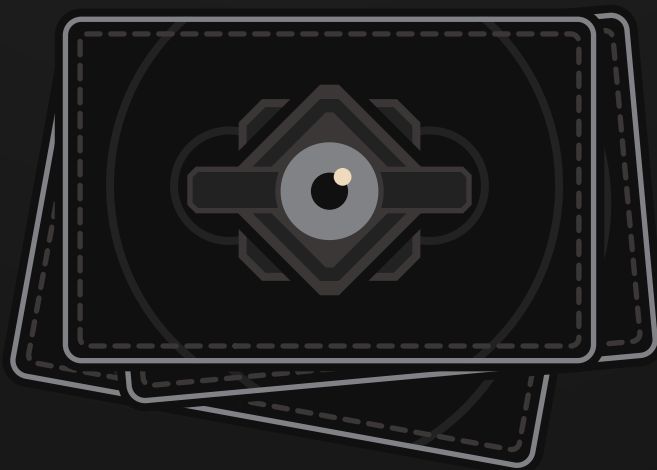


.. Ghastly Pamphlet of ..

SPOOKY TALES



A seasonal mini-expansion of might and fright.

(for Travel Journal of Short Tales)

.. Character Options ..

Races:

Ghosts can become invisible in dim light and darkness and can pass through walls, but they get easily spooked by pretty much everything. All ghosts look vaguely similar, and recognize each other through voice alone, which makes going “OoOoOooO” at all times a common practice.



fig. 1: a member of the Ghostus Halloweenus Decoratum family



fig. 2: a Common Slime, in its natural state of confusion

Slimes can change their shape and enter narrow spaces with ease, but they have no strength at all.

Slimes live in constant fear of low level adventurers.

Items:

Friendly Spider: Works on complex webs that can be used as traps, as a bridge, or as a safeguard

Brass Lantern: Reveals spooky secret entrances and paths with its light.

Pumpkin Spice Latte: Holiday-only drink in limited supply.

Candy Bag: A little paper bag full of colorful, tasty treats.

Spookynomicon: Book that serves as a collect call to a Ghost whenever you use it.

Everlasting Candle: Gives off a dim, eerie, flickering light that never fades. Ghosts are still invisible in this light.

Ferryman's Coin: A coin that summons a Ferryman that takes you wherever you need to be.

Spells:

(CACKLE): All nearby objects that resemble a face begin to laugh eerily alongside you.

BEHOLD!: Nearby creatures see a convincing (but obviously illusory) vision of their future.

SLIME!: Covers the target in sticky green slime that hinders and/or amuses them. Washes off quite easily and smells like green apples.

CHILLS!: Room temperature drops for a few seconds with a ghastly wind.

.. Getting Spooked ..

Getting scared works in the same way as being Hurt:

Whenever you see something particularly scary, you become **Nervous**, and don't draw the first card on tests, but you can take a breather to calm yourself, or eat/drink seasonal food to cheer you up.

If you get scared again while already Nervous, you become **SPOOKED**, and run away to hide nearby. You still follow the party around, hiding in increasingly ineffective spots, and don't participate in any activities until the group takes a nap.



fig. 3: The Ferryman