as well as complete darkness. Using the power requires a Passable Cunning roll. The user suffers a -1 column penalty for every additional person he is taking.

SHIVER

Uses per day: Five

Duration: (Passable vs Great) x 2 minutes

Range: Missile

Effects: The target shivers uncontrollably. His flesh rises in goose bumps, his teeth chatter, and his limbs tremble. During this time, the victim can barely speak and will be incapable of any task requiring Dexterity, Aim, Filch, Forgery or Unlock.

SHROUD

Uses per day: Three

Duration: (target's Strength vs user's Cunning) x 2 turns

Range: Thrown

Effects: A winding sheet wraps tightly around the bodies of up to five victims. Their arms are bound tight until the power wears off; however, they can still use their legs and supernatural powers.

SOUL STRIP

Uses per day: Three

Duration: (target's Sanity vs user's Will) minutes

Range: Thrown

Effects: This power forces the target to reveal his most heart wrenching secret. It does not prevent the target from fighting or other physical activity.



SPONTANEOUS COMBUSTION

Uses per day: One

Duration: Immediate

Range: Thrown

Effects: The target, incorporeal or material, bursts into flames, taking (Passable vs Nature) x 5 damage.

THE CREEPS

Uses per day: Two

Duration: 5 minutes

Range: Thrown

Effects: This power summons (Passable vs Nature) miniature minions, called "the creeps." They are foot tall creatures with a semi-material consistency that can affect, and be affected by both material and incorporeal beings. Each creep has a Defense of 10, an Attack of 10, x1 damage, and all other skills of 5. They are quite nimble and can leap up to three feet.

TRAIL OF ENTRAILS

Uses per day: Six

Duration: (Passable vs Cunning) hours

Range: Missile

Effects: This power can be used on a material or incorporeal being. Ectoplasmic entrails spill from the target's guts, leaving a slimy trail that the user can easily follow. Even if the target enters a car, a glistening intestine will dangle from the door, leaving its tell-tale mark on the pavement. This power does not harm the target, though an incorporeal victim may be horrified by the effect (material beings take no notice, unless they are mediums).

WALL OF BONE

Uses per day: Three

Duration: (Passable vs Strength) minutes

Range: Thrown

Effects: Creates a twenty-foot long wall of bone, which prevents both material and incorporeal beings from passing. The bones are sharp, and do (Defense vs Great) x 2 damage to anyone who physically tries to smash through them. The wall has a Passable Defense, and any attack that does 20 or more points of damage will shatter it. The wall can be formed into a circle to surround a target, or used to form a cage.

WATER WHIRLPOOL

Uses per day: Five

Duration: (Passable vs Nature) x 2 turns

Range: Thrown

Effects: A small waterfall appears to do the user's bidding. It can be directed to drench material beings, or disperse ectoplasmic beings. See the Aquatics skill in the *Lost Souls* manual for the effects of water on ghosts.

WEAPON OF CHOICE

Uses per day: Four

Duration: (RR vs Fate) x 3 turns

Range: Self

Effects: The weapon of the user's choice appears in his hand. The Fate roll required depends upon the Karma cost of the weapon being summoned, as shown on the **Weapon of Choice** table.

Weapon of Choice	
Karma Cost	Fate RR
1-3	Passable
4-6	Good
7-9	Great
10-12	Superior
13-15	Awesome

WISP OF SMOKE

Uses per day: Six

Duration: (Passable vs Nature) minutes

Range: Self

Effects: The user turns into a shapeless puff of smoke, which can be seen by the living. While in smoke form, the user can fly through the air, or sneak into a house through a crack. He is not affected by sunlight or material weapons, although he can still be hurt by immaterial weapons.

WITHER

Uses per day: Five

Duration: Immediate

Range: Brawling

Effects: Causes an incorporeal or material being to wither and decay, inflicting (target's Defense vs user's Fate) x 6 damage.

GEAR

5

CONSISTENCY OF ITEMS

A lost soul returning to Earth finds there are two distinct states of matter: incorporeal and material. The material world includes the solids, gases, and liquids the character was accustomed to in life.

"Incorporeal" encompasses anything made of ectoplasm. There are four types of ectoplasm, ranging from vaporous to solid-looking.

Vaporous ectoplasm appears wispy, as though made from white smoke. Luminous ectoplasm glows with a soft radiance, as if made of light. Translucent ectoplasm has a firm outline, but the colors are washed out and objects are visible through it. Solid-looking ectoplasm appears completely firm to lost souls, but it should not be confused with real matter. Ectoplasm, regardless of its classification, is completely invisible and intangible to living beings.

A lost soul can interact with any ectoplasmic item. For example, a vaporous ghost could use a luminous item. However, a lost soul cannot use a material object, unless the object is dematerialized, the lost soul somehow assumes material form or a supernatural power is used to manipulate it.

OTHER TYPES OF MATTER

Three additional states of matter bridge the gulf between the incorporeal and material worlds. They are listed below.

Unnatural matter is material, but its supernatural nature allows it to affect incorporeal beings. Lost souls must still treat the unnatural matter as material. An unnatural knife in the hands of a living person would harm any lost soul he stabbed, yet lost souls could neither pick up nor move the knife (except by supernatural means).

Semi-material matter is a supernatural fusion of solid-looking ectoplasm and matter. Lost souls treat it as incorporeal while mortals treat it as material. A lost soul could cut a living person with a semi-material knife; to the mortal it would appear as if the dagger were floating on its own! The mortal could then wrestle the knife away and use it to stab the ghost.

Dual matter can change between incorporeal and material. When incorporeal, it appears solid-looking to lost souls. Dual objects are explained more fully below.

DUAL OBJECTS

A dual item becomes material or ectoplasmic depending on the consistency of the being touching it. A dual knife would be material in the hands

States of Matter

1. Incorporeal (ectoplasmic)
 - a. Vaporous
 - b. Luminous
 - c. Translucent
 - d. Solid-looking
2. Material
3. Unnatural
4. Semi-material
5. Dual



of a material being, or incorporeal when possessed by a lost soul. While material, the knife could not harm ghosts, and when ectoplasmic, it could not affect or be seen in the material world. A lost soul couldn't pry open a material door with a dual knife, because it would be incorporeal for as long as it was held by the ghost.

When not in the possession of anyone, a dual object takes on the consistency of the plane it occupies. In the physical world, a dual item would normally be material; in Limbo, it would be ectoplasmic.

If both an incorporeal and material creature touch a dual object, it retains the consistency of

whoever grabbed it first for as long as that person holds it.

Dual items may have properties that affect both mortals and ghosts. For example, if a dual knife has the power to drain WTL, it can harm both the living and dead. Even in its ectoplasmic state, the knife could harm a living foe, while a ghost could just as easily be hurt by it in its material manifestation.

MAKING DUAL ITEMS

At his discretion, a referee may allow an object that forms an emotional bond between a

Karma Cost for Gear

Karma	Item	Karma	Item
1	Ammunition, 30 rounds	10	Horse
1	Aspirin, 5 (heal 1 WTL each)	2	Lantern with oil (light seen only by ghosts)
3	Automobile repair kit	8	Laptop computer
2	Backpack (large)	2	Lighter (produces ectoplasmic flame)
1	Bandages, 5	3	Listening device
3	Baseball bat	2	Lock
2	Binoculars	5	Lock pick kit
4	Blow torch	1	Magazine
1 to 2	Book	1	Magnifying glass
1	Book of matches	2	Map
1 to 2	Bottle of liquor	1	Money (\$1,000)
1	Breath mints	15	Monkey
2	Bug spray	25	Motorcycle
2	Calculator	2	Mouse
3	Camera (takes instant pictures)	1	Net, 20' x 20'
2	Can of gasoline	1	Paper & pencil
1	Candles, 4	0	Rabbit's foot
40	Car	2	Radio (heard only by ghosts)
20	Carriage	7	Rocket pack
2	Carrier pigeon	1	Rope, 30'
1	CD player & music (heard only by ghosts)	2	Skeleton key
2	Collapsible shovel	1 to 3	Small tools
1	Compass	3	Sunglasses
4	Dog	2	Tape recorder
1	Fanny pack	1	Tourniquet
3	First-aid kit	10	Trained dog
4	Flares, 4	1	Umbrella
1	Flashlight (seen only by ghosts)	1	Vial of acid (x4 damage, +0 Aim)
1	Full set of clothing	4	Video camera
3	Gas mask	2	Walkie-talkie, 1
1	Glasses	2	Walking stick
1	Hand mirror	1	Watch
2	Handcuffs	1	Water bottle



lost soul and a mortal to become dual. Such transformations are miraculous, and should only occur when the emotions behind the transaction are strong enough to cross the boundaries of death. The referee has final say on when such an item can become dual.

Example: Wayne died on his way to propose to his beloved Marie. Now, he longs to give her the engagement ring he bought right before his death. He uses his supernatural powers to make his presence known to Marie, and once she knows he is there, pops the question with his Message power. She affirms her love for him, and in an effort to form a bond with her, he tries to give her the ectoplasmic ring he carries.

The referee considers the situation and decides the emotions are strong enough to convert the ring to dual consistency. As it passes from Wayne's incorporeal hand into Marie's material palm, the ring becomes solid right before her amazed eyes.

GEAR

Lost souls create familiar objects from ectoplasm to give them a sense of comfort and familiarity in the afterlife. A character unconsciously duplicates whatever she had with her at the time of death. A lost soul cannot copy the magical properties of an item, so an enchanted amulet duplicated in ectoplasm would have none of its special properties. As a lost soul learns to manipulate ectoplasm, she can create other items. This is important since lost souls cannot easily use material objects.

Since the pursuit of material goods is anathema to the spiritual quest for Karma, a character loses Karma whenever she acquires a new item (except temporary items, which are explained below).

All items have a Karma cost, based on the object's usefulness. Most small items have a cost of 1, while larger or more complex objects have a higher cost. The **Karma Cost for Gear** table shows the Karma cost for many common pieces of gear. The referee must set the cost for other items.

Characters cannot make huge objects such as buildings or large trucks — the Karma cost is simply too much. Such structures are actually

realms, and are explained in **Chapter 6: The Afterworld**.

A character does not pay the cost for his starting gear since it has already been deducted from his starting Karma.

Weapons: The Karma costs for weapons are listed on the **Brawling Weapons** and **Missile Weapons** tables, presented later in this chapter.

Armor: The cost for armor equals twice the Defense bonus of the piece. A studded leather jacket that grants +3 Defense would have a Karma cost of $3 \times 2 = 6$. The Defense bonuses for pieces of armor that cover different areas are cumulative, so a character wearing a long coat and heavy shoes would have a Defense bonus of $2 + 1 = 3$. A character cannot wear two pieces of armor on the same body part. Gloves and boots come in pairs; if only one is worn the Defense bonus is halved, rounded down. The **Armor** table shows the Defense bonus, Karma cost and Area protected for common types of armor. A character carrying a shield cannot use a weapon two-handed.

Armor			
Armor Type	Defense	Cost	Area
Army fatigues	1	2	Body
Boxing gloves	2	6	Hands
Bulletproof vest	6	12	Body
Diving mask	1	2	Head
Football helmet	3	6	Head
Goggles	1	2	Head
Hard hat	2	4	Head
Heavy coat	1	2	Body
Heavy shoes	1	2	Legs
Leather boots	1	2	Legs
Leather chaps	2	4	Legs
Leather gloves	1	2	Hands
Leather jacket	2	4	Body
Long coat	2	4	Body
Mitten	1	4	Hands
Motorcycle helmet	3	6	Head
Parka	2	4	Body
Pith helmet	2	4	Head
Shield, large	2	4	Shield
Shield, small	1	2	Shield
Studded leather jacket	3	6	Body
Studded leather pants	3	6	Legs
Wet suit	1	2	Body



MAKING GEAR

To make an item, a lost soul must exert unbroken concentration for fifteen minutes. After this time, the ambient ectoplasm is fused into the form desired by the character. The Karma cost of the object is subtracted from the character's current Karma rating. The item has the same consistency as its creator.

Lost souls cannot create material, semi-material, unnatural or dual objects. They can only create normal gear that they were familiar with in life. They cannot make magical devices or other special items, such items can only be made by the game's most powerful entity: the referee.

Creating objects on Earth: There is less ectoplasm on Earth than in Limbo, so objects created while on Earth are at double the regular Karma cost. It's much more economical to return to Limbo before creating an item.

Temporary items: To avoid the extra cost of making an item on Earth, a lost soul may create a temporary object. Temporary equipment can be made only on Earth, and lasts until its creator is reincarnated, returns to Limbo or someone else tries to take it to Limbo. It doesn't matter who possesses the object at the time; it simply disintegrates. A character must specify whether an object is temporary at the time it is created. The cost of making a temporary item on Earth is the same as for making the object in Limbo (not double). Temporary items are always maintained by their creator — maintenance cannot be transferred to anyone else.

Maintaining gear: An ectoplasmic object disappears upon the reincarnation of the person who is maintaining it. An item is maintained by the subconscious Will to Live of its creator. Gifts that are freely given and accepted are maintained by the recipient at no Karma cost. A character can also assume the maintenance of an item if he manages to hold it for one full turn, paying the Karma cost for the object at the end of the turn. If anyone touches the item during this time, the transference process will be interrupted. An item can be maintained by only one character at a time.

A character may stop the maintenance of an item at any time; it will quickly dissolve into ambient ectoplasm. A character does not regain any Karma expended on the object. It takes one turn to terminate the link. It may take a Quickness roll to determine if a character can stop the

maintenance of an item before another character can take it over.

Permanent gear: If a character wishes to make a permanent item, one that does not require anyone to maintain it, he must expend twice the normal Karma cost. The advantage of a permanent item is that it will last after the character's reincarnation. They are, however, vulnerable to the destructive effects of sunlight.

ACQUIRED GEAR

Characters often accumulate items during their trips to Earth, whether as gifts from friends or objects taken from foes. When a character returns to Limbo, items gained on the adventure disappear unless he expends the Karma to keep them.

A character does not pay for objects that he is already maintaining, whether because he made them, he already paid for them, or they were freely given to him. If a "gift" was presented under any kind of duress, then the recipient must pay the regular cost to keep the item when returning to Limbo.

Temporary items dissolve if anyone tries to take them to Limbo. Permanent items must be paid for or they cannot be taken to Limbo.

MEDIUMS AND GEAR

When a medium astrally projects, he creates *temporary* ectoplasmic copies of his material gear. The originals are left behind on the medium's body. Like a lost soul, a medium cannot create semi-material, unnatural or dual items. He cannot duplicate the properties of special items.

When astrally traveling, a medium can give gear to a lost soul, but it will disappear once the medium returns to his body or is reincarnated. Since the gear is temporary, it also vanishes if anyone tries to take it to Limbo.

A medium can take a dual item with him into the afterlife. When the medium is material, the item is material, and when the medium astrally projects, the item turns incorporeal with him. Likewise, when a living person dies, any dual objects he carries turn incorporeal with him.

Unlike other objects, a dual item is not duplicated by the medium's astral travel power. If a medium gave a dual amulet to a lost soul, he would be giving away the original. There would not be another waiting for him back home.



LOSING GEAR

When a lost soul is sent to Earth, he may bring some or all of his equipment with him. The player decides what he will bring across. When the character returns to Limbo, any equipment left behind on Earth will simply decay into ambient ectoplasm. A lost soul cannot send just his gear back to Limbo; he must go with it.

Ectoplasmic items are dissolved if they are left in the sun for more than five minutes times the Karma cost of the object. For instance, an ectoplasmic pistol worth 3 Karma could last 15 minutes in the sun.

GHOSTLY ANIMALS

A lost soul can expend Karma to create an animal. Many lost souls begin their careers with ectoplasmic creatures. Where would a headless horseman be without his mount?

Ectoplasmic animals are not the ghosts of deceased creatures, they are merely constructs that have been given the semblance of life by their owners. An animal's owner can give it commands, but he must roll his Tame skill for the beast to obey. An animal cannot perform an action inconsistent with its nature or physical abilities. An ectoplasmic mouse could nibble through a rope, but it could not pick a lock.

Animals always follow their owners unless ordered to "stay."

CREATING WEAPONS

All weapons are assigned a damage multiplier and a Brawling or Aim adjustment. The adjustment is added to a character's skill whenever he attacks with the weapon. The **Brawling Weapons** and **Missile Weapons** tables list the damage ratings and skill adjustments for many common weapons.

Characters may seek to create weapons not listed in this book. To create a new weapon, a player decides if it will be a brawling or missile weapon. He adds the cost for the weapon damage

Weapon Cost

Weapon Damage Rating	Brawling Weapon Karma Cost	Missile Weapon Karma Cost
x1	-4	-3
x2	-2	-1
x3	0	2
x4	2	5
x5	5	8
x6	8	11
x7	11	15
x8	14	19
x9	17	22

Add Brawling or Aim Adjustment to Cost

Special Ability	Karma Cost
Flexible, no parrying	+0
Can be thrown using Aim	+1
Does double damage in grapple	+0
Requires two hands to use	-1
Slow, fires once every other turn	-2
Fully automatic	+2

Magazine Capacity	Karma Cost
1-6	+0
7-10	+1
11-15	+2
16-20	+3
21-30	+4

Weapons may not have a cost less than 1

multiplier (see the **Weapon Cost** table) to the weapon's Brawling or Aim adjustment. The cost for the weapon's special abilities and magazine capacity are added to the total to find the cost of the weapon.

***Example:** Enamored with the life-style of the Japanese samurai, Scott decides to create his version of a katana: a sword that hits easily and does massive damage. He decides to give his katana x7 damage and +3 Brawling. Looking on the **Weapon Cost** table, he finds x7 damage for a brawling weapon will cost him 11 Karma. To this, he adds the +3 skill adjustment for a total Karma cost of 14.*



Brawling Weapons

Weapon	Damage	Brawl	Karma	Notes
Baseball bat	x3	+3	2	2h
Bastard sword	x6	-4	3	2h
Battle axe	x7	-6	4	2h
Broad sword	x5	-2	3	
Bullwhip	x3	+2	2	f
Chain	x2	+4	2	f
Claymore sword	x7	-6	4	2h
Cutlass	x2	+4	2	g
Fire axe	x4	+1	2	2h
Flail	x5	-2	3	f
Flare (burning)	x3	+0	1	t
Halberd	x7	-6	4	2h
Hammer	x2	+3	2	t, g
Hand axe	x3	+1	2	t, g
Harpoon	x5	-3	3	t
Hatchet	x3	+1	2	t, g
Javelin	x3	+1	2	t
Knife	x2	+2	1	t, g
Long sword	x4	+0	2	
Mace	x4	-1	2	t
Morning star	x6	-5	3	f
Nunchaku	x2	+4	2	f
Pen knife	x1	+5	1	g
Pick	x4	+1	2	2h
Scimitar	x4	+0	2	
Short sword	x3	+2	2	
Sledge hammer	x4	+1	2	2h
Spear	x4	+0	2	t, 2h
Staff	x3	+3	2	2h
Torch (burning)	x3	+0	1	t
Trident	x6	-5	3	t, 2h
War axe	x5	-3	3	t
War hammer	x6	-4	3	2h
Whip	x2	+3	1	f
Wood axe	x4	+0	2	t, 2h
Punch	x1	+0	0	g
Kick	x2	-6	0	
Makeshift, small	x2	+0	—	t, g
Makeshift, large	x3	+0	—	2h

Explanation of Notes:

- f Flexible weapon, no parrying.
- t Can be thrown using Aim.
- g Does double damage in grapple.
- 2h Requires two hands, -3 skill if used one handed.

Small makeshift weapons include clubs, spikes, wrenches, or broken bottles. A shovel or crowbar would be a large makeshift weapon.

SPECIAL ABILITIES

The special abilities you can give a weapon are explained here.

Flexible: (+0 cost) A flexible weapon, such as a chain or whip, can neither parry nor be parried.

Can be thrown using Aim: (+1 cost) Because a thrown weapon must be light, it must have a damage rating of x5 or less. When thrown, its Brawling adjustment is used as an Aim adjustment.

Does double damage in grapple: (+0 cost) Only small, non-flexible weapons can do double damage in a grapple. The weapon must have a damage multiplier of no more than x3.

Requires two hands to use: (-1 cost) A large, heavy weapon may require two hands to use properly. Two-handed brawling weapons may be used one handed but the character is at -3 on his Brawling skill. Two-handed missile weapons, such as rifles, bows and submachine guns, cannot be used one-handed at all.

Fires once every other turn: (-2 cost) This ability applies only to crossbows and some single shot guns.

Fully automatic: (+2 cost) Automatic weapons can fire more than one bullet at each pull of the trigger. An automatic weapon jams on a Catastrophic attack roll. The user must roll Good on Mechanical to clear the jam.

Magazine Capacity: (variable cost) The cost for a gun's magazine capacity depends upon how many bullets it holds. Revolvers normally have a capacity of no more than six bullets. Automatics have higher capacity clips, but they jam on a Catastrophic attack roll. The user must roll Good on Mechanical to clear a jam.

AUTOMATIC WEAPONS

Fully automatic weapons have a selector switch that allows the user to fire one bullet, a burst of three bullets, or a spray of ten or more bullets.

Burst: At every pull of the trigger, a burst discharges 3 bullets at a single target. The damage multiplier is increased by 1. If the character does not have 3 or more bullets in his clip, he cannot fire a burst.

Spray: A spray fires 10, 20, or 30 bullets (the attacker's choice). If the character has less than 10 bullets in his clip, he cannot fire a spray. The



attacker rolls separately to hit each target in the field of fire, up to the number of bullets in the spray. Friendly characters in the field of fire will take (Defense vs Poor) x Weapon Damage.

Characters attacked by a spray suffer a column penalty to their Defense equal to -1 column for every 10 bullets fired.

AREA EFFECT WEAPONS

An area effect weapon has the opportunity to harm everyone in its field of effect. The attacker rolls separately to hurt each target. Friendly characters in the area of effect take (Defense vs Poor) x Weapon Damage.

Characters in the area of effect suffer a penalty of -1 to -3 columns on their Defense, depending on the weapon and how well it fills the area. For instance, an automatic weapon firing 10 bullets gives the targets -1 column on their Defenses, while a grenade puts the targets at -3 columns.

The area of effect depends upon the weapon. A grenade has a kill radius of about 20 yards. The spray of an automatic rifle has a cone shaped field of fire with an arc of about 45 degrees. Ultimately, it's up to the referee to decide who is in the area of a weapon's effect.

Example: Lisa hurls a grenade at a demon with a Defense of Superior. Because it's facing a grenade, the demon's Defense is reduced by 3 columns to Passable. Lisa rolls Great on her Aim to hurl the grenade, throwing it right next to the demon. It takes (Passable vs Great) x 7 damage, or 21 points, enough to blow it to ectoplasmic bits.

SPECIAL ITEMS

Special items include magical and technological devices. Many special items are used by NPCs to help them interact with lost souls. Characters cannot create special items; they must be found during an adventure. Unless otherwise noted, all special ectoplasmic items are permanent, so they do not need anyone to maintain them. If a character acquires a new special item, he must pay its Karma cost only if he takes the item back to Limbo with him.

Missile Weapons

Weapon	Damage	Aim	Karma	Notes
Short bow	x2	+3	1	2h
Composite bow	x3	+2	3	2h
Long bow	x4	+0	4	2h
Mini crossbow	x3	+0	1	2h
Light crossbow	x4	+1	3	2h, s
Medium crossbow	x5	+1	6	2h, s
Heavy crossbow	x6	+2	10	2h, s
.22 pistol	x2	+3	3	9
9mm pistol	x3	+1	4	9
.38 revolver	x4	+0	5	6
.45 pistol	x5	-3	6	7
.357 revolver	x6	-4	7	6
.44 magnum revolver	x7	-7	8	6
.44 magnum pistol	x7	-7	9	9
.22 rifle	x3	+4	6	2h, 10
.30 rifle	x4	+2	7	2h, 10
.30-30 rifle	x5	+1	8	2h, 6
.30-06 rifle	x6	-1	9	2h, 6
.460 rifle	x7	-4	10	2h, 3
.20 gauge shotgun	x3	+7	8	2h, 5
.14 gauge shotgun	x4	+5	9	2h, 5
.12 gauge shotgun	x5	+4	11	2h, 5
.10 gauge shotgun	x7	+1	15	2h, 5
Sawed off shotgun	x5	+2	10	5
9mm submachine gun	x3	-2	8	a, 30
.38 submachine gun	x4	-2	11	a, 30
.45 submachine gun	x5	-2	13	a, 2h, 30
.223 assault rifle	x6	-1	17	a, 2h, 30
7.62mm assault rifle	x7	-1	21	a, 2h, 30
Machine gun	x8	-4	25	a, 2h, 90
Grenade	x7	+0	2	@@@
Dynamite, stick	x5	+0	2	@@@

Explanation of Notes:

2h Requires two hands to fire.

s Slow, fires once every other turn.

a Fully automatic weapon.

@ Area effect weapon. The number of @s denotes the column penalty for targets in the area of effect.

Magazine capacity.

CORPSE CANDLE

Consistency: Dual

Karma Cost: 4

A corpse candle is used to drain Karma from a specific person, either living or incorporeal. The name of the victim is carved into the wax of the candle; a red one is used for a man, a white one for a woman. The candle is then lit in the presence of



the victim. It will burn steadily for five minutes, draining 1 Karma every other turn. It can only be extinguished by supernatural means or by the person who lit the candle.

FLESH GLOVES

Consistency: Solid-looking ectoplasm
Karma Cost: 2

When a ghost dons these gloves, his hands become material and he can touch and move solid objects. These gloves can be used four times per day, for (Passable vs Fate) minutes per use.

FLESH MASK

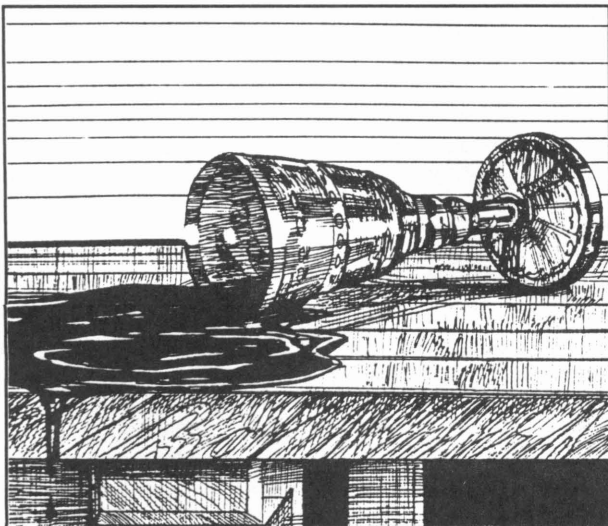
Consistency: Solid-looking ectoplasm
Karma Cost: 2

This tightly fitting mask forms itself to the contours of its wearer's face, mouth and tongue. The face of whoever wears it becomes material. With his materialized face, a character can speak to and be seen by the living. The mask can be used four times per day, for (Passable vs Fate) minutes per use.

FOUNDATION STONE

Consistency: Material
Karma Cost: 0

Many ancient people believed the first stone of a new building should become the home — or focus — of a spirit. The spirit was bound to the structure and was supposed to defend it against malevolent ghosts. Usually a human sacrifice was



entombed in the walls of the building, often a small child, since they were supposed to become particularly wretched phantoms.

NECROPHONE

Consistency: Material
Karma Cost: 3

This device, which looks much like a tape recorder, can pick up the voices of the dead. The voices must be recorded, and then played back. Discerning the voices requires concentration and some interpretation. A lost soul speaking into a necrophone can leave an intelligible message that lasts for (Passable vs Intelligence) minutes.

SAGE

Consistency: Material
Karma Cost: 0

Certain psychically sensitive mortals who eat a great deal of sage leaves can see, though not hear, ghosts. This power lasts as long as it takes to digest a meal, roughly three hours.

TIME SLIP

Consistency: Luminous ectoplasm
Karma Cost: Not applicable

This innocuous looking piece of paper looks like a large movie ticket. A date is written on one side, but nothing else. Time slips are given to lost souls by their Mentors when they are required to travel back in time to perform a good deed. The date written on the slip shows them what year they are journeying to. A lost soul holding a time slip will immediately be faced with a door, which leads to a time tunnel. Half the ticket disappears when traveling back in time. To return to the present, a character must retain his ticket stub.

Time slips usually come in booklets of ten, each holding tickets with identical years. They are coveted by fiends and demons and would be worth a lot in trade to any afterlife merchant.

VAMPIRE BOTTLE

Consistency: Material
Karma Cost: 1

Using a holy relic, a vampire hunter can force a bloodsucker to turn into a mist and enter the bottle. Once inside, the top is stoppered with the relic, and the whole thing is thrown into flames.

THE AFTERWORLD

6

DEATH

Lost Souls is intimately concerned with what happens to a person in the hereafter. Players are encouraged to ask profound questions about life and death. Usually, the first question a player asks is, "If I kill a living NPC, can his ghost keep fighting me?"

The answer is normally no. When a living person dies, his body releases its soul. He's too confused to do much of anything, much less fight. Within two turns, a tunnel of light whisks the newly departed to Limbo, or, in the case of an evil person, a tunnel of darkness will suck him to the infernal Underworld.

Most lost souls will find themselves in Limbo, where they are greeted in a private room by their Mentor. The Mentor appears as a departed friend to make the lost soul's transition to the afterlife easier. If the newly deceased's desire to live is still strong, he is accepted into Limbo as a lost soul and is escorted to a waiting room where his soul mates are gathered.

If, on the other hand, a newcomer's Will to Live is weak, the Mentor strips the soul of its ectoplasmic shell and summons a tunnel of light to return the lifeforce to Earth. The unclothed lifeforce is plunged into flesh, its exact nature determined by the soul's Karma level.

STRANDED SPIRITS

When a person dies, he may be afraid of what lies beyond the tunnel that comes for him. Or, he may be so attached to the material world that the tunnel cannot extract him. Sometimes, a

tunnel of light does not come for a new lost soul. The forgotten few may die without ever realizing it, and no amount of evidence will convince them that they aren't alive.

Stranded lost souls never visit Limbo, and are completely cut off from their Mentors. Most of the time, the newly departed are helpless as newborns until the next sunset, but a student of the afterlife may be so prepared for his demise that death causes only a single turn of incapacitation. A referee must decide in advance if an NPC will be this powerful. With the addition of supernatural powers, such an NPC will be even more dangerous when dead.

Lost souls stranded on Earth do not go to Limbo to heal. They make their homes on the material world, in focuses, realms and Outer Planes. All three are explained below.

FOCUSES

Usually, a marooned soul is so weakened by his death that he must immediately retreat into a focus, an object that held great significance to the person in life. It doesn't have to be nearby; the soul will teleport to the item no matter where it is. The lost soul must stay in his focus until the next sunset before he can leave.

A lost soul teleports to his focus only the first time. In the future, he can return to his focus by touching it and willing himself to join with it. By staying in his focus until the next sunset, he can heal fully, increase his abilities, gain powers or create items as though he were in Limbo. For all purposes, the item should be treated exactly like Limbo. For instance, a character cannot return to his focus if he has an uncompleted Ghostly Vow. The main difference between Limbo and a focus is



that a focus can be entered only by a specific lost soul.

If a lost soul's focus is broken, it becomes useless. The lost soul may develop another focus by locating a memento that was important to him in life, and spending ten days near the relic, never traveling more than a half mile from it. During this time, the lost soul does not have a focus, and receives none of the benefits for having one. Once the bond is formed, the lost soul is free to travel as far as he likes. Most choose to remain close to their focuses, both to protect them and to allow easy access.

If a lost soul is in his focus when it is destroyed, he loses (Stamina vs Awesome) x 3 WTL and is immediately expelled from the object. A lost soul can easily be reincarnated in this way.

Focuses are the root of many legends about haunted objects such as cursed locket and portraits. A castle may contain a lost soul's focus, and the manifestations there are caused by his attempts to guard it.

While focuses are used primarily by NPCs, it is possible to run a campaign where the player characters dwell in focuses instead of returning to Limbo. In such a case, all the characters should have their focuses located in the same place, say a haunted house that they must protect from unscrupulous developers, vandals who want to trash the place, and the ever-dreaded junkman who thinks the characters' focuses are all garbage.

REALMS

In rare cases, the dying duplicate not only themselves in ectoplasm, but their surroundings as well. This happens when the emotions involved in a person's death are strongly tied to a location, or when many people die tragically together. Such ectoplasmic settings are called realms.

A realm is a mix of a soul's history and personality made manifest. It is ectoplasmic and may be a room, vehicle or an entire building. It must be a place that was important to the lost soul who created the realm. Often, it's a twisted reflection of the place the person died, distorted by the feelings of its maker.

A realm exists on Earth only at certain times or under set conditions. The conditions are established at the time the realm is created, and may not be known to the lost soul who made the place. Most realms exist on Earth only at night, disappearing at dawn. Many legends have grown up

around castles that appear only in moonlight, or phantom trains, spectral ships, ghostly carriages, and other nocturnal contrivances. A few realms are stuck on Earth permanently. They manifest only in gloomy forests, the depths of the sea or in caves and catacombs. Realms are immune to sunlight, and protect their inhabitants from the sun's rays.

While most ectoplasmic buildings always appear in the same spot, this is not a requirement of realms. Ghostly vehicles can travel the world, and show up almost anywhere.

Entering a realm when it is on Earth is just like walking into a normal vehicle or building. Though solid-looking to lost souls, realms are invisible and intangible to mortals. The realm of a very powerful person may transform mortals who approach it into semi-material matter, allowing them to see and enter the realm. In such eerie places, the living can see and interact fully with the dead.

When not on Earth, a realm returns to an Outer Plane of its own. Any incorporeal beings who are in a realm when it returns to its Outer Plane go with it, and are trapped in the realm until it reappears on Earth. Material beings who were in the realm are not transported.

The familiar surroundings of his realm allows the creator of the place to heal at the rate of 1 WTL per hour. The healing occurs no matter how active the character is. In addition, while in his realm, a character can increase abilities, make gear at the non-earthly cost, and gain powers. For these purposes, the realm is treated exactly like Limbo. Unlike Limbo, a character cannot teleport to a realm, but must physically travel back.

A lost soul who spends a long time in a realm comes to belong there, and gains the same benefits as the realm's creator. When this happens, the lost soul loses his ability to return to Limbo or to a focus. The realm becomes his new home.

The creator of a realm has no special control over what happens in it, and can't control its shifting to and from Earth. A realm vanishes forever when its creator is reincarnated. If this happens when the realm is in an Outer Plane, those in the realm are returned safely to Earth.

The famous ghost ship, the Flying Dutchman, is an example of a realm. **Chapter 10: Haunted Places** and **Chapter 11: Haunted Vehicles** contain many other examples of realms. A fully developed realm is included in **Chapter 13: Fears**.



OUTER PLANES

The characters are most familiar with the physical world of the living and Limbo, where lost souls dwell between adventures. The other planes of existence are called the Outer Planes.

An Outer Plane has no physical connection to the material world. The only way to get to an Outer Plane is through a gate, of which the tunnel of light is a common example. An Outer Plane is like a self-contained pocket universe, with natural laws different from the physical world. No one knows who created the Outer Planes, or whether they are a natural part of the cosmos. Most likely, each Outer Plane came into existence in a unique fashion, many as the work of incredibly powerful beings some people deem gods.

Outer Planes are not very big. Most are smaller than a city and many are no larger than an office building. While most Outer Planes have been stable for millennium, that doesn't mean they are eternal. During times of cataclysmic turmoil, Outer Planes have been known to collapse, destroying all they contain. Smaller planes are the most unstable.

Outer Planes are inhabited by denizens both unique and common. The entities that haunt Earth have found access to many planes, and been stranded in quite a few. And then there are those beings unique to their own planes that can hardly be described in earthly terms. In most Outer Planes, matter is made semi-material, allowing incorporeal and material beings to interact freely.

Adventures can easily lead a group of lost souls to an Outer Plane, whether in pursuit of a demon to his home turf or in search of information. With the approval of their referee, a group of lost souls could even make an Outer Plane their home, using it as a base of operations instead of Limbo.

A detailed Outer Plane is presented in **Chapter 12: Boneworld**.

DOMAINS

Limbo is described in the *Lost Souls* manual. Limbo is purposefully a boring place, if for no other reason than to encourage the players to seek action on the physical plane. Still, a characters may wish to leave his mark on Limbo by making it

feel more like home. The Mentor may give a lost soul an area of his own. The size of a lost soul's area depends on his Karma as determined by this formula:

$$\text{Size of area} = \text{Karma} \times \text{Karma} \times 5 \text{ square feet}$$

A character's area can have any appearance the player chooses, so long as it relates to the character's personality and background. Lost souls long for the familiar trappings of life — it keeps their Will to Live strong, and helps them recover when their vitality has been sapped by the rigors of an adventure.

When creating a domain in Limbo, a player should consider what is important to the character. What setting summarizes the character's life? In what setting would he feel most alive?

A lost soul who loved his family may create an area that looks like his room when he was a child. Another character might have felt truly alive only when at work (this is a horror game, after all). His region would look like his comforting office cubical. The key to creating an area of Limbo is to make it appropriate and personal. Limbo is filled with such mini-domains, hidden behind the doors lining the cloud-sculpted hallways, each a twisted reflection of its inhabitant.

While a character can prevent other lost souls from entering his domain, he may not block the Mentor, who is free to enter any character's area at any time. A character has no control over what happens in his domain; once he admits someone, he has no special means of expelling the visitor. Characters can meet in each other's domains or in the common waiting room.

SUMMARY

A **focus** is a material item inhabited by a single lost soul.

A **realm** is an ectoplasmic vehicle or place that exists on Earth only at certain times. It is created by a lost soul and vanishes when its maker is reincarnated.

An **Outer Plane** is a place with no physical connection to the material world, potentially populated with numerous inhabitants.

A **domain** is a character's private area in Limbo.



THE MENTOR

The Mentor is the most frequently encountered NPC in the game, appearing at the start of almost every adventure, so it is necessary for a referee to flesh out the character as much as possible.

Initially, the Mentor appears to a new resident of Limbo as a trusted, albeit deceased, friend or relative. Once the newcomer has grown accustomed to his bodiless state, the Mentor may assume a more comfortable guise before introducing him to the other lost souls. A Mentor selects his true form from his past lives, choosing the life that was most important to him.

A Mentor may appear at the start of every adventure, handing out missions like a general. Other Mentors believe their charges will ascend the Karmic scale more quickly if they learn the facts of the afterlife for themselves. They choose to keep distant from their soul mates, letting them grow on their own. Rather than presenting missions for their charges, they offer opportunities and allow their soul mates to decide for themselves what to do.

A Mentor who believes in the hands-off approach will behave most mysteriously, and will rarely tell his charges the secrets of the afterlife, choosing silence instead. He avoids appearing before his charges, and when he does, it's to a single lost soul — and then only in the same guise in which he originally greeted the character. He makes it the central character's task to recruit the others for an adventure.

STARTING ADVENTURES

It's a Mentor's duty to present his charges with opportunities to gain Karma. This can be as blatant as telling them their mission — sort of the *Mission Impossible* school of thought — or it can be done more subtly. **Chapter 14: The Night of the Headless Biker** demonstrates how an adventure can be started without the Mentor even making an appearance.

Another common way for an adventure to start is for a character to make a ghostly vow to resolve some unfinished business on Earth. The others in the group vow to help the central charac-

ter. Since the Mentor knows everything that happens on his level of Limbo, he doesn't need to be present to hear the character's vow. The Mentor, if he feels the vow is worthy, creates a tunnel of light to send the group back to Earth. The Mentor decides where, and when, the tunnel drops the characters. This type of beginning works best if the players tell the referee in advance what their vows will be, allowing him to work up an appropriate adventure for them.

The player characters have spent a long time together in Limbo, and by now they know a lot about each other. Instead of giving just the central player a copy of the background story, a referee may give everyone a copy. This will involve all the players in the adventure right from the start, increasing their enjoyment. If the central player objects to having his past revealed to the others, the Mentor can give him a little lecture about the importance of sharing, and the detrimental affect secrets have on team bonding. The Mentor can even tell the other characters the background story himself.

Characters don't always have to return to the material plane to complete personal business. Though a player may be eager to participate in an adventure that focuses solely on his character, it is not imperative that unfinished business be resolved immediately. After all, the characters have an eternity to set things right. The referee should encourage players to return to Earth for less selfish reasons — saving the world from supernatural evil, defending the helpless, preventing criminal actions. Defeating evil, no matter what its source, provides Karma. A variety of missions will keep a *Lost Souls* campaign fresh and interesting.

THE MENTOR'S POWERS

While in Limbo, a Mentor has several main powers used to keep his charges in check:

- ✓ The Mentor can assume any form he desires.
- ✓ The Mentor can appear and speak to one lost soul at a time. If others are present, the character looks like he's talking to himself.
- ✓ The Mentor can teleport at will to any area on his floor of Limbo.
- ✓ The Mentor is immune to the abilities and supernatural powers of his charges.



- ✓ The Mentor can create tunnels of light to send his charges to the material world or to return them to Limbo.
- ✓ The Mentor can reshape Limbo, creating domains for his soul mates.
- ✓ The Mentor is aware of everything that happens on his level of Limbo.

KARMA

A referee should feel free to adjust the Karma rewards for her game. She simply grants a Karma reward for any action she wishes her players to take, and assigns a Karma penalty for actions she wants them to avoid. To be fair, she should let the players know in advance the things they must do to gain Karma.

KARMA & PERSONALITY

Some players consider Karma a measure of a being's enlightenment. The more Karma a character has, the logic goes, the more saintly he behaves. Characters with low Karma act violently or fiendishly. Such players believe good role playing demands them to act according to their character's Karma.

In play, this means that once a character reaches low Karma, his actions become increasingly evil, and he quickly winds up with negative Karma. He becomes an evil spirit controlled by the referee, and the player must start a new character. This is not how Karma is intended to be used in the game.

Karma is a measure of a character's behavior, it does not control conduct. People behave with free will. Even a degenerate with a 2 Karma can turn his life around and gain enlightenment. Sadly, most people choose to indulge their baser natures. The knowledge that their downfalls are not fated by Karma but freely chosen makes it none the less tragic.

A lost soul knows his good actions will save him from being recycled as a newt. This simple incentive should be enough to encourage player characters to stay on the straight and narrow.

REINCARNATION

When a lost soul is reincarnated, some referees have the character turn misty and assume his new form before vanishing. A referee should feel free to have incorporeal NPCs simply vanish when reincarnated. This saves the referee from having to describe what new form every reincarnated NPC takes. However, the referee should still tell a player what his character is reincarnated into.

ECTOPLASM

A constant source of confusion for many referees is how ectoplasm works. It seems so illogical. How can a truck move through a lost soul, when a ghost can't move through a truck? Everything's relative, so it should be the same thing, right?

This paradox has bedeviled the ghost of Albert Einstein for decades. Death is something like the event horizon that surrounds a black hole; once it's crossed, the laws of physics no longer apply.

The easiest way to deal with the properties of ectoplasm is to remember four rules:

- ✓ A lost soul cannot voluntarily distort his ectoplasmic body.
- ✓ A lost soul can touch material objects, but cannot exert any force on them. A ghost cannot willingly move through solids, he bounces off instead.
- ✓ If a material object is moving relative to the surface a lost soul is standing on, it will move through the ghost.
- ✓ Once penetrated by a material object, a lost soul can freely move out of the solid.

EXAMPLES

Dust motes, insects and rain all move through a lost soul without any effect. A lost soul faced by a wheat field could push his way through, provided the wheat was swaying in the wind. A crowd of milling people cause a ghost no problem. It's



even possible for a lost soul to pass through a doorway at the same time as a mortal.

A lost soul faced by a bead curtain cannot pass between the strands unless the beads are moving. Likewise, a ghost could move through a curtain blowing in the wind, but stationary drapes would be impassable.

If a lost soul is not on a surface, *everything* goes through him. A rock thrown at a flying ghost would easily pass through his ectoplasmic body. However, the moment he lands on something, or grabs hold of a solid, it becomes his new surface — he does not go through it, but moves with it.

A lost soul cannot step onto a moving bus — it would go right through him. Instead, the ghost must jump onto the vehicle. With both feet off the ground, the lost soul frees himself from his former surface; when he lands on the bus, it becomes his new surface. Since lost souls are still affected by momentum, the Jump skill should be used to determine if a character lands safely.

Another curious aspect of being a ghost is the ability to walk atop the most fragile surfaces. Although ghosts have weight, they do not exert force on material objects. To a lost soul, a piece of butcher paper laid over a manhole would be just as solid as the pavement around it. Likewise, when walking on a lawn, a lost soul walks on top of the blades of grass.

A lost soul can even walk across firm liquids, such as wet cement. But moving liquids, water for instance, cannot support a ghost and can even disrupt his ectoplasm (see the Aquatics skill in the *Lost Souls* manual.)



SO WHAT DO YOU DO WITH A DEAD GUY?

As this chapter shows, there's a lot more to being a ghost than wearing a sheet. A lost soul on Earth is faced with incredible challenges, and can easily become frustrated with his inability to affect the material world. Here's some of the problems player characters (PCs) face, and tricks the referee can employ to keep the game interesting.

There's no one for the PCs to speak with:

The material world is filled with lost souls and other incorporeal beings. Most are hostile, but some will be friendly. Many are happy with their existence on Earth and do not seek to be put to rest. The players may wish to develop relationships with local spirits, and visit them in future adventures as contacts who can tell them news of earthly events. Famous ghosts are especially useful as reoccurring characters, giving continuity to a campaign.

The PCs are ignored by the living: Not all mortals are oblivious to the supernatural. Many living people are psychically sensitive enough to detect ghosts, and there are always NPC mediums for the players to contact. A smart group of players will contact local mediums for help.

The PCs can't move physical objects: It's difficult being an incorporeal ghost in a material world. Frequent visits to an Outer Plane or realm where everyone is ectoplasmic will help the players feel on equal footing with their environment.

The PCs seem weak: To affect the material world, characters need supernatural powers. In a small group of less than six players, it's a good idea to increase the number of powers the characters have. This can be done by giving them extra Karma at the start of the game. With 200 supernatural powers, there's enough to go around.

The PCs still seem weak: The afterlife is full of unique challenges. A liberal interpretation of the powers will help the game run smoothly. Allowing powers to last longer than usual or work over greater distances can help move an adventure without unbalancing the game. When dealing with powers, the referee should loosely interpret a turn as anything up to a minute long.

SUPERNATURAL NPCs

7

ACHERI

Type: Neutral Lost Soul

Consistency: Semi-material

Defense: Good

Skills: Great Charm, Good Empathy

Appearance: An Acheri looks like a young Indian girl. She lives in the mountains, hiding in dark caves until nightfall. Skipping in the moonlight, she comes into town, looking for children to play with. Unfortunately, her shadow spreads a wasting disease to anyone it falls upon, unless they wear a special amulet made of red thread around their necks. The Acheri wears just such a talisman to protect herself.

Personality: Sweet and charming. She desperately wants to be friends, though she knows her presence is potentially harmful to others.

Motivation: To find a playmate.

Combat: If forced to fight, an Acheri will defend herself with her hands for (Defense vs Poor) damage.

Powers: Anyone who is within her presence must roll Good on Fate or else become infected with a wasting disease. Each hour, starting immediately, those infected must roll Superior on Stamina or else lose one point from their WTL. Points lost due to the illness can only be regained if a red thread is placed around the victim's throat, at which time the curse is broken.

ALGUL

Type: Evil Entity

Consistency: Dual

Defense: Superior

Skills: Superior Strength, Good Persuade

Appearance: A seemingly normal lost soul, the Algul has an enormous, razor-sharp tongue

that acts as a straw. An Algul shoots out its tongue, piercing the exposed skin of its victim. It then sucks blood (or WTL) until the victim is weakened or dead. The Algul prefers to do its dirty work undetected, and may appear to be friendly until it can get its victim alone.

Combat: Tongue lash for (Defense vs Good) x 2 damage.

Powers: All those who view an Algul will trust it. Four times per day, the Algul can cause those in thrown range to roll Great on Memory or else forget what happened in the past 4 turns.

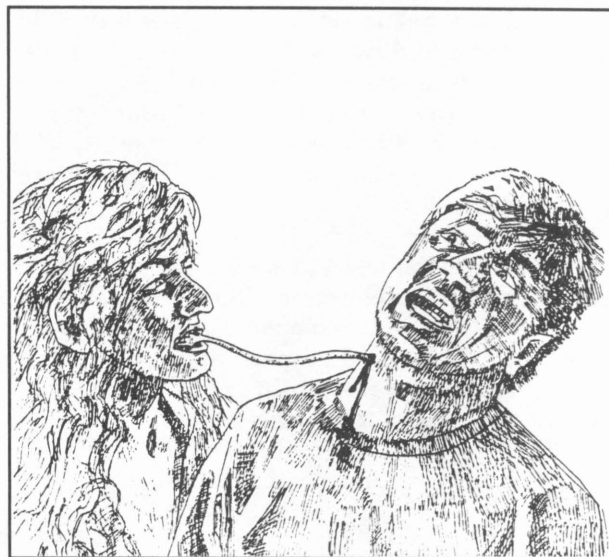
ALP

Type: Evil Lost Soul

Consistency: Dual

Defense: Superior

Skills: Superior Strength, Good Agility





Appearance: This lecherous spirit may appear as a handsome man, cat, pig, bird or dog with flaming eyes and tongue. An Alp can fly in any form and always wears a floppy hat in all his manifestations.

An Alp prefers not to force himself violently on his victim; rather, he uses his hypnotic stare to induce a trance. His tongue becomes a snake-like protrusion, which he pushes into his victim's mouth. WTL is drawn from the victim until she is completely drained. The Alp is particularly fond of women and will always choose them as prey if he has the opportunity.

An Alp has two weaknesses; his hat and his left eye. If his hat is stolen, the Alp will drop to Poor Strength and can no longer turn into a cat, bird or demon dog, nor will he be able to fly. The Alp will generously reward anyone who returns his hat, usually with a supernatural artifact.

If his left eye is damaged, the Alp will lose his hypnotic ability.

Combat: As a man, the Alp attacks with a long sword for (Defense vs Good) x 4 damage. As a cat or bird, he scratches and bites for (Defense vs Good) x 1 damage. As a demonic dog, he bites for (Defense vs Great) x 3 damage and can breathe flame at one target within thrown range for (Defense vs Passable) x 5 damage.

Powers: An Alp can shape change between a man, cat, bird or demon dog. Four times per day,

an Alp can change into mist. In this form, he is invulnerable to all attacks. With the glare of its left eye, an Alp can put a victim into a hypnotic trance for (Will vs Good) x 2 minutes. The victim will follow simple commands, but is unable to fight or move quickly. This ability will not work if the Alp's left eye is pierced or covered.

ASANBOSAM

Type: Evil Entity

Consistency: Incorporeal, translucent

Defense: Good

Skills: Good Strength, Poor Agility, Great Climb, Good Jump

Appearance: These nasty demons like to lurk in rafters or high in trees. They have sharp teeth of steel and giant hooks for legs. Anyone walking underneath one will be snatched up and killed by its hooked legs.

Combat: An Asanbosam attacks twice with its hooked legs for (Defense vs Good) x 2 damage and bite for (Defense vs Good) x 4 damage.

ASWANG

Type: Evil Entity

Consistency: Dual

Defense: Great

Skills: Good Strength, Superior Charm, Good Lie, Great Cunning

Appearance: When appearing as a living creature, an Aswang shows itself as a beautiful woman. As a lost soul, the Aswang appears as a pregnant woman (she is actually bloated from all the blood she has drunk from the living). This vampiric creature turns into a giant mosquito at night and uses her long, hollow tongue to slurp up blood (or WTL). She is accompanied by up to six night birds that act as bloodhounds, leading her to her prey. The night birds make a distinctive Ki! Ki! sound as they fly through the night sky.

Combat: An Aswang will use her considerable charm to dissuade anyone from attacking her. If threatened, she will send her six night birds to attack for (Defense vs Poor) damage each. The birds have a Defense of Poor. She may turn into a mosquito and fly away, or if worse comes to worse, she can fight with her proboscis, draining (Defense vs Good) WTL. She gains any WTL she drains from a victim, up to a maximum of 40 WTL.



BERGMONCK

Type: Neutral Lost Soul

Consistency: Dual

Defense: Superior

Skills: Superior Strength, Superior Religion, Great Conceal

Appearance: A monk dressed in brown robes standing about nine feet tall. He carries a large staff and a rosary hangs from his belt.

Personality: Grim and restless. A Bergmonck haunts treasure-bearing mines and drives away thieves with his supernatural powers.

Combat: The monk's staff does (Defense vs Good) x 3 damage.

Powers: By moaning, the Bergmonck begins a resonance within the mine that causes feelings of unease or downright terror to those who hear it. With a wave of his staff, the monk may command part of the cave to collapse, causing (Dodge vs Superior) x 4 damage to all those inside and trapping any lost souls in the rubble.

BHUT

Type: Evil Lost Soul

Consistency: Incorporeal, vaporous

Defense: Good

Skills: Good Strength, Great Filch, Good Bully, Great Brawling.

Appearance: Bhuts are the evil ghosts of men who died by execution. They are dressed in traditional east Indian clothing and may be detected by their nasal twangs. Bhuts never rest on the earth, but float a few inches above it. They are so terrified of touching the ground that one can avoid being attacked by a Bhut if one lies flat on the bare earth.

Personality: Criminal.

Motivation: To reincarnate unsuspecting lost souls. To steal precious items.

Combat: Bhuts carry short knives, which do (Defense vs Good) x 2 damage. Their garrotes can only be used on an unsuspecting victim. The victim must make a Great Dodge roll to avoid the leather cord before it slips over his head; if the roll is failed, he will take (Stamina vs Awesome) points of damage each turn until the Bhut is destroyed or the victim makes a Superior Strength roll to free himself.

BIBI

Type: Neutral Lost Soul

Consistency: Incorporeal, solid-looking

Defense: Passable

Skills: Great Charm, Superior Folklore, Good Nature

Appearance: This lovely gypsy is a tall, barefoot woman wearing a red dress. Bibi is accompanied by two small girls and two white lambs. She demands instant hospitality from all she meets, and if she does not get it, she will punish people with her supernatural powers.

Bibi knows many arcane stories and can read the tarot cards.

Personality: Bibi is proud of her heritage and sex.

Combat: If Bibi feels insulted, the two little girls will transform into ravenous black bears and the two lambs will become vicious lions. They have Great Defense and attack twice with their claws for (Defense vs Good) x 4 damage and a bite for (Defense vs Passable) x 5 damage. Bibi fights with a dagger for (Defense vs Good) x 2 damage.





BLUE CAP

Type: Neutral Entity

Consistency: Dual

Defense: Great

Skills: Superior Strength

Appearance: A squat dwarf wearing a blue cap. He can grow up to ten feet tall.

Personality: Childish and greedy. Blue Caps love presents, and expect them upon demand. They will be pleased with small gadgets or toys, but they are partial to items that sparkle, like glass or gems. Though they are not normally aggressive, they can be bullying and petulant. Blue Caps enjoy underground life, and are often found near caves.

Motivation: To get a present. In return, the Blue Cap may use his great strength to help the gift-giver, usually by digging tunnels or building a shelter out of giant stones.

Combat: He does (Defense vs Good) x 2 damage with his fists.

Powers: A Blue Cap's leather skin is invulnerable to fire. At will, a Blue Cap can grow up to ten feet tall. His strength increases to Inhuman, his Defense rises to Superior and his huge fists do (Defense vs Good) x 5 damage.

CALLICANTZARO

Type: Evil Entity

Consistency: Incorporeal, solid-looking

Defense: Great

Skills: Great Strength, Great Empathy

Appearance: This imp normally manifests itself as a dwarfish creature with a black face, red



eyes, donkey ears and sharp fangs. Callicantzari enjoy terrorizing the living and lost souls with hideous hallucinations.

Personality: Callicantzari hate one thing above all else: the smell of burning shoes (these must be shoes of the living, not incorporeal shoes). If a Callicantzaro is anywhere near burning shoes, it will flee the area forever.

Combat: Its fangs do (Defense vs Poor) damage.

Powers: A master of illusion, a Callicantzaro can cause people to believe that something exists when in reality it does not. A Callicantzaro can force people to view their worst fears for (Will vs Superior) x 2 minutes. Depending on the reality of the vision, the victim may drop in a dead faint, run away screaming or suffer permanent insanity.

CHILD OF THE RAVENMOCKER

Type: Neutral Entity

Consistency: Dual

Defense: Good

Skills: Great Agility, Passable Strength, Passable Intelligence

Appearance: A Child of the Ravenmocker appears as a short, spindly humanoid, covered with dried skin. Its skull is that of an oversized hawk or vulture, its fingers end in sharp talons and a skin webbing stretches between each wrist and ankle. Although it is not harmed by sunlight, a Child will avoid it, since it prefers not to be seen by anyone except its victim. A Child of the Ravenmocker has no voice, but can communicate, if necessary, with simple gestures.

Personality: Single-minded and merciless. A Child may interact in a non-hostile manner with beings whose goals are similar to its own.

Motivation: These small flesh-spirits are created by the casting of an ancient spell on the corpse of a child. This new Child of the Ravenmocker becomes a guardian of its burial ground. If graves there are desecrated, the Children (there may be as many as ten in a large graveyard), will awaken to hunt and slay the violator. Upon the target's death, the Children return to their graves.

Combat: A Child attacks twice with its claws, doing (Defense vs Poor) x 2 damage. If both claws do damage, the Child gets an additional bite attack for (Defense vs Good) x 3 damage.



Powers: A Child can fly at Great Speed. It has a flawless tracking sense that allows it to follow a target indefinitely.

CHUREL

Type: Evil Lost Soul

Consistency: Incorporeal, luminous

Defense: Awesome

Skills: Superior Strength, Good Stealth, Good Quickness

Appearance: A Churel is a woman with long sharp teeth, slobbering lips, unkempt hair and a long black tongue. She is white in front and black behind. She hates other lost souls because they remind her of her sad life among the living. She tries to strangle them with her long ropy hair and often hides in shadows so she can jump the unsuspecting.

Combat: A Churel bites for (Defense vs Passable) x 2 damage. The only way to destroy her is to drive small nails through her forefingers and thumbs, and enclose her big toes inside two tight iron rings that have been welded together. The Churel never strays too far from the place of her death.

DRUDE

Type: Evil Lost Soul

Consistency: Incorporeal, solid-looking

Defense: Good

Skills: Passable Strength, Great Intelligence, Great Cunning

Appearance: Middle aged woman dressed in black or grey robes.

Personality: Usually arrogant and power-hungry. Many dislike men and do all they can to lure them into a false sense of security before destroying them.

Motivation: Drudes were witches in life, and they willingly gave up their mortal shell for the promise of power in the afterlife. They soon found out that the demons who made these promises had no intention of making them rulers of the Afterworld. For this reason, Drudes hate demons and will work to destroy them. However, they may ally themselves with demons if they feel they will gain some vestige of power by doing so.

Combat: Drudes fight with long knives for (Defense vs Poor) x 2 damage.

Powers: Drudes have many supernatural powers that allow them to create horrible halluci-



nations. A Great Sanity roll is needed to disbelieve their illusions.

Creepy Crawlies (twice per day): The victim believes that spiders, cockroaches and other insects are crawling on his flesh, nesting in his hair and invading his body.

Putrid Flesh (twice per day): The victim is convinced that one of his limbs is gangrenous and completely useless. If it's an arm, he'll drop whatever he is holding. If used on a leg, the victim will collapse to the ground.

Tortured Loved One (three times per day): The victim sees his closest friend or lover being tortured by a demon with pincers, hooks and knives. The friend implores the victim to follow the Drude's instructions, so that the torture will cease.

ERETICA

Type: Evil Lost Soul

Consistency: Dual

Defense: Great

Skills: Superior Strength, Good Persuade, Great Disguise, Good Dexterity

Appearance: These evil lost souls usually appear as beggars dressed in rags. They entice their victims to a cemetery and then their comrades burst forth from the ground, dragging the prey into a grave with them. It takes a Superior Strength roll to break free from an Eretica. While in a grave, lost souls suffer a -1 column shift to all rolls.



Combat: Ereticy turn into strong able-bodied soldiers once they have grabbed their victims. They use short swords for (Defense vs Passable) x 3 damage.

GALLEYTROT

Type: Evil Lost Soul

Consistency: Incorporeal, luminous

Defense: Great

Skills: Superior Memory, Good Direction, good Dodge, Superior Track

Appearance: These dog-like men wear clothing popular in the 18th century England. A Galleytrot has large claws and a mastiff's head encircled by a flaming halo. Though as intelligent as a man, the Galleytrot can only growl and snarl.

Personality: Cold and imposing. The favored companion of pirates and other ruffians, the Galleytrot has often been bound to a place to guard a buried treasure. He may offer a female party member a ring; if she accepts, he will insist on a formal wedding. If the Galleytrot feels like he has been betrayed by his betrothed, he may punish her by walling her in a dungeon.

Motivation: To find or guard treasure, whether it is an ectoplasmic item, or solid gold pieces. A Galleytrot knows the location of many treasures, and may be persuaded to lead others to the spot.

Combat: A Galleytrot claws for (Defense vs Poor) x 3 damage and bites for (Defense vs Passable) x 4 damage. Each turn, the circle of fire surrounding his head strikes at one attacker within thrown range, doing (Dodge vs Great) x 2 damage.

ISHOLOGU (IMPUNDULU)

Type: Evil Entity

Consistency: Dual

Defense: Great

Skills: Superior Charm, Great Strength, Superior Agility

Appearance: A Ishologu takes on the form of a handsome young man who then seduces a woman, usually a wizard or medium. Once he has consummated the relationship he is known as an Impundulu and will cause his mistress to suffer a terrible death if she does not help him lure unsuspecting folk to their doom.

Combat: The Impundulu wears a heavy bracelet on each wrist. When a victim approaches, he twists his wrists and foot-long spikes spring

forward. The Impundulu uses these spikes to pierce the soft mid-flesh of his prey, doing (Defense vs Good) x 4 damage. Afterward, he feeds on their flesh, or, if they are incorporeal, their ectoplasm.

Powers: An Impundulu has the power to turn invisible at will. He is so charming that a character must roll Superior on Will to assault him (unless the Impundulu has already attacked the party). He is psychically linked to his mistress, and she will experience debilitating pains in her midriff if she does not obey his commands. The mistress will not be freed from this relationship until the Impundulu is destroyed.

JARACACAS

Type: Evil Entity

Consistency: Incorporeal, translucent

Defense: Superior

Skills: Superior Strength, Good Quickness, Superior Agility

Appearance: These serpents can be up to twenty feet long. It's chameleon ability allows it to remain undetected unless a Superior Alertness roll is made.

Combat: A Jaracacas attacks by twining its body around a victim, then thrusting its tail into its prey's mouth. A character must roll Superior on Agility to avoid being grappled. He then takes (Strength vs Superior) x 2 damage each turn. On an Awesome Strength roll, the victim breaks free.

Powers: The Jaracacas is immune to supernatural fire and cold.

KIRK-GRIM

Type: Neutral Entity

Consistency: Incorporeal, luminous

Defense: Passable

Skills: Great Climb

Appearance: This animal appears as a large pig or lamb.

Personality: A Kirk-grim is the spirit of an animal buried somewhere in a church, often under the altar or in the church tower. Its purpose is to protect the church from evil spirits.

Combat: Whether in pig or lamb form, the Kirk-grim does only (Defense vs Poor) damage in brawling combat.

Powers: A Kirk-grim's powers depend upon the form it currently inhabits. It may change form once per hour. As a pig, a Kirk-grim has these powers:



Rain of Dung: Dung appears from nowhere and is flung into the faces of the intruders, blinding them for (Dodge vs Passable) turns.

Passel o' Pigs: For (Sanity vs Poor) minutes, all targets in the church fall to all fours and behave as pigs, grunting, rolling in the mud and hunting for truffles. They will feel compelled to wander away from the church yard.

Squeal: This loud noise is akin to fingernails on a blackboard. All those in hearing range must roll Great on Will or else involuntarily wince, dropping whatever they are holding. On a Feeble or lower roll, the victim falls to the ground and screams in pain for 2 turns.

As a lamb, a Kirk-grim has these powers:

Baa: This soft bleating sound makes all those in hearing range very passive for (Will vs Great) minutes. One of them will take the roll of the Shepherd and will "herd" the rest away from the church. Those who fail their roll cannot return to the church for three days.

Curry and Comb: Those affected will feel an overwhelming urge to comb their hair and preen for (Sanity vs Good) x 2 turns.

Spring Lamb: The victim cavorts and gambols like a baby lamb for (Sanity vs Great) x 2 turns.

KUANG-SHI

Type: Evil Lost Soul

Consistency: Dual

Defense: Awesome

Skills: Good Strength, Feeble Cunning

Appearance: A Kuang-shi is tall, with short white hair all over its body. It has long fangs, sharp claws, and eyes with no pupils. The Kuang-shi is very hardy. Only a bolt of lightening will kill it; otherwise it must be caged in a room lined with iron. The Kuang-shi is not very bright. If peas, rice or other small objects are scattered before it, it will stop what it's doing to gather them up.

Combat: The Kuang-shi leaps in and out of the fray, getting two attacks per round with its nasty claws for (Defense vs Good) x 2 damage each. Once it has forced an opponent to his knees, the Kuang-shi will bite deeply into his throat for (Defense vs Poor) x 6 damage.

Powers: The Kuang-shi can leap up to twenty feet. To strike a Kuang-shi before it jumps away, a character must make a Good Quickness roll.



LA LLORONA (THE WEeping WOMAN)

Type: Evil Lost Soul

Consistency: Incorporeal, vaporous

Defense: Good

Skills: Good Strength, Feeble Sanity

Appearance: A young woman dressed in long white robes weeping piteously. Upon drawing closer, one can see that she lacks a face.

Personality: Insane with jealousy and grief. La Llorona was once an Indian Princess living in Mexico City in 1550. Dona Luis de Olveros fell in love with a nobleman, Don Nuno de Montesclaros. She bore him twins and he promised to marry her, but did not. She confronted him on his wedding night, but he spurned her. Insane with rage and humiliation, she returned to her home and stabbed her children to death. She wandered the streets, weeping, until the authorities took her away to be hanged.

Motivation: To punish those who are wicked; to slaughter children.

Combat: La Llorona's cry brings pity into the hearts of those who do not make a Great Will roll. Those who fail their roll will be drawn to her.



Once she wraps her misty shawl around a victim he will slowly lose (Stamina vs Great) WTL per turn until reincarnated. La Llorona may attack with her stiletto for (Defense vs Great) x 3 damage.

LANGSUIR

Type: Evil Medium

Consistency: Dual

Defense: Good

Skills: Good Strength, Good Charm

Appearance: A Langsuir is a lovely woman who wears green robes. Her nails are long and her black hair hangs down to her ankles, covering a large hole in the back of her neck. She craves the taste of raw fish, and can often be found near the mouths of rivers. She also enjoys stealing the lifeforce from young children, and may be found near schools and playgrounds. She offers to give children piggyback rides, and when they agree, two green tentacles shoot out of the hole in her neck and strangle the children.

The Langsuir can be returned to her normal, non-evil self if her nails are cut and her hair is shorn and shoved into the hole at the back of her neck. When this is done, she will lose her super-

natural powers and become a passive, sweet-natured woman.

Combat: Not much of a fighter, she attacks with her long nails for (Defense vs Poor) x 2 damage and her tentacles for (Defense vs Poor) x 3 damage.

Powers: A Langsuir can fly by spreading her robes wide. She can make a piercing cry, which scares those who hear it for (Will vs Great) minutes. Or, she can croon a sweet lullaby, which attracts all children within hearing to her. A Langsuir is not dispelled by water and can swim quite readily.

LEMURE

Type: Evil Lost Soul

Consistency: Incorporeal, solid-looking

Defense: Good

Skills: Passable Strength, Good Brawling

Appearance: A pale figure, usually male, wearing an ancient Roman tunic. Lemures often carry broad swords, shields, daggers or other weapons of the period.

Personality: Wicked. Lemures are most active in May. They are very sensitive to loud noises, and can be driven away with the beating of drums. If beans (or similar small objects) are strewn before a lemure, he will become entranced, and will stop all action until he picks up every bean.

Combat: Lemures fight with broad swords for (Defense vs Good) x 4 damage.

LOOGAROO

Type: Evil Entity

Consistency: Incorporeal, luminous

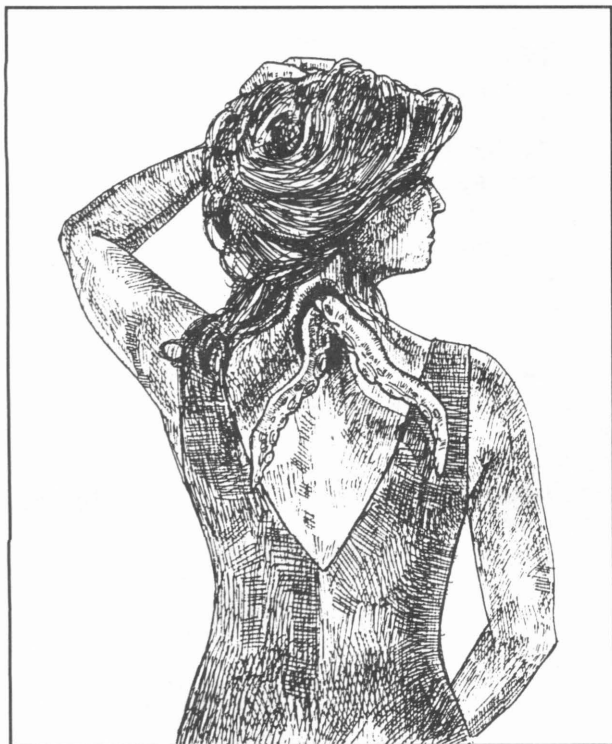
Defense: Good

Skills: Great Agility, Good Aim, Poor Strength

Appearance: In its natural state, a Loogaroo is a tiny old woman dressed in rags. It stands about three feet high. Every night, it takes off its skin and flies around as a sulfurous ball. The Loogaroo takes pleasure in burning items in its flaming manifestation.

The Loogaroo never travels too far from its skin. If the skin is found and destroyed, the Loogaroo will quickly burn itself out and perish.

Combat: As a quick-moving ball of fire, a Loogaroo can inflict (Defense vs Good) x 4 damage. As a beggar, the Loogaroo does only (Defense vs Poor) damage.





LUGAT

Type: Evil Entity

Consistency: Incorporeal, solid-looking

Defense: Superior

Skills: Superior Strength

Appearance: A giant hulking man covered in mud and gore. Standing about ten feet tall, a Lugat can deliver powerful blows with its hammy fists. The only things that harm it are fire and wolves.

Combat: A Lugat does (Defense vs Poor) x 7 damage with his fists.

NUGGLE

Type: Neutral Entity

Consistency: Incorporeal, solid-looking

Defense: Good

Skills: Great Agility, Superior Aquatics

Appearance: Nuggles are small horses that looks very much like Shetland ponies except that their tails curve over their backs.

Personality: Frisky and fun. Nuggles enjoy playing.

Motivation: To entice lost souls into water. For some unknown reason, Nuggles enjoy watching spirits disperse in water. Nuggles themselves are unaffected by liquid.

Combat: Not normally combative, a Nuggle can bite for (Defense vs Poor) damage.

PENANGGALAN

Type: Evil Entity

Consistency: Incorporeal, luminous

Defense: Superior

Skills: Great Strength, Good Stealth

Appearance: This creature is always female. Appearing to be a normal lost soul, a Penanggalan reveals its unique nature when it attacks.

Combat: The Penanggalan rips her head and neck from her body, leaving intestines dangling beneath them. Her organs immediately swell to twice their normal size and glow in the dark. She then flies through the sky, swooping down on her victims. The blood and gore dripping from her intestines cause terrible sores, doing (Defense vs Great) x 3 damage to anyone she flies over, even to a group of up to six characters. When her victims are weakened, the Penanggalan settles down and feasts on their ectoplasmic flesh. The process of feeding heals any damage her head has taken.

While her head is flying around, the Penanggalan's body remains under her control. It can fight with its hands, doing (Defense vs Good) x 2 damage.

Upon returning to her body, the Penanggalan must drink from a flask tied to her waist. This is filled with vinegar, which causes her swollen intestines to shrink to normal size so she can reattach her head to her body. If she doesn't drink the vinegar within one hour, the Penanggalan will continue to swell until she bursts and dies.

Damage is applied separately to the Penanggalan's head and body. When she rejoins, the damage is totaled.

PHANTOM MONK

Type: Good Lost Soul

Consistency: Incorporeal, vaporous

Defense: Passable

Skills: Passable Strength

Appearance: A male figure wearing the robes and cowl of a monk. He sometimes carries a lighted candle, holy book, or quill and parchment.

Personality: Reflective and helpful. Phantom monks are dedicated to aiding others. All monks are willing to impart advice or instructions to those they consider novices.

Combat: Eastern monks are very physical, and like nothing more than going hand to hand with demons. Their martial arts do (Defense vs Superior) x 4 damage, and the magical mantra "Tao" helps them defeat their enemies. By chanting Tao continuously, a monk does 1 WTL damage per turn to every hostile supernatural creature in the local area. A large group of chanting monks can be devastating.

Western monks are non-combative, but if pressed, they will chant a Te Deum. Like the Tao mantra, it does 1 WTL damage per turn to hostile beings in the local area. Western monks are very adept at leading people through mazes; they never lose their way.

POOKA

Type: Good Entity

Consistency: Dual

Defense: Superior

Skills: Superior Agility, Good Disguise, Great Charm

Appearance: Pookas appear as short, chubby men or tall, thin men. They are very ge-



nial and quick-witted. They can shapeshift into any form of mammal and are particularly fond of changing into black dogs or rabbits.

Personality: Cheerful, helpful and a little mischievous.

Combat: The Pooka will change into a fleet-footed animal and run away if threatened. If he stays to fight, he takes on the form of a black bear, doing (Defense vs Good) x 4 damage.

PRETA

Type: Neutral Lost Soul

Consistency: Incorporeal, translucent

Defense: Superior

Skills: Passable Strength, Superior Stamina

Appearance: Once human, Pretas have skin like burnt bark, very tiny heads and large bellies. Their voices are thin and reedy, and they whine and clamor to anyone who will listen.

Personality: Irritating and grasping. Can be dangerous if threatened.

Motivation: Pretas have been cursed with a never-ending desire for food and drink. Unfortunately, their physical build (plus the fact that they're dead) precludes them from satiating their hunger. A Preta will sometimes become deluded and believe that a lost soul is hiding food from him. He may go into a feeding frenzy, devouring books, aspirin, penknives and other items he finds secreted in a lost soul's pockets.

Combat: Pretas are extremely tough. Their rough skin allows them to take blows and even gunshot wounds with little damage. Their nibbling bite does (Defense vs Superior) damage.

RADIANT BOY

Type: Neutral Lost Soul

Consistency: Incorporeal, luminous

Defense: Great

Skills: Inferior Strength, Poor Agility, Great Charm

Appearance: Radiant boys look like sweet-faced young boys with innocent expressions. They glow with a gold or green light. This light can be muted or blindingly bright, depending on the wishes of the boy. It can illuminate an area that has been darkened by supernatural means.

Personality: Like all children, Radiant boys are curious, eager to please and mischievous. Because they were murdered by their mothers, they are afraid of women.

Combat and Powers: Radiant boys can throw small balls of fire, doing (Defense vs Passable) x 4 damage. They can make their bodies incredibly hot, doing 1 WTL damage to anyone within brawling range. And they can shine so brightly that anyone who looks upon them is blinded for (Stamina vs Superior) minutes. All of these powers may operate at once.

RAKSHASA

Type: Evil Entity

Consistency: Dual

Defense: Superior

Skills: Superior Strength, Passable Agility, Inferior Intelligence, Good Brawling

Appearance: In its natural state, a Rakshasa is frightful to behold. Its skin is black, yellow, blue or green, and is draped from its yellow matted hair to its talons with entrails and bones. Rakshasas stand about eight feet tall, have huge bellies, and slit-eyes. They can shapeshift into dogs, vultures, owls or beautiful humans. They are nocturnal creatures and do not like the light.

Personality: Ravenous. They long to eat the blood, flesh and bones of the living, and take joy in sucking away the WTL from lost souls.

Combat: The touch of a Rakshasa does (Defense vs Great) x 5 damage.

Powers: The Rakshasa has the power to reanimate corpses, and can possess the living if they eat food polluted by his foul breath. When possessed, the victim either goes mad or becomes ill and dies, after which the Rakshasa departs.

Arcane Scholars who roll Superior on Occult will recall that a Rakshasa can be banished by saying a single word to it. The specific word is left to the referee to decide, and may be different for each Rakshasa (though historically the word is always "uncle").

SCREAMING SKULL

Type: Neutral Lost Soul

Consistency: Unnatural

Defense: Poor

Skills: Great Intelligence, Superior Cunning

Appearance: A Screaming Skull is the yellowed cranium of a person who was decapitated in a horrible way, often as the result of religious persecution.

Personality: Obstinate and demanding.



Motivation: There are two types of Screaming Skulls: those who want to be buried with the rest of their remains and those who want to be interred within the walls of their homes.

Skulls who want to return home were once family patriarchs, and seek in death to continue watching over their homesteads. Though head and body were buried intact, the skull used its supernatural powers to make its way home, much to the dismay of the residents. On a more positive note, a Screaming Skull will protect its house from all other supernatural entities.

Combat: A Screaming Skull has no physical combat abilities.

Powers: A Screaming Skull regenerates 1 WTL each turn, and can completely reform itself even if shattered and crushed. It can teleport home once per day. In its home, it can teleport from one room to another once per hour. Once per day, it can curse a victim. The target must make a Great Fate roll or else suffer -1 column on all rolls until accomplishing some task set by the skull. Noises, but not actual words, can be created by the skull. It can also produce normal or ghostly fires that do (Defense vs Good) x 2 damage to material or incorporeal beings, respectively. Its most awful power, usable once per week, is the power of death. It can cause a living person who fails a Good Stamina roll to dry up and die within the week.

SHOJO

Type: Neutral Lost Soul

Consistency: Dual

Defense: Good

Skills: Good Strength, Great Charm, Superior Aquatics

Appearance: These Japanese spirits populate the oceans. They have vivid red hair and can often be seen dancing on the waves.

Personality: Shojos are happy-go-lucky. They enjoy drinking sake and swimming the seas. They are master seamen, and may be induced to pilot a ship or boat, particularly if drink is offered as a reward.

Motivation: To have a good time.

Combat: Shojos rarely fight, but if they must, they will use knives for (Defense vs Poor) x 2 damage.

Powers: A Shoho can summon an enormous wave to swamp his enemies. It overturns small ships and can easily drown the living. Ectoplas-



mic beings take (Aquatics vs Superior) x 3 damage from the churning wave.

Shojos disperse in water very slowly, and can spend short periods of time in the water without fear from harm.

SUCCUBUS

Type: Evil Entity

Consistency: Dual

Defense: Good

Skills: Good Agility, Great Strength, Passable Intelligence, Good Nature, Passable Alertness

Appearance: In its true form, the shapeshifting Succubus looks like a gigantic, toothsome, upright lizard. A psychic vampire, it will often spend days or weeks in its incorporeal form, tracking and studying its prey. Eventually, it will take the material form of its victim's spouse or loved one in order to get close enough to feed.

Personality: Whatever fits the occasion, but if its true identity is discovered, it will become violent and deadly, attacking everything in the area.

Motivation: A Succubus exists to feed upon the life force of dying mortals.

Combat: A Succubus prefers to seduce its victim. Then, when the victim is the most helpless (usually in the throes of passion), it will transform into its true likeness. This display will paralyze its victim for (Will vs Good) turns. In close combat, a Succubus will use its claws to rend its prey for



(Defense vs Great) x 4 damage and its razor-sharp teeth to do (Defense vs Good) x 5 damage. It usually prefers to tear the throat out of its victim before he can scream. It feeds off the life force of the dying, healing all damage it has taken.

Powers: A Succubus can transform at will into the physical likeness of any living being it has observed for two days or more.

UPIOR

Type: Evil Entity

Consistency: Dual

Defense: Great

Skills: Passable Strength, Passable Agility

Appearance: An Uprior is distinguished by its long barbed tongue, which can extend nearly ten feet. Those struck by the barbs are instantly stupefied, allowing the Uprior to drain the victim's blood or WTL.

The Uprior is one of the few supernatural beings that can stand the light of day. It is often active at noon and hibernates only in the early morning hours. During this time, the Uprior lies unconscious in a giant vat of blood. If this vat is found and spilled before the Uprior can return, it will die by noon.

Combat: A Uprior's powerful claws do (Defense vs Good) x 3 damage. Its tongue can lash at one victim per turn. The target must make a Good Dodge roll or else be hit. Anyone hit will be paralyzed for (Stamina vs Great) x 3 turns. An Uprior can drain (Stamina vs Great) WTL per turn from a paralyzed victim. The Uprior gains any WTL it drains, up to a maximum of 40 WTL.

VAMPIRIC PUMPKIN

Type: Evil Entity

Consistency: Unnatural

Defense: Poor, 5 WTL

Skills: Poor Agility

Appearance: A large orange vegetable. Any pumpkin kept more than ten days after Christmas will come alive. It will roll around, chase people and growl. In its ravenous state it may also sweat blood. If it contacts bare skin, the Vampiric Pumpkin will cause a stinging sensation, much like a nettle. It can affect both mortals and the incorporeal.

Combat: A character must make a Good Dodge roll to avoid the attack of a Vampiric Pumpkin. Those *too slow* to get out of the way take

(Stamina vs Poor) damage from the stinging sensation. The damage is rolled each turn until the victim makes a Superior Stamina roll to shake off its effects. Swelling with strength, the Vampiric Pumpkin gains 1 WTL for each point of damage it does, up to a maximum of 20 WTL. It does not have to stay attached to a victim to drain him.

WENDIGO

Type: Evil Entity

Consistency: Semi-material

Defense: Superior

Skills: Superior Strength

Appearance: Fifteen feet tall, the Wendigo is dressed in bright white clothing and has a star impressed upon its forehead. It has large teeth, which it uses to rip and tear human flesh. The Wendigo roams the swamps, forests and snowy mountains of North America.

Personality: Cannibalistic monster.

Combat: A Wendigo attacks with each claw for (Defense vs Great) x 3 damage and with its bite for (Defense vs Poor) x 5 damage.

Powers: A Wendigo can freeze inanimate objects, up to the size of a pond, by touching or breathing on them. Any living person (including mediums who are astrally travelling) coming within brawling range of a Wendigo must make a Great Stamina roll or else contract Wendigo Sickness. They will become intensely paranoid and cannibalistic. Sanity rolls are required for the victims to resist their unnatural urges. The symptoms last until the Wendigo who caused the illness is destroyed.

WHISHT HOUND

Type: Neutral Entity

Consistency: Incorporeal, luminous

Defense: Good

Skills: Good Stamina, Superior Track

Appearance: These large black dogs have no heads and seem to glow with a black light. Although they are headless, they can bay and breathe fire. Whisht hounds often accompany the entity Odin.

Personality: Alert.

Combat: A Whisht hound's fiery breath does (Defense vs Good) x 3 damage.

Powers: A Whisht Hound's baying causes despair for (Sanity vs Great) minutes. They can also breathe smoke, obscuring vision.

LIVING NPCs

8

SEEING GHOSTS

Usually, lost souls must rely upon their supernatural powers to interact with the living. Yet there are a few unique individuals who can interact with ghosts quite easily — and not all of them are mediums.

Some people have special items that allow them to eavesdrop on the dead. Others are psychically sensitive and do not require any enhancements. Many small children, animals and schizophrenics can sense spirits. When seeking help from the living, smart players might want to visit their local day care center or sanitarium.

Gifted individuals are curious about the paranormal and are more likely to respond to a supernatural occurrence with acceptance rather than fear. Their friends and family tend to view them as eccentric at best.

AARON KELMER

Type: Neutral Person

Consistency: Material

Skills: Superior Dexterity, Good Entertain

Appearance: A slender man with curly black hair and dark eyes, Aaron speaks in a reassuring voice, and keeps up a bright patter. His fingers are unusually long and slim.

Personality: Very pleasant. Aaron immediately puts people at ease. He enjoys being the center of attention, though he pretends to be modest and self-effacing.

When he was young, Aaron's mother told him that his ability to communicate with the dead was a gift from God that should be used to help

others, but Aaron feared people would call him a freak if they knew. It wasn't until he was in his early twenties that he realized he could use his powers to his advantage.

Aaron poses as a psychic. He uses knowledge he's gained from spirits to con unsuspecting people, making them think he can read their minds. He also uses simple magic tricks he learned from the shade of Harry Houdini to prove he has telekinetic powers. Sometimes he coerces lost souls into using their powers to twist spoons or hurl teapots across rooms. He is fast becoming the most popular personality on the talk show circuit. Because of his conceit, he would rather people believed he possessed psychic powers than admit that he was receiving otherworldly assistance.

Motivation: Though Aaron is a con man, he isn't malicious. He simply wants to make his mom proud of him. He hopes to sign a book and movie deal before someone discovers his tricks.

Combat: When angry, Aaron has the latent ability to drain (Defense vs Great) x 2 damage from all supernatural beings within thrown range.

Powers: Besides being able to see and hear ghosts, twice per day Aaron can summon a specific ghost. The victim must stay within thrown range of Aaron for (victim's Will vs Great) x 10 minutes or until released.

ALDUS CROWE

Type: Neutral Person

Consistency: Material

Defense: Passable

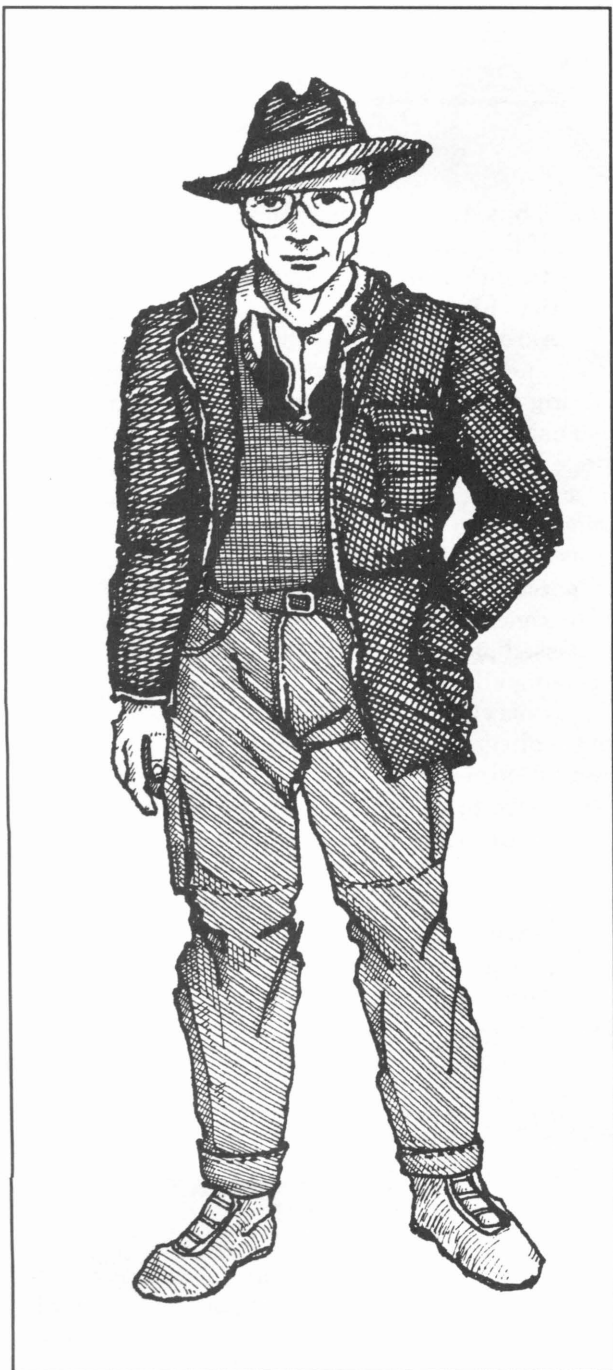
Skills: Good Science, Good Occult

Appearance: Aldus is a thin man in his mid-thirties. He has narrow shoulders, straw-colored hair and pale blue eyes. He habitually car-



ries a camera at all times. Aldus moves quickly and nervously.

Personality: Earnest and driven. Aldus is the orphan son of two well-known photographers. He constantly feels overshadowed by his famous parents, and desperately wishes to make a name for himself in the world of photography.



Motivation: To gather the largest collection of spirit photos in the world and show them in a gallery exhibit. His friends indulge him, and even agree they see pictures of ghosts in his work, though the blobs of color actually look more like flaws in the film.

Combat: Aldus cannot harm lost souls.

Powers: Aldus inherited the keen eyesight of a photographer from his parents. When he concentrates, he can see the auras of lost souls as brightly colored glows, which he calls spirit lights. Using his spirit photography techniques, he has taken several photos of them, but few can be distinguished, and most of them look like blotches of light and shadow. If Aldus really concentrates, he can faintly hear lost souls.

ANGUS THE DOG

Type: Good Dog

Consistency: Material

Defense: Passable

Skills: Great Agility, Good Strength, Great Nature, Superior Alertness

Appearance: Angus is a Border Collie with one gray eye and one brown. His nose is wet, and one ear stands permanently at attention.

Personality: Cordial and friendly to kindly lost souls and children.

Motivation: Angus exists to eat, sleep, bite fleas and chase sheep and butterflies.

Combat: When riled, Angus will set to barking loudly. This will drive antagonistic entities away for (Will vs Passable) x 30 minutes. If pushed into a fight, he will bite, doing (Defense vs Great) x 2 damage to a material target.

Powers: Angus can see, hear and smell ectoplasmic beings. He can also sense evil, and will emit a low growl as a warning.

BLIND BILL

Type: Neutral Person

Consistency: Material

Defense: Inferior

Skills: Awesome Listen, Great Entertain

Appearance: Bill is a 42 year old Asian-American. He is short, stocky and wears his long black hair in a ponytail. His clothing is colorful, consisting of a baggy cotton shirt, blue jeans and turquoise jewelry. Bill wears dark glasses to protect his nearly sightless eyes from the light. He



earns his living by playing a saxophone on street corners.

Personality: Sardonic and knowing. Blind Bill may seem distant and hard to approach, but he secretly enjoys the company of others.

Motivation: To earn enough money for an experimental operation that may restore partial sight to his eyes.

Combat: Blind Bill is trained in martial arts. His superior hearing helps him defend himself from attackers, allowing him to do (Defense vs Poor) x 2 damage to material beings. He carries a small knife in one of his boots. If necessary, he may use his saxophone as a cudgel.

Powers: Blind Bill's hearing is sensitive enough to hear ghosts. He cannot distinguish them from living people.

CASEY O'BRIAN

Type: Neutral Person

Consistency: Material

Defense: Inferior

Skills: Great Entertain, Good Persuade

Appearance: Casey is 62 years old, with wispy white hair and bright blue eyes. He is chubby, and dresses in simple cotton shirts and pants. He often wears a tattered felt hat. His hands are calloused and rough, and he has a lovely singing voice.

Personality: Though Casey was born in the United States, his heart is in the country of his ancestors — Ireland. He is a staunch defender of the Emerald Isle, and often talks about it. Casey is a friendly man, but easily succumbs to alcohol.

Motivation: To obtain another shot of whiskey; to avoid being caught drinking by his loving granddaughter Kate. To visit Ireland someday.

Combat: Casey is completely worthless in a fight. He will cower or run away from living foes, and is completely defenseless against ghosts.

Powers: When Casey is in his cups, he can see and hear ghosts, whom he assumes are "fairies" from the old country. When he is sober, he can't interact with them at all. Since his granddaughter is constantly confiscating his whiskey, the players will have to supply him with liquor before he will respond to them.

DONATELLO FOX

Type: Neutral Person

Consistency: Material

Defense: Passable

Skills: Superior Artistry, Good Fate, Great Dexterity

Appearance: A handsome black man with dark, soulful eyes. Donatello wears black clothing and smokes unfiltered Camels.

Personality: Histrionic and maudlin. As an artist, Donatello searches his soul nightly to pull forth the bizarre images he captures on canvas. His paintings are dark, haunting and very popular. Donatello's real name is Harvey Fox.

Motivation: To bring meaning to his dissipated life. He believes the right woman will satisfy the emptiness he feels in soul. Every night, he continues his search for her — and invariably moves on the next day.

Combat: Donatello cannot fight lost souls.

Powers: Donatello's artistic senses permit him, on occasion, to see into the incorporeal realm. Some of his best paintings were inspired by these glimpses into the afterlife. By focusing his senses, Donatello can see, but not hear, lost souls.

JANIS KOSOKO

Type: Living person

Consistency: Solid

Skills: Superior Artistry, Great Listen, Superior Track, Superior Interrogate, Great Persuade

Appearance: Janis is a chubby African-American woman with dark skin and eyes. She is 45 years old and has a penchant for bright pink, orange and yellow clothing. She carries a large straw bag filled with notebooks, pencils, peanuts, old maps, tissues and similar items.

Personality: Shrewd and funny. Janis makes her living working for the *World-Wide Tattler*, a tabloid that runs her column, "Voices from the Other Side" under the pen name, Sibyl Channeller. Using her powers as a medium, she scours the Afterworld looking for interviews with famous ghosts. She then prints her interviews in the paper, often revealing unknown or outrageous facts about her subjects. When she's bored or in danger of missing her deadline, Janis often makes up a fantastic story for her column. She is amused that many readers believe her silly tales, while scoffing at the true interviews.



Motivation: A divorcee with three children, Janis struggles to support her family and maintain a meaningful career. She wants to make enough money to support her family until she is hired by a more prestigious paper. Worried that working for the *World-Wide Tattler* will look bad on her resume, so she keeps this fact a secret from all but her closest friends.

Janis will help lost souls in exchange for a scoop or a lead in ferreting out a story. She wants very much to interview Elvis.

Combat: Knowing how dangerous the after-life is, Janis carries a 9mm pistol, which does (Defense vs Poor) x 3 damage. She can turn it semi-material temporarily.

Powers: Janis can see and hear ghosts. She can make a small object semi-material for up to five minutes at a time. She has telepathy with the dead, and can communicate with any ghost she knows well no matter how far away she is. However, she must initiate the mental communication.

MAX

Type: Neutral Person

Consistency: Material

Defense: Passable

Skills: Good Direction

Appearance: Max is in his early fifties. He is short, with brown eyes and graying hair. He wears shabby but clean clothes and a cap. He squints and has some trouble reading the *Fate*



magazines he carries strewn in the back seat of his taxi.

Personality: Feisty and a tad paranoid. Max often mumbles and occasionally shouts at the sky. Most people avoid him. He tends to tippie a bit and his actions are sometimes attributed to drink. Max is a taxi driver, and knows his way unerringly around the city he calls home.

Motivation: To get rid of the voices in his head.

Combat: Max cannot fight incorporeal beings.

Powers: Max served in the Korean War and had a steel plate put in his head. Ever since then he has been able to hear the voices of lost souls and other spirits. He believes they are aliens who are transmitting from another planet and he finds them irritating. He is sure that the aliens are trying to learn about humans so they can invade Earth. In the trunk of his cab, he has an aluminum pie plate, which he wears on his head when he wants to shut out the voices.

MELISSA

Type: Good Person

Consistency: Material

Defense: Pathetic

Skills: Awesome Empathy

Appearance: About four years old, Melissa is a painfully thin child with black eyes and blond hair. She suffers from a blood disease that tires her easily. To prevent her from endangering her health, she is often confined to her room in the orphanage. From her window, she watches the other children play in the yard.

Personality: Intelligent and curious. Melissa is frail but she is remarkably self-assured. She loves the nuns who care for her, but longs for a home of her own. Her only material friend is her pet rat, Whiskers. She fears the nuns would take Whiskers away if they knew about his nest under her bed.

Motivation: To find loving parents who will accept her. She worries that no one will ever take her because she's "broken," but she never loses hope that one day she may find the money needed for a medical treatment to cure her.

Combat: Melissa is incapable of harming living creatures much less ghosts.

Powers: Melissa was born with an amazing empathy, which lets her sense the needs and feelings of ghosts. Her ability is so strong that she can



almost respond to spirits as though in a regular conversation. She believes that ghosts are invisible friends who come to visit and protect her.

OLD LAZARUS

Type: Good Person

Consistency: Material

Defense: Great

Skills: Great Agility, Good Strength, Passable Intelligence, Great Nature, Superior Alertness

Appearance: Old Lazarus is an ancient Native American shaman dressed in cowboy boots, with a black hat and duster. His long gray hair is streaked with white, and two crow feathers hang from the back of his hat.

Personality: Grim and unsmiling, Old Lazarus usually ends up frightening those he seeks to help. When he speaks, he does so in short, cryptic sentences.

Motivation: Old Lazarus is an Anasazi medicine warrior. He is a constant wanderer, going from town to town in a never-ending quest to root out evil. Old Lazarus is unusually enlightened and will occasionally take lost souls under his protection.

Combat: Old Lazarus uses an enchanted Anasazi war club, which does (Defense vs Passable) x 5 damage to both material and incorporeal beings. The club doubles as a healing device, restoring (Passable vs Nature) x 2 WTL. Aside from a small medicine bag on his hip, he carries nothing else.

Powers: Old Lazarus can see and hear incorporeal beings. He can also see evil through whatever guise it has taken.

OPHELIA OSBOURNE

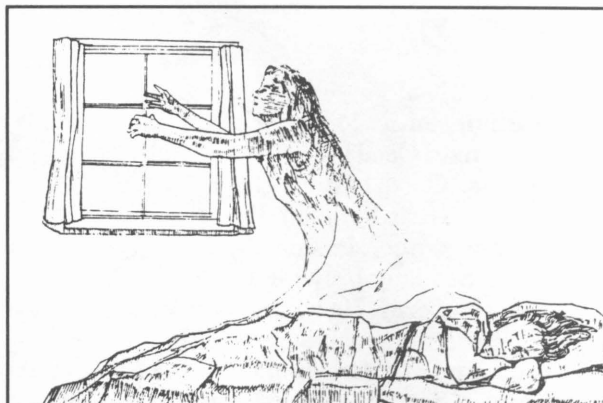
Type: Neutral Person

Consistency: Material

Defense: Poor

Skills: Great Empathy, Good Science, Superior Medical, Good Occult, Great Interrogate, Great Intelligence

Appearance: Ophelia is an attractive woman in her mid-thirties, with long black hair normally bound in a tight bun. When awake, she wears tasteful suits. In her sleeping form, she is dressed in a sheer white nightgown.



Personality: Ophelia is a Freudian psychiatrist with a prosperous practice. At work, she maintains a professional demeanor, but at home she likes to relax with her cat, Carl Jung.

Motivation: To preserve Freudian psychology as the bedrock of modern mental health.

Combat: In her dreams, Ophelia can do (Defense vs Poor) damage to ghosts.

Powers: While in graduate school, Ophelia participated in a sleep deprivation experiment that required her to stay awake for 120 hours straight. Toward the end of the test, her hallucinations became so realistic she began to speak with them, and apparently received lucid answers. The supervisors ended the experiment when she began screaming in terror at something she saw. Ophelia was released after a short convalescence, unable to remember her hallucinations. Though apparently mentally sound, her experience left her with the power to interact with ghosts while dreaming.

When Ophelia falls asleep, her subconscious mind projects an astral double of her body (see the Medium's Astral Projection power in the *Lost Souls* manual). In her ectoplasmic state, she wanders about her house, and often leaves a window open so she can travel outdoors. Her dream self can see and interact fully with lost souls. Ophelia believes her nightly jaunts are just dreams, and she'll analyze the events of her "dream" in Freudian terms. It may take some effort to convince her of the reality of her situation. Upon waking, Ophelia quickly forgets the events of the night, just as if it were all truly a dream.



PASTOR PAUL

Type: Good Person

Consistency: Material

Defense: Good

Skills: Good Listen, Good Customs, Great Faith Heal, Great Religion

Appearance: Pastor Paul is in his early fifties. He has long brown hair and a beard with just a touch of grey. He wears a brown smock over baggy jeans and homemade sandals.

Personality: Growing up in the hippy counterculture of San Francisco, Pastor Paul earned a modest living as a folk singer in various coffee shops. In his youth Paul experimented with drugs, resulting in a permanent hazy condition. He gave up drugs and life in the fast lane after seeing a "vision." He then founded his own place of worship, "The Church of the Happy Being" and began ministering to the poor and sick. Pastor Paul's soup kitchen feeds many indigenous people in the area and he is beloved by many.

Motivation: To help the poor. To teach those who are spiritually unaware.

Combat: Paul is an avowed pacifist and will not resist an attack. However, he may move to defend his parishioners if they are threatened.

Powers: Pastor Paul's unique intake of experimental drugs in the sixties has resulted in an ability to both see and hear ghosts. He accepts this as perfectly normal, though he doesn't talk about it much. He knows that others may think

the ghosts are hallucinations and he doesn't want to end up in an institution.

PHYLLIS MAYFAIR

Type: Good Person

Consistency: Material

Defense: Passable

Skills: Good Folklore, Great Fate, Good Empathy

Appearance: A middle aged homemaker, with permed hair and a touch of wrinkles around her eyes and mouth. She wears jeans and a pull-over shirt when working in the garden, where she'll most often be found.

Personality: Friendly and helpful. She's always willing to stop and chat with a stranger, even if he isn't alive anymore.

Motivation: To make certain dinner is on the table before her husband gets home from work.

Combat: Phyllis does not fight.

Powers: When she doesn't take her medication, Phyllis can see and hear lost souls. She talks freely about her visitors with her neighbors, and if her stories get too wild, her husband Paul takes her to a local rest home for a weekend of supervised medication.

SECOND SIGHT SALLY

Type: Neutral Person

Consistency: Material

Defense: Good

Skills: Good Bargain, Pathetic Sanity, Superior Filch

Appearance: Sally is a homeless woman in her early fifties. She has stringy grey hair, which she keeps bound in a ratty turban. Her layers of soiled dresses are topped with an old khaki coat, and her hands are covered in fingerless gloves. She pushes a shopping cart filled with plastic bags, tattered clothes, a bag of bird feed and a pile of junk.

Personality: Sally loves pigeons and will spend her last penny on food for them. She has a reputation in the park for having second sight; street people often come to her to hear their fortunes.

Motivation: To maintain her independence.

Combat: Sally will kick, spit, scream and throw things at anyone who appears threatening to her. She can see ghosts and knows she can





disperse their ectoplasmic bodies with water. She also enjoys running her cart through them.

Powers: Sally has the amazing ability to see and hear ghosts. Her mental affliction prevents her from being believed.

TODD WHITE

Type: Evil Person

Consistency: Material

Defense: Great

Skills: Great Cunning, Good Stamina, Good Strength, Good Aim, Great Intelligence

Appearance: A handsome man in his mid-twenties. He is clean cut and well dressed. Despite his genial smile, his eyes are ice blue and cold.

Personality: Todd is well spoken and always lucid. He has a shy charm that women find appealing. He admits that he was ill in the past, but he is doing much better now. Those who meet him for the first time often wonder what he is doing in a sanitarium for the criminally insane. Only when they read his record and learn he is an attempted murderer does his behavior become suspect.

Motivation: Highly manipulative, Todd will do anything to escape the asylum. He fantasizes about killing young couples with a Colt .45 in one hand and a .357 Magnum in the other.

Combat: While dangerous to the living, Todd cannot harm lost souls.

Powers: Todd's mental disorder allows him to see and hear ghosts. He knows better than to tell his keepers of his visions, and does an excellent job of appearing to be normal. Todd will promise to assist any lost soul who first helps him escape.

DR. WESLEY CRIPLOW

Type: Neutral Person

Consistency: Material

Defense: Passable

Skills: Great Medical, Superior Science, Poor Sanity

Appearance: Thin, with pinched cheeks and thinning hair. Dr. Cripow is in his mid-forties, though he looks older. His eyes are watery blue and he has a high, reedy voice. He wears a white lab coat over his suit; inside one of the pockets is a bottle of eyedrops. An experimental scientist, Dr. Cripow specializes in human perception and sight.

Personality: Driven and irritable. Dr. Cripow has often been accused of being "a nut" by his colleagues, but he knows his theories are correct — if they'd only listen!

Motivation: To prove to the world that he is a brilliant scientist and not a crazy buffoon.

Combat: Dr. Cripow carries a .32 revolver to protect himself against thieves who want his lab notes. It does no good against ghosts.

Powers: Dr. Cripow has developed an eyedrop solution that allows him to see into another dimension. He can see, but not hear, ghosts and other supernatural creatures. The effect is frightening to him, but it wears off after a few hours and Dr. Cripow is addicted to his eyedrop solution.

ZIGANA AND NICABAR

Type: Good People

Consistency: Dual

Defense: Passable

Skills: Passable Strength, Passable Agility

Appearance: Zigana and Nicabar are gypsy twins born on a Saturday. Zigana is a beautiful, dark skinned woman with raven colored hair. Her brother Nicabar is a strongly built man with dark, longish hair and a rogue's grin. They are always accompanied by their mastiff, Stalker. The twins have one prominent quirk: they believe that wearing their underwear inside out is an effective guard against evil ghosts. Oddly enough, for them it seems to work.

Personality: Normally carefree and witty, they become grimly serious when it comes to their vocation of hunting evil spirits.

Motivation: Because they were born on a Saturday, Zigana and Nicabar are known as Sabbatarians and have the ability to see ghosts and spirits. Like all Sabbatarians they are hunters, and can track down the evil undead simply by using their intuition.

Combat: In addition to their bags of hammers and stakes, Zigana and Nicabar carry bows with twelve silver-tipped arrows, which do (Defense vs Good) x 3 damage to both material and incorporeal beings. Their enchanted silver swords do (Defense vs Good) x 4 damage.

Powers: The twins can see and hear ghosts. They can read the auras of spirits and spot an evil being at missile range. With their special silver weapons, they can engage spirits in physical combat. Their dog, Stalker warns them of the presence of spirits.

FAMOUS NPCs

9

AFTERLIFE STYLES OF THE RICH AND FAMOUS

Fame makes a person immortal. Literally. The afterlife is populated by the lost souls of the famous and infamous.

For most people, the Will to Live comes from within. It's a personal desire to achieve more before succumbing to the inevitable wheel of reincarnation. The famous person may have a strong Will to Live, but it isn't unfinished business that keeps him haunting the Afterworld, it's the adulation of his living fans. They simply will not let him die.

Fans direct a never ending stream of energy into a famous spirit, keeping his Will to Live eternally high. Whether the object of their obsession wants to continue his ghostly existence is unimportant; their mania constantly augments his life-force.

Infamous lost souls are also kept in the afterlife this way. Anyone who is still talked about when they are dead will receive Will to Live from not only those who revere them, but also from those who despise them.

The Will to Live of a famous person regenerates at the rate of 1 to 20 points per turn. The rate of regeneration depends on how well known the

character is. A notable poet might regenerate 1 point per turn, while Elvis regenerates 20 points every turn. Referees should feel free to modify the rates of regeneration presented in this manual to conform to their own beliefs of how well known the lost souls are.

As a referee, don't be afraid to reincarnate famous lost souls. Your players will find such foes to be interesting and challenging, so don't rob them of victory just to keep a renowned individual "alive." When a famous lost soul is reincarnated, his fans will not suddenly disappear or be harmed in anyway. They will continue to adore him as they always have, but their life-sustaining adoration will simply be dispersed.

ANTOINETTE, MARIE

Type: Neutral Lost Soul

Consistency: Incorporeal, solid-looking

Defense: Great

Regenerates: 4 WTL per turn

Skills: Superior Charm, Good Customs

Appearance: Dressed in a sumptuous court dress common to mid-eighteenth century France, Marie is bedecked in ribbons, jewels and a large grey wig decorated with fresh flowers.

Personality: Calculating, fun-loving and petulant. Marie likes to have it her way.

Motivation: To get what she wants, no matter what.

Combat: Marie does not fight.

Powers: *Waltz:* The command to Waltz! causes all those in the local area to grab a partner and dance for (Will vs Good) minutes.

Let them eat Cake: A huge table laden with cakes and rich pastries appears. All those in the area are compelled to stuff their faces until they choke for (Sanity vs Great) x 2 minutes.



History: (1755 — 1793) Josephe Jeanne Marie Antoinette was the daughter of Marie Theresa, Archduchess of Austria and Francis I, Holy Roman Emperor. She married Louis XVI in 1770 when he was still dauphin, and became Queen of France when he ascended to the throne in 1774. Marie made many enemies due to her frivolous nature, her devotion to Austria and the many scandals she became involved in. At the outbreak of the French Revolution she opposed the moderate reformers, appealing to Austria for help. She and her husband tried to flee Paris with their young son and daughter, but they were caught. In 1793 the monarchy was overthrown and the King was executed on the guillotine. In October of that year she was also sentenced and guillotined.

ATTILA THE HUN

Type: Evil Lost Soul

Consistency: Incorporeal

Defense: Awesome

Regenerates: 5 WTL per turn

Skills: Superior Bully, Awesome Ride, Great Brawling

Appearance: Attila is a short, barrel-chested man with dark hair and swarthy features. He is dressed in loose trousers and a padded cotton shirt. He wears a cap of leather and cloth and carries a sword at his side. Attila rides a short pony common to the Huns. He is quite fond of this beast and has nicknamed it "Little Bride."

Personality: Attila is a conqueror at heart and wishes to be feared and worshiped as royalty. He desires wealth for the women and fine horses it can buy. Though others view him as a savage, Attila is actually intelligent and clever. His sense of humor is sardonic and cutting.

Motivation: To conquer new worlds; to add another bride to his stable of women.

Combat: Attila can attack with his fine sword for (Defense vs Great) x 5 damage or his bow for (Defense vs Good) x 4 damage.

Powers: *Mongol Horde:* Attila can make it appear as though a battalion of Mongol attackers is bearing down on the victim. The vision is so vivid that the whinnies of horses and the smell of dust is experienced.

Animal Magnetism: This power allows Attila to excite the passion of any woman who lays eyes on him. Unless she makes a Good Will roll, she will find him irresistibly handsome and charis-

matic, and will willingly accompany him to his tent.

History: (406 — 453) After being driven out of China in the 2nd Century AD, The Huns settled in Germanic regions near the Roman border. The Romans exacted a yearly tribute from the Huns, and demanded that hostages be sent deep into Roman territory as a safeguard against invasion. This uneasy relationship remained cordial until Attila became ruler of the Huns.

Attila was the nephew of King Ruas. He spent some time in Northern Italy as a hostage, and during his incarceration he learned much about the Romans and their ways. He was 27 when the King died and he ascended to the throne.

In 444 AD, the Roman emperor Valentinian III banished his scandalous sister Honoria to Constantinople. Bored and distracted, she sent Attila her ring and promised to marry him if he would rescue her. It was just the sort of excuse he needed. Shortly thereafter, he invaded Rome.

His hordes swept through town after town, raping, pillaging and destroying all in their path. Some people managed to save their homes by offering the Huns hefty bribes. After many skirmishes, the Roman military got a handle on the situation, and managed to check Attila at the battle of Chalons-sur-Marne in France.

Attila was bloodied but unbowed. A brief year later he was at it again, rippling through Italy like a bloody tide. When Rome itself was threatened, Pope Leo I left the Vatican and personally appealed to Attila. Impressed with the Pope's bearing and bravery, Attila agreed to go home. A short time later, he hosted a gigantic banquet to celebrate his marriage to the virgin Ildico. That night, as he tried to consummate the marriage, he died. Happily.

BOOTH, JOHN WILKES

Type: Evil Lost Soul

Consistency: Incorporeal

Defense: Good

Regenerates: 5 WTL per turn

Skills: Great Agility, Good Aim, Superior Stealth

Appearance: A 28 year old American male with dark wavy hair, a full mustache and brown eyes. About 5' 8", John Wilkes Booth dresses in posh clothes of the 1860s with a cape around his shoulders. He carries a pistol at his side and a dirk on his belt.



Personality: Flamboyant and theatrical. Booth enjoys being the center of attention. He appreciates lovely young women, and is particularly charmed by southern belles. He hates those he deems “Northerners.” Though seemingly rational, Booth suffers from insane paranoid delusions.

Motivation: To clear his blackened name. Booth wants a written apology from the President of the United States sent to all his descendents — “I am not a blackguard, but a hero!” he cries. He will willingly reincarnate any spirit he believes deserves such a fate, and takes pride in his status as “Afterlife Assassin.”

Combat: Booth’s old pistol is still effective and does (Defense vs Good) x 5 damage. The dirk, which he wore to add realism to the play *Macbeth*, does (Defense vs Passable) x 2 damage. With a wave of his cape, Booth becomes completely invisible to the denizens of the Afterworld. He can neither be seen nor heard for up to 10 minutes, and may activate the cloak up to three times in a day.

History: Booth came from a family of actors renown for their flamboyant style. He developed a strong sympathy for the South while touring with a number of plays, and it was inevitable when the Civil War broke out that he supported the confederates.

Just five days after the cease fire was declared, Booth stealthily entered a theatre box and fired a bullet into President Lincoln’s brain. He escaped by jumping onto the stage and running out the back door, but was soon hunted down. He died after a pitched gun battle when Union soldiers set fire to the barn he was hiding in.

THE BORGIAS

In 15th Century Italy, the name “Borgia” was enough to make the bravest man quake in fear. Known for their cunning, wealth and utter fearlessness, the family ruled with an iron fist.

The Borgia clan was fathered by Roderigo Borgia, later Pope Alexander IV. He became a bishop shortly after his uncle became Pope Calixtus III. Roderigo quickly rose through the papal hierarchy, serving in the Curia under five Popes.

Roderigo’s religious career had more to do with bribes and family connections than piety. Highly-sexed and attractive to women, Roderigo found the licentious era much to his liking. In 1470 he began a long affair with Vanozza dei Catanei. She bore him four children: Giovanni

(1474), Cesare (1476), Goffredo (1481) and Lucrezia (1480).

When Pope Innocent VIII died in 1492, Roderigo bribed numerous people to insure he would become the pontiff. Once the position was secured, he instantly showered his illegitimate children with riches. He made his oldest son leader of the Papal army and his son Cesare an archbishop at the age of 16.

Giovanni was an incompetent general, and was defeated by the French. After returning to Rome, he was mysteriously stabbed to death; it is widely believed the younger brother Cesare was responsible.

It is really Cesare who gives the Borgia name its resonance of evil. A manipulative politician and a cunning soldier, Cesare formed an alliance with the hated French to carve out his own kingdom in northern Italy. He pitted duke against duke in a bid to gain even more power and prestige. Nicolo Machiavelli’s slim book, *The Prince*, is a study of Cesare’s ruthless methods for obtaining power.

Unfortunately for Cesare, he could not retain power once his father died and the papacy was passed to an old enemy. Cesare was arrested and forced to relinquish his Romagna kingdom. He was later wounded while fighting against the Spanish. His captors stripped him naked and left him to die of thirst.

Roderigo (Pope Alexander VI)

Type: Neutral Lost Soul

Consistency: Incorporeal

Defense: Passable

Regenerates: 3 WTL per turn

Skills: Superior Bargain, Good Religion, Great Charm

Appearance: Handsome Italian man, about 45 years old, wearing papal robes.

Motivation: To support his son Cesare; to enjoy the company of beautiful women; to gain treasure.

Combat: Roderigo carries no weapons, though he is a superior swordsman and if armed does (Defense vs Superior) x 4 damage.

Powers: *Confession:* Unless he makes a Great Will roll, the victim feels a need to unburden himself of his deepest secrets. He will fall to his knees, and beg the Pope for forgiveness.

Penance: Unless he makes a Good Religion roll, the victim believes he must perform some sort of penance for sins committed. The Pope will



instruct the character to donate an item to the church, make a pilgrimage or dress in sackcloth. Of course, any item given to the Pope willingly will then be maintained by him.

Cesare Borgia

Type: Evil Lost Soul

Consistency: Incorporeal

Defense: Good

Regenerates: 1 WTL per turn

Skills: Superior Bargain, Superior Brawling, Good Charm

Appearance: Brown hair, dark eyes with a beard and short cropped hair. Cesare has a wary look in his eye and is always cautious. He dresses in fine court clothes of the late 1400s: a slashed doublet, feathered cap and tights. He carries a sword and dagger.

Motivation: To carve out his own kingdom in the afterlife.

Combat: Cesare is an excellent swordsman, and does (Defense vs Great) x 4 damage with his sword and (Defense vs Great) x 2 damage with his dagger.

Lucrezia Borgia

Type: Neutral Lost Soul

Consistency: Incorporeal

Defense: Passable

Regenerates: 2 WTL per turn

Skills: Superior Charm, Passable Entertain

Appearance: Blond with blue eyes, Lucrezia is slightly plump. She is fun-loving and enjoys carnivals, music, poetry and other pleasures.

Motivation: To obey her father and brother.

Combat: Lucrezia carries no weapon.

History: Lucrezia probably bore her brother Cesare a child; it is possible she committed incest with her father as well. Cesare was insanely jealous of his sister, and couldn't bear to see her with other men. Nonetheless, she married three times; the first husband was forced to divorce her on the grounds that he was impotent and could not consummate the marriage. The second marriage was successful until Cesare had her husband killed in a brawl. The third marriage was a happy one, and she died in childbirth. Today, her name is often invoked as that of a femme fatale or poisoner, but this is unlikely. She was probably a pawn in the masterful intrigue that took place in Italy at the time.

CLEOPATRA

Type: Neutral Lost Soul

Consistency: Incorporeal

Defense: Good

Regenerates: 4 WTL per turn

Skills: Good Charm, Great Persuade, Good Bargain

Appearance: About thirty years old with light brown skin, slim figure and flashing eyes. Cleopatra has a hooked nose and large mouth, but she disguises these poor features with her artful use of make-up. Cleopatra wears a gauzy robe, gold jewelry and a black wig.

Personality: Shrewd and determined. Cleopatra likes to be in control and is determined to maintain her status as "Queen." She is extremely political, and knows the machinations of demons, fiends and even the living.

Motivation: To maintain political power and control.

Combat: Cleopatra carries a small flail, which does (Defense vs Good) x 5 damage.

Powers: *Perfume:* The scent of lotus leaves emanates from Cleopatra, affecting all those in the local area. Those who smell her perfume and fail a Good Will roll will instantly become friendly, affectionate or downright amorous toward others in the immediate vicinity.

Rain of Asps: Dozens of incorporeal adders fall from the sky. Everyone in the local area must make a Great Dodge roll each turn to avoid being bitten. The poison causes an immediate weakness in all areas of coordination: all Agility and Dexterity skills are at -1 for (Stamina vs Superior) hours.

History: (69 — 30 BC) The last queen of Egypt, Cleopatra was married to her two younger brothers: Ptolemy XIII in 51 BC, when she was 18, and, after his death, to 12 year old Ptolemy XIV. Both were arranged according to Egyptian custom, which did not allow women to rule without a royal consort; it is unlikely these marriages were consummated.

Cleopatra fled her homeland at the age of 21 when her siblings became involved in a power struggle. She presented herself to the 52 year old dictator of Rome, Julius Caesar, at his palace at Alexandria. Caesar was a known womanizer, and they quickly became lovers. Shortly after that, Cleopatra gave birth to a son, Caesarion. Later, Caesar moved the two of them to Rome. Cleopatra



was disliked by the Romans for her foreign ways and influence over Caesar. Upon his murder by political adversaries, Cleopatra returned to Egypt, but she soon learned that a new figure was rising in Roman politics: Mark Antony. Determined to seduce him, she set sail on a magnificent barge gilded with gold and silver. Antony was smitten and eventually left his wife for Cleopatra. This turn of events led to two years of war with Rome, culminating in Antony and Cleopatra's defeat at Actium. It is said that she let herself be bitten by an asp rather than suffer the humiliation of being paraded through the streets of Rome as a captive.

CORTEZ, HERNANDO

Type: Evil Lost Soul

Consistency: Incorporeal

Defense: Great Defense

Regenerates: 3 WTL per turn

Skills: Superior Bully, Good Athletics, Good Search, Good Ride, Great Aim

Appearance: A Spanish explorer and soldier, Cortez is dressed in the light armor of a Spanish soldier circa 1521. He wears a rounded helmet and carries a musket and sword. Strong, thin and handsome, Cortez sports a dueling scar on his lower lip. He often rides a fine steed and is constantly accompanied by his teenaged mistress, Doña Marina.

Personality: Arrogant and determined. Cortez is greedy, self-righteous and bold.

Motivation: To explore new worlds for "Gold, Glory and God" — in that order.

Combat: Cortez fights with a saber for (Defense vs Great) x 4 damage and a musket, which does (Defense vs Great) x 4 damage. He has a small group of twenty soldiers who obey his every command. They have Passable Defense and are equipped with two small cannons, which do (Defense vs Inferior) x 8 damage, swords that do (Defense vs Poor) x 4 damage and muskets that do (Defense vs Poor) x 4 damage.

Powers: *Smallpox:* By breathing on, or touching a victim, Cortez can immediately afflict him with smallpox. Unless a Good Strength roll is made, the victim will fall to the ground, covered with sores and racked with fever. The illness lasts one full day during which all abilities will be at -4.

Godlike Visage: Anyone gazing on Cortez must make a Passable Religion roll or else believe he is a god. Believers will immediately fall to their

knees and worship him. Any request he makes will be instantly obeyed.

History: (1485 — 1547) As a young man, Cortez immigrated to Cuba from Spain and became a plantation owner. Although married to a rich, aristocratic woman, Cortez was an outrageous philanderer and spendthrift. To get away from his wife and creditors, he offered to spread Christianity among the South Americans. In 1519 the governor of Cuba gave him 10 ships and a commission to explore Mexico.

During his travels, Cortez used weapons and horses (unknown to the people of Mexico) to terrorize and bully the natives into becoming Christians. He even managed to form an alliance with the Tlascalans, long-time enemies of the Aztecs.

The Aztecs mistook Cortez and his men for gods since their legends stated that white men with beards would some day rule the land. They were treated with honor and respect by the people until their leader, Montezuma was taken hostage. Cortez extracted a huge ransom for Montezuma's safety, but he was not released. Montezuma was later stoned to death by his people when Cortez forced him to try to quell a revolt.

Though the Aztecs tried to expel Cortez and his small army, they could not defeat his superior weaponry. He soon became the governor and captain general of "New Spain." He remained in Mexico until his arrogant ways attracted the attention of the Spanish Court and he was called home. Though treated with honor, he was no longer quite as popular, and he eventually retired to a small estate near Seville where he died.

Marina, Doña

Type: Evil Lost Soul

Consistency: Incorporeal

Defense: Passable

Regenerates: 0 WTL per turn

Skills: Superior Cunning, Superior Language, Good Persuade

Appearance: An Indian woman with long black hair, wearing a gold crucifix and a modest cotton dress. A colorful shawl is draped over her shoulders.

Personality: A modest appearance hides a manipulative heart.

Motivation: To serve Cortez.

Combat: Doña Marina uses a dagger for (Defense vs Passable) x 2 damage.

History: Born Malinal to a wealthy landowner, her mother sold her into slavery after her



father died. She and twenty other women were given to Cortez as a peace offering by the natives of Tobasco. The priests gave her the Spanish name Marina where she was baptized. She learned Spanish in just a few weeks and quickly went to work helping Cortez defeat the people she hated so much for enslaving her. Throughout his conquest, he relied heavily on her knowledge of Indian languages and psychology to defeat the mighty Aztec empire.

CRAWFORD, JOAN

Type: Neutral Lost Soul

Consistency: Incorporeal

Defense: Great

Regenerates: 4 WTL per turn

Skills: Good Bully, Great Entertain

Appearance: Five foot, four inches tall, with dark eyes and a 1940s "hair helmet." Joan has broad shoulders, trim figure and dresses in severely tailored suits. She carries a can of cleanser in one hand and wire hangers in the other.

Personality: Seemingly gentle and gracious, Joan can become a raging maniac the next minute. She is very jealous of other women, particularly if she feels they are getting more attention than she is. She especially dislikes Bette Davis.

Motivation: To return to the silver screen and become an adored actress once again.

Combat: By tossing powdered cleanser in the eyes of a foe, Joan can blind them for (Dodge vs Great) x 2 turns. She will use the wire hangers with practiced expertise to flail, poke and even strangle her victim, doing (Defense vs Great) x 3 damage.

Powers: *Box-office Poison:* Joan exudes a sweet-smelling perfume that is actually a deadly poison. Those in the local area must make Good Stamina rolls or else feel disoriented and downright sick until she leaves.

Cat Fight: If two females are in the party, Joan can cause them to attack each other in a jealous rage. The victims are affected for (Will vs Great) x 3 turns. Hair pulling, scratching and name calling will continue until the power wears off.

Overacting: Joan can cause a single target within thrown range to overact for (Artistry vs Great) x 5 minutes. The victim must behave in the most melodramatic fashion possible. A character who refuses to overact loses 1 Karma every five minutes.

History: (1904 — 1977) Born Lucille LeSueur in San Antonio, Texas, Joan Crawford's early years were of desperate poverty. In 1924 she traveled to New York to become a dancer on stage.

The epitome of the flapper, Joan was discovered by an MGM talent scout and signed to a five year contract. The name "Joan Crawford" — a name she hated — was chosen for her in a fan magazine contest.

Joan married four times, each marriage lasting only four years. Unable to have children, she adopted a boy and three girls. She seemed to love her fans more than her family. After her death her daughter wrote a "tell all" book which revealed that Joan was a child abuser.

EINSTEIN, ALBERT

Type: Famous Entity

Consistency: Incorporeal

Defense: Passable

Regenerates: 10 WTL per turn

Skills: Awesome Science

Appearance: Short man in his early fifties. Albert has long, fluffy white hair and a mustache. He has a slight build and dresses casually, favoring sweaters and loafers. He speaks with a German accent.

Personality: Though deeply interested in physics, Albert can also be child-like and humorous.

Motivation: To discover why ectoplasm does not obey the laws of relativity.

Combat: Albert Einstein is an avowed pacifist and will not fight.

Powers: *Scientific Explanation:* Einstein can explain any phenomenon rationally. He may be able to reveal the weakness of a demon, or the way to return safely from an Outer Plane.

Thought Experiment: The victims are all placed in Einstein's Thought Experiment. They might find themselves on a spaceship traveling at close to the speed of light, or on the edge of a black hole. The victims escape after (Science vs Superior) hours. On an Awesome roll, they escape immediately. On a Catastrophic roll, they are trapped until Einstein releases them.

Paradox: The victim is placed in a time loop. He must repeat the same ten minute span for (Science vs Superior) repetitions.

Time Travel: Einstein can send the characters to any point in time he wishes. They return after a set amount of time has passed for them.



History: (1879 — 1955) Born in Germany, Albert Einstein's early life did little to indicate he would become a world renown physicist. His teachers informed his parents that Albert was a slow learner and he was rejected by Zurich's famed Polytechnic Academy. In 1916 he published his works on general relativity, and soon after he became sought by universities and scientists alike. When Hitler began his anti-semitic tirades, Einstein left Germany and settled in America. His discovery of $E = MC^2$ changed the world.

HENDRIX, JIMI

Type: Good Lost Soul

Consistency: Incorporeal

Defense: Great

Regenerates: 5 WTL per turn

Skills: Great Entertain, Superior Dexterity

Appearance: Tall, thin black man with a mop of hair. Jimi favors bright colors, scarves and bell-bottom pants. Jimi always carries an electric guitar that he calls his "electric lady."

Personality: Raucous and energetic, but on occasion, shy and introspective. A true enigma, Jimi has one great love: music.

Combat: Jimi can defend himself handily with his fists, doing (Defense vs Great) damage, but will resort to his powers when necessary.

Powers: *Exploding guitars:* With deadly accuracy, Jimi can toss up to four exploding guitars at his attackers. The guitars appear in his hands at his command, and explode upon impact, doing (Defense vs Superior) x 4 damage to all those within twenty feet of the detonation.

Squealing Feedback: With one stroke of his guitar strings, Jimi produces a high pitched whine that inflicts (Stamina vs Great) x 3 damage on all of his enemies within thrown range.

History: (1942 — 1970) Jimi Hendrix's father was a black gardener and his mother an American Indian. In the early sixties, he began playing back-up guitar for many great artists, including BB King, James Brown and Little Richard. In 1966 he was discovered in New York by Chas Chandler, formerly of the Animals. He went on tour in a band known as the Jimi Hendrix Experience. His death at 27 was attributed to too many sleeping pills.

HOUDINI, HARRY

Type: Good Lost Soul

Consistency: Incorporeal

Defense: Good

Regenerates: 3 WTL per turn

Skills: Great Strength, Awesome Agility, Awesome Dexterity, Awesome Unlock

Appearance: A short, handsome man with wavy brown hair graying at the temples. He is dressed in clothing commonly worn by American men at the turn of the century.

Personality: Clever and quick.

Motivation: Harry hopes to escape the afterlife and return to the land of the living. He dislikes mediums who use their powers to exploit the living.

Combat: Harry does (Defense vs Passable) damage with his fists.

Powers: Harry Houdini has many tricks up his sleeve. First, he carries trick handcuffs. When slipped over limbs they become virtually impossible to remove except by Harry himself, or by making an Awesome Unlock roll. Secondly, he can open any lock. Lastly, Houdini can displace himself and one other person up to ten feet away. He must be touching the other lost soul, and may do this up to four times per day.

HUGHES, HOWARD

Type: Neutral Lost Soul

Consistency: Incorporeal

Defense: Passable

Regenerates: 1 WTL per turn

Skills: Great Medical, Feeble Sanity, Superior Bargain, Good Entertain

Appearance: A six foot four inch Texan wearing a tailored suit. His gray hair and fingernails are unusually long and he carries a box of tissues and an atomizer filled with disinfectant. Mr. Hughes seems frail though he is surprisingly strong.

Personality: Paranoid and ultra shy, Mr. Hughes will scamper away if you get too close. However, he is very attracted to good-looking brunettes with large breasts, and might be interested in saying a few words to them. He is fascinated by movie-making and aviation.

Motivation: To find a germ-free environment. Mr. Hughes will never pass down an opportunity to make a profit, even in the afterlife.



Combat: Hughes carries no weapons (they're so dirty!), but may spritz an attacker with his atomizer if he gets too close. The toxic disinfectant does (Defense vs Good) x 3 damage.

Powers: *Spruce Goose:* Flying machine appears and can take a party of spirits wherever they want.

Binding Brassiere: A super-elastic bra (reminiscent of the one Hughes invented for Jane Russell) snaps forward and binds the victim tightly around the chest, pinning his arms. It takes a Great Strength roll to break free.

Deal: This power enables Hughes to trade or purchase one item from his victim. Unless a Great Bargain roll is made, the victim will willingly make the deal with Hughes, even if he has traded away a valued keepsake. It will be several minutes before he realizes the ramifications of what he's done.

History: (1905 — 1976) Howard Hughes was born in Houston, Texas to a millionaire who made his fortune manufacturing oil-drilling equipment. An only child, Hughes was spoiled, especially by his mother Allene. His parents both died before he was 19, and he immediately began to make films, the first being the World War I epic *Hell's Angels*. His name was romantically linked to many actresses during this era.

In the 1930s, Hughes founded the Hughes Aircraft Company and bought controlling interest in Trans World Airlines (TWA). He not only designed experimental aircraft, he set airspeed records in 1935 and 1938.

Always a loner, Hughes was susceptible to nervous breakdowns. In his later years he became obsessed about germs, grew steadily more paranoid and became addicted to painkillers.

IVAN THE TERRIBLE

Type: Evil Lost Soul

Consistency: Incorporeal

Defense: Superior

Regenerates: 4 WTL per turn

Skills: Superior Bully, Great Strength, Great Cunning, Good Brawling

Appearance: A powerfully built Russian man with dark brown hair and beard. Ivan wears a simple, but well-made tunic over slim trousers and tight boots. He habitually carries a heavy walking stick tipped with a silver spike.

Personality: Ivan is manic-depressive and paranoid. His personality swings between that of

a religious maniac and blood-thirsty predator.

Motivation: To find the lost soul of his son Ivan, whom he killed and ask forgiveness. To find the lost soul of his beloved wife Anastasia.

Combat: Ivan carries a weighted, pointed staff, which does (Defense vs Good) x 3 damage.

Powers: Ivan is accompanied by a band of twelve thugs known as oprichniki. These sinister bodyguards dress in black and ride black horses; their saddles are embossed with the sign of a broom and a dog's head, indicating that they sweep away traitors and snap at the heels of those who oppose Ivan. They obey him unfailingly and he often joins them in their pillaging. They have Defenses of Good and do (Defense vs Good) x 4 damage with their scimitars.

History: (1530 — 1584) Ivan's father Vasily, Grand Duke of Moscow, died when he was three; his mother Elena acted as Regent until she was poisoned when Ivan was eight. After that, he and his brother were treated shamefully, raised by heartless relatives and subjected to terrible abuse. He learned quickly that brutal power was the only way to survive, and at the age of 17 crowned himself Tsar. He selected 15 year old Anastasia to be his bride. She alone could calm his terrible, violent temper, and when she died he crossed the border into total madness.

Ivan coerced the Russian peasants to accept him as absolute ruler. He created a police force, the oprichniki, and gave them nearly unchecked power to kill his enemies, confiscate property and assassinate rivals. In the worst example of Ivan's paranoia, he condemned the entire population of Novgorod on the evidence that they "might" be planning a revolt. Women were roasted alive on revolving spears and children were tortured to death for sport by Ivan and his minions. The total dead numbered over 60,000.

Ivan maintained such complete control for so many years in part because the Orthodox Church backed him. During this era, the Reformation was bringing free-thinking Protestantism to many countries. The Church decided to support the Tsar since he upheld church doctrine and always punished heretics harshly, usually by a slow torture. It is likely that Ivan was truly religious, since he sometimes would fall into a crying fit, calling on God to forgive him for his sins. He would even publicly confess his transgressions and dress in sackcloth as a sign of penance.

Ivan's uncontrollable rage caused him to kill his beloved son and heir during a silly argument.



After running the handsome young man through with his silver-tipped cane, Ivan became more introspective and calmer. He died three years later while playing a game of chess; syphilis was probably the cause of his death and his insanity.

LOVECRAFT, HOWARD PHILLIPS

Type: Neutral Lost Soul

Consistency: Incorporeal

Defense: Passable

Regenerates: 3 WTL per turn

Skills: Good Artistry, Superior Occult, Good Intelligence

Appearance: Thin American man with receding dark hair, a long face and sallow skin. He wears a natty 1920s casual suit.

Personality: Intense and a bit weird. Lovecraft is withdrawn around strangers, and prefers to converse via mail. However, once he has overcome his shyness, he can be downright chatty. Lovecraft finds it hard to deal with women, and will simply ignore them rather than embarrass himself.

Motivation: To continue creating his mythos. Lovecraft has built huge realms that lost souls may visit and explore — if they dare.

Powers: Lovecraft has the power to transport any number of lost souls to any Outer Plane or any of his realms. He may accompany them or send them away just to be rid of them.

History: (1890 — 1937) Born in Providence, Rhode Island, Lovecraft spent nearly his whole life in this area. Chronic illness in youth caused him to become shy and withdrawn, and he quickly turned to books for companionship. Lovecraft is a master of the macabre, and has created a vast pantheon of mythical lands and creatures. Among his most famous works are *Beyond the Wall of Sleep*, *The Dunwich Horror*, *At the Mountains of Madness* and *The Colour Out of Space*. He inspired a whole generation of writers, including Robert Bloch, Clark Ashton Smith, August Derleth and Robert E. Howard, many of whom he corresponded with until his death. His influence on the horror genre continues to this day.

MONROE, MARILYN

Type: Good Lost Soul

Consistency: Incorporeal

Defense: Passable

Regenerates: 15 WTL per turn

Skills: Superior Charm, Superior Entertain, Good Persuade

Appearance: A blond woman with “come hither” eyes and a sensual mouth. She favors tight nightclub dresses, and changes her clothing often. Marilyn speaks in slightly gasping tones. Although she plays the dumb blonde, she is not stupid. Instead, she uses her good looks to encourage men to do what she wants.

Personality: Marilyn enjoys being a sexual tease, but she longs to be loved for herself alone. She is secretly unsure of herself and thinks she may be as stupid as she pretends to be.

Motivation: To find the man of her dreams.

Combat: Marilyn will use her feminine wiles to avoid a fight.

Powers: *Enthrall:* Men who see Marilyn must make a Great Sanity roll or else gaze at her helplessly, hoping she will find favor with them. They will remain in this dazed state for some minutes after her departure.

Diamond Flash: By throwing up her arms, Marilyn can cause all the diamond bracelets she’s wearing to flash at once, blinding all those looking at her for (Stamina vs Good) x 2 turns.

Come Hither: By establishing eye contact, Marilyn can cause a man to follow her without question and obey her every desire for (Will vs Great) hours.

History: (1926 — 1962) Born Norma Jean Mortensen, Marilyn’s unstable mother worked as a film cutter, a trade she could barely handle. She let her daughter be raised in a series of foster homes and orphanages. At the age of 16 Norma Jean escaped this deprived existence by marrying a young sailor. Unfortunately, things didn’t work out, and the marriage ended in divorce. She then set her sights on becoming an actress.

Marilyn photographed well, and she soon became a sought-after starlet, and then a star. She specialized in dumb blondes, and made a number of musicals. She died mysteriously from an overdose of pills, and her name became legend. Marilyn was romantically linked with many powerful men, including President John F. Kennedy and his brother, Robert.



NAPOLEON

Type: Neutral Lost Soul

Consistency: Incorporeal

Defense: Great

Regenerates: 7 WTL per turn

Skills: Superior Bully, Great Ride, Superior Cunning

Appearance: Thirty five years old, Napoleon is 5' 3" with short auburn hair and blue eyes. He wears tight breeches, a short coat with gold-braid epaulets and boots. Though Napoleon is not vain about his clothing, he does wear a great deal of cologne. He often rides a handsome horse.

Personality: Awkward in social situations (he tends to be sullen and humorless), Napoleon is a dynamic speaker who strives to achieve personal greatness through military might.

Motivation: To become emperor of the Afterworld.

Combat: Napoleon uses a sword for (Defense vs Great) x 4 damage and pistol for (Defense vs Good) x 5 damage.

History: (1769 — 1821) One of the most brilliant military minds the world has ever known, Napoleon was born in Corsica to a small landowner. At age nine he was sent to the Military Academy of Brienne, France. As a Corsican, Napoleon spoke only Italian fluently, and he was teased by his classmates for his poor accent. Those who tried to bully him soon learned that Napoleon was not one to be mocked.

Napoleon quickly rose up the ranks in the French army, impressing his superiors with his skill and ability. In 1799, Napoleon returned to Paris with a handful of his most trusted lieutenants and pulled off an amazing coup, effectively overthrowing the government. He had just turned thirty.

Napoleon became Emperor of France in 1804 and began his conquest of Europe. With dazzling success, country after country fell, until all but Great Britain lay in his dominion. It was not to last. Napoleon suffered a devastating defeat while fighting the Russians. This gave other nations the courage to fight and finally, in 1814, Napoleon was overthrown and banished to the island of Elba.

But Napoleon was not to be so easily defeated. Slipping back into France, he raised another army and regained the throne. His triumph was short-lived when his comeback was stopped short at Waterloo by English forces commanded

by the Duke of Wellington. He was exiled to St. Helena, where he lived out his final years.

PERON, EVA (EVITA)

Type: Neutral Lost Soul

Consistency: Incorporeal

Defense: Good

Regenerates: 1 WTL per turn

Skills: Good Entertain, Good Faith Heal, Good Bully

Appearance: At five feet, five inches tall, Evita is prone to plumpness. She has dyed blond hair, brown eyes and an uncultured voice. She wears severely tailored outfits and expensive diamond pendants, bracelets, earrings and necklaces.

Personality: Strong-willed and greedy. Evita is a feminist and determined to get what she deserves. She is fond of children and enjoys being regarded as a savior of the poor.

Motivation: To help those who are poor or desperate, as long as there's something in it for her.

Combat: Evita will use her blood-red nails to scratch out the eyes of her attacker, doing (Defense vs Good) x 2 damage.

Powers: *Screech:* Twice per day, this high-pitched sound can break glass, panic animals and cause listeners to writhe in pain (Stamina vs Good) x 2 turns.

Stirring Speech: Evita will give an impromptu speech exhorting those in the local area to follow a certain course of action — fight for her, give her money, or whatever. The speech brings tears to the eyes of those who are affected by it, and they will be inspired to obey her for (Will vs Good) x 5 minutes.

History: (1919 — 1952) Born Maria Eva Duarte in a poverty-stricken village in Argentina, Eva was the fourth child born out of wedlock to Juana Ibarguren. At the age of 14 she left for Buenos Aires hoping to make her career in the theatre. Eventually she became a leading actress on the radio. Though barely literate, she cultivated a series of upwardly mobile affairs with important men, until she became the wife of Colonel Juan Peron. Soon after, Peron became President-Dictator of Argentina. She hated the rich who had snubbed her all her life, and championed the poor whom she called los descamisados ("the shirtless ones"). When she died of cancer of the uterus at age 33, many Argentinians mourned her as a saint.



PRESLEY, ELVIS

Type: Good Lost Soul

Consistency: Incorporeal

Defense: Awesome

Regenerates: 20 WTL per turn

Skills: Superior Charm, Great Entertain

Appearance: Tall, dark-haired man with a soft southern accent. He has hooded eyes, pouting lips and an animal attraction that appeals to many women. Elvis is fond of heavily sequined body suits. He always carries a guitar and a microphone.

Personality: Aloof, yet alluring to women; men tend to view him as a buddy. Elvis is somewhat naive, and will take what he is told at face value.

Motivation: To do right by God and his country. To sing and entertain others.

Combat: Though a little chubby around the middle, Elvis remembers his military training and can defend himself in hand-to-hand combat, doing (Defense vs Good) x 2 damage. Elvis is accompanied by a group of 15 southern “good old boys” known as the Memphis Mafia. They will protect “the King” with fists for (Defense vs Passable) damage, chains for (Defense vs Passable) x 2 damage and even handguns for (Defense vs Good) x 4 damage.

Powers: *Screaming Fans:* Hordes of screaming incorporeal teenage girls mob the victims, tearing at their clothing and pummeling them. The victims take (Defense vs Superior) damage per turn, and must make a Great Strength roll to break free.

Gold Records: When thrown by Elvis, these spinning discs do (Defense vs Great) x 4 damage out to missile range. They can decapitate an attacker with one blow.

Soc Hop: While playing his guitar, all who are in thrown range must roll Great on Sanity or else gyrate their hips, dancing with the nearest partner. They are unable to run, or do any other physical action until they can no longer hear the music.

Materialize: Three time per day, Elvis can become corporeal for up to three hours at a time.

History: (1935 — 1977) Born to a poverty-stricken family in Mississippi, Elvis was a surviving twin. He received a guitar for his eleventh birthday when his family could not afford to buy him the bicycle he wanted. Elvis loved the gospels and spirituals of his native south. When he turned

to Rock and Roll, he naturally incorporated much of that sound into his singing.

Though Elvis projected a bad boy image with his long black hair and leather jackets, he was deeply religious and devoted to his mother. He was also committed to American ideals, and willingly served his country in the armed forces.

In 1955, “Colonel” Tom Parker became his manager. With Elvis’ sexy good looks and swinging hips, Parker knew he had found his money maker. He took a huge portion of the profits throughout much of Elvis’ career.

Elvis was highly successful during his lifetime. In 1957 he built a mansion for his family in Memphis, Tennessee, which he called Graceland. By 1965 he was the highest paid performer in music history. Elvis married a young woman named Priscilla when she was 21. They had one daughter, Lisa.

Elvis spent the last years of his life in a drug-induced haze. By the age of 42 he had died of a heart attack.

SHAKESPEARE, WILLIAM

Type: Good Lost Soul

Consistency: Incorporeal

Defense: Great

Regenerates: 15 WTL per turn

Skills: Awesome Entertain, Great Charm, Superior Persuade

Appearance: About 35 years old, with thinning brown hair about shoulder length. He wears a gold earring in one ear and the fine clothing of an English “man of substance” circa 1600.

Personality: Fun-loving, thoughtful and practical. Will Shakespeare is a solid friend and a good businessman. He enjoys the company of others and they in turn feel honored to call him friend.

Combat: Shakespeare learned the fine art of dueling as an actor on the Elizabethan stage. He carries a sword, which does (Defense vs Good) x 4 damage.

Powers: *Mistaken Identities:* An ectoplasmic copy of the victim is made. It is an exact duplicate of the other, only it feels an abiding friendship for Shakespeare and will protect him from any harm. The character has the same abilities as the original, except it has no supernatural powers. Shakespeare can use this power three times per day.



History: (1564 — 1616) Shakespeare's early life is sketchy. Born in Stratford-upon-Avon, he married Anne Hathaway, but soon left his marriage bed to pursue his fortune as a teacher, soldier, lawyer or apothecary. Shakespeare was eventually drawn to the theatre and became an actor, and then a playwright.

Thirty-eight plays are attributed to Shakespeare, including some of the most performed works ever written, including *Hamlet*, *Macbeth*, *Romeo and Juliet* and *Othello*. From 1594 until 1613, Shakespeare both acted and wrote for the Lord Chamberlain's Men. He shared in the profits from his plays at the Globe and Blackfriars Theatres and retired to Stratford-upon-Avon in relative comfort.

TZU-HSI

Type: Evil Lost Soul

Consistency: Incorporeal

Defense: Good

Regenerates: 3 WTL per turn

Skills: Superior Bully, Great Charm, Good Folklore

Appearance: A short Chinese woman wearing silk trousers and tunic, richly embroidered slippers and gold hair ornaments shaped like insects and flowers. She is about 50 years old and wears mask-like make-up. The fingernails on her fourth and last fingers are over four inches long and are encased in jeweled sheaths.

Personality: Though Tzu-Hsi can be very charming (she was extremely good looking in her youth); she is known for her unpredictable behavior, arrogance and hatred of foreigners.

Motivation: To regain her beauty; to become Empress of the Afterworld.

Combat: Tzu Hsi is always accompanied by her two eunuch bodyguards, Ma and Su. They have Defense ratings of Great and do (Defense vs Good) x 6 damage with their huge swords. If she must, Tzu-Hsi will use her ghastly fingernails to gouge the eyes of her attacker, doing (Defense vs Poor) x 2 damage.

Powers: As Tzu Hsi hurls abuse at the victims, they immediately feel worthless and stricken with awe for (Will vs Great) x 10 minutes.

History: (1835 — 1907) Born to a minor Manchu mandarin, she became one of 3,000 concubines and 3,000 eunuchs at the Imperial court, whose lives were dedicated to the dissolute Emperor, Hsien-Feng. She was the lowest class of

concubine, but she used her near-servitude station to gain entrance to the palace library, where she intently studied the ancient scrolls housed there. Eventually she befriended the Emperor's 15 year old wife, Niu-huru. When Niu-huru proved to be barren, Tzu Hsi was summoned to her master's bed. Nine months later she gave birth to the Emperor's only son, Tsai Ch'un.

Tzu Hsi desperately wanted to rule as regent through her little boy, and persuaded the Emperor to name him heir. After Hsien-Feng died, the boy was made Emperor and Tzu Hsi and Niu-huru became co-regents. It soon became clear that Tzu Hsi did not want her son to have a mind of his own, and she weakened his will by encouraging all sorts of debauchery. He died at the age of 19 from the ravages of smallpox. She then suggested that her nephew Kuang-hsu become Emperor; none dared disobey her.

The boy was terrified of the Dowager Empress, and though he timidly tried to bring reforms to China, Tzu Hsi crushed his dreams for a better world. Extremely xenophobic, she approved of the Boxer Rebellion, a movement begun by a group of thugs who were violently anti-foreign. With her encouragement, they began to torture and kill all Europeans and Chinese Christians. When asked to abdicate and return control to Kuang-hsu, she laughed in the faces of her ministers.

Appalled by the massacres, foreign governments made plans to invade China and rescue those who were holding off the attackers. An international force landed and began to march on Peking. The Empress buried her treasures and disguised herself as a peasant before leaving. Fortunately for her, peace terms were agreed upon shortly, and she was allowed to return to the palace to live out her last days.

WILDE, OSCAR

Type: Neutral Lost Soul

Consistency: Incorporeal

Defense: Good

Regenerates: 5 WTL per turn

Skills: Superior Entertain, Good Artistry, Great Charm

Appearance: Tall and graceful, Oscar wears velvet breeches and a short cape common to the 1880s. He has languid eyes and shoulder length brunette hair. Oscar is amazingly witty, though sometimes insensitive to the feelings of others.



Personality: Oscar loves being noticed and adores luxury.

Motivation: To find Lord Alfred Douglas, his dear "Bosie." Separated in life by Bosie's father, the Marquis of Queensberry, Oscar vainly searches the Outer Planes for the shade of this handsome young man.

Combat: If set upon, Oscar will defend himself with his sword cane, doing (Defense vs Passable) x 4 damage.

Powers: Oscar can leave the target of his cutting wit dumbfounded for (Intelligence vs Great) minutes.

History: (1854 — 1900) Wilde was born in Dublin, Ireland. He attended Oxford, and settled in London, where he soon became the rage of high society. He wrote art criticism, book reviews and gave lectures before turning to play writing. As a young man, Wilde was decidedly heterosexual, and married in 1884. He and his wife had two sons, but domestic life was not for him. Eventually, he became involved with young men. This interest grew into a long lasting relationship with young Lord Alfred Douglas, called "Bosie" by his friends and family.

The two men kept their relationship discreet and it probably would have continued happily had it not been for Bosie's father, the 8th Marquis of Queensberry. After the Marquis made public remarks about his sexuality, Wilde felt he had no choice but to take him to court for criminal libel. Unfortunately for Wilde, it could be proved that he was engaged in homosexual activity — a serious crime in that day and age. He was arrested, and eventually sentenced to two years of hard labor.

After his release, Wilde lived in France and Italy. Eventually, he and Bosie were reunited.

MYTHICAL ENTITIES

Some inhabitants of the Afterworld aren't real and never have been. Instead, they are the manifestations of popular belief. When the mortal masses become attached to a mythical or literary entity, their love is so strong that it manipulates

the ambient ectoplasm. Once the mythical entity is created, a stream of Will to Live from its fans sustains it, just as though the entity was an actual famous person.

All mythical entities have dual consistency, which accounts for their occasional appearance before awestruck mortals.

Mythical or literary entities regenerate just like famous lost souls, but they can be harmed by disbelief. A lost soul who disbelieves in a mythical entity permanently reduces the entity's rate of regeneration by (Passable vs Sanity) points, down to a minimum of zero.

Unlike lost souls, mythical entities are not reincarnated. Once out of WTL, a mythical entity simply dissolves into an ectoplasmic haze. A few weeks later, the entity will reform in another part of the world, reconstructed once more by the faith of those who believe. He will have none of the memories from his past incarnation. At this time, the entity's rate of regeneration will return to normal.

Example: *Robinson Crusoe regenerates 4 WTL per turn. A lost soul disbelieves in him with a Superior Sanity roll, so Crusoe's rate of regeneration drops by 3 points, down to 1 WTL per turn. The next turn, the lost soul does enough damage to destroy Robinson Crusoe. The literary entity vanishes. A few weeks later, he reforms in another city. He again has a rate of regeneration of 4 WTL per turn, but no longer remembers his previous encounter with the lost soul who destroyed him.*

SANTA CLAUS

Type: Mythical Entity

Consistency: Dual

Defense: Great

Regenerates: 20 WTL per turn

Skills: Great Animals, Superior Empathy, Superior Direction, Good Drive, Great Stealth

Appearance: A fat man wearing a red suit trimmed with white fur. He has a long white beard and a bulbous nose. He often laughs, and radiates good cheer.

Personality: Jolly. Santa loves children.

Motivation: To recruit "elves" to work in his toy shop. To deliver toys to children on Christmas eve.

Combat: Santa is non-combative, but if driven to it, he'll use his reindeer whip to do (Defense vs Great) x 3 damage.



Powers: *North Pole:* With this power Santa Claus can transport up to ten incorporeal beings to his personal realm, Santa's Workshop. Santa will try to persuade visitors to make toys in preparation for Christmas.

Eight Tiny Reindeer: When Santa calls for his sleigh, it automatically appears, pulled by eight reindeer. The sleigh expands to carry a great deal of cargo and is capable of flight.

Good Cheer: With a "Ho, ho, ho!" Santa instills a feeling of love and companionship within everyone in the local area. Unless they make Great Will rolls, they will feel honored to help him in any way they can.

THE TOOTH FAIRY

Type: Mythical Entity

Consistency: Dual

Defense: Good

Regenerates: 5 WTL per turn

Skills: Superior Fly, Superior Bargain

Appearance: A fairy woman wearing a spangled tutu and carrying a magic wand. She has two dragonfly wings and her voice is high and reedy.

Personality: Though she can be sweet, the Tooth Fairy's need to gather teeth borders on mania. She can be very persuasive if need be.

Motivation: To collect teeth. She is willing to pay for them, either in cash or in trade for a small item. She often appears just when characters need an item to complete an important task.

Combat: The Tooth Fairy has a pair of golden pincers that she uses not only to extract teeth, but to poke and prod attackers, doing (Defense vs Passable) x 3 damage.

Powers: Her magic wand can produce small items (a key, lock, pencil, desk calendar, etc.). Only the Tooth Fairy can use the wand. In addition, she can shrink to gnat-size.

KING ARTHUR

Type: Mythical Entity

Consistency: Dual

Defense: Superior

Regenerates: 8 WTL per turn

Skills: Great Brawling, Great Strength, Good Customs, Great Persuade

Appearance: A tall English man, with a regal bearing. He has a gold circlet around his brow, and wears a simple tunic and clock. He

carries Excalibur, his sword at his side, as well as a small purse and dagger.

Personality: Friendly and forgiving. King Arthur has a great fondness for people, and enjoys the company of many personality types. He is loyal to his friends, family and England.

Motivation: To find Merlin so that he may return to the world of the living and set right all the wrongs that have occurred since his demise.

Combat: If necessary, King Arthur will defend himself with his sword, doing (Defense vs Great) x 7 damage.

Powers: *Knights of the Roundtable:* At any time, King Arthur can cause one knight from the pantheon of Arthurean myths to appear. This could be Sir Lancelot, Sir Galahad, Sir Kay or any other. This entity will obey King Arthur's every command without question.

Holy Grail: By praying fervently, King Arthur can cause the Holy Grail to appear, filled with four draughts of a healing liquid. It will restore all the WTL to anyone who drinks from it. This power can be used once per day.

THE BOOGEYMAN

Type: Mythical Entity

Consistency: Dual

Defense: Superior

Regenerates: 2 WTL per turn

Skills: Superior Bully, Great Brawling, Great Jump, Superior Conceal

Appearance: A shape-shifting figure, which usually looks like a large hulking man hidden in shadows. His eyes glow with an eerie green light, and his face is twisted and malignant. He has large claws and sharp teeth.

Personality: The Boogeyman delights in hurting people, especially small children.

Motivation: To frighten living people to death; to reincarnate lost souls.

Combat: The Boogeyman suffocate his victim by pressing his huge hands over her mouth and nose, doing (Defense vs Good) x 4 damage to material and incorporeal victims.

Powers: *Shadows:* The area becomes covered with rippling shadows that constantly seem to grow, darken and disappear. It makes it very difficult to see in the dim light and harder still to spot the Boogeyman.

Sleepy Eyes: This power affects up to five victims. They fall into a restless sleep for (Will vs Good) x 5 minutes.

HAUNTED PLACES

10

A WORLD OF SPIRITS

Lost souls quickly learn that they are not the only spirits stalking the Earth. The world is populated with more ghosts than the living could ever imagine. Haunted places abound, and this chapter explores just a few.

SCARUM & FRAIDY'S THREE RING CIRCUS

Scarum & Fraidy's Three Ring Circus travels throughout the Afterworld, bringing entertainment (of a sort) to those who stumble into the grandstands. The only problem is, the members of the circus find it difficult to let their adoring public go.

The circus consists of three tattered tents faded with time and use, four large wagons (used for transport and living quarters) pulled by eight nightmares and the usual motley of circus performers. The smell of sawdust, greasepaint and stale popcorn permeate the air, and most characters will feel a nostalgic tug at their heartstrings

when they hear the faint sounds of the circus calliope.

The circus is an incorporeal realm created by Sam Scarum and Filo Fraidy when they died in a circus fire. It appears only at night. At daybreak, the circus shifts to an Outer Plane, and those lost souls visiting the circus will find themselves trapped inside until its next manifestation on Earth. Don't tarry over your popcorn!

SAM SCARUM

Type: Neutral Lost Soul

Consistency: Incorporeal, translucent

Defense: Great

Skills: Great Agility, Good Strength

Appearance: Sam stands nearly seven feet tall and is extremely thin. He wears a dusty frock coat and a high top hat which makes him even more imposing. Besides being co-owner of the circus, Sam acts as the ringmaster and lion tamer. He carries a whip in one hand and a chair in the other.

Personality: Calculating and shrewd.

Motivation: To bully lost souls into becoming part of the circus. Those who do not have a marketable talent will be put to work as roustabouts.

Combat: Sam attacks with his whip for (Defense vs Good) x 3 damage and may use his chair as a club for (Defense vs Good) x 2 damage.

Powers: *Showbiz:* This supernatural power makes a victim want to run away and join the circus. The victim will slavishly devote himself to Sam Scarum for (Will vs Great) hours. This power is neutralized if the victim is taken outside the circus.

Summon Lions: By cracking his whip and calling "Here, Sheba! Here, Leo! Here, Queenie!"



Sam can summon three supernatural lions who will then attack anyone who is not holding a whip or chair. The lions have Great Defense and attack three times per turn with their claws and bite, doing (Defense vs Passable) x 4 damage with each.

FILO FRAIDY

Type: Good Lost Soul

Consistency: Incorporeal

Defense: Passable

Skills: Superior Agility, Good Strength

Appearance: Filo Fraidy is a chubby man who wears clown makeup and a baggy white suit with large red pom poms. Filo is extremely agile, and can tumble, walk on top of a ball and do other tricks. He loves the adoration of the crowd and if he does not receive applause for his tricks he will break into heart wrenching sobs. Those who witness this behavior must roll Great on Empathy or else fall into despair themselves.

Filo is half owner of the Barebones & Fraidy circus, though he nearly always defers to Sam.

Motivation: To hear applause for his tricks, and to please Sam, his partner. Filo doesn't want to hurt anyone, but he is reluctant to lose his audience, and he certainly would not like to go against Sam's wishes.

Combat: Filo prefers to run away if attacked. He will use his tumbling ability to avoid being injured in a fight.

Powers: *Laughter:* All targets in the local area will be struck with side-splitting laughter for (Sanity vs Great) x 2 minutes, during which time they are incapable of any violence. Filo will use this opportunity to escape.

Dancing Bear: Causes one victim to behave as a dancing bear for (Will vs Passable) x 5 minutes.

NELENA AND HER NIGHTMARES

Type: Evil Lost Soul

Consistency: Incorporeal, luminous

Defense: Good

Skills: Great Agility, Good Strength, Superior Ride

Appearance: Nelena is twenty-five years old, with long black hair, flashing eyes and a stunning figure, which she shows off to good advantage in a skin-tight body stocking. Atop her head is a rhinestone tiara. Nelena invariably appears on horseback.



Personality: Cold-hearted and daring. Nelena dislikes men, but she enjoys toying with their affections. Her only love is for her pet nightmares.

Motivation: Besides riding her beloved nightmares, Nelena's only other pastime is hurting men.

Combat: Nelena attacks with her riding crop, doing (Defense vs Poor) x 2 damage. Her nightmares can attack for her.

Powers: *Horse Sense:* Nelena has a telepathic link with the nightmares when she is in physical contact with them. She can command her steeds to attack the party, or may send one of them to do a specific action (such as "trample the medium"). Nelena can control two nightmares if she stands upon their backs and holds the reins of each.

Throw a Shoe: Unlike many spirits, Nelena is immune to iron. All of her nightmares wear iron shoes, and she can use a special power to make them "throw a shoe" in the direction of her attacker. The iron shoe does (Defense vs Passable) x 3 damage. The target cannot use any supernatural powers for a number of turns equal to the amount of damage taken.



Queen of the Circus: As long as Nelenia wears her rhinestone tiara, she can cause everyone to gaze at her adoringly for (Will vs Great) x 5 minutes. During this time, her victims can neither look away nor harm her.

THE FLYING GREMLINS

Type: Neutral Entities

Consistency: Incorporeal, solid-looking

Defense: Great

Skills: Superior Agility, Superior Fly

Appearance: Three feet tall, with scaly skin, tails and bulging red eyes. The Flying Gremlins have large bat-like wings that allow them to swoop down from their perches to harass passersby. There are seven Gremlins, all family members. Their names are Rot, Blot, Spot, Blur, Slur, Greezy and Snare (the later two being the parents of this unholy spawn).

Personality: Greezy, the matron of the family, is extremely protective of her brood. Snare is not as attached to his children, and is more interested in tormenting unwary lost souls. Rot is their cruel and vicious son. Blot, their second son, is slovenly and slow. Spot, their eldest daughter, is whiny and mean-spirited. Blur, another son, is quick-moving and temperamental. Slur, their youngest daughter, is morose and pessimistic.

Combat: The Flying Gremlins use their flying ability to swoop down and play tricks on people. They may cover their victims' eyes, put noxious substances in their hair or pinch them with their talons. If cornered, they will bite for (Defense vs Poor) damage. They carry four darts each which do (Defense vs Good) x 2 damage.

ADVENTURE IDEA

Sam discovers an item that allows him to mutate lost souls into hideous freaks. This "ectoplasm shaper" also warps supernatural powers so they often misfire or are greatly decreased in effectiveness. He hopes to take his freak show on the road for the amusement of powerful demons and fiends everywhere. It's up to the party to stop him and destroy the supernatural artifact. The Mentor suspects that it must be close to the victims to maintain its effects — but where is it hidden?

LOST SOULS AT THE MUSEUM

The city museum was built in 1888 and few architectural changes have taken place over the years. Rooms are spacious, tall and airy. Skylights provide most of the illumination, so if it is overcast or dark, the rooms are especially shadowy.

The museum is made up of many chambers leading into each other. Stairways at either end lead upstairs and into the basement. There is a cloakroom, deli, gift shop and ticket booth as well as bathrooms on each floor. Locked doors marked "For employees only" lead into storage units, repair centers and a small study unit for visiting scholars. Rooms are typically arranged by era (such as Prehistoric) or subject (Costumes). There is very little art, though there are some statues and other beautiful objects. Nearly all exhibits are encased in glass.

DELBERT DIMSWITCH, CURATOR

Type: Evil Person

Consistency: Material

Defense: Good

Skills: Superior Intelligence, Poor Run, Superior Occult

Appearance: About 35 years old, Delbert is one of the youngest curators to oversee a museum of this size and quality. He is immensely proud of this fact, and has an arrogant air about him.

Delbert weighs well over 300 pounds and has thinning, brown hair. A pair of green-tinted glasses hang around his neck. With them, he can spot invisible creatures, including ghosts. He often wears formal clothing nearly 40 years out of fashion and habitually carries a sword cane. This cane will make ghosts uneasy for no apparent reason — until the sword is pulled from its sheath, revealing a blade made of enchanted iron.

Delbert became interested in the arcane arts when he started working with old objects. Many of them, he discovered, were infused with great power. By manipulating this power, Delbert plans to steal artifacts from other museums until he becomes the greatest arcane scholar of all.



Personality: Suspicious and arrogant. Delbert is half-convinced that people are making fun of him, just like they did in school. He uses his intelligence and community standing to cow them to his will.

Combat: Delbert isn't much of a physical fighter, but he will use his enchanted sword cane to defend himself, doing (Defense vs Poor) x 4 damage to material and incorporeal beings alike.

Powers: *Montezuma's Revenge:* By taking a pinch of brown powder from a snuff box and blowing it at his victims, Delbert causes everyone to fall to the floor with intense cramps for (Strength vs Great) x 2 minutes. It works on material and incorporeal beings. He carries three pinches.

Napoleon's Curse: By thrusting one hand inside his coat, pointing his other at the victim and declaring loudly in a French accent, "I weel be Emperor!" Delbert causes the victim to believe that he is Napoleon Bonaparte for (Will vs Great) hours. The victim will be intent on finding Josephine and defeating Wellington at Waterloo. He will suspect fellow players of being English spies or rebels. Delbert can attempt this power once per hour.

Headsmen: By making a chopping motion and shouting, "Off with his head!" Delbert causes the victim's head to immediately detach from his body. The head cannot be reattached for (Stamina vs Great) x 2 minutes. During this time, the body is at -2 columns on all actions, and the head is completely defenseless. This power can be used on incorporeal beings once every four turns.

TAD, NIGHT WATCHMAN

Type: Good Person

Consistency: Material

Defense: Good

Skills: Passable Intelligence

Appearance: Tad is 23 years old, but looks younger. He wears a security guard uniform and carries a radio and heavy flashlight.

Personality: Good-natured and easy-going. Somewhat gullible. He has a penchant for comic books and Nintendo.

Combat: Although Tad has learned a lot about arcane lore and supernatural powers from his comic books, he cannot fight incorporeal beings.



TIAT, EGYPTIAN PRINCESS

Type: Good Lost Soul

Consistency: Incorporeal, solid-looking

Defense: Poor

Skills: Great Agility, Superior Charm

Appearance: A lovely woman wearing sheer cotton robes, a dark curly wig and sandals. Bracelets and necklaces of gold and gems adorn her. Her golden skin shines with perfumed oil.

Tiat died of a wasting disease centuries ago and was embalmed. Her remains are displayed in the museum. Tiat cannot rest until her bones are properly disposed of by burning them in a funeral pyre. Plans to unwrap her mummy mortify her, and she fears she'll never be freed from the after-life.

Personality: Gracious and sensual.

Combat: Though Tiat carries a ceremonial dagger, which does (Defense vs Passable) x 2 damage, a more dangerous weapon is a small asp hidden in the folds of her dress. Avoiding the asp's bite requires a Good Dodge roll. Anyone bit is paralyzed for (Stamina vs Great) x 2 hours. Each hour, the victim loses one WTL. The antidote is an ancient Egyptian herb called *tifys*; remnants of this grassy herb can be found in a jar behind one of the many glass cases in the *Egyptian room*. The asp will follow Tiat's mental commands.



PIERRE LATERRE, NOBLEMAN

Type: Neutral Lost Soul

Consistency: Incorporeal, translucent

Defense: Superior

Skills: Great Agility, Good Charm

Appearance: A handsome courtier of the French Court from the time of the French Revolution. Pierre is proud of his stylish clothes, carefully powdered wig and be-ribboned boots. He carries perfumed handkerchiefs and enjoys sharing clever witticisms. He should not be underestimated, since his skill as a swordsman is very high. Pierre was beheaded during the revolution, and wears a bloodstained scarf around his neck; if it is removed, his head will tumble to his feet. He can still function and control his body as long as he can see it.

Pierre LaTerre is doomed to wander the afterlife in search of a compromising letter he sent to a young married woman. He swore that he would destroy it so her husband and father would never know of their affair. Though all the other protagonists in the story are long dead, he must continue his search. He knows the letter must be hidden nearby since he has been haunting the museum for several years, but so far he has not located it.

Combat: Pierre fights with a rapier, doing (Defense vs Great) x 4 damage.

SPECIAL ITEMS

Giant Ground Sloth: This huge skeleton of a prehistoric ground sloth stands in the main entry hall, towering over visitors. Delbert has infused it with a semblance of life which he can activate at will to fight for him. The semi-material sloth skeleton has a Defense of Great and does (Defense vs Poor) x 8 damage with its massive, bony claws.

Mirror of Helen: Once owned by Helen of Troy. If two people look into this mirror at the same time, one of them will become utterly vain while the other will become utterly enthralled with the vain person.

Tibetan Book of the Dead: This original manuscript contains information on many demons and fiends found in the afterlife. Unfortunately, it is written in an ancient script and an Awesome Languages roll is need to find a specific reference.

Marco Polo's Slippers: These delicately embroidered Chinese slippers were given to Marco

Polo in gratitude by an Asian alchemist. Marco Polo supplied the man's granddaughter with an herb, found on his many travels, and cured her of the plague. Whoever wears these slippers will unerringly find his destination simply by stating the name of the place. He can walk seemingly forever, since the slippers never wear nor does he grow weary. The slippers do not speed up travel in any way. The slippers can only be used for specific places. If you said, "Take me to the Grotto of Ghosts," they would do so, but if you said, "Take me to the nearest group of lost souls," they would not work. The slippers have a dual consistency and a Karma Cost of 4.

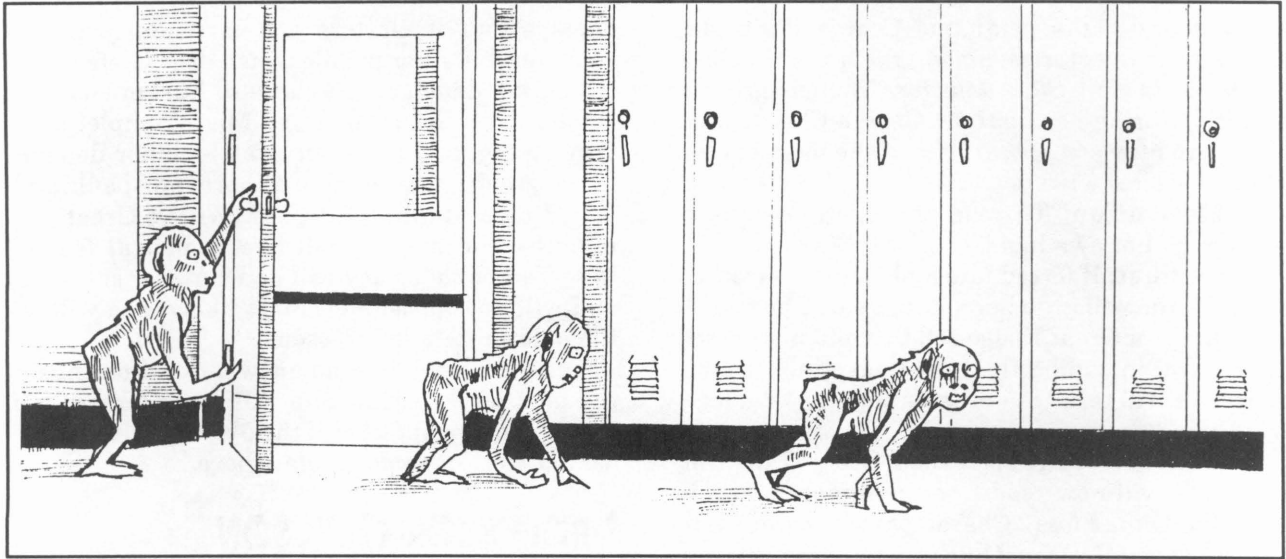
ADVENTURE IDEA

Delbert has discovered a terrible artifact: a jade cup used by ancient Aztecs in their horrible blood-spilling rituals. Whoever drinks from the cup becomes a vampire, including lost souls (the cup has a semi-material consistency). Those who drink from it must follow Delbert's bidding. He has a half dozen vampires hidden in the Egyptian Mummy room and plans on loosening them against his colleagues soon — and who knows? Maybe the world!

Lost souls who drink blood from the cup will immediately become material and can touch the living. They can revert to an ectoplasmic form at will. Of course, they are also vampires and need to feed on the living. They can only be cured if they drink distilled water from the cup. The Tibetan Book of the Dead relates the secret of the cup.

SCHOOL OF THE DAMNED

This evil realm brings a shudder to every lost soul who ever went to school. The brick building manifests itself on Earth only between the months of September and June; at other times it stands empty in the Abyss. It is made of extremely hardy ectoplasm; in fact, it is not harmed by sunlight at all, and lost souls who enter it are likewise sheltered from the sun. The school is always dark, dismal and smells faintly of urine. Its institu-



tional green corridors, lined by battered lockers, all look the same and twist according to the rules of non-euclidean geometry. Once inside, it takes an Awesome Direction roll to find the front door again. One roll is allowed every ten minutes.

Lost souls grow younger by one year for every ten minutes they stay in the school, until the character reaches the age of three. Characters who become toddlers may be trapped in the kindergarten forever. If they manage to find their way out, the characters will quickly resume their original age and abilities.

The School of the Damned was created by the tormented souls of every child who has ever suffered the nightmare of a public education.

PETER KURTEN, BUS DRIVER

Type: Evil Lost Soul

Consistency: Incorporeal, solid-looking

Defense: Great

Skills: Great Agility, Good Strength, Superior Mechanical

Appearance: Similar to Peter Lorre in build and coloring, Kurten speaks with a slight German accent. Seemingly kind-hearted and normal, Kurten is actually a raving maniac. He wears coveralls with pockets full of all sorts of useful tools, including a claw hammer and scissors.

Personality: A psychopath who enjoys inflicting terror in the hearts of lost souls.

Motivation: To take lost souls to their doom (that is, to the School of the Damned).

Combat: Kurten will use his hammer and scissors to attack for (Defense vs Good) x 2 damage. He can run his bus over groups of characters. Each character must make a Good Dodge roll; those who fail take (Defense vs Superior) x 2 damage.

Powers: Kurten drives a bus which reads, "St. Mary's School" on the side. It is full of sweet-faced children. Kurten will offer to drop the players off wherever they'd like to go. Once inside, he'll show his true colors by driving like a bat out of hell to the school. Inside, the "children" will reveal themselves to be mean-spirited gremlins. There are ten of them, and they are extremely fast (which gives them two actions per turn). Their objective is to prevent the shanghaied players from interfering with Kurten until he reaches the school, a short drive of about five turns. They pull hair, pinch, bite and try to impede the characters by sitting on them, or covering their eyes.

GEORGE ELIOT, PRINCIPAL

Type: Neutral Lost Soul

Consistency: Incorporeal, solid-looking

Defense: Passable

Skills: Great Intelligence

Appearance: This formidable woman with iron grey hair wears a hoop-skirted dress and shawl. She holds a book.

Personality: Unresponsive to queries, George goes about her business. Mary Ann Evans is considered one of the first modern novelists.



Writing under the pen-name George Eliot, she authored many stories, among them the timeless *Adam Bede* and *Silas Marner*. Though greatly admired during her lifetime, George Eliot is now considered (by some) to be one of the most boring of the classical writers.

Motivation: To read the deathless prose written by her own hand.

Combat: If forced into a physical confrontation, George will grab her victim's ear. The target must make a Great Dodge roll to avoid her grasp. Each turn, including the turn he is grabbed, the character will take (Stamina vs Superior) damage from being shaken.

Powers: When approached, George Eliot will intone, "I will now read from my greatest novel, *The Mill on the Floss*." Characters who cover their ears must roll Great on Quickness to do so in time; those who fail or who don't cover their ears must make Will rolls.

On an Awesome or Superior Will roll, the character is unaffected. On a Good or Great roll, the character feels nauseous and disoriented until leaving Eliot's presence. On a Passable or Poor roll, the character finds deeper meaning in the story, and will follow Eliot around in a daze until forcibly removed.

On an Inferior or Feeble roll, the character falls into a deep stupor for 2 hours. On a Pathetic or Catastrophic roll, the character is completely enthralled by Eliot's prose, and immediately runs off to enroll in the school as an English major.

MISS MARGARET TEMPLETON

Type: Neutral Lost Soul

Consistency: Incorporeal, translucent

Defense: Great

Skills: Superior Intelligence, Superior Strength

Appearance: Tall and thin, Miss Templeton has a sharp nose, long chin and beady eyes that miss nothing. She wears her grey-brown hair in a bun, and dresses in drab browns and blues. Her whalebone corset gives her high Defense.

Personality: Intimidating. Miss Templeton is extremely suspicious and grumpy. She has a fondness for apples, and will be very helpful to anyone who gives her one.

Motivation: To instruct.

Combat: Miss Templeton has an assortment of weapons. First, she can whack unruly adventurers with her ruler for (Defense vs Great) x 2

damage, but if matters are particularly grave, she'll reach for her paddle which does (Defense vs Great) x 3 damage. She can also hurl erasers for (Defense vs Good) damage. Miss Templeton is very strong, and can even wrestle minor demons to the ground to give them a thorough spanking.

Powers: *Intimidate:* For (Will vs Great) x 5 minutes, the players will live in mortal fear of Miss Templeton. They will do whatever she says, and will not oppose her. Most likely, she will sit them down for a long lesson.

Miss Templeton can answer questions about the past and present. She will do this readily if she is given an apple, or if the players volunteer to beat erasers or some similar chore.

PROFESSOR GLEESON

Type: Evil Lost Soul

Consistency: Incorporeal, vaporous

Defense: Passable

Skills: Great Intelligence

Appearance: Short, with dark hair and thick glasses, Professor Gleeson smells faintly of sulphur and always wears a white lab coat.

Personality: A devious mad scientist.

Motivation: To use hapless lost souls as subjects for his "science projects."

Combat: Gleeson has five giant rats which he controls via mind link. They have Good Defense, 5 WTL and attack with sharp teeth for (Defense vs Poor) damage and claws for (Defense vs Poor) damage.

Powers: Gleeson's circular laboratory has been converted into a giant centrifuge. It can be spotted by a Superior Alertness roll. Any lost souls in the room when it is turned on will be flattened against the spinning walls until the centrifuge is turned off. It takes a Great Strength roll to break free.

Gleeson is almost completely blind without his glasses. He will break off his mind link with the rats and stop all other actions to find his glasses if they are removed.

THE DREADED HALL MONITOR

Type: Evil Entity

Consistency: Incorporeal, solid-looking

Defense: Great

Skills: Superior Speed, Superior Agility

Appearance: A grim-faced man wearing a white suit with a golden sash, which reads,



“Dreaded Hall Monitor” on it. He carries a whip in one hand and a tazer in the other.

Personality: Grim and uncompromising

Motivation: To keep lost souls from leaving the school before the bell rings. To take them to detention.

Combat: The Hall Monitor uses a whip for (Defense vs Great) x 2 damage and a tazer, which stuns characters for (Defense vs Good) x 2 minutes. He'll try to drive lost souls into the detention room in the basement where he will lock them in.

Notes: If the players manage to set off the main bell (situated in the principal's office) the Dreaded Hall Monitor will not bother them. A fire alarm will not work; the Dreaded Hall Monitor will simply appear and tell them that it is “against the rules to falsely ring the fire alarm.”

GOLDEN GHOULS

Type: Evil entities

Consistency: Incorporeal, luminous

Defense: Good

Skills: Great Speed, Poor Intelligence

Appearance: About three feet high, these ghouls seem to glow with a dull gold sheen. They run in packs of six or more, and scamper about at great speeds.

Personality: Mean-spirited.

Motivation: To torment lost souls.

Combat: Golden ghouls have an attack skill of Poor, and a damage multiplier equal to the number of ghouls in the pack. Thus, a gang of six ghouls would do (Defense vs Poor) x 6 damage each while a golden ghoul on his own would do only (Defense vs Poor) x 1 damage.

A Superior Brawling roll can break a Golden ghoul's bones. Broken ghouls are completely useless.

Powers: By causing their skin to glow brightly, Golden ghouls blind their victims for (Stamina vs Good) x 3 minutes. The victims may find themselves shoved into lockers or their heads thrust into toilets. Golden ghouls may also use their *Gang* power to cause lost souls to cower before them for (Strength vs Great) x 2 minutes.

ADVENTURE IDEA

A young bully snatches away a vital clue or artifact from the party. To get it back, they must enter the School of the Damned and retrieve it before the school becomes their new home.

ALCATRAZ

Once the most feared American federal penitentiary, Alcatraz is today a tourist attraction. Located in the middle of San Francisco Bay, it was first used as an Army fort and prison. In 1934 it became a penitentiary where the most hardened criminals were sent.

Alcatraz is a large compound consisting of the prison itself, a loading dock and living quarters for the guards and their families. Inside, the cells are small and uncomfortable. The most notorious cells are found in Block D. Numbered 11, 12, 13 and 14, unruly prisoners were thrown in these “holes” for days or even years until they went stark, raving mad.

Numerous escape attempts occurred before “the Rock” was closed in 1964. Many lost souls still wander the shores of Alcatraz, desperately seeking a way off the island. The most famous of these is Al Capone.

AL CAPONE

Type: Evil Lost Soul

Consistency: Incorporeal, translucent

Defense: Good

Skills: Great Bully

Appearance: A pudgy Italian with thinning hair and a large scar on his left cheek. He carries a banjo, which he plays softly.

Personality: Seemingly genial, he has a quick temper. He is proud of his heritage, is extremely fond of his mother and loves a good cigar.

Motivation: To escape Alcatraz.

Combat: If threatened, Al's banjo will quickly convert into a tommy gun. In a spray of bullets, it does (Defense vs Superior) x 5 damage. Al also carries a stiletto which does (Defense vs Passable) x 2 damage.

ADVENTURE IDEA

The victims of the St. Valentine's Day massacre are back in Chicago and causing all sorts of havoc in the afterlife. They will only be pacified if the spirit of Al Capone, the man who ordered their deaths, is delivered to them. Of course, Al has other ideas. Can the players avoid being caught in the middle of a ghostly gangster war?



CASSANDRA'S HOUSE OF APPORTS

This small store, visible only to incorporeal beings, is stocked with a variety of goods: small sea creatures, pebbles, fruit, linen handkerchiefs, eggs, coins, old newspapers, mice, jewelry, seeds, books and flowers — just about anything small and portable. The proprietor is a sweet-faced young woman with blond hair and blue eyes. She'll cheerfully answer any questions the players may have. The store is her realm, and appears only in shadowy alleys between two posh shops.

Apports are items with an unusual nature. They can be willed to materialize before the living, though once materialized, they cannot be restored to their incorporeal state.

Apports cost from 1 to 6 Karma, depending on their usefulness and complexity. Weapons are not available.

CASSANDRA

Type: Neutral Lost Soul

Consistency: Incorporeal, solid-looking

Defense: Passable

Skills: Good Bargain, Good Charm, Good Persuade, Great Repair, Good Intelligence

Appearance: Tall, slim woman in her early twenties. Cassandra has long blond hair and gray eyes. She wears a timeless black and white dress.

Personality: Polite and helpful. Though Cassandra wants to move her merchandise, she would never cheat a patron.

Motivation: To sell apports.

Combat: Cassandra is young and strong, but does only (Defense vs Poor) damage with her small fists.

ADVENTURE IDEA

Even ghosts like to shop once in a while. Let the players stop in, browse, and devise creative new ways to employ the seemingly useless items they purchase.

HAMPTON COURT

This beautiful palace was given to King Henry VIII by Cardinal Thomas Wolsey. Located on the banks of the Thames, it is only a short drive from London. The Queen sometimes allows honored people to live in the palace rent-free. Tour buses visit the grounds daily.

KING HENRY VIII

Type: Neutral Lost Soul

Consistency: Incorporeal, solid-looking

Defense: Great

Regenerates: 8 WTL per turn

Skills: Superior Bully, Superior Bargain, Great Entertain, Good Ride, Passable Brawling, Great Charm

Appearance: King Henry appears as he did when in his early fifties. He wears a tunic of gold brocade over white hose and slippers. A loose cape trimmed with ermine is draped over his shoulders, and on his head is a small, flat cap decked with white feathers. He wears several jewels, including rings on his fingers, a chain around his neck and a bejeweled scabbard on his belt. King Henry wears his blond hair and beard short. Though a handsome man in his youth, Henry has become overweight and is troubled by gout.

Personality: When in good spirits, King Henry is fun-loving, with an appreciation for music and sports. He is a fine musician in his own right and likes to dance and sing. However, he can be cruel and tyrannical if he is denied his pleasures.

Motivation: To gain homage from his subjects. To defeat the French.

Combat: Though Henry may grow quickly winded, he is a good swordsman and can defend himself readily.

Powers: *Ostentatious Display:* With this power, King Henry can cause the illusion of bustling courtiers, a gigantic feast, jesters and all of the trappings of a Tudor style court.

Royal Command: The king demands that the victim perform a simple action, such as "Bow down!" or "Leave at once!" The victim must make



a Great Will roll or else obey the command immediately.

Greensleeves: By singing this lovely ballad, King Henry will attract a targeted female to his side. The woman must be known to King Henry or else in his line of sight. At the end of the tune, she will be completely enamored with the King, and agree to his wishes. The victim is allowed a Good Will roll to resist the power.

MISTRESS SIBELL PENN

Type: Good Lost Soul

Consistency: Incorporeal, vaporous

Defense: Passable

Skills: Poor Charm, Superior Medical

Appearance: A middle-aged woman, once the nurse of young King Edward, Henry VIII's son and heir. Her once beautiful face is scarred by smallpox, and she wears a long gray cloak to hide her visage. Mortals who have glimpsed her at Hampton court have dubbed her the Lady in Grey.

Personality: Kind-hearted. Mistress Penn loves children and will do anything she can to help them.

Motivation: To care for the sick and helpless.

Combat: Mistress Penn prefers not to fight.

Notes: Mistress Penn carries herbal nostrums and remedies which may help heal the wounded. A character she attends to will recover (Passable vs Stamina) x 2 WTL.

CATHERINE HOWARD

Type: Neutral Lost Soul

Consistency: Incorporeal, translucent

Defense: Poor

Skills: Superior Charm

Appearance: Short and slight, she has dark hair and eyes. She is dressed in a lovely court dress of the era, and carries her head in her hands.

The fifth wife of Henry VIII, Catherine Howard was accused of adultery and arrested at Hampton Court. She broke from her captors and went screaming down a gallery to find her husband and ask for forgiveness. Her pleas found no mercy, and she was beheaded at the Tower of London. She now haunts the palace where she lived her happiest days.

Personality: Fun-loving and flirtatious.

Motivation: To charm men.

Combat: Catherine Howard does not fight.

SIR CHRISTOPHER WREN

Type: Good Lost Soul

Consistency: Incorporeal, translucent

Defense: Passable

Skills: Great Intelligence, Superior Mechanical

Appearance: A soft-spoken man dressed in fancy dress of the early 1700s. He wears a large wig of curly brown hair. He died at Hampton Court while overseeing its renovation.

Sir Christopher Wren is considered one of the greatest English architects. After the great Fire of 1666, he was responsible for rebuilding more than 50 churches, including the famous Saint Paul's cathedral.

Personality: Thoughtful and precise.

Motivation: To build fantastic structures.

Combat: Sir Christopher fights with his fists for (Defense vs Poor) damage.

Powers: Four times per day, Sir Christopher has the power to create ectoplasmic walls of granite. These walls can be up to forty feet tall, ten feet thick, and one hundred feet long. They can be made into any sort of structure, including a vault to entomb his enemies. The walls last until breached or destroyed by sunlight.





The great architect also has the power create and throw ectoplasmic bricks for (Defense vs Good) x 3 damage.

ADVENTURE IDEA

A tourist mistakenly wanders into a pocket in time and is confronted by King Henry. He is smitten by her charm and beauty and intends to keep her by his side forever. The characters must find a way to return the tourist to her tour group before she is wed to King Henry — or beheaded for treason for refusing.

WIDOWMAKER RANCH

To mortals, the Widowmaker Ranch looks like a deserted pile of windblown shacks. But to those who can see into the Afterworld, the true appearance of the ranch is revealed as a well-tended equestrian center. All those who enter the realm of the Widowmaker Ranch are protected from the sunlight that beats down upon its dusty ground. It is permanently anchored on Earth.

The ranch is managed by Hoot McFarley, a crusty old horse wrangler and the creator of the ranch. He made it when he died while breaking in an ornery bronco. Here lost souls can rent ghostly steeds or nightmares. Hoot charges 1 Karma for the use of a horse, or 3 Karma for a nightmare. He may also be persuaded to trade the use of a steed for an item or favor.

HOOT MCFARLEY

Type: Neutral Lost Soul

Consistency: Incorporeal, solid-looking

Defense: Passable

Skills: Superior Ride, Superior Tame, Good Aim

Appearance: Beneath his ubiquitous Stetson hat, Hoot has short, graying hair and white facial stubble. His blue eyes squint from the leathery folds of his skin. He always wears plaid shirts (blue cotton in summer and festive red flannel in winter), jeans, and cowboy boots. When not

kicking the sod, he's astride his favorite horse, Lucifer's Shadow. He claims Lucy is the fastest horse in the afterlife, but the horse will let only Hoot ride her.

Personality: Crotchety and abrupt. He can't abide anyone wasting his time.

Motivation: To take care of his animals. To maintain the ranch.

Combat: Hoot carries a double barrel shotgun which does (Defense vs Good) x 7 damage. He has no trouble shooting both barrels at anyone who threatens him. He can use his lariat to rope and hog tie attackers. Characters must make a Good Dodge roll to avoid the rope, and if hit, must make a Superior Strength roll to escape or else find themselves hog tied in fifteen seconds flat.

THE DEAD GUN

Type: Good Lost Soul

Consistency: Incorporeal, solid-looking

Defense: Great

Skills: Awesome Aim, Good Intelligence, Great Ride, Good Strength, Superior Track

Appearance: Cougar McAllister (nicknamed "The Dead Gun") wears a broad-brimmed hat, a buckskin shirt and trousers, and well-worn moccasins. A beaded band ties back his long black hair and his tanned face is covered with a short beard. Various belts hold a holstered Colt .45 revolver, a Comanche war club, a well-honed throwing knife, and a beaded pouch containing ammunition. McAllister is never without his favorite weapon, a .30-30 rifle, and he rides a trained pinto nightmare that he calls "Old Paint."

Personality: Cougar McAllister is gruff and doesn't have much in the way of manners, but he is always willing to help those in need . . . if it won't take too much time away from his hunt. He often visits The Widowmaker Ranch to catch up on the news.

Motivation: Former Montana mountain man Cougar McAllister became a lost soul after being denied revenge on a band of renegade Indians. Returning from a hunting trip in the winter of 1880, he discovered his family brutally murdered and his home burned to the ground. McAllister tracked the renegades into the mountains, but a violent storm swept in from the north, and both he and the renegades were frozen to death. For over one hundred years the chase has continued. McAllister's specific purpose is to avenge the murders of his wife and family. In the



greater scheme of things, he is fated to act as a balancing force, keeping the minions of evil from gaining the upper hand in the Afterworld.

Combat: The Dead Gun prefers ranged combat, and the greater the range, the better. He is an instinctive marksman and claims never to have missed a shot . . . and no one he's ever shot at is around to dispute this claim. He does (Defense vs Superior) x 5 damage with his rifle and revolver. If forced into hand-to-hand combat, he will use his captured Comanche war club for (Defense vs Good) x 3 damage.

Powers: The Dead Gun never needs to reload. His bullets are dual consistency, and can affect incorporeal and material beings.

ADVENTURE IDEA

There's a new sheriff in town . . . only he's big, mean and demonic. It will take the combined efforts of the characters and the Dead Gun to drive this varmint back to kingdom come.

THE HOSPITAL OF HORROR

At the edge of a prosperous suburb stands a graceful ten-story structure of stark white stone and silvered glass. A black marble slab at the foot of the drive reads "Crystalbrook Hospital — A Facility for Healing." Crystalbrook is known as an unconventional establishment, staffed by doctors skilled in the latest techniques of laser surgery, as well as a complement of full-time astrologers and other non-standard healers and counselors. The hospital's enormous glass-walled arboretum houses a variety of decorative plants, along with a well-tended crop of medicinal herbs.

Despite the air of peace and calm that pervades Crystalbrook, the hospital does possess a dark side. At the heart of this darkness is the enigmatic figure of Dr. Li Chen. An herbalist and a licensed doctor of acupuncture, he is well respected at the hospital, having been responsible for many impressive cures. His charm adds favorably to his reputation.

Unknown to the hospital's administration, Dr. Chen is equally popular with his other associates, a shadowy society known as the Brotherhood of the Red Skull. Dr. Chen's renown in the Brotherhood is vast, for he is acknowledged as one of its greatest necromancers.

Dr. Chen has, for some time, been recruiting cadavers from the hospital's morgue for the Brotherhood's entertainment. Lately, desiring fresher subjects, the doctor has expanded his enterprise, choosing likely-looking patients to make first into corpses, and then into zombies.

Dr. Chen also maintains an alliance with the hospital's other vicious predators, a trio of crypt lurkers that haunt Crystalbrook's Intensive Care Unit. The crypt lurkers reap a rich harvest of souls from the unit's patients, and are always on the alert for new victims.

Dr. Chen's constant companion, a Shih Tzu named Foo, is very popular at Crystalbrook. Many of the nurses favor the happy, tail-wagging Foo with soup bones. No one has yet noticed that Foo is actually an animated skeleton in a cleverly tailored zip-up dog suit.

DR. LI CHEN

Type: Evil Person

Consistency: Material

Defense: Passable

Skills: Great Charm, Great Knowledge, Good Intelligence, Great Nature

Appearance: Dr. Chen is a small, dapper man, apparently in his late forties (he's really 95 — one of the benefits of being a necromancer). In his office, he wears a neat bow tie and a spotless white lab coat, but at conclaves of the Brotherhood, he wears a red skullcap, a scarlet lined black cape, and a scrap of faded orange bone on a neck chain.

Dr. Chen also wears, under his clothes, a mystic belt of small bones that allows him to see and hear ectoplasmic beings and objects.

Personality: Calm and unhurried, no matter what the circumstances.

Motivation: Although he conceals it well, Dr. Chen has a great lust for personal power. The ultimate expression of power is, to him, the slaying of an adversary, then the enslavement of the opponent's reanimated corpse.

Combat: Dr. Chen is not a proponent of physical combat. If pressed, he can wield the acu-



puncture needles that he always carries, doing (Defense vs Good) x 2 damage.

Powers: *Animate the Dead* (Uses = 6) As a necromancer, Dr. Chen's ability with this power is exceptional. He can cause a human corpse to rise as a zombie with (Defense vs Good) x 4 damage and Superior Defense. Any zombie he creates will follow his direct commands or obey a series of simple instructions. As long as Li Chen is alive, his zombies will obey his orders only.

Power Shield (Uses = 4): This power renders Li Chen immune to all supernatural powers for 6 turns.

FOO

Type: Neutral Entity

Consistency: Semi-material

Defense: Passable

Skills: Great Agility, Feeble Intelligence, Inferior Strength

Appearance: Foo appears to be a normal dog. Only close examination reveals that he is actually an animated skeleton in a cleverly-tailored zip-up dog suit.

Personality: Friendly, but very protective of Li Chen.

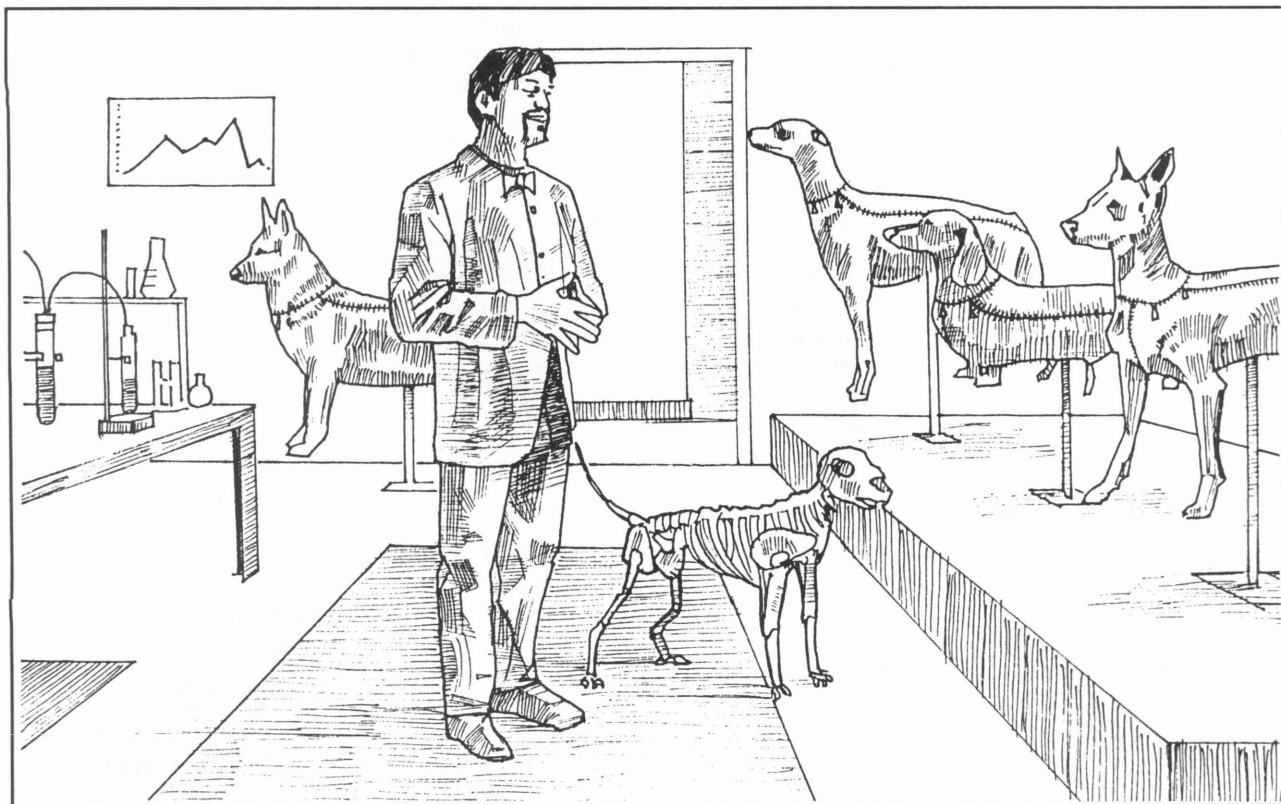
Motivation: To obey Dr. Chen, and to keep him from harm.

Combat: Foo's only attack is his bite, inflicting (Defense vs Passable) x 2 damage. Note that as a semi-material creature, Foo has no fear of ectoplasmic beings, and can attack (and be attacked by) them.

Powers: Foo has a form of the "Make Noise" power, which allows him to bark and whine as a normal Shih Tzu.

ADVENTURE IDEA

A loved one of a party member is seriously injured in an automobile accident, and is taken to Crystalbrook's excellent emergency room. But this night, Dr. Chen is on call. With the help of his fellow necromancers, he is in the process of building an undead giant from parts stolen from the morgue. All he needs is a fresh brain. He plans to make the new patient an unwilling donor. Can he be stopped before the evil creation is unleashed upon the unsuspecting world?





THEATRE ROYAL

This famous home of many theater-loving ghosts can be found in Drury Lane, London. The present structure is actually the fourth theatre to stand on the site during its 300 year history.

DANIEL PARAGON

Type: Good Lost Soul

Consistency: Incorporeal, translucent

Defense: Great

Skills: Great Charm, Good Strength

Appearance: The Man in Grey wears a long grey cloak, knee breeches and buckle shoes dating to the 18th century. He is a young man, with a powdered wig and three-cornered hat. He wears a sword and is a good duelist.

Daniel Paragon was a Georgian dandy who was killed in a fight over a lovely actress. His body was walled up in the theatre. He enjoys good acting, and is particularly fond of musicals. Mortals who have seen him at the theater have come to call him the Man in Grey.

Personality: Enjoys the arts, beautiful women and music.

Motivation: To find his long-lost love, whom he hopes to spot reincarnated as a living actress. He likes to help actors, actresses and other patrons of the arts.

Combat: If attacked, the Man in Grey will defend himself with his sword, doing (Defense vs Passable) x 4 damage.

Powers: Daniel Paragon is charming, and women who meet him must make a Great Charm roll or fall for him; the lower the character's roll, the more madly she loves him. If he so wills, his touch can bestow good luck, granting the recipient +1 to all skills for 2 hours.

JOE GRIMALDI

Type: Good Lost Soul

Consistency: Incorporeal, vaporous

Defense: Great

Skills: Superior Agility

Appearance: Dressed as a clown.

Personality: Likes to help young actors and actresses succeed.

Motivation: To help others.

Combat: Grimaldi fights bare handed, doing (Defense vs Passable) damage.

Powers: *Dirge:* Grimaldi's sad song causes all those who hear it to fall into despair for (Will vs Good) x 10 minutes. Those affected are so certain of failure, they will refuse to take any action that requires a skill check unless absolutely necessary.

CHARLES MACKLIN

Type: Evil Lost Soul

Consistency: Incorporeal, solid-looking

Defense: Great

Skills: Superior Strength, Good Cunning

Appearance: A wizened old man, who is nevertheless physically strong.

Personality: Suspicious and mean-tempered.

Motivation: To avoid being brought to justice. Charles Macklin killed his colleague, Thomas Hallam, during a brawl. He was never tried, and died at the ripe old age of 107. He is sure that Hallam is somehow responsible for his ghostly existence. He believes that other lost souls are Hallam's agents come to take revenge.

Combat: Although he gives the appearance of being weak and frail, Macklin is quite strong. His blackjack does (Defense vs Passable) x 3 damage.

ADVENTURE IDEA

An old manuscript was recently found. Thought to be written by Shakespeare, it relates a Mephistophelean story. It's scheduled to be reenacted for the first time at the Drury Theatre.

The real author of the play is Robert Minton, now a lost soul. To create a completely authentic story of demons and possession, he consulted a magician. When the man refused to impart his dark secrets, Minton stole his grimoire and used one of the ceremonies in his play. When the play was finished, he read through it, acting out the parts as he went along. The magical words caused the great fire of 1666. Robert Minton perished, but the manuscript was somehow preserved. He enlists the players to stop the play, and destroy all versions of the manuscript.



CAMP FOXGLOVE

Camp Foxglove is nestled near the base of Mt. St. Helens in Washington state. Partially destroyed during the volcanic eruption in 1980, the camp has been used only sporadically since. The forest service plans to revitalize the area or shut it down completely, depending on their resources.

The camp sits on the edge of Lake Bigfoot. Legend has it that an early sighting of the man-beast happened in the area. Most of the camp is overgrown, its cabins dark and musty, morning glories creeping in through their broken windows. Still, the boat house has been maintained, and the master cabin, with its mess hall and infirmary, is in excellent condition.

RANGER BETTY BAKER

Type: Neutral Person

Consistency: Material

Defense: Passable

Skills: Superior Nature, Superior Animals, Good Folklore, Good Medical, Superior Track, Awesome Traps

Appearance: Betty is a short, horse-faced woman in her late forties. Her bright gray eyes sparkle beneath a nest of lanky brown hair twisted in tight braids. She wears a regulation forest ranger uniform. A heavy flashlight hangs on her belt along with a flare gun.

Personality: Spunky and adventuresome. Betty doesn't mind being alone, which is one of the reasons she volunteered to patrol Camp Foxglove. She has lived and worked here for nearly three years, almost forgotten by her supervisors. Though she cannot sense supernatural creatures, she's aware that something is in the woods.

Motivation: To capture a living Bigfoot. To finish writing her book, *Bigfoot: Myth, Magic or Man?*

Combat: Betty is powerless against spirits.

HERNE THE HUNTER

Type: Neutral Lost Soul

Consistency: Incorporeal, solid-looking

Defense: Great

Skills: Good Agility, Great Aim, Superior Ride

Appearance: Herne wears a deer skin slung over his shoulder, and a stag skull on his head as a horned helmet. He rides a sleek brown horse and carries a sword, quiver, bow and arrows.

Personality: Herne rides wild in the forest, and is very difficult to stop and talk to. The best thing to do is to gather oak leaves and burn them. Herne is partial to the oak tree and the smell will attract him.

Herne was the forest-keeper of Windsor Park during the 15th century. He committed suicide by hanging himself from an oak tree. That night a storm broke out and a bolt of lightening smashed the tree. Ever since then, Herne's spirit has ridden madly about, ranging across all the forests of the world. He can also lead the party to nearly any place they'd wish to go.

Motivation: Herne's Oak was made into furniture years ago, and the pieces sold. Herne searches the world to find and destroy the pieces of his oak tree so he might be freed from the afterlife.

Combat: His arrows do (Defense vs Great) x 4 damage, and his sword does (Defense vs Good) x 4 damage. Anyone in his way must make a Good Dodge roll or else be trampled by his horse for (Defense vs Great) x 2 damage.

JIMMY SQUAREFOOT

Type: Evil Lost Soul

Consistency: Incorporeal, solid-looking

Defense: Good

Skills: Great Strength, Great Aim

Appearance: An unkempt man with the head and two huge tusks of a wild boar.

Personality: The worst aspects of both man and beast.

Motivation: To hurt others.

Combat: A melon-sized rock appears in each of Jimmy's hands at will. He can throw them for (Defense vs Passable) x 3 damage. If he is within brawling range, he may attack with his tusks for (Defense vs Good) x 3 damage.

ADVENTURE IDEAS

Betty's ability to set traps is so good, she inadvertently captures a ghost while trying to snag Bigfoot. Ascertaining that an invisible "something" is in her trap, Betty assumes it is a Bigfoot using a superior camouflage technique, and strives to make it appear to her.

HAUNTED VEHICLES

11

FROM HERE TO THERE

Ghostly vehicles are common, and may offer an easy method of travel for lost souls, provided they can convince the owner of the transportation to give them a lift. Since supernatural conveyances are no longer bound by earthly physics, they can carry passengers great distances in hardly any time at all. The most famous vehicles are presented in this chapter. Though some are material vehicles haunted by ghosts, most are realms created by their drivers.

FLIGHT 401

Eastern Airline's Flight 401, an L-1011 TriStar, carried nearly 100 people to their deaths when it crashed in the Florida Everglades. Officials blamed the accident on a combination of faulty equipment and pilot error. There was no one to dispute the claim since the captain, Bob Loft, had been killed in the crash.

Loft felt such guilt at not safely delivering his passengers that he created a realm based on his doomed plane. Flight 401 can still be spotted at lonely airports, unloading its complement of deceased passengers.

For just 1 Karma, Bob Loft will transport a ghostly traveler to anywhere in the world. The

reliability of Flight 401 makes it a popular mode of travel in the afterlife, and a variety of lost souls may be met on Loft's plane.

BOB LOFT

Type: Good Lost Soul

Consistency: Incorporeal, solid-looking

Defense: Good

Skills: Great Direction, Great Drive

Appearance: A well dressed, middle aged airline pilot.

Personality: Friendly and eager to help. He's obsessed with flight safety. Loft occasionally appears on material airplanes to warn the pilots of bad weather or other hazards.

Motive: Loft is guilt ridden by the tragedy that befell his plane and seeks to gain Karma by safely transporting passengers in the afterlife.

Combat: Loft does (Defense vs Poor) damage in hand-to-hand combat.

D. B. "DAN" COOPER

Type: Neutral Lost Soul

Consistency: Incorporeal, solid-looking

Defense: Passable

Skills: Great Agility, Great Cunning

Appearance: A nondescript man in his mid-thirties, Dan has thinning brown hair and wears dark glasses. He dresses in a conservative business suit. He carries a .32 in his jacket and always speaks in a calm, assured voice.

Personality: Self-confident and cunning.

Motive: Dan is a thief. He will try to take items from the passengers by threatening them; he may even take a player character hostage.

Combat: Dan will only use his gun if he is threatened, doing (Defense vs Good) x 3 damage.



Powers: *Jump:* This power allows Dan to make gigantic leaps and suffer no harm. His whole body seems to become a giant spring as he bounces from one spot to another. Dan can jump from a plane and land without any harm or displacement of his ectoplasmic body.

Disguise: For (Intelligence vs Great) x 5 minutes, Dan convinces the victim that he is their most trusted friend or confidante. He will take on the appearance, voice and other characteristics of that person; it doesn't matter if that person is alive or far away, the player will accept him as he appears to be.

TERRORIST

Type: Evil Lost Soul

Consistency: Incorporeal, solid-looking

Defense: Superior

Skills: Poor Charm, Good Agility

Appearance: Stocky, wearing a leather jacket, bullet-proof vest and sunglasses. He carries an assault rifle, and three grenades. He is highly excitable and very paranoid. The Terrorist hides in a cargo holder or the bathroom before showing himself, usually in a hail of bullets.

Personality: Hysterical and vicious.

Motivation: He claims to be hijacking the plane for "a just cause."

Combat: The Terrorist's assault rifle does (Defense vs Good) x 6 damage (single shot) or (Defense vs Great) x 6 damage when spraying 10 bullets. His grenades do (Defense vs Great) x 7 damage.

AMELIA EARHART

Type: Good Lost Soul

Consistency: Incorporeal, translucent

Defense: Passable

Regenerates: 3 WTL per turn

Skills: Good Charm, Good Agility

Appearance: Amelia is dressed in a grey jump suit. She is tall, gawky and has a mop of brown hair. Her sheepish grin and "ah, shucks" manner are endearing.

Personality: Tomboy. Shy, but friendly.

Motivation: To ensure that passengers arrive safely at their destination.

Combat: Amelia carries a wrench in her back pocket, which does (Defense vs Passable) x 2 damage.

Powers: Amelia has learned to fly without being encumbered by machinery. She can fly up to 10 minutes in any atmosphere with little or no effort. She can carry up to two other lost souls as long as they hang on to her hands as she flies.

Misdirection: Amelia can cause a group to lose all sense of direction for eight hours. The character with the highest Direction skill must make a Great roll; if failed, the characters will be completely lost until the power wears off.

THE SPIRIT OF ST. LOUIS

In May 1927, Captain Charles Lindbergh (then 25 years old) became the first person to fly over the Atlantic Ocean alone. The plane in which he performed this remarkable feat was *The Spirit of St. Louis*, a modified Ryan high-wing mono-plane.

All essentials have been stripped from the plane, including the front window. Instead, an



instrument panel has been installed, with a periscope for forward viewing. There is no parachute — only a rubber raft with no oars. The plane is crammed with equipment, extra fuel and rations.

There is no room for passengers unless Captain Lindbergh can be persuaded to dump some of his extra fuel and gear. Of course, the plane is not really propelled by fuel, but the spirit of Lindbergh will find this hard to accept. Even so, it will be a tight squeeze to get more than one or two extra passengers in the plane.

Because of his attachment to his plane, Lindbergh created a copy of it when he died. The plane is his realm, and will vanish if Lindbergh is reincarnated. Lindbergh flies only at night; if his plane is struck by sunlight, it will be transported to an Outer Plane filled with mist until the next nightfall.

CAPTAIN CHARLES LINDBERGH

Type: Good Lost Soul

Consistency: Incorporeal, translucent

Defense: Good

Regenerates: 10 WTL per turn

Skills: Superior Drive, Superior Direction, Great Stamina

Appearance: Tall and thin with sandy hair, Captain Lindbergh was nicknamed “Slim” while working as an air mail pilot. He is dressed in a one-piece aviation suit, boots and leather helmet. Quiet and shy, he is uncomfortable with the adulation he received for his transatlantic flight, and does not care to be called, “Lucky Lindy” or “The Lone Eagle.”

Personality: Lindbergh is modest, practical and publicity-shy.

Motivation: To fly the Spirit of St. Louis.

Combat: If challenged, Captain Lindbergh will defend himself in hand-to-hand combat, doing (Defense vs Passable) damage.

HINDENBERG

Built in 1936 by the Germany-based Zeppelin Transport Company, the Hindenberg was the largest dirigible ever constructed. At 804 feet long, it's the length of almost three football fields. It has a nonstop range of 8,000 miles at 84 mph and a

carrying capacity of 97 passengers and 61 crew members.

On May 6, 1937, the Hindenberg burst into flames while approaching the docking tower over a New Jersey airport. Most of the survivors were those brave enough to leap from the windows, risking a fifty foot fall rather than face the flames. Thirty-six people died in the disaster.

Captain Ernst Lehmann was one of the last to jump, his hair and clothes in flames. He staggered about in a daze, muttering “I don't understand.” At the hospital, he raved, “I shall live! I shall live!” By the next day, he was dead.

In World War I, Captain Lehmann led zeppelin raids over London and commanded the Hindenberg on its first crossing of the Atlantic. In death, he created a realm based on the airship of which he was so proud. He does not charge his passengers, but anyone who causes problems will be summarily ejected from a window.

The phantom Hindenberg is quite luxurious, with wide lounges and comfortable staterooms. The passengers are, for the most part, wealthy spirits on their way to Europe from the United States, or vice versa. The trip takes an average of three days.

CAPTAIN ERNST LEHMANN

Type: Neutral Lost Soul

Consistency: Incorporeal, vaporous

Defense: Good

Skills: Superior Drive, Superior Direction

Appearance: Captain Lehmann is about six feet tall with blue eyes. He appears as he did on his death bed, with horrible burns covering most of his body and his normally brown hair burned to his blackened scalp. Still, his bearing is soldierly.

Personality: Stoic, with a hint of arrogance.

Motivation: To see that the pride of Germany is upheld.

Combat: If challenged, Captain Lehmann will defend himself in hand-to-hand combat, doing (Defense vs Good) damage. Firearms are not allowed on the Hindenberg, nor are matches or other flammable items.



FLYING DUTCHMAN

This phantom sailing ship was built in the late 1600s. Legend has it that the ship was rounding the Cape of Good Hope when a fierce storm broke out. The crew begged the captain to find safe harbor, but he refused. Then, a glowing apparition appeared on deck. The crew took this appearance as a sign from God that they would be saved if they only took shelter, but the arrogant captain threatened the glowing mass. "We don't need your help," he declared, "even God himself could not sink my ship!" The apparition then cursed the Flying Dutchman to sail forever more, bringing death and destruction to all who lay eyes on it.

The captain of the Dutchman is an evil lost soul named Hans Oberlorff, and the ship is his realm. He has twenty crew members under his control.

CAPTAIN OBERLORFF

Type: Evil Lost Soul

Consistency: Incorporeal, luminous

Defense: Great

Skills: Superior Climb, Superior Aquatics, Superior Drive

Appearance: German sea captain dressed in seventeenth century clothing. Oberlorff is 53 years old, with sandy hair and sharp blue eyes. He wears a cutlass and carries a telescope.

Personality: Arrogant and cruel. He may give a lost soul a lift in exchange for a favor or an item he covets.

Motivation: To suck the life force from living sailors and others on the high seas.

Combat: By running his cutlass through a living or ectoplasmic being, Oberlorff can absorb (Defense vs Great) x 4 WTL from a victim, but cannot exceed 40 WTL.

FIENDISH SAILOR

Type: Evil Lost Soul

Consistency: Incorporeal, luminous

Defense: Good

Skills: Superior Climb, Great Aquatics

Appearance: There are twenty crewmen under Captain Oberlorff's control. They have varied backgrounds, including, Dutch, German, English and Portuguese. Their ages range from 16 to 42.

Personality: Varied.

Motivation: To obey Captain Oberlorff's instructions.

Combat: The sailors fight with filleting knives, boat hooks and cutlasses. They do (Defense vs Poor) x 3 damage.

U BOAT U-65

Constructed in 1916 by the Germans as part of their successful World War I submarine campaign, U-65 was supposed to be the pride of the navy. Unfortunately, it was beset with disaster from its creation in the shipyards at Bruges, Belgium.

Several workers were killed during its construction, and at the launching ceremony, an officer fell overboard and was drowned. Shortly afterward, a torpedo exploded on deck killing six crew members, including second lieutenant Hans Steiner.

The U-65 was found wallowing on its side by an American ship. Fearing it was booby trapped, the Americans pulled away just moments before the U boat inexplicably exploded.

The spectral U boat still haunts the shipping lanes, voyaging from one port to another on sinister errands. The realm's creator, Hans Steiner, may be compelled to take passengers, either by threats or enticements.

HANS STEINER

Type: Evil Lost Soul

Consistency: Incorporeal, translucent

Defense: Great

Skills: Superior Aquatics, Good Drive, Good Strength

Appearance: This young German officer is dressed in the uniform of a second lieutenant of the German Navy during World War I.

Personality: Hans seems like a cordial young man, but he can become a raging madman in a minute. He blames his death on commanders



who rushed the completion of U-65 before it was ready. He hates all those who seem officious.

Motivation: To punish those who caused his death.

Combat: Hans carries a 9mm Luger, which does (Defense vs Good) x 3 damage.

THE TITANIC

This White Star luxury ship, built in 1912, was 882.5 feet long, 92.5 feet broad and provided accommodations for over 1,500 passengers. The passengers were divided among first, second and third classes, plus steerage which consisted mostly of immigrants. With a crew of 700, the Titanic was considered the finest way to travel the Atlantic.

Captain E. J. Smith was on his retirement voyage when the Titanic struck an iceberg. Having worked for the White Star Line for 38 years, he was an experienced officer, and considered the best man to command the ship on its maiden voyage. Since the Titanic sank, he has often been blamed for the tragedy, and many people have assumed he was trying to set a new speed record on his last trip.

The tragedy of the Titanic disaster created a realm around Captain Smith, who now commands its nightly journeys to Earth. During the day, the ship shifts to a Outer Plane of rough seas and towering ice bergs. Captain Smith valiantly dodges the bergs until his ship can again return to the seas of the living.

It was reported that the captain's safe contained a "Black Buddha" statue, encrusted with gems. Supposedly stolen from a temple in Peking, the item was cursed to destroy all those who came in contact with it until it was returned to the temple. Captain Smith denies the existence of the Black Buddah.

CAPTAIN E. J. SMITH

Type: Neutral Lost Soul

Consistency: Incorporeal, solid-looking

Defense: Passable

Regenerates: 1 WTL per turn

Skills: Superior Drive, Superior Direction, Superior Aquatics

Appearance: Captain Smith is a stocky British man in his sixties. He wears a white Captain's uniform, and has a short beard and mustache. His hair is white.

Personality: Capable and firm. Captain Smith typifies the idea of British self-reliance and honor.

Motivation: To clear his name.

Combat: If challenged, Captain Smith will defend himself with a small pistol, doing (Defense vs Passable) x 3 damage. He may also order his crewmen to defend him.

OTHERS PASSENGERS

Colonel John Jacob Astor: An American, Astor refused to enter a lifeboat until all women and children were aboard. He died on the ship; his wife survived. Astor now seeks any word on his wife.

Major Archibald Butt: This British officer threatened "to shoot the first man who made for the lifeboats" before the women and children were safely on board. He went down with the ship singing a hymn.

Bruce Ismay: The General Director of the White Star Line. A British gentleman, he jumped aboard the last lifeboat, taking the place of a woman. He lived in shame and disgrace for the rest of his life, and is cursed now to spend eternity on the ship he abandoned.

BONNIE & CLYDE DEATH CAR

This ghostly 1934 V-8 Fordor Deluxe is greyish tan and has windows that not only roll down, but slide backward nearly two inches for additional ventilation. Another unusual feature is the fact that all four doors swing outward to the rear. Once a handsome vehicle, the car has numerous bullet holes in the windows and side panels. It is driven recklessly through the afterlife by famed criminal Clyde Barrow, his partner Bonnie Parker sitting at his side. They created a realm based on the car they died in, and now manifest on the lonely highways of the mid-west.



Bonnie and Clyde are usually in a great hurry, but they may give a lost soul a ride if they are looking for easy pickings, lonely for company or need extra help for a hold-up. The V-8 generally speeds along at 35-45 mph, though it can go a bit faster. Clyde is a top-notch driver, but tends to be careless when distracted.

Besides Bonnie and Clyde, the car contains three .45 automatic rifles, two .12 gauge sawed-off shotguns, one Colt .45 revolver, nine .45 automatic pistols, ammunition, a saxophone and music, license plates for several states, blankets and a map of Louisiana.

CLYDE BARROW

Type: Evil Lost Soul

Consistency: Incorporeal, translucent

Defense: Great

Regenerates: 3 WTL per turn

Skills: Great Aim, Superior Drive, Superior Alertness

Appearance: Clyde is five foot six, with brown eyes and hair, and a slight build. He dresses in stylish clothes of the 1930s. Unfortunately, his sharp taste in suits is marred by the blood and bullet holes that have ravaged his clothes and body. He habitually wears dark glasses and slips out of his shoes when he drives.

Personality: Cordial and helpful, or suspicious and dangerous, depending on his mood. Clyde often jumps to conclusions and acts upon them instantly. He is very fond of his family (especially his older brother Buck), Bonnie and music.

Motivation: To make a big score; to protect Bonnie.

Combat: Clyde Barrow always has an automatic pistol close at hand, and does (Defense vs Great) x 5 damage.

BONNIE PARKER

Type: Evil Lost Soul

Consistency: Incorporeal, translucent

Defense: Great

Regenerates: 3 WTL per turn

Skills: Good Aim, Good Charm, Superior Alertness

Appearance: Bonnie is tiny, weighing just over 100 pounds. She has blonde-brown hair (tinted red) and blue eyes. She wears red shoes, a red dress and a red-and-white hat. Like Clyde, her

body is riddled with bullet holes and her clothing is drenched in blood.

Personality: Feisty. Bonnie has a neurotic attachment to her mother and obsessively talks about her. She dearly loves Clyde.

Motivation: To ask her mother for forgiveness; to follow Clyde.

Combat: Bonnie Parker will fire a pistol or other small weapon in order to defend herself or Clyde. With a pistol, she does (Defense vs Good) x 5 damage.

SIM'S CARRIAGE

This phantom hansom cab is made of dark wood and is pulled by two white horses. They move silently, and always seem to be accompanied by a fog bank. The carriage can easily carry up to six passengers, including baggage.

The driver, Old Sims, insists on 1 point of Karma, drained from one of the passengers, before taking the group to their destination. The fog surrounding the cab can transport it to any city in the country. Sims would rather be reincarnated than give a ride for free.

Sims created the carriage as his realm when he died in a highway robbery. He only appears on earth at night. If Sims likes a passenger, he will give her a brass whistle. Once per night, she can blow the whistle to try and summon Old Sims. If a Good Charm roll is made, he'll arrive in a few minutes.

OLD SIMS

Type: Neutral Lost Soul

Consistency: Incorporeal

Defense: Passable

Skills: Great Drive, Great Tame, Good Bargain

Appearance: Old Sims is dressed in a high top hat, black overcoat and shiny boots. He carries a whip in one hand and stows a pistol under the driver's seat.

Personality: Formal and decorous.

Motivation: To gain Karma by transporting lost souls.

Combat: Old Sims' horse whip does (Defense vs Passable) x 3 damage. His pistol does



(Defense vs Passable) x 4 damage. He can also run victims down with his carriage. The targets must make Passable Dodge rolls to get out of the way. Failure means the character takes (Defense vs Superior) x 2 damage.

GHOST CART

The Ankou is always the last person (male or female) to die in a parish before Christmas. During the following year, it is his duty to call on the dead and take them to where they wish to go. He can even take the recently deceased straight to Limbo. He drives an enclosed wooden cart pulled by a mule and is accompanied by two ghosts who follow his instructions without question. They are immune to sunlight.

ANKOU "KING OF THE DEAD"

Type: Neutral Lost Soul

Consistency: Incorporeal, vaporous

Defense: Good

Skills: Great Drive, Superior Alertness

Appearance: A tall, haggard lost soul with long white hair. He can revolve his head completely around, and rarely misses anything.

Personality: Matter-of-fact.

Motivation: To escort lost souls to their destinations.

Combat: The Ankou and his two companions fight with scythes, doing (Defense vs Good) x 3 damage each. His companions have Good Defenses. All three of them wear cloaks that not only protect them from sunlight, they also allow them to pass through walls and other solid objects.

ORIENT EXPRESS

The luxury train known as The Orient Express began running in June 1883. At the time, it was one of the quickest ways to travel from Istanbul (then Constantinople) to Paris, and certainly the most elegant.

In the late 1880s, the journey took six days and six hours, but no one really minded the slowness. The cars were trimmed with lush damask curtains, velvet cushions and the fittings were solid oak and mahogany. Hand-cut glass separated the sleeping compartments from the outside aisles. The train offered the finest gourmet cuisine, featuring oysters and pheasant served by handsome young men in morning coats, light blue breeches and buckled shoes.

By the 1920s, the Orient Express had deteriorated badly. The wooden cars were replaced with steel, and the porters wore drab brown. As airline traffic picked up, the train service steadily declined, until the final run made on May 20, 1977. The golden age of train travel was at an end.

Though the Orient Express has often been depicted in novels of mystery and intrigue, only one murder actually took place on board. It involved an American diplomat who was stabbed, then pushed from the train. The murder remains unsolved.

At night, the phantom Orient Express still travels the rails. Lost souls who catch a ride may meet a variety of passengers.

AGATHA CHRISTIE

Type: Good Lost Soul

Consistency: Incorporeal, solid-looking

Regenerates: 10 WTL

Defense: Pathetic

Skills: Awesome Artistry, Good Customs, Good Empathy, Great Persuade

Appearance: A foremost writer of detection fiction for over 50 years, Agatha Christie appears as a short, plump English woman with white hair. She is dressed in a black and red dress, and carries a large bag filled with apples, a notebook, pen, glasses, and an ancient Egyptian manuscript.

Personality: Dame Agatha Christie is a shrewd, pleasant lady, with a passionate interest in humankind. She enjoys meeting other spirits and has remained interested in archeology, especially digs in Egypt. Unlike other ghosts who are doomed to ride the Orient Express forever, she may leave the train at any time. Her book, *Murder on the Orient Express* is popular to this day, and she likes to ride the rails for old times sake.

Motivation: To meet other ghosts. To tell stories. To solve crimes.

Combat: Agatha will use her powers to protect herself.



Powers: *The Butler Did it:* All attention, and suspicion, is turned to the lost soul Agatha singles out. For instance, she might imply that the target stole an artifact, and everyone will agree he is a thief unless he can prove his innocence.

Misdirection: This power causes Agatha to always appear to the side of her actual position. The first attack a character makes on her always misses.

Identify Artifact: This power allows Agatha to read ancient and occult languages, identify artifacts and determine who (or what) created an item.

OTHER PASSENGERS

Chef Louie: An escaped convict from Devil's Island, Louis Mallot found the perfect cover for his international crime syndicate. An accomplished cook, Louie hid stolen diamonds and other valuables in the frozen carcasses of pheasants. Once in Paris, he passed them along to a confederate to sell to the highest bidder.

Louie is dressed in a chef's uniform. He has black eyes, black hair and carries sharp knives. Though he acts temperamental and shouts easily, Louie is actually a shrewd, calculating fellow.

The Princess Talia de Malvoy: A young woman in her twenties, she wears a yellow silk gown common among wealthy women of the early 1920s. On a lark, she married Prince Kahlil, son of a Turkish Sultan, but eventually fled her marriage and tried to return to her beloved, Rex Wrothfold, a patent office clerk in London. She was strangled aboard the Orient Express by Prince Kahlil's thugs, and a doctor was bribed to say that she had died of a heart attack. Talia is sure that the spirit of Rex Wrothfold still awaits her at Victoria Station, London.

TROLLEY NO. 13

This electric trolley, a restored original, runs in San Francisco. Trolley, No. 13 is considered a tourist attraction by the mortals of the city, as well as a means of transportation. Among the living fares, a few ghostly riders can also be met.

DASHIELL HAMMETT

Type: Good Lost Soul

Consistency: Incorporeal, solid-looking

Regenerates: 5 WTL

Defense: Great

Skills: Superior Track, Great Artistry, Superior Interrogate

Appearance: He is in his late twenties, with brown hair, piercing eyes and a small mustache. He wears a trench coat and a fedora.

Personality: Creator of one of the most popular fictional detectives, Sam Spade, Dashiell Hammett lived for many years in San Francisco, working as a private detective. He enjoys lively women, good booze and won't play the sap for anyone.

Motivation: To incarcerate wrong-doers.

Combat: Dashiell fires his .38 revolver for (Defense vs Good) x 4 damage.

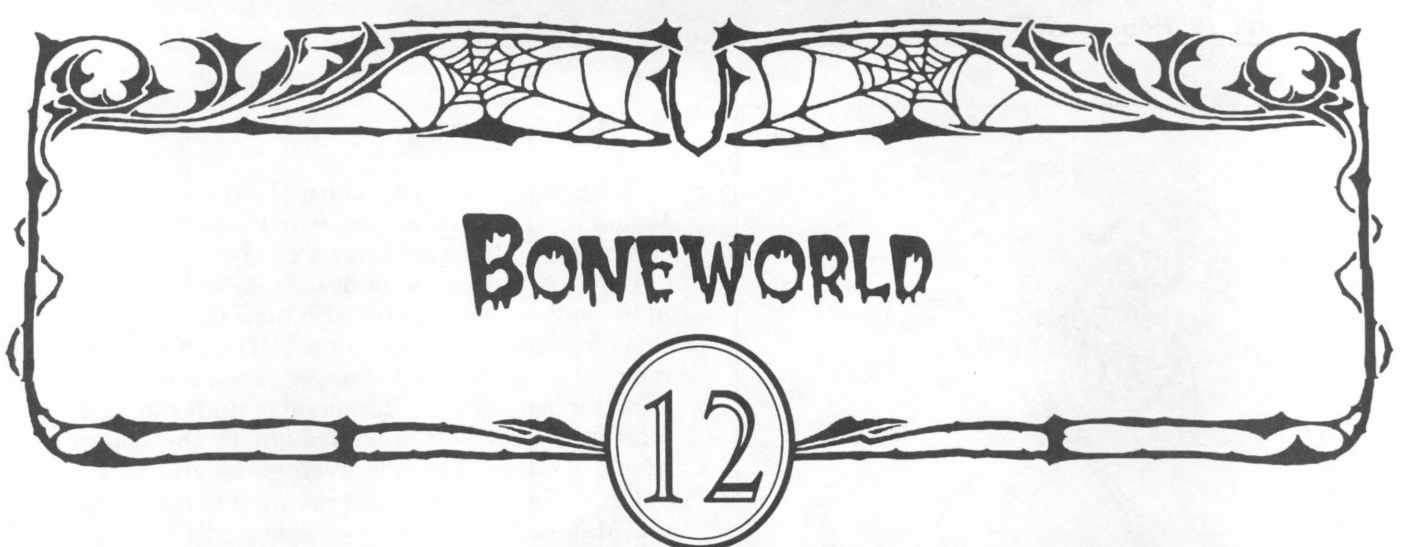
OTHER PASSENGERS

Molly McBride: Molly is an Irish maid about 30 years old, with auburn hair and blue eyes. She wears a bustled dress of summer muslin and a bonnet securely pinned to her hair. She carries a basket containing food and a vial of medicine, which she is taking to her beloved mistress, Lady Edith Parrenger. Molly died in a trolley accident before she could deliver the life-giving medication. She hopes someday to find the spirit of Lady Parrenger so that she can ask for forgiveness.

Johnny Bosh: A thin boy wearing a cap and a slightly tattered jacket. He has brown hair and eyes, and looks young for his age of 13. Johnny is an accomplished pickpocket and has gold watches, jewelry and other items stuffed into his specially designed trouser pockets. He was run over by Trolley No. 13 while fleeing a police officer, and now haunts the car.

Joanie Wang: A living person, Joanie is an Asian-American woman in her early thirties. She has long dark hair, a knowing smile and deep black eyes. The cryptic jade amulet around her neck suggests an interest in the occult.

Joanie runs a small curio shop in Chinatown. She habitually rides Trolley No. 13 to work. Though she cannot see ghosts, she knows a lot about ancient religions and occult practices. She is fascinated by artifacts, and has a small collection of interesting pieces. Joanie hopes to earn enough money to take care of her aging parents.



BONEWORLD

12

Look in through the eyes of long-dead Golgoth and ye shall find the Boneworld, the realm of dead flesh and living bone.

— *The Manuscript of Korth*

BACKGROUND

In the Void between the Realm of Shadows and the Plane of Silence there is a skull. On a cosmic scale, it is minute, but as skulls go, it is vast. This skull is what remains of the god Golgoth, who once walked the young Earth and left to seek other worlds long before humankind appeared.

Millennium passed, and Golgoth grew weary of travelling the vast distance between the stars. He resolved to travel farther and faster, unfettered by his physical body. He went to the Void, one of the in-between places of the universe, and allowed his body to float in the nothingness while the spark of his mind took flight. Eons passed, and the passage of time weakened Golgoth's enormous Will to Live. At last he returned to reclaim his body, seeking the rejuvenation of the flesh, only to find that time and the scavengers of the Afterworld had left him little . . . only his skull. Golgoth's spirit reentered his skull, and it dwells there still.

THE JOURNEY TO BONEWORLD

Travelling to Boneworld requires the utterance of a ritual incantation. The words are in Latin, and are recorded only in a few rare

tomes of magic. The ritual requires one hour of uninterrupted concentration. At the end of the ritual, the character must sacrifice a point of Karma and make a Good Languages roll; failure means the time and Karma are expended for nothing.

With a successful roll, the speaker and any other beings he is touching will find themselves standing in the middle of the enormous circular tunnel that is Golgoth's right eye socket. One end opens onto a swirling mist, while the other narrows to a 100 foot-wide circular opening. Bright light beckons from the smaller tunnel.

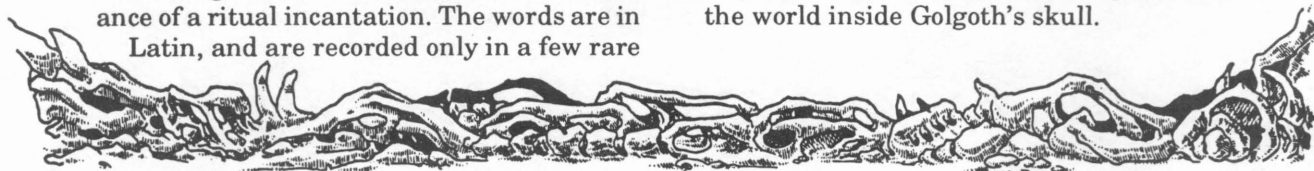
Those who journey into the mist must make a Passable Will roll; failure means the character is lost to the Void. A successful Will roll means the character scrambles back to the eye socket before the sucking mist of the Void can claim him.

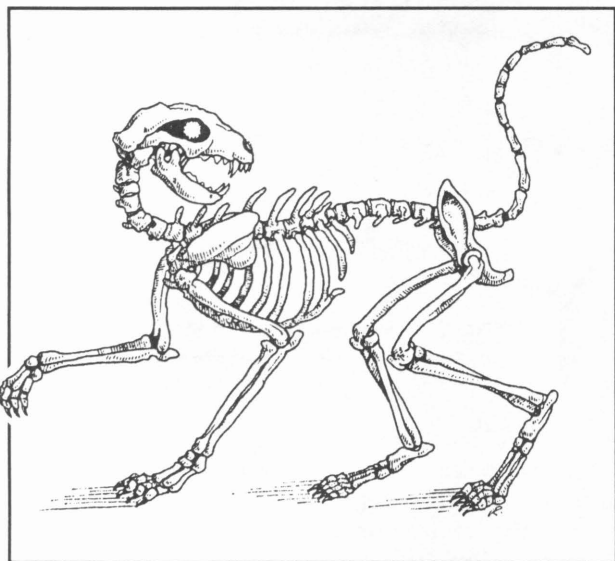
Entering the smaller opening, a stark white vista meets the visitor. Masses of rock-like bone form organic-looking slopes that lead to a dusty valley floor. A domed roof, also of bone, arches into the sky. Hovering over the valley is a huge ball of white light. There is no color anywhere, and no sound at all.

Welcome to Boneworld.

EXISTING IN BONEWORLD

Boneworld is a semi-material plane. Physical beings who travel to Boneworld assume a semi-material consistency, which allows them to interact with lost souls. Even in their semi-incorporeal form, living beings still require air, food, and water, all of which are in limited quantities in the world inside Golgoth's skull.





Within Boneworld, and extending into its outer sockets, is a thin atmosphere that can sustain living beings for a number of days equal to their Stamina scores. A living person who dies within Boneworld will quickly rot, his flesh sloughing from his bones, and within a few hours he will rise as a mindless skeleton.

Boneworld possesses a gravity field that approximates that of Earth, with the underside of the skull being down. A six inch layer of bone dust and skin particles covers the floor of Boneworld. Occasional breezes stir up the dust, blinding travellers and causing those who still need to breathe to gag.

The temperature remains constant at approximately 70 degrees Fahrenheit, the warmth radiating from what is often mistaken as the sun. It is, in actuality, Golgoth's spark of life that blazes in the center of his vast skull.

There is no color in Boneworld. Everything appears in black, white and shades of gray. Even objects coming from the outside are leached of their colors as long as they remain within Boneworld.

The landscape is dotted with caves, tunnels, and spires of bone. The primary landmarks of Boneworld are the Orbits of Entry, The Wastes, and Ossia, the fortress where the Brotherhood of Golgoth study.

THE WASTES

Spires and cliffs of bone make travel through Boneworld arduous at best. The main geographical danger is the area known as the Spongy Medulla. This is a region of deep, smooth-sided pits in the valley floor that fill with bone dust, making them incredibly hard to notice. Detecting a pit requires an Alertness or Danger Sense roll of Good or better. Any being, incorporeal or material, stepping into a pit will sink straight to the bottom within 2 turns. The pits average twenty feet in depth. A Good Climb roll is required to escape the pit. Material beings will suffocate within (Catastrophic vs Stamina) x 2 turns.

DENIZENS OF BONEWORLD

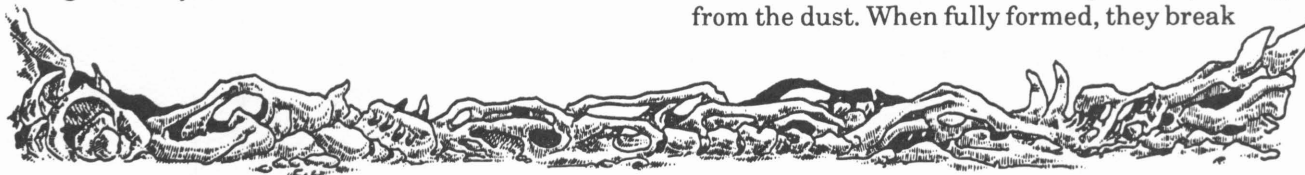
Boneworld is home to assorted creatures that dwell there on a more or less permanent basis. The more intelligent of these may have some type of lair established in one of the thousands of bone caves. Anyone traveling through Boneworld is likely to encounter one or more of the creatures listed on the **Common Foes in Boneworld** table.

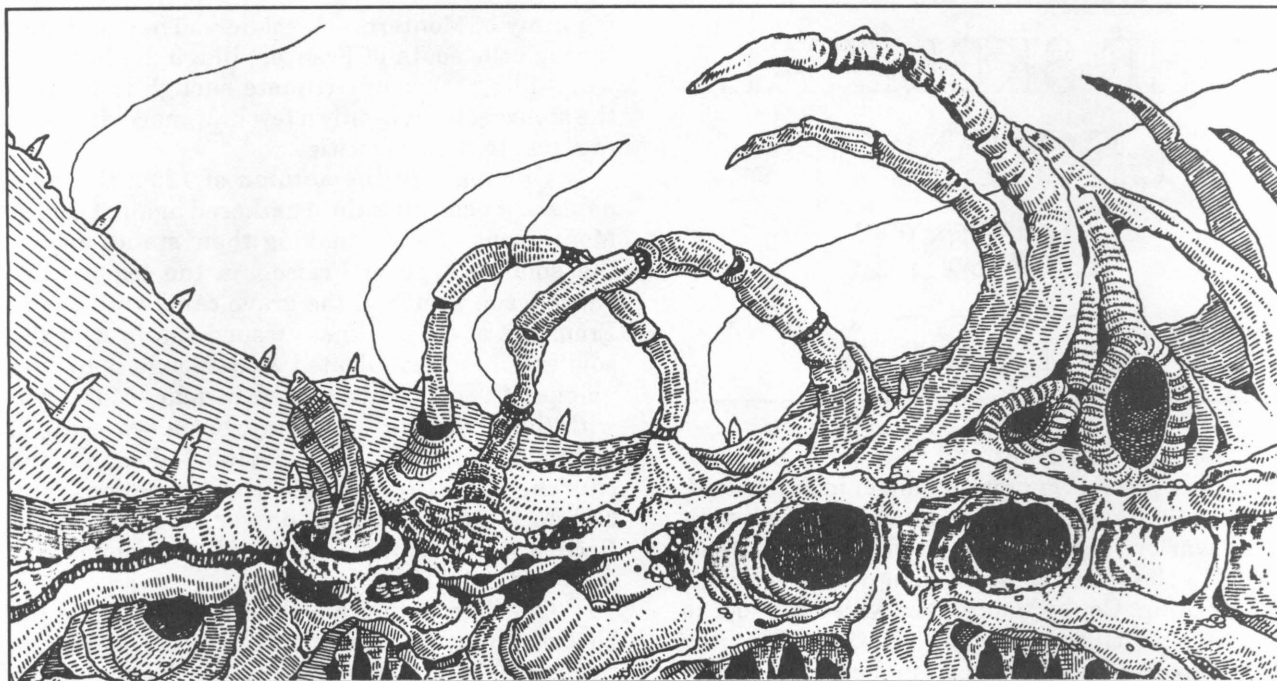
The number of creatures encountered should vary at the referee's discretion according to the strength of the player character party.

The evil dragon Ropotou is said to have a lair within Boneworld. The absence of its ultimate fear, water, is an appealing aspect of the realm. See *Lost Souls* for more about Ropotou.

BONEWORLD SKELETONS

It is rumored that a microscopic fragment of every dead skeleton in the universe appears on Boneworld. The fragments of animal skeletons form the mountains, canyons, gorges, and buttresses that slope downwards from the sides of the skull. The fragments of humanoid bones slowly coalesce into new skeletons that gradually emerge from the dust. When fully formed, they break





free of the surface, shake off their covering of dust, and rise to roam the valley, with no memory of their past lives. They exist only to fight any non-skeletons they encounter in their wanderings.

All skeletons in Boneworld are semi-material, which allows them to affect and be affected by lost souls. They have Passable Defense and do (Defense vs Poor) x 2 damage with their two bony claws. Mutations are common among the skeletons. Roll on the **Skeleton Mutation** table for more information on an individual skeleton.

Common Foes in Boneworld

Chain rattler
Dybbuk
Gremlin
Hell Hound
Night Hag
Skeleton (see Mutant Skeleton table)
Skeletal Warrior of Count Monterrant

Skeleton Mutation

d100 Mutation

- | | |
|-------|--|
| 01-50 | Normal skeleton (see Lost Souls). Skeletons on Boneworld do not carry weapons or shields. They attack twice with their claws, each doing (Defense vs Poor) x 2 damage. |
| 51-60 | Four-armed skeleton. Receives four attacks per turn, each doing (Defense vs Poor) x 2 damage. |
| 61-65 | Alligator tail. Gains an additional tail-whip attack against anyone to the rear or flank for (Defense vs. Poor) damage. |
| 66-75 | Bull skull. Gains an additional gore attack for (Defense vs Poor) x 3 damage. |
| 76-80 | Centaur form. Gains an additional hoof attack (Defense vs Poor) x 3 damage and Great Speed. |
| 81-85 | Gorilla arms. Claw attacks inflict (Defense vs. Poor) x 4 damage. |
| 86-90 | Two-faced skull. Gains Awesome Alertness, and can never be surprised. |
| 91-00 | Wolf skull. Gains an additional bite attack for (Defense vs Poor) x 3 damage. |





THE SKELETAL LEGION OF COUNT MONTERRANT

Count Monterrant and his roving bands of skeletons are an ever present danger in Boneworld. In the middle ages, Count Monterrant was a reviled warlord who preyed upon plague victims. Faced by the wrath of the heavens, his flesh seared by lightning, Count Monterrant willed his soul to the only sanctuary he knew. Rather than risk reincarnation, he cast a spell no longer known to man, and let his spirit be drawn to Boneworld.

There, he gained dominion over the wild skeletons of Boneworld, gathering strength for his ultimate return to the world of the living. He constantly moves his camp from one area of the wastes to another, never settling long enough to be discovered.

The story of Count Monterrant is a chilling study in evil, and its undying perseverance.

BACKGROUND

Buried with my own hands five of my children in a single grave. I pray it was the dogs that dug them up and devoured them. No bells. No tears. This is the end of the world.

— Quote from a plague-year diary

Into the agony of the plague ravaged French countryside marched another nightmare. In the spring of 1350, Count Louis Monterrant scoured the region, exhuming the bones of plague victims from their mass graves. The peasants, already terrified by the specter of the black death, dared not stop the mad Count in his desecrations.

Word of the Count's defilements spread across the land, carried by refugees fleeing the worst of the pestilence. And on the heels of the rumors came the plague, and with it a grow-

ing army of Monterrant's soldiers. They marched through the south of France, pillaging villages at will, killing those unfortunate enough to survive the scourge, leaving only a few half-mad witnesses to attest to their atrocities.

One night in the autumn of 1350, the remnants of a peasant militia gathered against Count Monterrant's forces, making their stand outside the small village of Fraise. As the legions advanced, the stench of the grave came with them. From out of the darkness issued the first of the soldiers, his face bloated and blotched by the plague. The peasants routed in fear. Most died with their backs to the enemy, but a few escaped to the chapel of St. Rochus. Huddled within the church, they threw aside their weapons and clenched their hands in prayer, beseeching St. Rochus to protect them from the blasphemies that gathered outside.

The door to the chapel burst open before the boot of Count Monterrant. He stood revealed in the candlelight, his sword bloodied from tip to pommel. Between the tombstones of the church graveyard, his troops swayed in the darkness like stalks of wheat.

As he stepped across the threshold, a roar of thunder split the night. Count Monterrant wheeled to stare at the night sky, his face growing pale beneath streaks of gore. A shriek broke from his once grinning lips as he stumbled away from the sanctuary.

Lightning lanced from the heavens, illuminating the stained glass windows with rainbow colors. The peasants sheltered inside the church covered their heads, the thunder all but deafening them. They did not dare leave the church until dawn.

As they crept out of the church the next morning, the villagers found that the gravestones were upturned, and the ground was pocked with still smouldering patches of grass and animal fat. Yet of Count Monterrant and his troops, they found no sign. The plague soon subsided, and Count Monterrant was never again seen by a living soul.

COUNT LOUIS MONTERRANT

Type: Evil Lost Soul

Consistency: Incorporeal, vaporous

Defense: Superior





Skills: Superior Brawling, Superior Bully, Good Intelligence, Great Ride, Good Strength

Appearance: Count Louis Monterrant is a mature warrior with black hair and wild green eyes. He wears a red cloak, a battered breastplate, and a chain shirt. He rides an elaborately harnessed nightmare.

Personality: The Count suffers from megalomania (he doesn't really suffer — actually, he enjoys it) and shrieks in frustration at any perceived setback in his plans. He delights in cruelty and giggles at the sufferings of others.

Motivation: To gain access to the gate at the Foramen Magnum so he may return, with his troops, to Earth. To date, the Brotherhood of Golgoth has prevented him from entering the fortress of Ossia where the gate is located. They would rather keep him in Boneworld, where he can do less harm. See below for more information on Ossia, the Brotherhood, and the Foramen Magnum.

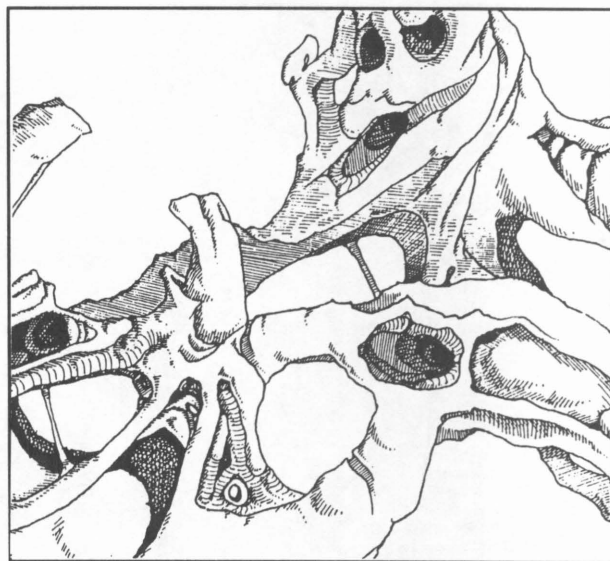
Combat: The Count prefers not to demean himself by engaging in physical combat; instead, he lets his troops do the fighting. If challenged personally, he will agree to single combat. His weapon of choice is a richly decorated long sword, which does (Defense vs Great) x 4 damage. Despite his protestations that he is a man of honor, he will use every nasty trick possible to win.

Powers: Count Monterrant is surrounded by a Plague Aura. Each turn, all beings (except his skeleton minions) within thrown range of Monterrant must make a Great Stamina roll or else lose 1 WTL. Twice per day, Count Monterrant can put up a Power Shield, which protects him from all supernatural powers for 9 turns. He also has the power to control the wild skeletons of Boneworld, turning them into his skeletal warriors.

THE SKELETAL LEGION

The Count has eighty skeletal warriors, divided into twenty archers and sixty foot soldiers. Normally, the skeletons travel in bands of about six warriors and two archers, searching the wastes for wild skeletons to bring to Count Monterrant. They mindlessly attack any unwary lost souls they may come across.

Attacks by the Legion are generally straightforward. The archers fire as soon



as the enemy is in range, reserving their ratskull arrows for the most powerful-looking targets. After a turn of shooting, the foot soldiers run in from as many sides as possible to crush the survivors with their bonefist maces. The skeletons will flee if they take losses of more than 20%.

SKELETAL WARRIOR

Type: Evil Entity

Consistency: Semi-material

Defense: Passable

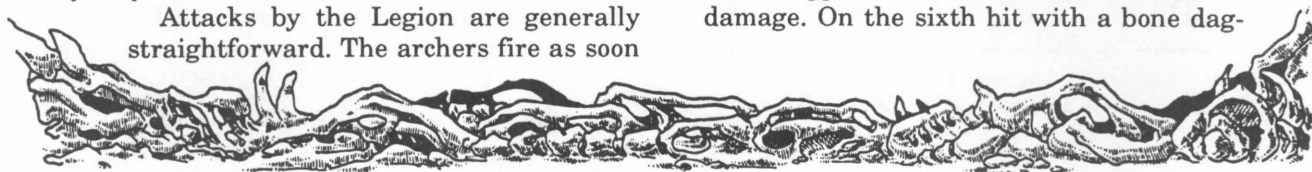
Skills: Good Agility, Passable Strength, Feeble Intelligence, Great Dexterity

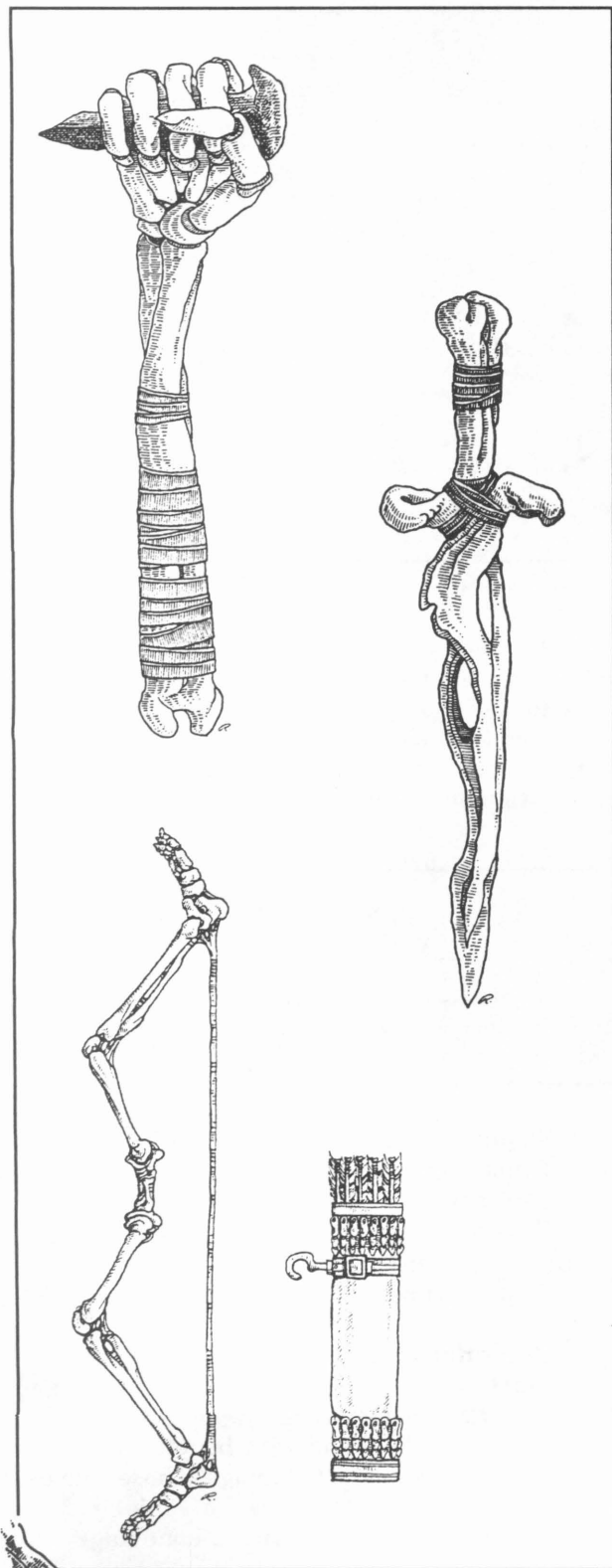
Appearance: Your typical animated skeleton.

Personality: Not much fun at parties.

Motivation: To capture wild skeletons, and to kill most everyone else.

Combat: Skeletons with bonefist maces do (Defense vs Passable) x 5 damage. Those who use bone daggers do (Defense vs Passable) x 2 damage. On the sixth hit with a bone dag-





ger, it shatters, doing (Defense vs Passable) x 4 damage.

Archers use bonebows for (Defense vs Passable) x 4 damage. Each archer has four ratskull arrows, which do x5 damage when launched from a bonebow. Contact with an animate target causes the skull to assume the consistency of the target and to animate, gnawing for an additional (Stamina vs Great) damage per turn until it is pulled out. Removing the arrow requires a Good Strength roll.

BONE WEAPONS

BONEFIST MACE

Consistency: Dual

Karma Cost: 6

The bonefist mace looks like a leather-wrapped skeletal forearm, the hand clutching a blunt-headed spike of iron. It does x5 damage and adds +1 to the wielder's Brawling skill.

BONE DAGGER

Consistency: Dual

Karma Cost: 1

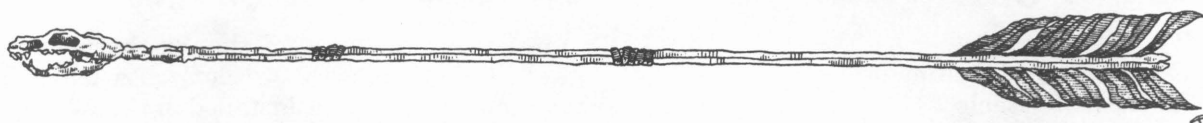
Like a standard knife, this weapon does x2 damage and adds +3 to Brawling. It invariably shatters after six successful attacks. On the attack that it shatters, it does x4 damage instead of x2.

BONEBOW

Consistency: Dual

Karma Cost: 10

This weapon is a longbow constructed of leg bones, with a tendon bowstring. Arrows fired from the bow can be made incorporeal or material at the user's whim. The bow *does* x4 damage and adds +0 to the wielder's Aim. Its undead nature allows it to unhinge its limbs and walk a its owner. Tapping the bonebow on it causes it to change from walking to fi mode and back.



RATSKULL ARROW

Consistency: Dual

Karma Cost: 3

Count Monterrant created a special missile for use with the bonebow. He welded the skull of a black rat (all too common in plague-infested Europe) to a bone shaft, which was then fletched with crow or vulture feathers.

The ratskull arrow increases the damage of a bow by a factor of one; so when fired from a bonebow it does x5 damage. Contact with an animate target causes the skull to assume the consistency of the target and to animate, gnawing for an additional (Stamina vs Great) damage per turn until it is pulled out. Removing the arrow requires a Good Strength roll.

OSSIA

At the center of Boneworld is a huge monastery called Ossia. It rests on a flat plain at the mouth of a vast pit known as the Foramen Magnum. The circular pit is almost a mile across. A stockade of bone pillars and towers surrounds both Ossia and the Foramen Magnum.

The monastery is a grotesque pile of bones laced by a warren of cell-like rooms. Tunnels burrow into the spongy material of the skull itself, opening into domed, naturally occurring chambers and pockets.

THE BROTHERHOOD

The Brotherhood of Golgoth made Ossia. They number over two hundred, and dwell within the labyrinths of the monastery. The Brothers frighten most visitors at first, for they are all skeletons. But unlike their wild brethren, these skeletons possess intelligence and uncanny wisdom.

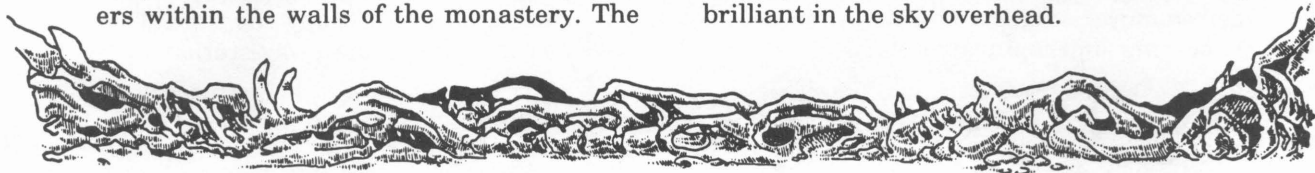
Visitors are always welcome in Ossia, and are invited to use the educational opportunities for as long as they choose; unless they threaten harm to the Bone Brothers, or to Ossia . . . then they are forced to leave Ossia and forbidden future entry. At any time, there are a dozen sojourners within the walls of the monastery. The

only request is that visitors spend a few hours a day speaking to a Bone Brother who will memorize the details of the visitor's travels.

The Bone Brothers have the statistics of normal skeletons, except they are semi-material and their Intelligence ratings are Good or above. They speak in rasping whispers and wear hooded grey robes made of dry skin. They also wear bone-link belts which hold a variety of bone mallets, knives, chisels and other tools. The Bone Brothers have their names, in Latin, carved onto their foreheads. In combat, they have Passable Defense, and do (Defense vs Poor) x 3 damage with their tools.

The Brotherhood is a loosely-organized group of scholars and builders, basking in the light of Golgoth. Their purpose is to learn from the spirit of Golgoth and from visitors, and to extend the structure of Ossia until it fills the valley, raising all inhabitants of Boneworld closer to Golgoth's light. Most of the Brotherhood spend their days in the mountains, harvesting slabs and pillars of bone and adding them to the city walls. Others act as guards for the bone-gatherers, defending against raids by Count Monterrant's legions.

None of the Brothers dares to venture too far from the monastery walls. Skeletons outside Ossia quickly lose their intelligence and revert to their wild state, while wild skeletons who stay within the walls for one year gain sentience. This amazing transformation is credited to the proximity of the city to the spirit of Golgoth, which hangs brilliant in the sky overhead.





PILUS THE GATEKEEPER

Type: Good Entity

Consistency: Semi-material

Defense: Passable

Skills: Poor Brawling, Great Knowledge, Superior Intelligence, Superior Interrogate

Appearance: A skeleton wearing a bone-link girdle. A strand of black hair still clings to his yellowed skull. His name is carved in his forehead.

Personality: Talkative and inquisitive. Though generally genial, he will go into a rage if anyone should try to pluck the hair from his head. He is unduly vain about the air of distinction he thinks it gives him.

Motivation: Pilus is stationed at the single, forty foot tall gate to the monastery. It is his duty to greet new arrivals, to answer their questions, and show them their quarters. He also tries to keep newcomers out of trouble.

Combat: Pilus carries a bone hammer, which does (Defense vs Poor) x 2 damage.

THE SPINE OF OSSIA

A few Brothers are allowed to climb to the platform at the top of Ossia's central spire, the Spine of Ossia. This structure is made of hundreds of vertebral columns, bound together, reaching nearly a mile into the air. At the top of the column is a small platform. It is here that the Brothers come to commune mentally with the spirit of Golgoth, and to share his knowledge. The Brothers learn of the wonders of the Universe, discovered by Golgoth in his travels, and they, in turn, share the knowledge they have gained from travelers passing through Ossia.

Golgoth may communicate with visitors to Boneworld, if they are brave enough to climb his spine. Climbing the spine requires a Passable Climb roll at each quarter-mile mark. If asked, a Brother will climb with the visitor, adding +2 columns to the Climb rolls, but he will have to remain on the platform during the communication with Golgoth, and will, of course, give a full report to the other Brothers. Golgoth cannot predict the future, and only has Great Knowledge of Earthly events, but has Inhuman Knowledge of astronomical subjects and the afterlife, including supernatural artifacts.

THE LIBRARY OF SKULLS

When a member of the Brotherhood has gleaned all of Golgoth's wisdom on a particular topic, he may ask to be installed in the Library of the Skulls. This is a large, circular room in the center of Ossia, filled with bone pedestals and the endless murmur of voices. On top of many of the pedestals are skulls with glowing eye sockets. When a scholar feels he is ready, he is brought to this room and his body is dismantled with great reverence before his skull is placed on a pedestal. His bones are saved to be added to the walls of Ossia. The skulls whisper to one another constantly, endlessly conversing and debating. Each skull is an authority on a particular topic, and visitors will be directed to the proper skull by the Brotherhood's librarian, Liber, who is constantly on duty.

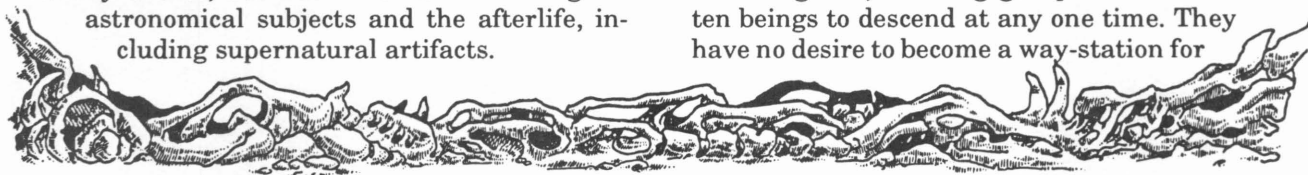
Near the center of the room is, amazingly enough, a flash of color: a red skull. The skull is not quite whole — two large fragments are missing. According to Liber, this is the skull of Diabolus, an evil otherworldly man-demon, who was venerated by a necromantic cult know as the Children of the Red Skull. As centuries have passed, and the skull has decayed, it has gradually disappeared from its home plane and reappeared, piece by piece, on Boneworld. At a rare directive from Golgoth, the Brotherhood has diligently sought the pieces of the red skull as they have appeared. The pieces are placed in the library for safekeeping — to prevent them from falling into the hands of evil beings.

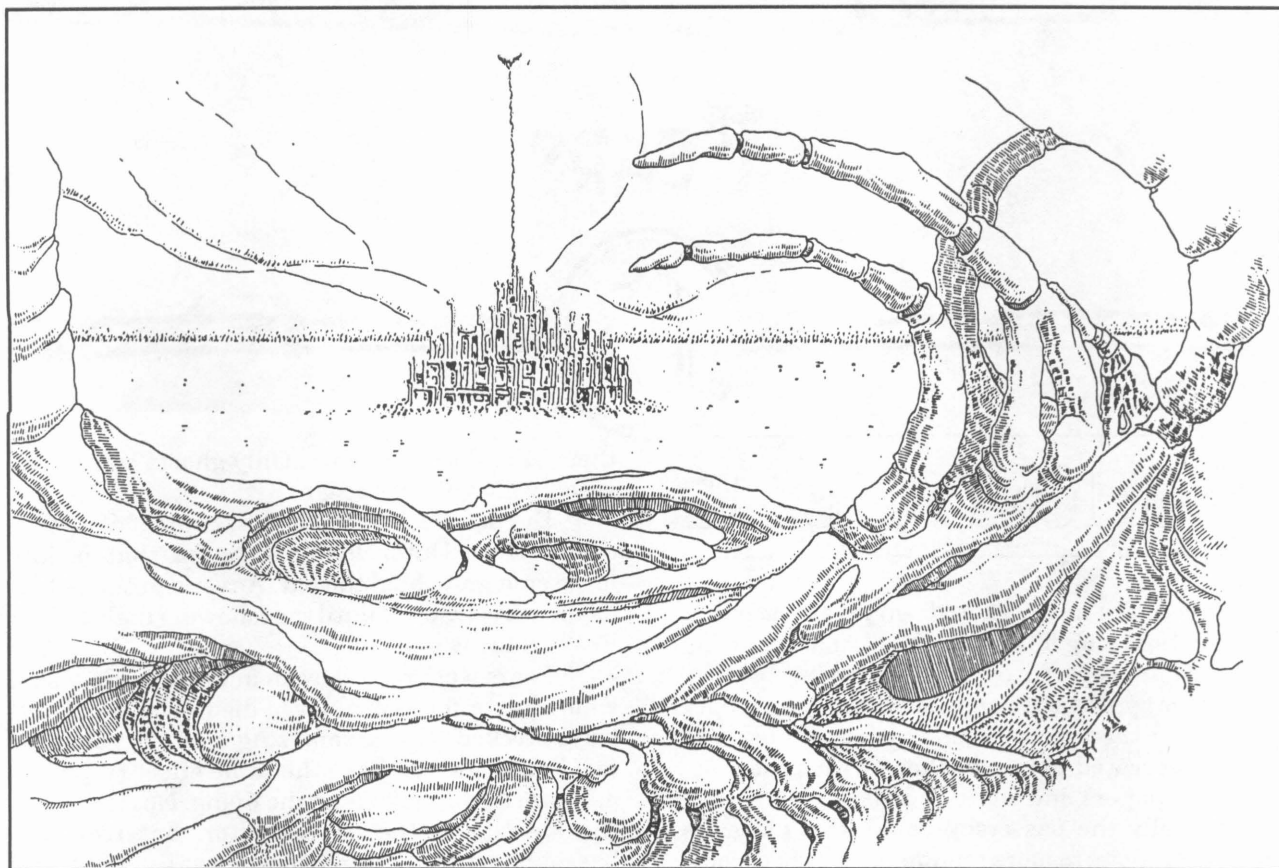
Visitors and even members of the Brotherhood are forbidden from attempting to communicate with Diabolus. The skull has not yet spoken, but a strong aura of ancient power and corruption emanates from the red bones. Liber fears some day he will hear the skull murmuring, and he dreads the evil he knows it will speak.

THE FORAMEN MAGNUM

The main reasons for visitors to journey to Ossia is the permanent Gate at the bottom of the circular pit called the Foramen Magnum.

The Brotherhood limits access to the Foramen Magnum, allowing groups of no more than ten beings to descend at any one time. They have no desire to become a way-station for





invading forces of any sort. Golgoth has made it clear that the Gate exists by his will, and he will destroy it before allowing it to be misused.

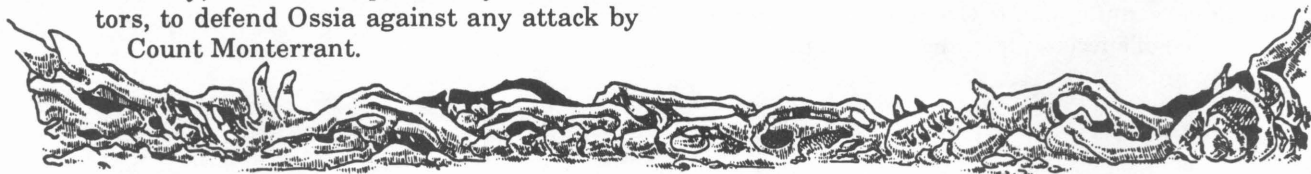
Climbing down the spiral path within the Foramen Magnum is a tiresome, five mile trek. Near the bottom of the pit, bits of Golgoth's Medulla Oblongata still cling to the bony walls. Anyone, material or incorporeal, brave enough to eat this weird substance will instantly regain all their Will to Live.

At the bottom of the Foramen Magnum is a perfect circle of dead-black nothingness. A traveler has only to state his destination aloud and step into the Gate, and transport is instantaneous.

The Brothers know Count Monterrant wants to send his legions through the Foramen Magnum to invade Earth, and it is their pledge to keep him safely imprisoned in Boneworld. It is every Bone Bother's duty, and the responsibility of all visitors, to defend Ossia against any attack by Count Monterrant.

USES FOR BONEWORLD

Boneworld can serve many purposes in a *Lost Souls* campaign. Its numerous caves offer a relatively safe home base for groups of characters. The spirit of Golgoth and the Brotherhood's Library are comprehensive sources of information on the supernatural world. Combat-oriented players can wander the dusty valley and find many strange creatures to fight. The Gate within the Foramen Magnum offers players a reliable mode of planar travel. And what's the story with that red skull?





FEARS

13

A GHOSTLY BAR

It could be any broken-down tavern or pub... the beer taps long since dry, the sign announcing Happy Hour covered by dust and cobwebs. The living pass by without pause, seeing only an empty building in the center of an expanse of dust and weeds, decorated here and there with yellowing, crumpled papers and shattered glass.

Usually the passersby ignore this place, as they hurry along to more reputable neighborhoods. But once in a while, on quiet nights, a person walking slowly may hear the faint murmur of conversation, or perhaps a few badly sung bars of an old Top 40 tune. A sharp glance reveals nothing extraordinary, and so the pedestrian moves quickly on.

What they cannot see is that, for tonight, this "vacant" building is the home of the famous bar known in ghostly circles as Fears, an ectoplasmic tavern catering to lost souls and other incorporeal beings. It's a great place to pick up information, make friends, or meet famous spirits. Players may even find ghosts willing to wager ectoplasmic items on a game of pool.

A referee can place Fears in any adventure. To the living, Fears appears to be a decrepit, vacant bar, but on the incorporeal plane, it is a bustling tavern. Fears manifests itself only at night, and may move from one city to another, always appearing on the site of a decaying or condemned pub. To locate Fears during an adventure, players must make Great Direction rolls: their degree of success indicates how long it takes

them to find the entrance. Only ghosts can see its greenly glowing neon sign.

During the daylight hours, Fears shifts to its own private Outer Plane, a realm that is just large enough to hold the bar. Anyone in the pub at daybreak is trapped until the following night, when Fears returns to Earth.

Fears was created by an anonymous lost soul whose taste for booze never died. The bar is always stocked with an amazing array of ectoplasmic liquors, which have the same effect on ghosts as material alcohol has on the living. No one knows the identity of the bar's creator, but from the baseball pictures hanging on the walls, some suspect it was Babe Ruth.

THE BUILDING

The bar is located down a short staircase, and over the door is a small sign in ectoplasmic neon that reads "Fears. Where Everybody Knows You're Dead." The approach of any incorporeal being triggers the door, which silently swings open.

As a realm, Fears has a number of supernatural powers. The bar itself activates these powers as needed, with unlimited duration and number of uses per day.

Bedazzle: Used for entertainers' spotlights and light shows (this power was especially popular during the late 1970s).

Corpse lights: Provides the usual dim lighting for the place.

Open Portal: Opens the front door for incorporeal beings.

Carded: Prohibits the entrance of material beings.



ENTRANCE HALL

This narrow brick corridor ends in a sturdy wooden door. A window, covered with iron grill work, opens to the left of the door. A small green neon sign over the window reads "Check your weapons here." The bouncer Erik Ironarms (see **The Staff** below) is stationed here, and will request that patrons hand over their obvious weapons before allowing them entrance.

WEAPON CHECKROOM

This small room contains a chair and racks of wall-mounted shelves and hooks. The shelves hold the weapons of the current bar patrons. Each weapons bears a rune-inscribed identification tag.

MAIN ROOM

The center of the room is dominated by the bar, a marble topped, brass-railed affair forming a square. There are stools at the bar and tables of various sizes lurk in the darkened corners of the room. Decorative items include baseball memorabilia, neon beer signs, and an ancient jukebox filled with more than forty years' worth of 45 rpm records.

A stage occupies one corner. The house act, Chance Rogerson (see **The Staff** below) performs nightly, unless there is a visiting artist. Buddy Holly and Elvis have been known to stop in to jam every once in a while.

A shelf under the bar holds a .12 gauge shotgun and a box of shells. A locked chest built into the floor behind the bar contains Erik's battle axe and shield.

RESTROOMS

Although these rooms are almost never used for their mortal purpose, their walls are a rich source of ghostly graffiti, telephone numbers and information. The phone outside the restrooms can be used to call any of the spirits listed on the bathroom walls.

THE BACK ROOM

A cozy den of wood paneling and leather couches, this room contains Fears' billiard tables and dart boards. Anyone loitering in here will be pressed to gamble an ectoplasmic item on a game.

THE OFFICE

A small plate on the door reads "Staff." The only carpeted area in Fears, this room is furnished with a large desk, leather-upholstered chairs, and a long couch. It is often empty, but is occasionally employed for private conversation.

THE STAFF

Since there is little money in the afterlife (and even less use for it), the staff at Fears does not work for pay. Most are here either because they enjoy the work, or because of the items the patrons leave as tips. Drinks cost nothing at Fears, and the booze never runs out.

POPS, BARTENDER

Type: Neutral Lost Soul

Consistency: Incorporeal, translucent

Defense: Passable

Skills: Feeble Alertness, Good Dexterity, Poor Intelligence, Good knowledge

Appearance: A crusty old bartender. He's short, balding and wears a white apron.

Personality: Friendly, but dense. He's prone to misinterpreting what is said to him. If someone asks him for "a beer," he might Boo! them because he thought they asked him for "a fear." He died of cirrhosis of the liver, and now refuses to drink alcohol — even though he no longer has a liver to damage.

Motivation: To serve his clients to the best of his feeble abilities.

Combat: Pops has a baseball bat under the bar, which does (Defense vs Poor) x 3 damage. For big trouble, he has a .12 gauge shotgun, which does (Defense vs Passable) x 5 damage. He'll use the shotgun on anyone who makes a pun about "spirits" and alcohol; he's heard the joke so often that his patience has worn a bit thin.

Powers: *Boo!* (Uses=6): Pops can cause a victim to flee for (victim's Intelligence vs Passable) x 2 turns.

Frightful Visage (Uses=4): Pops can transform into a rotting corpse. Everyone in the local area loses (Stamina vs Passable) WTL from the awful sight, and must make Sanity rolls.



Spot: Pops' pet dog, Spot, is a large black hound with two white spots over his eyes. These glow with an eerie light, penetrating even magical darkness for up to ten feet. Upon command, Spot can fetch a specific item or lost soul. Spot can perform (Tame vs Great) "tricks" per adventure. He has Poor Defense and does only (Defense vs Poor) x 2 Damage.

TOMBS McDONALD, BARTENDER

Type: Neutral Lost Soul

Consistency: Incorporeal, solid-looking

Defense: Good

Skills: Great Agility, Great Aim, Good Intelligence, Good Strength

Appearance: Tombs is short, lean and weathered, with extensive tattoos and long, gray hair. He is a very mean-looking man. He wears a black leather vest to conceal his shoulder holster and Browning 9mm pistol.

Personality: Tombs talks very little, but can produce any cocktail known. Despite his appearance, he's usually polite to his customers. He is also very quick, and may act without warning.

Motivation: An undercover narcotics officer in life, Tombs still deals in covert information.

Combat: McDonald does not enjoy physical combat, although he isn't bad at it. He prefers to use his pistol for (Defense vs Great) x 3 damage, or the shotgun from under the bar for (Defense vs Great) x 5 damage.

Powers: *Contacts* (Uses=4): McDonald's close association with the underworld keeps him apprised of most local illegal activity (incorporeal and otherwise).

Far Sight (Uses=4): By concentrating, McDonald can scan outside the building for danger, for up to 5 minutes per use.

Ghostly Knowledge (Uses=2): With each use of this power, Tombs learns three pieces of information known to a recently-dead NPC in the city in which Fears is currently located.

ERIK IRONARMS, BOUNCER

Type: Neutral lost soul

Consistency: Incorporeal, solid-looking

Defense: Great, Superior with shield

Skills: Good Agility, Passable Intelligence, Awesome Strength

Appearance: A six-foot, muscular (but mold-ering), blond-bearded warrior, Erik wears traditional Viking garments of loose-fitting linen trou-





sers and shirt. Beneath his shirt he wears a chain mail vest. A tattered bandage covers his right eye. Normally, he does not appear to carry weapons.

Personality: Erik is a hearty sort, usually found happily swilling mead at his post near the front door. If it's a quiet evening, he'll gladly tell stories of his travels and brawls, and if he likes someone, he'll even lift his eye patch to show his death wound, an arrow hole that runs clear through his head.

Motivation: To keep peace at the bar, hopefully by clobbering a troublemaker to an ectoplasmic pulp. Erik Ironarms is a true Viking, having arrived in North America in 1000 AD. He was killed by a *skraeling* (Native American) arrow through the eye, before fighting his first real battle. Denied his chance for earthly glory, Erik vowed to roam the world for 1,000 years, until worthy of Valhalla. His time on Earth is almost up, and he has proven himself repeatedly in combat against ghosts and other restless spirits. He feels perfectly justified in relaxing at Fears before moving on to his reward.

Combat: Erik will fight initially with his fists, doing (Defense vs Superior) damage. If he or any other staff member is seriously wounded, he will wield his battle axe, doing (Defense vs Good) x 7 damage. He calls the rune-inlaid axe "Ironbeak." A permanent item, it is stored with his shield in a chest hidden behind the bar.

Powers: *Call Item* (Uses=4): Erik will use this power to summon his axe and metal-rimmed shield. They will remain with him for six turns before returning to the chest under the bar.

Frenzy (Uses=3): Used during barroom brawls (usually against multiple opponents), Erik gains +1 column on Brawling and Defense for 6 turns.

Rise from dead (Uses=1): Used only when Erik goes on vacation, it allows him to return to his body, now a partially-fossilized skeleton, to roam the northern forests where he was originally struck down. This power lasts from sunset to sunrise.

DELILAH, WAITRESS

Type: Neutral Lost Soul

Consistency: Incorporeal, translucent

Defense: Passable

Skills: Good Agility, Poor Charm, Poor Intelligence

Appearance: Delilah is short with black hair and a surly expression. She was killed by her

fifth husband, Edward, who smothered her with a pillow. Her lips are still blue from the experience, and her eyes protrude in a disturbing manner. Delilah has a forked tongue which can extended up to three feet from her mouth.

Personality: Inquisitive and talkative. Delilah can be quite caustic.

Motivation: To serve the patrons and learn the latest gossip. Delilah doesn't accept money; instead, she insists her customers tell her a secret in exchange for drinks.

Combat: Delilah can defend herself with a broken bottle for (Defense vs Poor) x 2 damage.

Powers: With her forked tongue, Delilah can slurp any victim within brawling range. The victim will suffer rough, acid-like burns on any exposed flesh, taking (Defense vs Good) x 3 damage. Armor and clothing can be severely damaged. Three times per day, Delilah can read a subject's surface thoughts for (target's Will vs Good) minutes.

TERRY, SERVER

Type: Good Lost Soul

Consistency: Incorporeal, solid-looking

Defense: Poor

Skills: Good Agility, Passable Intelligence, Poor Strength

Appearance: Terry changes appearance constantly.

Personality: Relentlessly — even annoyingly — cheerful and helpful. Terry shifts among various male to female forms at will, and will laughingly resist being pinned down about a "true" gender.

Motivation: To keep the customers at Fears happy. Terry was a very successful server at one of the city's finer restaurants, until late one night, when it burned down. The only one hurt was Terry, who had stayed after hours to clean up. Terry was disappointed that death had interfered with a blooming career as a waitperson, and is delighted to find a job at Fears.

Combat: Usually avoided, but Terry will use available bottles or trays as makeshift weapons or shields, doing (Defense vs Poor) x 2 damage if absolutely necessary.

Powers: *Imitate* (Uses=Unlimited): Before serving a table, Terry empathically scans the patrons to discover the kind of person they would most like to have wait upon them. It could be anything from a scantily clad barmaid, a hunk in



a g-string, or a British servant in a tuxedo. Before approaching a table, Terry becomes the waiter they would most like to see.

Gentle Push (Uses=6): Terry will occasionally use this power to push an indecisive patron into making a certain selection. It can also be used to “encourage” the victim to perform an action of Terry’s choosing. On occasion, this power can be used to push Spot into performing tricks for the amusement of the crowd. The subject of the power may try to make a Good Will roll to resist.

CHANCE ROGERSON, SINGER

Type: Good Lost Soul

Consistency: Incorporeal, luminous

Defense: Passable

Skills: Awesome Folklore, Good Intelligence, Passable Strength

Appearance: Chance looks to be fifty, with short, black hair, wearing a denim shirt, jeans and work boots. He carries an antique, 12 string acoustic guitar. He’s very protective of his instrument, and keeps it with him at all times.

Personality: Rogerson exudes a modest, country-boy charm. He looks for the good in everyone. If asked, he will share his knowledge of country folklore and supernatural beliefs.

Motivation: To exhaust his enormous supply of folk songs and tall stories. Chance Rogerson was an up-and-coming performer, strumming folk songs, and drawling out stories of rural life in the deep South. He traveled throughout the country, playing, singing and learning supernatural lore. His career was interrupted temporarily by his death. While on vacation at a mountain lake, he tried to save a child from drowning, and was himself drowned in the attempt.

Combat: Anything but a coward, Chance sees nothing wrong with a semi-friendly fist fight, but will try to avoid more lethal confrontations. He does (Defense vs Passable) damage with his fists.

Powers: Chance will use his powers to augment his and any other performers’ stage shows.

Fog (Uses=4): Chance can create a thick fog that fills the local area for up to 30 minutes. This is especially useful on nights when rock ‘n’ roll bands play at Fears.

Frightful Visage (Uses=5): Chance will briefly appear as a horrible, fish-chewed corpse, causing all characters in the local area to lose (Stamina vs Passable) WTL (but no Sanity checks are required).

Make Noise (Uses=7): Primarily used to create background music while on stage, Chance can use this power for up to 5 minutes at a time.

THE GANG

The regulars at Fears are a mixture of evil beings, helpful spirits, and souls out for a good time. A few are described below.

BIG JOE

Type: Neutral Lost Soul

Consistency: Incorporeal, solid-looking

Defense: Passable

Skills: Passable Agility, Superior Intelligence, Good Strength

Appearance: Joe appears as a slightly overweight, but dignified, figure, wearing a well-tailored white suit. He is bald, and sports a neat gray moustache and goatee.

Personality: Bitingly sarcastic. Joe projects impenetrable superiority.

Motivation: To spy out the competition at Fears. Big Joe is the owner of a rival pub, *Big Joe’s After Dark After Hours After Life Absolutely Last Chance Bar & Grille*, a establishment in an abandoned warehouse in Atlanta which caters to lost souls. He has a love/hate relationship with Delilah, the caustic waitress.

Combat: Hardly worth mentioning. Joe considers indulging in hand-to-hand combat to be incredibly vulgar.

Powers: *Aura of Good Cheer* (Uses=4), *Forget* (Uses=4). Joe uses these powers to defuse threatening situations. Both affect all beings in the local area. The Aura creates a felling of jolly good fellowship for 4 turns. Resisting requires a Good Intelligence. The second power causes loss of memory of the previous turn’s events. Resisting requires a Good Memory roll.

Healing hands (Uses=5): Joe will use this power as required, to heal 6 WTL per use (“X” damage as well as “/” damage) on any ghost that he has previously met, after extracting a promise that the recipient will visit “Big Joe’s” the next time she’s in Atlanta.



CHET

Type: Demon (A Lesser Pleasure)

Consistency: Incorporeal, solid-looking

Defense: Good

Skills: Good Agility, Poor Charm, Poor Intelligence, Passable Strength

Appearance: Chet, stands about four feet tall and is grossly overweight. He is completely hairless and covered with bubbling blisters, which make his skin shimmer. His huge head accounts for nearly half his height, and his toad-like mouth nearly splits his skull in two. Chet finds even the lightest touch to be excruciating, so he wears little, if any, clothing. His hideous appearance has earned him the nickname of Blister.

Personality: During life, Chet was a touchy postal worker who went berserk after receiving his pink slip. By the time a SWAT team took him down, the negative Karma he had accumulated while on his rampage was enough to make him a minor demon. In the afterlife, Chet remains irritable. He's still peeved at his former boss.

Motivation: Chet likes to sit at one end of the bar and drink from a pitcher. He loves to play darts, using Needlehead's face as a target (see **Needlehead** below).

Combat: Chet's claws are six inches long and do (Defense vs Passable) x 2 damage. He can squirt a noxious fluid from the rents in his skin, propelling the globs out to thrown range. The fluid is acidic and does (Defense vs Passable) x 2 damage. Anyone grappling Chet takes (Defense vs Superior) x 1 damage per turn from contact with the acidic pus on his skin.

Powers: *Corruption* (Uses=4): Causes an object to become moldy, rusty or otherwise unusable for (owner's Fate vs Great) hours.

Breath Blast (Uses=3): With an unholy belch, Chet makes everyone within melee range violently sick to their stomachs for (Stamina vs Good) x 2 minutes. During this time their skill rolls are all at -1 column.

As an ex-postal worker, Chet knows how to get to almost any location in the United States. However, he will give directions only to people he considers friends, or to those who defeat him at a game of darts. It takes a Superior Aim roll (or some clever cheating) for a player character to win.

NEEDLEHEAD

Type: Evil Lost Soul

Consistency: Dual

Defense: Great

Skills: Superior Cunning, Great Intelligence, Great Knowledge, Great Strength

Appearance: Standing about six feet tall, Needlehead is dressed in an austere black suit. He is completely bald, and his head and face are studded with needles.

Personality: In life, Needlehead was a psychiatrist of some notoriety. A female patient introduced him to the forbidden pleasures of sadomasochism. Now he is a master of menace and a purveyor of pain. Given the opportunity, he will demonstrate his unification theory of agony and ecstasy.

Motivation: To inflict pain upon the living and the dead.

Combat: In a fight, Needlehead's arms will split apart, revealing meat hooks. He can strike twice per turn for (Defense vs Good) x 3 damage each. Five barbed chains can burst from his chest and strike at up to five targets within thrown range. Those who fail a Passable Dodge roll are held by the chains, taking (Defense vs Good) damage each turn until a Great Strength roll is made to break free.

Powers: Three times a day, Needlehead can attempt to cause pain on up to three targets for (Will vs Passable) x 2 turns. If affected, the targets must drop to the ground in agony. Twice a day, Needlehead can use his mesmerizing voice to tempt a target into joining him. The target must attack himself for (Sanity vs Good) turns.

JAMES DEAN

Type: Neutral Lost Soul

Consistency: Incorporeal, translucent

Defense: Good

Skills: Good Alertness, Superior Charm, Great Dexterity, Poor Fate, Great Mechanical, Good Drive

Appearance: A handsome young man wearing a torn t-shirt, leather jacket, and shades.

Personality: This teen idol of the 1950s met his demise when his sports car went off the road. Ever since then, the ghost of James Dean has been speeding through the afterlife in his Spyder, looking cool and out racing demons. Occasionally he stops by Fears, and if asked by a pretty girl, he



might give her and her friends a ride to wherever they need to go. If he really likes a character, he may give her a pair of his super-cool sunglasses, which grant +2 columns on rolls to resist sunlight.

Motivation: To have a good time.

Combat: Dean can use his auto to run down his opponents. Anyone in his way must roll Passable on Dodge or else take (Defense vs Superior) x 2 damage. In hand to hand combat, Dean uses a switchblade, doing (Defense vs Good) x 2 damage.

Powers: Dean is particularly attractive to women who must roll Great on Charm to resist the urge to stay with him and serve him slavishly. Dean's car travels supernaturally fast, and he can go anywhere on Earth in just an hour.

HORSE-WITH-SPOT-ON-NOSE

Type: Good Lost Soul

Consistency: Incorporeal, solid-looking

Defense: Good

Skills: Good Alertness, Good Fate, Superior Nature

Personality & Motivation: Known as "Horse" for short, this Native American shaman was originally from a Sioux tribe. In the early 1850s, Horse became disturbed at the encroaching white population. Turning to the gods for guidance, Horse went into the wilderness where he fasted and chanted for days, asking for a sign. While in a trance, Horse's astral body stumbled into the afterlife.

Horse appears to be a living creature to others, since his touch is warm. However, Horse's natural body wasted away years ago. Since then, he has been looking for a suitable host, preferably a newborn Native American child on the brink of death, so that he might infuse it with life and live again. Horse is honorable, and will not possess anyone who is not deathly ill or dying.

Combat: Horse uses a bow and arrow, which do (Defense vs Good) x 4 damage. He carries a tomahawk, which does (Defense vs Good) x 3 damage.

Powers: By chanting, Horse can summon up to four ghostly wolves (Good Defense, Passable x 4 damage), two mountain lions (Great Defense, Passable x 5 damage) or one raging buffalo (Superior Defense, Good x 4 damage) to fight for him. Horse carries healing herbs in his pouch. By making a quick potion or poultice, he can heal up to (target's Stamina vs Good) x 2 WTL.

DESIREE LABAS, DEMONOLOGIST

Type: Evil Person

Consistency: Normally material, she is incorporeal when using Astral Projection to visit Fears.

Defense: Feeble (Superior when in stone form)

Skills: Superior Charm, Superior Intelligence, Pathetic Stamina, Feeble Strength

Appearance: Desiree was born in 1892. While her shriveled body lies in a nursing home, her dark arts allow her to travel astrally as a beautiful woman of about twenty. In her incorporeal state, she appears to have long dark hair, soft brown eyes, and an engaging French accent.

Personality: Soft-spoken and charming. She passes herself off as a sympathetic medium, but in reality, she entices ghosts to their doom with her dark arts.

Motivation: Desiree studied the occult all her life, and was finally apprenticed to the demon, Malawere. It was he who gave her the power to appear as a beautiful young woman in the afterlife. He has promised to bestow her with beauty and youth in the living world if she lures 1,000 souls into his lair. Though she has made great progress, Desiree is growing desperate, since her living body is very old.

Combat: Desiree is frail, since her Strength and Stamina are those of an old woman. She relies on her minions to fight for her. The minions are trained to protect her with their lives. She controls them with a silver whistle she wears around her neck,

Four minions are never far from Desiree. They are very silent and hard to see. Two of them crouch on all fours and scuttle along the ground, while two fly through the air and attack from above. They communicate by sharp whistling sounds and attack with fang and claw. Their hides are extremely tough and hard to penetrate. They have Great Defense, and do (Defense vs Passable) x 3 damage.

If Desiree is really in trouble, she will summon Malawere to aid her.

Powers: If attacked, Desiree can turn to ectoplasmic stone for up to one hour per day. While in this state, she can still move about.

She can also entice a lost soul into accompanying her to Malawere's lair. A male lost soul must make a Good Will roll to resist her temptations; a female needs to make a Passable Will roll



By simply passing through a normal door, she creates a magical gate. Anyone who follows her within the next minute will find themselves transported to Malawere's lair. The employees and patrons of Fears know this, and carefully avoid her trap.

MALAWERE

Type: Demon (A Minister)

Consistency: Dual

Defense: Superior

Skills: Superior Bargain, Superior Cunning,

Appearance: Malawere has two forms. The first is that of an aristocratic gentlemen dressed as a 17th century courtier. He is about six feet tall, with hypnotic black eyes and jet black hair. He carries a sword with the sign of three twisted snakes wrought into the handle. If Malawere does manifest himself in Fears, usually at the summons of Desiree, he will always take this form first.

The second form Malawere can assume is that of a hideous three-headed serpent. Roughly nine feet tall, with a tail nearly 18 feet long, Malawere attacks his prey with lightening speed. This is the form he assumes while in his lair.

Personality: As a man, Malawere is completely charming, reasonable and thoughtful. He is a good listener, and always projects sympathy and understanding.

As a three-headed serpent, Malawere's true nature is revealed. His actions are calculated, cunning and vicious. He enjoys chasing victims through his many-tunneled lair, giving them false hope of salvation before he finally drains the last of their WTL.

Motivation: To use Desiree as a tool to bring him victims. To drain the unsuspecting of their WTL after torturing them mercilessly.

Combat: In human form, Malawere will attack with his sword, which does (Defense vs Great) x 5 damage. A character who takes damage from the sword must make a Great Stamina roll. Failure means the victim feels a growing numbness emanating from the site of the wound. The character loses an additional 1 WTL each turn and can act only every other turn. The character will feel light headed and will no longer be able to perform complicated actions. She might even drop her weapon. The loss of WTL continues until the victim is injected with snake-bite antidote, or a Possible Faith Heal roll is made.

As a serpent, Malawere not only bites his victims, causing the same results as his sword, he can also spit poison at anyone within twenty feet. A Good Dodge roll is needed to avoid the noxious blob. A failed roll means the character takes (Stamina vs Great) x 2 damage from the burning venom and is permanently blinded unless the poison is immediately washed away or a successful Medical roll is made. Malawere may also use his tail to grab and squeeze the life force from a victim, doing (Defense vs Great) x 3 damage.

Though Malawere's skin is unnaturally tough and extremely hard to penetrate in both incarnations, he has one physical weakness: if the back of his neck is pierced, he will be destroyed instantly. For this reason, he wears a stiff, armor-plated collar around his neck and rarely turns his back on anyone. When in serpent form, the vulnerable area is a small green scale on the crown of the monster's middle head. This fact is not common knowledge, and a player must make an Awesome Occult roll to recall it. Striking Malawere's vulnerable spot requires an Awesome attack roll, but any hit with a pointed weapon will destroy him.

Malawere can only be truly destroyed when in his lair. If he is reduced to 0 WTL while on Earth, he is merely banished to his lair for a year and a day.

Malawere hates mongooses. If the party can convince a talking mongoose to help them defeat Malawere, they may be able to chase him away without a fight.

Powers: *Hypnotic Gaze:* By making eye contact, Malawere can compel a person to come to him without struggling for (Will vs Great) x minutes.

Ethereal Beauty: After detaching a small pearl from his richly decorated clothing, Malawere instills it with the power of Ethereal Beauty. Anyone who agrees to swallow it (whether living or not) will always appear beautiful in the afterlife. Their Charm and all related skills will immediately increase by 4 points. Of course, Malawere does not confer this gift for free. Using his powerful will and hypnotic power, he will encourage his victim to accept the pearl in exchange for bringing fodder to his lair. If the victim agrees to swallow it, he will be doomed like Desiree to entice people to Malawere's tunnels via the nearest door. If Malawere is destroyed in his lair, his victims will be released from this agreement. They will not lose their supernaturally gained Charm.

NIGHT OF THE HEADLESS BIKER

14

BACKGROUND

The ghostly halls of Limbo are an eternal mystery, even to those who dwell here. Some of the doors you know. They lead to the rooms of your friends, domains like your own which have been sculpted by their personalities, revealing secrets you wish you never knew.

Meeting in the waiting room is much less embarrassing. But even that grows old. Listening to the same stories over and over again, reading the same magazines, watching the same shows on a television that only seems to receive reruns from twenty years ago. The magazines are equally old, and never hint at current events. A new face would be a blessing.

Which is why you prowl the halls, looking for a way out of Limbo . . . a door your Mentor has forgotten to lock, or a passage leading to one of those Outer Planes you've heard so much about. Paradise sounds like a nice place to visit, if for no other reason than to break up the monotony.

It was in the halls that you first saw the pimply youth. He wore a black t-shirt with the words, *Horror Haven* written on it in blood red. His face and torso were marred by gaping wounds, but the young man didn't seem bothered by his disfigurement.

"Hey, dude," he called in greeting. "Am I in Hell?" From his grin, you thought he enjoyed the possibility. You informed him that while some might consider this Hell, it was officially Limbo.

"Sounds boring," the youth observed, with greater sagacity than you gave him credit for.

You asked him his name, and how he had come to Limbo.

"Name's Paulie. Guess I got here the usual way, by kicking the bucket. There anything to do around here, or is it all like this?"

You guided him to the waiting room, where your so called soul-mates sat on overstuffed chairs. You never could believe this sorry crew was cosmically linked to you. By the time you reached the waiting room, Paulie had grown faintly translucent. His ectoplasm trailed after him like a wake of smoke.

Paulie flopped on an old bean-bag chair and adjusted the knobs on the battered TV set. "Cool! Can ya get Monster Vision on this thing? Does being dead screw up the reception? How come it's in black and white?"

Paulie turned out to be a typical teenager, obsessed with horror movies and gory special effects. It was all he could talk about. The others gathered around him, as curious to meet a newcomer as you were. They bombarded him with questions about sports and world events. Your soul-mates always did have trouble letting go of their earthly obsessions.

Paulie grew annoyed at the interrogation. "Jeez, do you people always pick on the new guy like this? I'm the one who just died. What about my questions? Like, what did I do to deserve this place?"

You asked Paulie to tell you about his death. If he still had unfinished business, that would explain everything.

"I was watchin' the Midnight Monster Movie on cable — they had a triple Bruno Bonefield film fest! Anyway, it was pretty late by the time the movie I had been waiting for came on. It was *The Chopper Doctor* with Sally Kincaid. Boy, is she stacked! Anyway, I'm watching the classic bathtub scene when the doc bursts through the door with his bone saw and tries the old chop-chop



action on Sally, only *this* time the Doc comes chargin' off the TV right at *me*! Isn't that weird? It wasn't even a 3D movie. And then I went through this tunnel and next thing I knew I ended up here."

Your face registered your surprise. The Chopper Doctor came out of his television and killed him?

"What, does being dead make you stupid? That's what I said. The Chopper Doc got me. Can't say it was such a bad way to go for a horror fan like me." Paulie groaned and held his head. His body was now transparent, and tendrils of ectoplasm drifted from him in all directions. "What's happening? I taste salt water and feel sand under my legs. Where am I going?"

A tunnel of light opened beneath Paulie, sucking him into its maw. The last shreds of his ectoplasmic body ripped from him, and you saw the spark of his lifeforce spinning into the vortex, dwindling on its way back to Earth.

What new form of flesh would Paulie find himself plunged into? Would he be a bathing beauty reclining in the sun of some Hawaiian beach? Or would he be a crab scuttling across the sand? Having met him, the latter seemed most likely. You shuddered, knowing your fate was just as repulsive. You needed more Karma to escape this cycle of rebirth, and that meant setting things right on earth.

A boy killed by a character from a movie. Surely an evil, supernatural force was loose in the world. It presented you a definite opportunity to gain some Karma, and thereby avoid Paulie's fate.

The tunnel of light remained open, beckoning. A hint, perhaps, from your reclusive Mentor? To find out, all you had to do was make a ghostly vow and step into the tunnel.

POSSIBLE VOWS

At this point, the players must make ghostly vows based on the back story. Some suggestions include:

- ✓ I will not rest until I learn what killed Paulie.
- ✓ I will not rest until I stop Paulie's killer.
- ✓ I will not rest until I avenge Paulie's death.

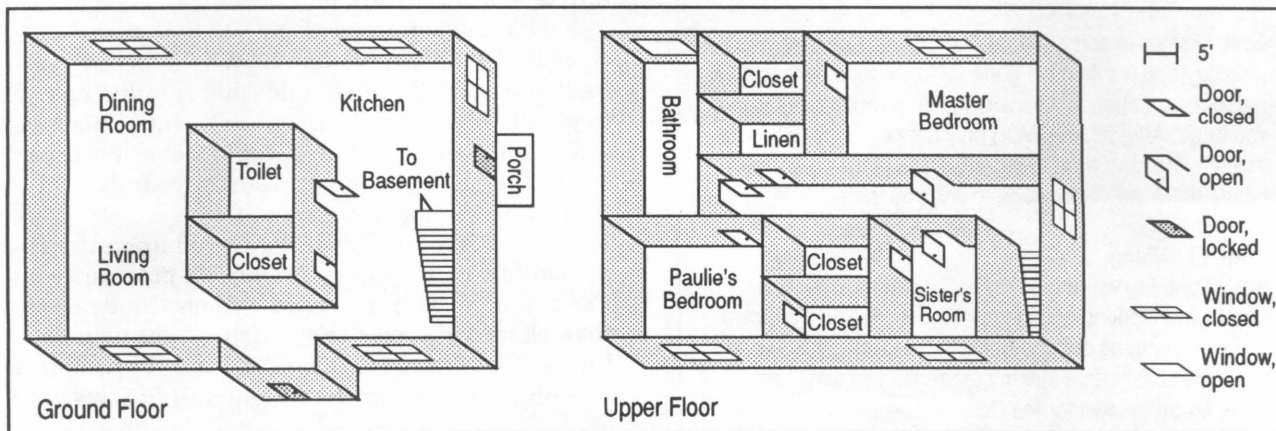
Once the vows are made, the characters can step through the tunnel of light. After a brief, psychedelic trip they find themselves standing on the shore directly behind a beach house. A crab scuttles into the darkness under the porch.

The characters are standing in direct sunlight, and the shadows of the porch offer the only protection. It is two in the afternoon on Friday, June 21. The adventure now begins.

BEACH HOUSE

This is the home of Paulie's family. There is a break in the latticework under the side porch, leaving an opening big enough for a lost soul. Under the porch, there is an open window that leads to the basement of the house.

The house (see map below) is decorated with expensive furniture. Dying funeral flowers clutter the kitchen; otherwise the house is clean and well tended.





There is a large pile of mail on the dining room table. Paulie's family left town immediately after his death, and the next door neighbor is caring for the house. The top letter on the pile is from *Horror Haven* and has a special sticker on it reading, *Supporter of WCH!* It will take a supernatural power to open the letter. Inside is a check for \$210 and a note (see sidebar 1).

PAULIE'S BEDROOM

This room contains a bed, dresser, portable TV and a desk with a Macintosh computer sitting

1. Letter on Table

*Dear Mr. & Mrs. Peters,
I was very sorry to hear about what happened to Paulie. He was a real good kid and a good worker. I've enclosed his final check, and all of us at Horror Haven will miss him.*

*Yours truly,
Tad Bradford*

2. Online USA Messages

From: LadyFang

Re: The passing of Ghouلمان

I don't know how to tell all of you, but Ghouلمان is gone. A burglar broke into his house and Paulie must have caught him in the act. I can hardly believe it. The really sad thing is, now he'll miss the WCH. I don't know if I should go without him. It just doesn't seem right.

From: Warlock

Re: LadyFang's loss

Gee, Missy, I'm sorry to hear about Ghouلمان. He was a nice guy and would have gone far in the f/x business if he had gotten a chance. I think Ghouلمان would have wanted you to go. After all, the WCH only happens once every ten years - you don't want to miss it. Think of it as a sort of tribute to Paulie - I do. Hope to see you there.

From: LadyFang

Re: Something weird

I saw a man lurking outside my window. He was bundled up like something out of a horror movie. He disappeared when my sister came into my room. Do you think he's some creep in town for the Con?

on top. Clothing, magazines and books about special effects and make-up are scattered around the room. Posters of famous monsters adorn the walls. Dried blood stains the walls and furniture. A number of items of interest are in this room:

Photograph: A picture of a pretty young woman sits on a nightstand. It is inscribed, *To Ghouلمان, with Love, Missy*. The picture is not unusual except for the fact that the girl is sporting vampire fangs.

The Computer: A neon post-it stuck on the computer reads, *OLUSA:Keyword:Horror*. An Online USA manual is nearby, giving instructions on how to use this popular online service. It will take a supernatural power to turn on the computer and manipulate the keys. Paulie's computer is set up to automatically sign on; no password is needed. Using the keyword *Horror* brings up the Horror Fans bulletin board. The last few messages are of interest (see sidebar 2).

Monstro Magazine: A Monstro Magazine lies prominently on the bed. Dated several years back, one of the features listed on the cover reads, *Chopper Doctor is a Real Cut-up!* Inside is a graphic picture of the "classic" bathtub scene, with the caption, *Bruno Bonefield slices up the scenery as Chopper Doc*. The magazine gives a review of the movie (see sidebar 3).

THE ANKOU

As the players ponder their situation, three gaunt figures meld through the door. They wear grey robes and two of them carry scythes. The tallest has long white hair.

"Paul Jason Peters?" he reads in a wavering voice from a list in his hand. "Which one of you is Paul Jason Peters?" If told that Paulie has already departed, the lost soul will shake his head sadly. "Oh, I knew that I would never be a very good Ankou. This is the fourth youngster I've missed this week."

The Ankou is a title conferred upon the last person to die in a parish during the previous year. For a year, it is his duty to call on the dead and take them wherever they wish to go, usually to Limbo. See **Chapter 11: Haunted Vehicles** for more information on the Ankou and his two helpers.



The Ankou can tell the party about three other teenagers who have died recently under mysterious circumstances:

Rosanne Chambers: Strangled while shopping at a video store.

Kip Johnson: Bled to death after seeing a midnight movie at a seedy theatre.

Adam McDunn: Run through with a pitchfork while reading a comic book at a bus stop.

The last death happened just that morning. If asked nicely, the Ankou will take the lost souls to one or more destinations in the city. Most likely, the party will wish to examine the places where the other deaths occurred.

BUS STOP

The bus stop is a semi-enclosed shelter of tinted glass with a bench inside. It is wide enough to accommodate four people comfortably. Lost souls can stand inside it without harm from the sun.

The bus stop has been roped off and there are two detectives working at the scene. A chalk outline of a body is drawn on the sidewalk, and splashes of blood have pooled in the cracks. The detectives are bagging and tagging evidence, including a pitchfork and a comic book.

The pitchfork has four curved prongs, each of them extremely bloody. It appears to be com-

3. Movie Reviews

Night of the Headless Biker (1957) This lost film was banned by a group of parents and clergymen for being "inherently evil." Rumored to be Bonefield's most terrifying performance, it has not been seen in over fifty years.

Faustos the Devil (1962) An early film by the Master of Menace, Bruno Bonefield. He plays a devil tempting young women to sell their souls for love. When spurned by the voluptuous Virginia (Sally Kincaid), Faustos goes into a rage and tries to strangle her. Will her fiancé Roland arrive with the Sacred Rune Cross in time to stop the murderous beast?

Faustos the Devil is the first teaming of Bonefield and Sally Kincaid, who went on to star with him in over 21 horror films.

The Pharaoh's Curse (1965) This is a movie about a Pharaoh who defies his gods by falling in love with a slave. He gives her a royal ankh necklace, the Egyptian symbol of life. To punish him, the high priests murder the woman, bake her heart, and feed it to the unsuspecting Pharaoh. When he learns of their treachery, he vows revenge. The terrified priests overpower him and mummify him alive. Centuries later, an unscrupulous archeologist raises him from his tomb by lighting a torch steeped in incense. In the ensuing struggle, both the archeologist and the Nameless Horror are burned to death in a fire started by the torch.

Farmer Felix (1978) This popular series, featuring a homicidal skull-faced farmer with a pitchfork, spawned a Saturday morning cartoon and a line of comic books. Farmer Felix, singing "with a stab stab here and a rip rip there" is still Big Moon's most successful venture into mass marketing. Farmer Felix was ultimately decapitated by a scythe in *Farmer Felix Buys the Farm*.

Wrath of Mordo Part II (1979) Incarcerated in Lake Morose Asylum at the end of Part I, Mordo the Magician re-assembles his man-made monster out of the parts of fellow inmates and sends him to seek revenge on the cruel asylum administrator. Creepy Kelvin (Bruno Bonefield) is at his most terrifying as he cuts his way through one blood drenched scene after another. The ending, with Creepy Kelvin clinging to the sheer cliffs of Lake Morose, is a real heart stopper! Will Mordo risk lacerating his hands to pull his creation to safety, or will he let him plunge to his destruction in the awful waters of the lake? Watch *Wrath of Mordo Part II* and find out!

October Nightmare (1982) The Man in the Mask returned four times in this annual horror-fest from Big Moon Productions. An escaped convict dons a different costume each episode before unleashing his diabolical bloodlust upon the unsuspecting co-eds of a small college town. In the final installment, *Werewolf's Lust*, he is shot down by a policeman who has wisely loaded his gun with silver bullets. Either the silver bullets or the flagging revenues did the trick; this time, the Man in the Mask did not return.

Chopper Doctor (1984) Chopper Doctor is a movie filled with ghoulish delights. Surgeon Paul Peterson (Bruno Bonefield) is attacked by vicious space aliens on his way to an emergency operation. With his mind completely warped, the doctor goes on a killing rampage, massacring his way to the Horroway Hospital where his patient awaits. It seems that the President of the United States has been injured in a car accident — and only the Chopper Doctor has the skills to save him! With the love and good sense of his girlfriend Molly Majors (played by scream queen Sally Kincaid) the doctor is returned to his normal state just in time to operate. But is he really cured? Only the sequel will tell!



pletely normal in every other respect. The pitchfork is a dual object. If touched by a lost soul, it will become incorporeal, disappearing from the sight of the living. If it is released, it will reappear as a material object.

The comic book has been bagged and is lying on the bus stop bench. The title reads, *Farmer Felix Buys the Farm!* The cover depicts a horrible skeleton dressed in coveralls and a straw hat skewering a hapless victim with a pitchfork. The credits read, *Based on the Big Moon Productions character, Farmer Felix™.*

The two detectives talk about the serial killings they've worked on lately, filling the party in on the fact that this is the latest murder, and that the strangling at Mondo Video was the first.

As the players examine the evidence, a man-like figure approaches. The detectives will take no notice, since the creature is an Upior in incorporeal form (see **Chapter 7: Supernatural NPCs**). This evil entity is perfectly comfortable in the sunlight. Dressed in riding breeches and carrying a whip, the Upior approaches balefully. "The pitchfork belongs to the Master," he hisses. "You best let me have it."

If the players attempt to stop him or speak to him, the Upior will use his whip to drag the lost souls from their hiding place in the bus stop and into the searing sunlight. Remember, the two detectives will be able to see him if the Upior assumes material form.

The Upior will not leave without the pitchfork. If he retrieves it, he immediately vanishes. Otherwise, he will fight until destroyed. If captured, the Upior will say, "The Master wears many faces. No one knows his true name. You may have stopped me, but you cannot stop him from achieving oblivion."

THE ALLEY

Trash bins line the brick walls of this shadowy alley behind the Broadway theater, and garbage spills over into an unappealing mess. Moldy posters are heaped in a pile along with popcorn boxes and snippets of film. There is a mound of a half dozen pumpkins rotting in a corner, slowly decaying in the June heat.

A chalk outline of a body is next to the pile of posters. The top-most posters advertise *October Nightmare* and *October Nightmare Part IV: Werewolf's Lust*. The first shows a buxom woman screaming at the sight of a machete-wielding man

wearing a Dracula cape and fangs. The second is similar, though the woman is now wearing a brunette wig and the menacing figure sports a werewolf mask. The starring actors of both films are Bruno Bonefield and Sally Kincaid and the film company is Big Moon Productions.

As the lost souls examine the alley, the vampiric pumpkins in the corner begin to glisten and sweat blood. Slowly, they will rumble forward, blocking the only exit before attacking. See **Chapter 7: Supernatural NPCs** for more information on Vampiric Pumpkins.

MONDO VIDEO STORE

Mondo Video is a small, hole-in-the-wall shop between a delicatessen and barbershop. The store is open to the public, and the lost souls may enter along with a patron.

Inside, the store looks perfectly natural, except the outline of a body has been taped to the carpet. It's located in the horror section, next to a display of movies from Big Moon Productions. The horror section is in a back room.

Laura, the young woman behind the counter, was working alone late last week, and was getting ready to close when she heard a gurgling from the horror section. She crept back to find a teenaged girl lying on the carpet, her eyes bulging and her tongue protruding. Her lips were blue, and her hands clutched at her neck. Laura ran to help, but she couldn't stop the girl from choking to death.

Laura recognized the girl as Rosanne, a teenager who often came in to rent bad horror films. She had arrived only fifteen minutes earlier, and was the only customer in the store. A copy of *Faustos the Devil* lay on the carpet next to her — she must have been holding it when she swallowed her gum and began choking.

The police came to take the body away and the store was open for business by the next day. The owner, Ron Peters, kept the tape outline on the floor in the hopes that it would scare up some extra business.

Laura knows nothing about horror movies, personally preferring slapstick comedies. The *Faustos the Devil* videotape is on the shelf with the other films from Big Moon Productions. The front shows a horned, demonic creature strangling a buxom woman dressed in white. The back, like the other tapes, contains a brief synopsis of the movie (see sidebar 3).



HORROR HAVEN

The windows of this shop are painted black, and lost souls can easily roam around the store without threat from the sunlight. The shop is crammed with racks of masks and other horror paraphernalia, including books, magazines and models. A prominent display case shows three models, each about one foot tall. The first is labeled *The Nameless Horror*; it is the figure of a mummified male figure. The second is labeled *Chopper Doctor* and shows a man in a surgeon's mask wielding a bone saw. The third figure is that of a man with twisted features, wearing a ragged black coat, slouched hat and two large hooks where his hands should be. This one is labeled *Creepy Kelvin*.

Two posters on the wall may attract interest (see sidebar 4).

A character who peruses the book rack will find one called *Bonefield: The Man and his Movies*. It has pictures of Bonefield in various guises, a picture of Sally Kincaid in happier days and a listing of all his films, along with a synopsis of each, all repetitiously familiar (see Sidebar 3). It also has a biography of Bonefield (see sidebar 5). Strangely enough, there is no picture of Bonefield out of character.

There are three people in the shop when the characters enter. Jimmy Taylor is stocking the shelves. He is a heavy set young man of 17 with greasy black hair. He wears a WCH t-shirt which depicts a malevolent looking skull on the front and on the back, *WCH June 21-24*. Shy and bumbling, he really brightens when the conversation turns to horror movies.

Tad Bradford, the proprietor, is in his late 30s. He has a gentle demeanor and wears a *Horror Haven* t-shirt along with a WCH button. Mildly interested in horror and science fiction, Tad is first and foremost a businessman. He is a master of the soft sell.

Richard Tandy is a pasty-faced man with long blonde hair and a nose ring. He wears a black leather jacket over his narrow shoulders. Though in his late twenties, Richard still lives in his mother's basement. She gives him a weekly allowance so he can indulge his passion for movies, computers and horror collectibles. Richard is one

of Tad's best customers. Although Richard carries a switchblade, he doesn't know how to use it.

As the players explore the shop, they will overhear Richard speaking to Tad.

"How much for the Chopper Doctor model, dude?"

4. Posters at Horror Haven

WCH is Here!

June 21 - 24 at the Civic Hall.

Special Midnight showing of the long-lost classic, *Night of the Headless Biker*.

Autographs by Shock Queen Sally Kincaid!

Tickets on sale at the Horror Haven NOW!



LadyFang makes custom vampire teeth for reasonable prices.

Call 555-6699. Ask for Missy.

5. Biography of Bruno Bonefield

Bruno Bonefield (true name unknown). Born 1920, died 1987. Along with Karloff and Lugosi, Bonefield was one of the finest actors dedicated to the horror genre. He appeared in a number of early classics, including "Madness has No Heart," "Grieve No More" and "Cecily, Sweet Cecily," all stories in the Gothic tradition. He was famous for creating and applying his own make-up.

When horror films began to decline in popularity, Bonefield was forced to be less selective about his roles. By 1957, he was at Big Moon Productions, an independent film company specializing in teenage exploitation films. Bruno Bonefield is credited with keeping Big Moon liquid from the 50s, when he performed in the now lost *Night of the Headless Biker*, to the 80s when Big Moon Productions began making straight-to-video horror movies, many of them starring Bruno Bonefield.

Despite the critical scorn heaped upon his later movies, some fans believe that *Chopper Doctor*, *October Nightmare* and *Wrath of Mordo* are excellent examples of the "splatter" sub-genre of horror films. Bonefield married starlet Sally Kincaid in 1967. She starred with her husband in 21 films before his death at the age of 67. He died on the set of his final movie, the unfinished *Aliens from Hell*, a film rumored to contain his most stirring performance ever.



"\$157.99 plus tax," Tad replies, "Would you like me to take it out of the case?"

"A hunnert an' fifty-eight bucks! Jeez, that's kinda rich fer my blood. But it would be worth it to have a model of Bruno Bonefield in his greatest role. Man, that's the coolest movie I ever ran at the Broadway."

Tad quietly removes the model from the case and places it in front of Richard.

"If Bonefield were alive today, he'd be a living legend. I can't believe he did all his make-up himself." Richard pauses to look at the model more closely. "It's great, but I'd have to save fer a month to be able to afford it. His widow must be making a fortune offa these things!"

Tad replies, "I don't think so, Rich. Bonefield's characters are all owned by Big Moon Productions, so his wife doesn't get a penny for licensing them. In fact, I heard she's pretty hard up, and has been forced to act in schlock films just to make ends meet."

Jimmy interrupts: "Hey, after I put these old horror role playing manuals in the recycling bin, can I go to the convention? I gotta be there early if I'm going to enter my Creepy Kelvin mask in the special effects competition. If I win, I'm gonna donate the money to a charity in Paulie's name."

"Sure thing, Jim," says Tad, "I hope you win. Paulie would have liked that."

IN THE BASEMENT

Moments after Jimmy goes into the basement, the door slams and his screams are heard upstairs. As Richard flees out the front door, Tad grabs his .38 revolver from under the counter and races for the basement door, only to find it locked by supernatural means.

If the lost souls are in the basement when the attack on Jimmy occurs, they can try to protect him. Otherwise, they will most likely enter too late to save him.

The basement is small. There is only one entrance at the top of the stairs. The floor is littered with boxes of horror knickknacks and the only light comes from a bare bulb hanging in the middle of the room. A bucket catches water dripping from a leaking pipe. Over Jimmy's body stands Creepy Kelvin (see sidebar 8), who stepped from behind some boxes to slay the stockboy.

Creepy Kelvin fears water, and if the basement is flooded, he will lose the power to regenerate. If the characters flee, he will not chase them.

MISSY'S HOME

Missy's mother and sister are out grocery shopping, leaving Missy alone in their two bedroom apartment. She can be found in her room, preparing to change from her white uniform and into a revealing vampire costume. A long black wig lays nearby. Missy is studying to become a dental assistant, and makes fangs on the side to help supplement her income. She wears a necklace in the shape of an ankh.

Missy's room is much like Paulie's, only tidier. Horror books and magazines are scattered around the room, along with posters of her favorite horror heroes. A poster of Bonefield's *The Pharaoh's Curse* hangs prominently over her bed.

Before long, the power will flicker, and then go out. Missy will be left in half-darkness when the Nameless Horror shuffles in (see sidebar 8). As the Nameless Horror descends on Missy, she will shriek, then collapse because of the mold smell. Unless the players save her, Missy will be killed. The Nameless Horror will not pursue the lost souls if they flee.

CONVENTION

Downtown, a banner hangs outside the Civic Hall proclaiming, *The World Convention of Horrors: Largest in the World! June 21-24*. A number of people mill about the doors, mostly young men in their late teens. Many are dressed as their favorite monsters (see the map on the facing page).

LOBBY

There are a number of people just inside the entrance, waiting patiently in line to get their nametags and program guides from the convention coordinators.

As the players stand around trying to determine which way to go, they are approached by a young man wearing a nametag which says, "Scooter." He says enthusiastically to one of the party members, "Hey, cool costume! You really look like a ghost! Whaddya use, latex?"



SCOOTER

Type: Good Medium

Consistency: Material

Defense: Poor

Skills: Good Folklore, Good Memory, Feeble Alertness

Appearance: A 12 years old boy, with thick glasses, dark hair and a slight, stooped posture. Scooter wears a red baseball cap adorned with devil's horns, identifying him as a convention go-pher. He has a number of fliers in his hands.

Personality: Restless, chirpy and eager to please. Without his glasses, he is virtually blind.

Motivation: To enjoy the convention.

Combat: Absolutely powerless against supernatural entities (and material beings, too, for that matter).

Powers: Scooter feels akin to ghosts, monsters and the undead. His father, an optometrist, created extra-strong glasses for him. The glasses allow him to see ghosts, and his latent medium powers permit him to hear them as well.

Notes: Scooter can tell the party where rooms or people are. He'll note that Big Moon Productions has turned the Convention into a Bruno Bonefield festival. Scooter is preparing to post notices promoting tonight's showing of *Night of the Headless Biker*. Scooter will not believe lost souls who tell him they are really ghosts, and will attribute any supernatural events to tricks of his bad eyes.

KARLOFF BALLROOM

The room is a mass of people, many of them in costume. There is a snack bar along one wall and two punch bowls on the other side. Such favorite hits as, "Monster Mash" play loudly from a tape deck. A bored volunteer checks badges at the door.

GODZILLA GREEN ROOM

The door is guarded by a beefy volunteer with a nametag reading *Ross Brickett*. A thin kid whines, "When is Sally gonna do autographs again?" The volun-

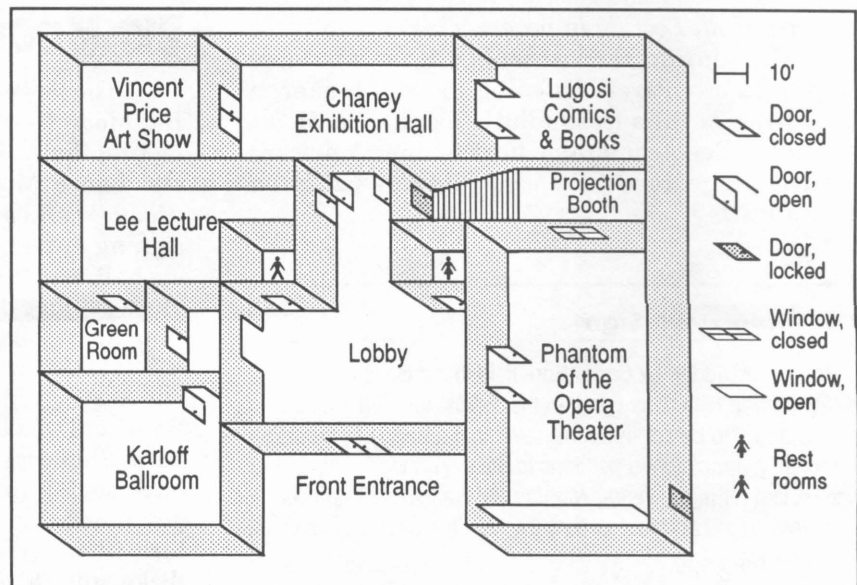
teer replies, "Ms. Kincaid is restin' after her talk. She'll be signing autographs later in the lobby."

The guest room is crammed with a couch, coffee table, magazines and a couple of lamps. A prop sarcophagus from *The Pharaoh's Curse* rests against one wall. It is empty.

Sally Kincaid sits on the couch, drinking the last of a bottle of whiskey. She is slightly tipsy, but still in control. Sally is a well-preserved woman in her mid-fifties. She was once extremely pretty, and still has a voluptuous body. However, hard drinking and bad luck have made her cynical and a little hard. She is dressed in her slip and robe, having flung off her constricting "Vampyrette" dress.

All Sally wants is to get through this god-awful convention, pick up her paycheck and blow town. She misses Bruno terribly, and the convention has filled her with longings for him, which is why she's drinking after a year and a half on the wagon.

If the lost souls communicate with Sally, she'll be too drunk to be frightened. She will tell them that every day she receives tons of mail about her husband. "His memory is kept alive even today, though I bet he's turning over in his grave because of it. He never wanted to be known as a horror actor. This was all embarrassing to him. I'm glad he's out of it now." She will extol his gentleness and sweet manner. "People thought he was a monster, 'cause he always played one, but he was really a lamb." Sally will admit that she's





hit tough financial times and wouldn't be here if she didn't need the money.

There is a picture of Bruno without his make-up tucked in her handbag.

After a few minutes, Ross Brickett, the volunteer, enters the room, locking the door behind him. He hands Sally a package, and says in a deep voice, "Compliments of the convention coordinators, Sally." She opens it and exclaims, "Peach brandy, my favorite! Bruno and I would always toast one another with peach brandy before our final scenes!" She gulps it down at once, and immediately drops into a faint. Ross then lifts her and dumps her inside the sarcophagus propped against the wall.

Ross slowly turns and looks at the lost souls, "If you know what's good for you, you'll leave now. All he wants is oblivion. Would you deny him his final wish?"

Ross Brickett is actually an Alp (see **Chapter 7: Supernatural NPCs**). His main objective is to get Sally into the sarcophagus. This done, he will try to escape.

If the lost souls manage to open the sarcophagus, they will find that Sally is missing (she is now secreted in the Projection Booth). If any lost souls climb inside the sarcophagus, they will hear a faint buzzing, but nothing will happen to them, since the transporter only works on material beings.

LEE LECTURE HALL

A sign on the door reads *Christopher Lee Lecture Hall, Lecture in progress*.

Once inside, the lost souls will see a number of people attentively listening to the speaker, a bearded man who looks faintly like Santa Claus. He has gadgets on a table next to him. A placard on the stage reads *Professor Barney Stills on Ghostbusting*.

6. Motorcycle Sign

Motorcycle ridden by Bruno Bonefield in the classic film *Night of the Headless Biker*. In the 1950s, this film was considered to be so "inherently evil" that a band of parents and clergyman signed petitions to have it banned. Thought to be lost for many years, *Night of the Headless Biker* was recently found and restored by the Movie Museum Archives of America.

The Professor can be heard talking "... and these machines are my own invention. They are used to detect and trap ghosts. Let me demonstrate. . ."

The professor will turn on his Afterlife Amplifier. With this he can hear, very faintly, the voices of ghosts. Of course, his audience views this as a ventriloquist trick. If the lost souls try to communicate with the professor via this machine, he will grow excited, and turn to his Ghost Trap.

The Ghost Trap draws ectoplasm into a small cube. The professor is capable of sucking up to three human-sized creatures into his trap. Lost souls must make Good Strength rolls to resist. This will work on Bruno or Ross as well, as long as they are in incorporeal form. If any ghosts find themselves trapped in the professor's machine, they can only escape if the machine is turned off.

CHANEY EXHIBIT HALL

This room is full of dealers hawking their horror wares. There are booths with videos for sale, models, costumes, posters and more. A salesperson near the door is doing a brisk business in gold ankh necklaces similar to the one worn by Missy. "Get your genuine, *Pharaoh's Curse* slave girl necklace! A symbol of love to be worn forever. Only \$24.95."

In the room's center is a gleaming Harley Davidson motorcycle with a number of young men standing around gazing at it with reverence. There is a sign posted in front of it (see sidebar 6).

BIG MOON PRODUCTIONS

The largest booth at the convention is run by Big Moon Productions. The film company is promoting their newest thriller called *Kitty Cat Killers*. Lance McBride, the white haired director, producer and owner of Big Moon sits at the booth, signing autographs and selling video tapes. Posters of Bruno Bonefield's movies adorn the walls. A glass cabinet displays a number of props used in Bonefield's biggest hits (see sidebar 7).

If the party manages to speak to Lance without scaring him, he can tell them that Bruno Bonefield was a gentle man who always wanted to be a Shakespearean actor. Lance was eager to have such a name-actor grace his films. "I didn't pay much, but I was the only guy in town who'd hire him. I mean, no one was makin' monster flicks, and they didn't want him for nothin' else."



LUGOSI LITERATURE ROOM

This small room is devoted to vendors selling books, comics and other horror reading material. The book, *Bonefield: The Man and his Movies* can be found here. It contains a biography of Bonefield and descriptions of his movies (see sidebars 3 and 5).

THE VINCENT PRICE ART SHOW

A sign on the door reads, *Art show set-up today. Doors open to the public tomorrow.* Paintings and drawings of ghastly monsters, beautiful vampires and handsome demons adorn a series of panels in this room. Joan Fargo is setting up the last panel, which contains an original rendition of Bruno Bonefield in his role as the Man in the Werewolf Mask from *October Nightmare IV*. She is dressed in an exact duplicate of Sally Kincaid's Vampyrette costume. She absentmindedly pushes her vampire teeth into place as she hangs the portrait.

A man with dark wavy hair, a full mustache, and a black cape stands before the picture scrutinizing it. This is the ghost of John Wilkes Booth (see **Chapter 9: Famous NPCs**).

"I dare say these illustrations are not at all to my liking," Booth remarks to the characters. If asked why he's here, Booth will explain, "I'm here to watch a fellow actor take his final bow. It promises to be quite a show, even if most of the performers are amateurs. Still and all, watching Northerners perish is always an enjoyment. There are so few entertainments for the famous. Sometimes, even I bemoan my fate." Booth will not explain any further, saying, "I refuse to upstage a fellow thespian."

PHANTOM OF THE OPERA THEATRE

The theater is richly decorated with red curtains and murals depicting the signs of the zodiac. The many seats are usually empty.

PROJECTION BOOTH

Empty film cans and reels are scattered on a small table. A projector, threaded with the film *Night of the Headless Biker*, dominates the room.

Richard, the young man from the Horror Haven shop, is crumpled in the corner. His lifeless

7. Movie Props & Cards

Scroll of Exothoth from *Night of the Headless Biker* (1957)
Sacred Rune Cross from *Faustos the Devil* (1962)
Torch from *The Pharaoh's Curse* (1965)
Scythe from *Farmer Felix Buys the Farm* (1978)
Water cannon from *Wrath of Mordo II* (1979)
Revolver and silver bullets from *October Nightmare* (1982)

body bears wounds that exactly match those found on Paulie. In his pocket are the keys to the booth.

A sarcophagus has been placed in one corner; it matches the one in the Godzilla Green Room. If Sally has already disappeared from the Green Room, she will be found unconscious in the sarcophagus. If revived with a Passable Medical roll, she will recall drinking her peach brandy. Feelings of love and security that she hasn't known for years overwhelmed her, only to vanish when she awoke.

THE CLIMAX

While the lost souls explore the convention hall, a voice on an intercom intones, "The World Convention of Horrors is pleased to present *Night of the Headless Biker* in the Phantom of the Opera Theatre. Please be seated in five minutes. No one will be allowed to enter or leave the theatre during the show." Hundreds of fans press toward the theatre in a rush.

The projector starts by itself. Even if the players have already destroyed the film, the title credits of *Night of the Headless Biker* will appear on the screen in ghostly black and white. The cheers and whistles of the audience reverberate throughout the convention hall.

Bruno starts his final rampage as the Headless Biker atop the motorcycle in the exhibition hall. He uses his supernatural powers to bar all the exits so one can escape the slaughter as he rides through the building, slaying all those he sees with his chain.

If Bruno is killed in his Headless Biker incarnation, he will scream and disappear into fragments of ectoplasm. A few minutes later, he will reappear as Faustos the Devil to continue his



attack. Like all good monsters, he's never quite finished. As each of his guises is slain, he will take on the appearance of his next famous character, proceeding in chronological order (see sidebar 8).

When he's not being distracted by the player characters, Bruno slays 1 attendee per turn. There are 500 people in the convention hall. For every 50 that he kills, his rate of regeneration drops by 1 point.

The only person Bruno won't kill is Sally Kincaid. He teleported her to the projection booth to keep her out of harm's way. If confronted by Sally, he will go ectoplasmic and bolt through a wall (using his ability to pass through solid matter). He'll try to avoid her at all costs.

Once he is out of monster guises, Bruno will appear as himself. After what the players have gone through, his final guise will be almost pathetic. "Behold my final performance," he cries.

"Once all of my fans are gone, my films will be forgotten. No one will ever again call me 'monster.' I shall have my peace, and walk the earth no more." Bruno will fight to the finish, until either he or his fans are destroyed.

KARMA AWARDS

Karma should be awarded throughout the adventure for good deeds. Some possible rewards:

- +1 for destroying the Upior
- +1 for destroying the Vampiric Pumpkins
- +2 for rescuing Jimmy at Horror Haven
- +2 for rescuing Missy at her home
- +1 for destroying Ross the Alp
- +3 for rescuing convention-goers
- +1 for destroying each of Bruno's guises
- +0 for destroying Bruno
- Plus any awards for Ghostly Vows.

8. Bruno Bonefield

Type: Evil Lost Soul

Consistency: Dual

Defense: Great

Skills: Superior Entertain, Good Persuade, Great Conceal, Superior Stealth

Appearance: Tall, thin man dressed in slacks, white shirt and a tie. He is about 65 years old, with graying hair and brown eyes. Wears a nametag reading "William Upton," Bruno's true name.

Motivation: To kill all his fans so he can be reincarnated at last. Since famous people are kept "alive" by the love and adulation of their fans (see **Chapter 9: Famous NPCs**), Bruno has existed in the Afterlife for many years, longing for release. He has decided to end it all by dispatching his fans in one fell swoop.

Combat: In his normal guise, Bruno does (Defense vs Poor) damage with his fists.

Powers: In all his incarnations, Bruno has the following abilities: Dual consistency, Great Defense, and he can regenerate up to 10 WTL per turn. When incorporeal, Bruno can pass through solid objects. He can supernaturally shut and lock any and all doors in a building. Bruno will appear in the following sequence of guises:

The Headless Biker: A heavy-set man wearing a black leather jacket, happy-face t-shirt and jeans. He will use his heavy chain to do (Defense vs Great) x 3 damage. Each turn the Scroll of Exothoth is read aloud to the Headless Biker, he takes (Passable vs Languages) x 3 damage. This damage cannot be regenerated.

Faustos: A horned, demon with cloven hooves and fiery eyes. He crushes the throats of his victims, doing (Defense vs Passable) x 4 damage. The Sacred Rune Cross does x4 damage to Faustos, and those wounds cannot be regenerated.

Nameless Horror: A tall, molding mummy. It smashes its victims with its bony arms, doing (Defense vs Good) x 4 damage. The Nameless Horror smells pretty bad. Anyone who gets a whiff of it will fall unconscious for (Stamina vs Poor) x 3 turns. Fire does x3 damage to the Nameless Horror, which cannot be regenerated.

Farmer Felix: A skull-headed man in overalls. He carries a pitchfork, which does (Defense vs Great) x 4 damage. Scythes do x4 damage to Felix and cannot be regenerated.

Creepy Kelvin: A man with a twisted grin, wearing a floppy black hat and coat. He has razor-sharp hooks instead of arms, which do (Defense vs Great) x 3 damage. When drenched in water, Kelvin cannot regenerate.

Man in the Werewolf Mask: A man dressed in tattered clothing wearing a plastic werewolf mask. He does (Defense vs Good) x 3 damage with his machete. Damage from silver weapons cannot be regenerated by the Man in the Werewolf Mask.

Chopper Doctor: A man dressed in a surgeon's gown, wielding a bone saw. He does (Defense vs Good) x 3 damage with his bone saw. The Chopper Doctor is immediately destroyed if faced by Sally Kincaid (or a believable facsimile).

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