



DARK PLACES & DEMOGORGONS

THE GHOST HUNTER'S HANDBOOK



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DARK PLACES & DEMOGORGONS

THE GHOST HUNTER'S HANDBOOK

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SURVIVE THIS!! IS BASED ON

THE WORLD'S MOST POPULAR

1970s FANTASY ROLEPLAYING GAME.

(INSERT DEDICATION)

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CLAIRVOYANT

You have always been lucky. You see flashes of images of the future in your mind's eye. Those images have become clearer the older you have gotten and your luck has increased as the images have sharpened. The more you meditate and focus, the more you see. How do you wish to use these gifts?

PREREQUISITES: Wisdom 11

LEVEL	ADVANCEMENT
1	Precognition – You can see brief flashes of the future and other places (GM's discretion). You gain Advantage on Initiative, +3 to AC & +1 to hit. You can spend 1 action concentrating on an item, location or person you can see, or are familiar with. For your next action, roll a d20 and add your Wisdom bonus. If it is higher than 10, you gleam some info about that thing's near future or current status if far away. The higher the roll, the clearer the information. +1 to Mental save stat, Paranormal at +2, Investigation, Knowledge – Magic and an additional language.
2	Retro-cognition: You can briefly see flashes of the past of an item or being. You can spend 1 action concentrating on the item or being that you can see or touch. For your next action, roll a d20 and add your Wisdom bonus. If it is higher than 10, you gleam some info about that thing's past. The higher the roll, the clearer the information. You can briefly see and speak to a nearby ghost that owned (ignore Terror), or was very familiar with, the object you are concentrating on.
3	+2 to Paranormal, +2 to Mental save stat, +2 to Terror checks against ghosts
4	You may spend an extra Survival point on any failed roll.
5	+2 to Investigation, +2 to Initiative, you can try Retro-cognition on remote items & people.
6	True Sight: You see things how they truly are & can see spirits in any realm (you can see through illusions, holograms, etc.), +3 to Terror checks against ghosts
7	Anyone attacking you is at Disadvantage. Your flashes of the future/ past become clearer.

STARTING EQUIPMENT: \$500, books about psychic phenomena & the paranormal, moderate clothing, small tent, sleeping bag, bicycle or skateboard, hunting knife, sunglasses, small bag of salt, subscription to Fortean Times, large collection of paranormal books & movies. Choose 1 of these to start with: Lucky Charm (+1 to AC), Ring of Sight (You may re-roll one of your Precognition or Retro-cognition rolls per day) or Enchanted Earring (+2 to Mental save stat).



“Just by looking through your eyes he could see the future penetrating right in through your mind. See the truth and see your lies, but for all his power couldn't foresee his own demise.”

- Iron Maiden, *The Clairvoyant*

PARAPSYCHOLOGIST

You have always been drawn to the lure of the Other Side and the idea of life after death. When most people hear things that go bump in the night they run away, you run towards the noises with your camera. The idea of spending the night in a “haunted house” would terrify most, but you get excited thinking about what gear you should take.

PREREQUISITES: Intelligence 9, Wisdom 7

LEVEL	ADVANCEMENT
1	Investigation at +2, Knowledge – Ghosts at +3, Photography, Paranormal at +2, Science, Electronics, +2 to Courage save stat, +1 to Terror checks
2	Keen Senses – you gain a +2 to all spot & listen checks, +1 to Knowledge- Ghosts
3	+2 to Paranormal or Science, +2 to Terror checks, See Ghosts: make a Knowledge-Ghosts check. If successful, you can all ghosts within 30'
4	+2 to Investigation, +2 to Photography or Electronics
5	Gain Advantage on all Knowledge- Ghosts checks, Gain Outsmart
6	Gain Advantage on all Courage saves & Terror checks, Gains Knowledge – The Other Side at +1
7	You may spend an extra Survival point on any roll.

STARTING EQUIPMENT: 6d10 dollars, subscription to Fortean Times, telescope, books about ghosts & religion, bicycle or skateboard, library card, iron bar (d6-1 damage), local ghost hunters membership card, a high-quality flashlight, a tent, sunglasses, nice camera, several rolls of film, files of photographs, Ghost Hunter's Investigator's Kit (p. 30), several notepads full of sightings and information.



“If there's something weird and it don't look good. Who you gonna call? Ghostbusters!”

- Ray Parker, Jr., *Ghostbusters*

MYSTICAL GHOST HUNTER

To you, ghosts undoubtedly exist and they need to be sent back to the Other Side, friendly or not. You study the mystic arts in an attempt to find the best way to track and dispose of apparitions and visitors from the Other Side.

PREREQUISITES: Wisdom 8, Survival 7

LEVEL	ADVANCEMENT
1	Investigation at +1, Knowledge – Ghosts at +1, Knowledge – Magic, Stealth, +1 to Courage save stat, +1 to Terror checks, you can telepathically track ghosts at +2 (Once tracked, you can see them and touch them. If you lose track of them, you must re-track them to see or touch them again), +2 AC against ghosts
2	*Door to the Other Side, can speak to ghosts (that you can see), *Tether Ghosts
3	+2 to Knowledge – Ghosts, *Expel Ghosts
4	+2 to Track Ghosts, +2 to Courage save stat & Terror checks
5	+2 to Investigation, +1 to hit and damage to ghosts, +2 to Expel Ghosts
6	+2 to Expel Ghosts, Attuned to The Other Side & Your World (do not roll on crossing over tables)
7	You may spend an extra Survival point on any failed attack, expel or skill roll.

***Door to The Other Side:** (Psychic power, x6 a day) You can briefly open a one-way door to The Other Side to dispose of ghosts, entities or items. It lasts up to 1 minute per level and can only be seen by psions, magic users or creatures from The Other Side. You may use a Survival point to keep it open twice as long.

***Expel Ghosts:** (1 per day, per level) Range & Radius: 50' + 10' per level. You can exercise ghosts from this realm. Roll a d20 and add your expel bonuses & Wisdom bonus. All ghosts within range roll a d20 and add their hit dice to the roll. If you cannot see a ghost, they get a +8 to their roll. Any ghost that rolled lower than your expel roll are frozen for 1 minute. If there is a door to The Other Side nearby (200'), they are expelled. An expelled Ghost cannot return for 1 month.

***Tether Ghosts:** Ghosts cannot teleport or blink out when within 50' of you.

STARTING EQUIPMENT: 6d10 dollars, moderate clothing, small tent, sleeping bag, bicycle or skateboard, hunting knife, iron bar (d6-1 damage), sunglasses, Ghost Hunters Investigator's Kit (p. 30), subscription to Fortean Times, large collection of paranormal books & movies. Some ghost hunting gear . . . , protective charms, traps, weapons, etc.



“The bedroom was ice cold, but the fire was burning still. The blinding light. The family ghost had risen again...the ghost.”

- King Diamond, *The Family Ghost*

NULLIFIER

Ghosts, psychics and magic are all malarkey. People that believe in that monkey crap are just dummies. This is the typical view of a Nullifier. You think all of the talk about such things paranormal is a waste of time. You just live your life and never see any evidence of magic or psychic phenomenon. Unbeknownst to you, you were born with the ability to negate magic and psychic powers and are completely immune to their effects.

PREREQUISITES: Survival 9

LEVEL	ADVANCEMENT
1	<p>Nullifier – You are immune to all ghost, psychic and magical effects. You exude an 5' aura that dampens the effects of ghost, magic and psychic powers. All continual area effects within that aura are negated. All effects attached to a character or creature are halved in effect and duration.</p> <p>When Ghost, Magic and Psychic phenomenon occurs around you, you have a knack of turning your head or sneezing when it happens. You just never see anything. Game Masters feel free to be inventive with ideas on why the Nullifier never sees any magic or psychic occurrences. You are at -2 on all Spot checks. Nullifiers cannot see or go to the Other Side.</p> <p>+2 to Mental save stat, 6 Skills (select one that gets a +2 and another at +1)</p>
2	+1 to SUR, +1 to any save stat
3	+5' to Nullifier Aura, +2 to one Skill, Immune to Terror
4	You may reroll one failed Mental save a day at Advantage, -1 to all Spot checks
5	All attempts at psychic or magic abilities are at Disadvantage if within the Nullifier Aura
6	You may spend an extra Survival point on any failed attack, save or skill roll.
7	+5' to Nullifier Aura

STARTING EQUIPMENT: 8d10 dollars, moderate to nice clothing, small tent, sleeping bag, bicycle or skateboard, pocket knife, sunglasses, flashlight, various items associated with skill selections (GM's choice).



“Null and void of any care is where the answer lies.”
Overkill – *E.vil N.ever D.ies*

GHOSTS IN DARK PLACES & DEMOGORGONS



There are several different types of ghosts in DP&D. Ghosts are the souls of creatures that have died but have unresolved issues on Earth and are tethered here until those issues are resolved. Most ghosts manifest as simple spirits with little or no effect in this world. While others become something more powerful, with a greater effect on this world. Ghosts can go between this world and the Other Side but have side effects when they enter into this world. Ghosts know that there is another world beyond these two but know that when you go there nothing ever returns. This is called the Great Beyond.

1D20 REASONS FOR BEING TETHERED TO THIS SIDE	
1	They have a great amount of guilt for doing something and want to fix it.
2	They died before a loved one and wish to protect them.
3	They died violently at the hands of someone and wish for revenge.
4	They died suddenly in a traumatic way. Their ghost is lost or confused.
5	They are searching for a lost lover.
6	They are searching for their child.
7	They are anchored to a certain location that means something to them.
8	They are extremely angry about dying and refuse to leave.
9	They are generally afraid of what awaits in the Great Beyond and refuse to leave.
10	They are afraid of what awaits in the Great Beyond, because they think they are going to Hell.
11	They cheated someone and want to make it square.
12	They were severely cheated and want to get revenge.
13	They commit suicide after being severely bullied and are seeking revenge.
14	They died violently in a disaster or wreck and are stuck in a state of anger.
15	They have some important information they need to give to someone before they go.
16	They died unfulfilled and need to do, or achieve, something before they go.
17	They died with a heart full of jealousy or envy and need to resolve the issue.
18	They wish to say goodbye to a specific person.
19	They love chaos and wish to cause as much of it as they can before they go.
20	They do not know they are a ghost.

INCORPOREAL

Ghosts do not have a material form and are invisible to most forms of detection. Only those with magic or psychic powers can typically see a ghost. Most animals can feel the presence of the incorporeal but cannot clearly see them. Occasionally, a person or animal with a special connection to the passed will be able to see a ghost or the Other Side.

They cannot touch or be touched by the living under normal circumstances. They can walk through solid objects and fly to some degree (cannot go above 30' over a solid object). They cannot take normal damage and are immune to most forms of damage.

Ghosts can be affected by magic, magic weapons and some psionics. Ghosts also will avoid and cannot touch salt or iron. If hit by salt, they will just move from that area. Iron can hurt them but does $\frac{1}{2}$ damage.

If a ghost is ever reduced to 0 hit points, they are destroyed and are sent to the Great Beyond.

Once per hour, a Ghost can blink to the Other Side. This negates all on-going effects it created. It can blink back in anywhere within 100' or traverse the Other Side as it wishes.

TYPES OF GHOSTS

1d6	TYPES OF GHOSTS – RANDOM TABLE
1	Ghost (Simple)
2	Poltergeist
3	Haunt
4	Phantom
5	Specter
6	Orb
*All ghosts are Incorporeal.	

GHOST (SIMPLE)

Most ghosts fall into this category. They wander the world or haunt a certain location, are generally unable to affect the normal world in any significant manner. However, under some circumstances they are able to manifest into the normal world and have a lasting effect.



Armor Class: 14*
(Incorporeal)

Hit Dice: 2+1

Move: 12 (floating)/ 18 (flying)

Actions: N/A

Attack Damage: N/A

Special: *Incorporeal, Minor Electromagnetic Interference

Bonuses: -

Terror: 8

HDE: 2

POLTERGEIST

Poltergeist are ghosts that can temporarily manifest in the normal world. They are often vengeful or angry spirits that haunt people for a specific reason.

Armor Class: 15* (Incorporeal)

Hit Dice: 2+4

Move: 12 (floating)/ 18 (flying)

Actions: 1 per round

Attack Damage: *Telekinesis

Special: *Incorporeal, **Thermokinesis, Minor
Electromagnetic Interference

Bonuses: +1 to Range attacks

Terror: 12

HDE: 3



*Telekinesis: Poltergeist can manifest into the normal world and hurl items, knock things over or break small objects. They remain invisible while using telekinesis. They can hurl up to 4lbs of items each round (doing d4 damage). They can also trip or push people.

**Thermokinesis: Poltergeist can lower the temperature by 5 degrees per round within 100' (at will).

HAUNT

Haunts are one of the most terrifying ghosts. They are usually the remnant of an angry or vengeful soul. Haunts can possess humans and animals for short periods, making them a very formidable foe.

Armor Class: 15* (Incorporeal)

Hit Dice: 4+4

Move: 12 (floating)/ 18 (flying)

Actions: 1 per round

Attack Damage: *Ectoplasm Strike, **Cold Touch

Special: ***Possession, ****Teleport, Minor Electromagnetic Interference

Bonuses: +2 to Range attack, +2 to Initiative

Terror: 14

HDE: 6

*Ectoplasm Strike: Range attack, 60', does d4 damage and leaves a green slime on whatever it hits. Those covered with Ectoplasm are at -1 to all attack and skill rolls and add +1 to all save and attribute check rolls.

**Cold Touch: Touch a target, it does 1 point of damage and they are at Disadvantage on all rolls during this and next round. Death save negates all effects. If a person is affected by this, they have a 10% chance to see the Haunt for d4 minutes.

***Possession: A Haunt can touch a creature and attempt to possess it. The creature may make a Mental save, adding +3 to their roll, to negate. If successful, the Haunt now controls the character. Each other round the possessed can try to break free by making a Mental save, but they are at Disadvantage and they add +3 to their rolls. If they are of good alignment, they lose Disadvantage. When the possession breaks, the creature becomes covered in ectoplasm. Those covered with Ectoplasm are at -1 to all attack and skill rolls and add +1 to all save and attribute check rolls.

****Teleport: Haunts can teleport behind a living creature within 50'. They can touch the person during this action.

PHANTOM



Phantoms are malicious spirits that feed upon the fear of the living. They love to ambush large groups for delicious meals of dread and distress.

Armor Class: 15* (Incorporeal)

Hit Dice: 4+1

Move: 12 (floating)/ 18 (flying)

Actions: 1 per round

Attack Damage: *Cold Touch

Special: **Manifest into Fear, Minor Electromagnetic Interference

Bonuses: +1 to Melee attacks

Terror: 15

HDE: 5

*Cold Touch: Touch a target, it does 1 point of damage and they are at Disadvantage on all rolls during this and next round. Death save negates all effects. If a person is affected by this, they have a 10% chance to see the Phantom for d4 minutes.

**Manifest into Fear: A Phantom can manifest itself into the normal world and change its shape into the greatest fear of all creatures within 40'. All creatures must make a Terror check or roll on the Ghost Terror Chart. The Phantom becomes tangible until the end of the round. For each person that fails their Terror check, the Phantom gains d4 temporary hp (d6 minutes) and +1 to its Cold Touch damage for d6 minutes (6-point Max). Unlike normal Terror checks, a Phantom can do this attack once per minute and the creatures will have to re-save to not be affected. This resets the HP and Cold touch bonus and duration.

ORB

Ghost Orbs are the souls of animals or people that died in nature (drowning, quicksand, tree fall, etc.). They appear at dusk and float around until dawn, trying to lure creatures to their death in the same manner that they died. Orbs are small points of light, no more than 1' in circumference.

Armor Class: 17* (Incorporeal)

Hit Dice: 3

Move: 22 (flying)

Actions: 1

Attack Damage: *Trance

Special: **Electromagnetic Interference, ***Shock Defense

Bonuses: +4 to Initiative

Terror: 8 HDE: 4

*Trance: The Orb can attempt to cast a trance on up to 6 targets within 40'. The Orb temporarily doubles in size. Each target rolls a Courage save. If they fail, they become entranced by the orb and will follow it for 1 minute. The victim may re-roll their save each minute.

**Electromagnetic Interference: The presence of an Orb causes machines and radios to go berserk and act haywire.

***Shock Defense: Anyone touching or striking an Orb with a Melee attack takes a d4 Electric damage.

SPECTER

Specters are the by far one of the strongest ghosts that one can encounter. They have a deep well of hate and anger that they draw power from. Thankfully, they are rare and do not normally turn their attention to those that are not involved with their ire. However, some specters turn their ire towards the living in general. Making everyone a viable target of their wrath.

Armor Class: 15* (Incorporeal)

Hit Dice: 7

Move: 12 (floating)/ 18 (flying)

Actions: 2

Attack Damage: *Cold Touch, **Life Drain, ***Fear

Special: ****Aura of Fear, *****Electromagnetic Interference, Weakness – Daylight does d6 damage per round

Bonuses: +2 to melee attacks, +3 to Initiative

Terror: 16

HDE: 8

*Cold Touch: Touch a target, it does 1 point of damage and they are at Disadvantage on all rolls during this and next round. Death save negates all effects. If a person is affected by this, they have a 10% chance to see the Specter for d4 minutes.

**Life Drain: Make a melee attack against a target that has been affected by your Cold Touch. If successful they lose d4 hit points (ignoring toughness) and they must make a save against Death or lose 1 from each attribute for 1 day. If a person dies to this effect, they become a Specter.

***Fear: The Specter can make itself visible for a round. Everyone within sight must make a Terror save or roll on the Ghost Terror Chart. Anything effected by its Terror within the last hour takes an additional 2 damage from its Cold Touch or Life Drain.

****Aura of Fear: The Specter is surrounded by a 20' aura that causes all within it to be at Disadvantage on all Courage and Terror saves. They are also at -1 on all attacks, skill rolls and Initiative.

*****Electromagnetic Interference: The presence of a Specter causes machines and radios to go berserk and act haywire.



Roll on this chart when someone fails a Terror save against a Ghost.

1d12 GHOST TERROR CHART	
1	You stand there frozen in terror for 1 minute. You age 1 year. This can only happen once a day.
2	You run away at full speed and are terrified for 30 seconds.
3	You are partially stunned. Lose your action.
4	You fall to your knees and throw up. Lose your action & d4 CON for d10 minutes.
5	You just mumble “Nope” over and over and walk away for 30 seconds.
6	You pass out for 1 minute.
7	You attempt to find a place to hide and cover there for 30 seconds.
8	You stand there slack jawed for 30 seconds. Lose all actions.
9	You scream like a little kid for 30 seconds. Lose all actions.
10	You pee your pants and just stand there for 30 seconds.
11	You are frightened but are able to act. -2 to Initiative for 2 minutes.
12	You flee and are absolutely terrified for d4 minutes. You gain a new, permanent fear (p.70 Player's Options & GM Guide).





THE OTHER SIDE

The Other Side co-exists with the regular world, but it is in another dimension. To those that are alien to the Other Side they see it as an everchanging landscape that is often alien to the world that we are accustomed to. It always shares natural landmarks and buildings with our world, but the rest of the environment can be quite different. The most striking aspect of the Other Side is that it appears devoid of life. Only those versed in the mystical arts and those attuned to the Other Side can see that it is full of ghosts and other creatures. Most of these ghosts are harmless, but some of the denizens of the Other Side will eagerly attack those that do not belong there.

SHIFTING ENVIRONMENT (D10)

Every time a being goes to the Other Side they must roll on this table to determine what the environment is. Those on the Other Side may simultaneously experience different environments. Note: All-natural landmarks and buildings will be in the same location, but they may be in a totally different state.

1D10	SHIFTING ENVIRONMENTS
1	Dark World (a darker, bleaker, dimly lit version of the world) -4 to all Spot checks
2	Frozen Wasteland (20 degrees or lower and high winds) -2 to all Range attacks & -1 to all save stats
3	Scorched Wasteland (100+ degrees) Disadvantage on all CON checks
4	Pouring Rain (non-stop rain, but it never floods) All visibility is halved, -2 to all Spot checks
5	Black & White World (everything is either black or a shade of grey)
6	Crystal World (the world is bright and all-natural things are made out of a clear crystal-like substance)
7	Black Oil (the world is covered with an oily slime) -2 to all DEX checks, ground move reduced by half
8	Smoke World (the air is full of smoke, but nothing is on fire) All visibility is halved, -6 to Spot checks, Disadvantage on all CON checks
9	Empty Sky (the sky is completely black, no stars, no satellites, etc.) It's a bit disorienting: -1 to your first d6 attack or skill rolls after crossing over
10	Alien vegetation (the world is covered with unusual plant life and is somewhat dimly lit) plants are very poisonous, -1 to all Spot checks

When a living being crosses to the Other Side or returns from the Other Side, they sometimes suffer brief side-effects. Living beings are attuned to the world they normally dwell in, and do not have to roll for effects when entering that world.

1D20	LIVING CREATURES CROSSING OVER SIDE EFFECTS*
1	You feel very anxious. (-1 to all skill checks, attacks & damage rolls)
2	You feel extremely nauseous. (Disadvantage on all saves)
3	You feel disoriented. (-2 to DEX)
4	You have a splitting headache. (-2 to INT)
5	You feel forgetful. (-2 to WIS)
6	You feel weak. (-2 to STR)
7	You feel sick. (-2 to CON)
8	You feel irritable and angry (-2 to CHA)
9	You feel sluggish. (Anytime you use a SUR point, you must use 2)
10	You feel heavy. (You move at half your move)
11	You feel like someone is watching you. (-2 to Initiative)
12	You feel apprehensive. (-2 to Melee attacks)
13	You feel shaky. (-2 to Range attacks)
14	You feel feeble. (-2 to Melee damage)
15	You feel like you have been infected by something. (Lose 1 HP, gain Disadvantage on all Poison saves & double the effects of Poison)
16	You feel a shock. (Lose 2 HP, one-time effect)
17	You take on a greenish glow (-1 to AC & emit light at 30')
18	You cannot speak aloud.
19	You are invisible.
20	Death Clock: Lose 1 HP. Every time you fail any save, lose 1 HP. You do not heal while under the Death Clock.

*These effects last until you make a save against Death. Make a save attempt when you enter The Other Side and every hour there.

UNDEAD, GHOSTS, CREATURES WITH MAGIC POWERS AND SPIRITS CROSSING OVER FROM THE OTHER SIDE

1D20	UNDEAD, GHOSTS, CREATURES WITH MAGIC POWERS AND SPIRITS CROSSING OVER FROM THE OTHER SIDE*
1	The creature flickers in and out of tangibility. (+1 to AC, -1 to attacks) If attacked, roll d6. If it is 1-3 you are incorporeal. If it is 4-6 you are tangible.
2	The creature can take damage from silver. Double the damage if they already had a weakness to it.
3	The creature can take damage from iron. Double the damage if they already had a weakness to it.
4	The creature can take damage from fire. Double the damage if they already had a weakness to it.
5	The creature can take damage from magic spells. Double the damage if they already had a weakness to it.
6	The creature can take damage from magic weapons. Double the damage if they already had a weakness to it.
7	The creature can take damage from psionics. Double the damage if they already had a weakness to it.
8	The creature can take damage from cold. Double the damage if they already had a weakness to it.
9	The creature can take damage from lightning. Double the damage if they already had a weakness to it.
10	The creature can take damage from physical attacks. Double the damage if they already had a weakness to it.
11	The creature can take damage from light. Double the damage if they already had a weakness to it.
12	The creature loses all Special abilities.
13	The creature becomes visible but remains incorporeal.
14	The creature becomes visible and tangible. Can be harmed by normal attacks.
15	The creature takes on a horrible, sulfurous smell (100' aura). -3 to Initiative.
16	The creature becomes shaky and nervous (-1 to all attacks & -1 to Initiative).
17	The creature is sluggish (½ Move speed).
18	The creature is anchored here for d10 days. No more saves.
19 - 20	No ill effects.

*These effects last until you make a save against Death. Make a save attempt when you leave The Other Side and every hour there in the normal world.

NEW ITEMS

GHOST HUNTER'S KIT \$99

A waterproof traveler's bag with a strong strap and several empty pockets. This is a must for any Alien Investigator or Hunter. Available through the mail or larger cities. Sometimes available at Ethel's.

Each Kit Contains:

- Vials & bags for collecting evidence.

- Magnifying Glass

- Journal (w/ pens & pencils)

- Disposable Camera (w/ extra film)

- Ghost ID Chart

- Pocket Knife

- Blank Sightings Reports

- Compass

- Flashlight

- Thermometer

- Small Audio Recorder (w/ extra tapes)

- Road Flares x2

DELUXE GHOST HUNTERS'S KIT \$349

A large waterproof backpack with a strong strap and several empty pockets. It is much larger than the basic kit. Available through the mail or in larger cities. Sometimes available at Ethel's.

Vials & bags for collecting evidence.

Magnifying Glass

Leather Journal (w/ pens & pencils)

Disposable Camera (w/ extra film)

Basic Camera (w/ 5 rolls of film)

Video Camera (w/ 3 blank tapes)

Blank Sighting Reports

Deluxe Compass

Flashlight (Heavy)

Compass

Thermometer

Small Audio Recorder (w/ extra tapes)

Road Flares x4

Ghost ID Chart

Gold Inlaid, Monogrammed Swiss Army Knife

EMF Meter (Basic)

Small Mirror

SUPER DELUXE GHOST HUNTER'S INVESTIGATOR'S KIT \$499

Same as the Deluxe kit, but includes an EMF Meter (Advanced) & an EVP Recorder (Basic)

Most of these items are readily available at a hardware store, department store or specialty store in town. The more unusual supplies can be found at Ethel's or through the mail.

ITEM	COST
Audio Recorder (Mini) (\$1 for extra tapes)	\$12
Binoculars – Cheap (120', +1 to Spot)	\$12
Binoculars – Basic (300' +3 to Spot)	\$30
Binoculars (Military, +4 to Spot, 1200')	\$500
Camera – Disposable	\$4
Camera – Basic (\$1 for extra rolls of film)	\$30
Camera – Video (\$2 for extra tapes)	\$200+
Chemistry Set	\$50+
Chemistry Set – Field Set	\$125
EMF Meter (Basic, +1 to Paranormal or Knowledge: Ghosts)	\$100
EMF Meter (Advanced, +2 to Paranormal or Knowledge: Ghosts)	\$200
Evidence Collecting Kit	\$5
EVP Recorder (Basic)	\$50
EVP Recorder (Advanced)	\$200
Geiger Counter (very rare outside of the military or university)	\$500+
Ghost Books	.50+
Ghost ID Chart	\$1
Ghostbusters T-Shirt	\$5
Iron Bar (d4-1 damage)	\$3
Iron Knuckles (d4-1 damage)	\$6
Iron Staff (d6-1 damage)	\$15
Motion Sensor	\$50
Salt (1 lbs.)	\$1
Thermometer	\$1



NEW MAGICAL ITEMS AVAILABLE AT ETHEL'S ANTIQUES

AL-ELIJIN'S DAGGER (\$500)

This is a small 16" iron dagger covered with Arabic symbols. The handle unscrews and has a hidden chamber filled with salt (2 oz.). The dagger can damage incorporeal beings without damage penalty, dealing d6 damage to incorporeal and pushing them 5' back. The dagger does d4-1 damage against others. It is a magical weapon that has a +1 to hit in melee or if thrown. If thrown, it turns to a pile of salt at the end of the round and blows back to the owner, re-materializing as a dagger in their hand or sheath.

ANCHOR AMULET (\$150)

The amulet is made of simple brass with a small green gem set in the center. The wearer is anchored to the normal world. They cannot be pulled into the Other Side. They gain a +4 Terror check bonus.

AMULET OF OSIRIS (\$225)

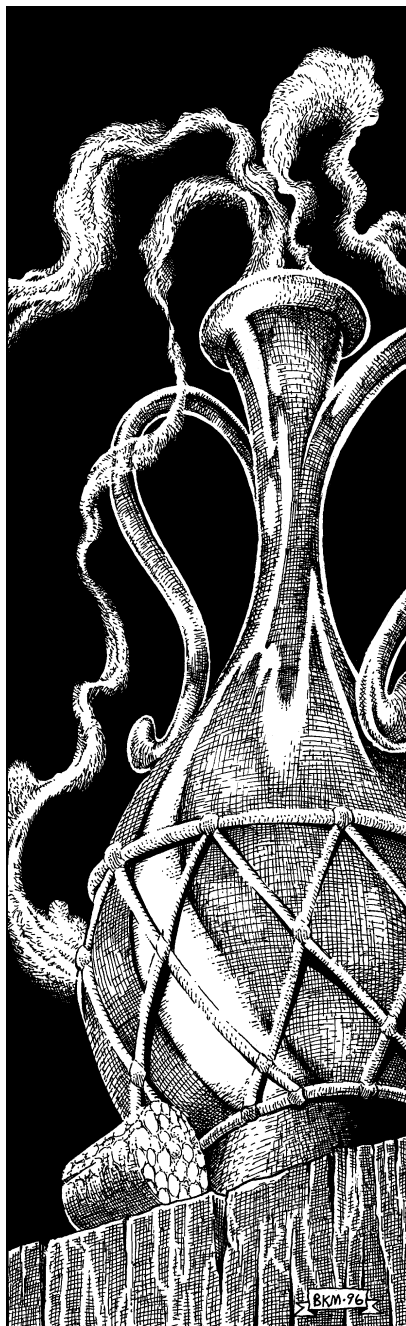
A very ornate amulet that is painted green and black. It is covered with several Egyptian Hieroglyphics. The wearer suffers no ill effects from going between worlds, gains Advantage on the Shifting Environment roll, all Death saves and gains a +2 Terror check bonus. The wearer's hair starts to turn green if worn over a week.

GHOST BOTTLE (\$200)

The bottle is red glass with many odd symbols adorning it. If the bottle is opened, a vortex attempts to pull any ghost in a 100' area into the bottle. Roll a d20. All ghosts within range roll a d20 and add their hit dice to the roll. Any ghost that you cannot see gets a +10 to their roll. Any ghost that rolled lower than your roll is sucked into the bottle. The bottle then magically closes. The ghosts are stuck in the bottle as long as it is sealed. If 4 or more ghosts are sucked in the bottle, it explodes doing 2d4 magical damage to everything within 60'. All of the ghosts within are sent to the Other Side (they cannot return for d6 days).

While sealed the bottle gives the owner Toughness: Magic +1 and +1 Hit Point for each ghost within. The owner gains +6 to Track Ghosts and you gain Advantage on Ghost Terror rolls.

If the bottle is opened with ghosts within, they escape and the temperature within 100' drops d20 degrees for 1 minute. All living creatures within 100' are at Disadvantage on all rolls for the next d4 rounds.



GHOST CHARM (\$20)

The Ghost Charm is a small chain with a chunk of rock salt hanging from it. The chain has a simple enchantment on it that gives the wearer +2 to Terror checks, +1 AC against the incorporeal and +1 to their Death save stat.

GHOST HAMMER (\$100)

This hammer is very old and is quite rusty. It has a 3' metal handle with a large, rock salt head adorned with a few Japanese words, "Ghost Hammer." The wielder gains +3 to Terror checks. The hammer is a magic weapon with a +1 to hit. It does d4 damage but does d6 + WIS bonus to ghosts. Any ghost struck by the hammer becomes visible for d4 minutes and cannot blink to the Other Side. The hammer is actually possessed by the spirit of an ancient Japanese warrior. If the hammer is wielded by the same person, with a good alignment, for 1 month it will begin to speak to the owner. The spirit will only speak in riddles and push the person towards heroic actions (that is why Liliana misidentified its qualities and threw it into the corner). Once the hammer begins to speak to its wielder, they can speak and understand Japanese and gain Knowledge – Japanese Culture +2 & Knowledge – Japanese History +2. This effect ends if they do not use the hammer after a month.

ROCK SALT DAGGERS (\$5 EACH)

These are specially molded and enchanted pieces of rock salt used to fight off ghosts. They weigh 1 lbs. each and are moderately sturdy (they can break if mishandled). They have a range of 50' and do d4 damage to the incorporeal beings. If the incorporeal being is hit they move away from you this round and the next and they cannot attack you during those rounds. The daggers will break 60% of the time when thrown.



NEW SPELLS

MINOR SPELLS

AL-ELIJIN'S ANCHOR

(1 CON) 100' Radius. All ghosts and beings are tethered to the normal world or the Other Side (cannot blink out). You gain Advantage on all attacks you make on ghosts or extra dimensional beings. Duration: 20 minutes + 5 per level

ECTOPLASM STRIKE

(1 CON) 60' Range. Shoots a bolt of green slime at the target, doing d4 damage and leaving the slime on whatever it hits. Those covered with Ectoplasm are at -1 to all attack and skill rolls and add +1 to all save and attribute check rolls. You can make 2 Ectoplasm Strikes per CON point.

FEARLESS

(1 CON) Touch Range. You or a friendly target become immune to Terror and cannot fail a Courage save for 1 hour.

IRON FEET

(1 CON) Touch Range. You or a friendly target become almost unmovable and unstoppable. Your move is halved, you cannot run and you lose any DEX bonus. You cannot be knocked down, pushed, pulled into another dimension or stopped while active. You can use this to walk up walls or on ceilings and move freely through hindering terrain. You can carry x4 your normal amount and gain +1 damage to all of your kicks. Duration: 5 minutes + 1 per level

KNOWLEDGE OF THE VOID

(1 CON) You can access the void to enhance your knowledge. You gain +10 to Knowledge – General, +5 to all other Knowledge skills and +3 INT related skills (like Electronics, Mathematics, etc.). While active your eyes take on a red tint. Duration: 10 minutes + 5 per level

SEE GHOSTS

(1 CON) Touch range or self. Gives the target the ability to see all ghosts within 100' and +4 to all Terror checks for the next d10 +1 minute per level. If the caster uses the spell on themselves the duration and Terror bonus are doubled. If the target wishes to fight the spell they can make a Mental save to negate it.

MAJOR SPELLS

AL-ELIJIN'S WAVE

(1 CON) 50' Radius + 10' per level. You emit a wave of magical energy that makes all things invisible visible (they cannot turn back or blink out for d6 minutes). It deals 2d6 damage to all ghosts and extra dimensional beings. It makes all weapons in the radius magical for d6 minutes (they get +1 to hit and can damage incorporeal beings).

BLINK

(1 CON) You and your familiar blink out and reappear anywhere within 100' + 10' per level in 10 seconds.

EXPULSION

(1 CON) Range & Radius: 50' + 10' per level. You can expel ghosts from this realm. Roll a d20 and add your level & Wisdom bonus. All ghosts within range roll a d20 and add their hit dice to the roll. If you cannot see a ghost, they get a +8 to their roll. Any ghost that rolled lower than the expulsion roll is expelled to the Other Side. An expelled Ghost cannot return for 1 month.

SPOOK

(1 CON) 60' Range. Target must make a Terror save equal to your Intelligence (18 MAX). If they fail, they must roll on the Ghost Terror Chart (p. 24).



WINTER HILLS ASYLUM

Known as the spookiest place in Jeffersontown, the ruins of the Winter Hills Asylum sit on Blue Island in Taylor's Lake. The abandoned asylum was built in the 1920's to house tuberculosis patients and the criminally insane. It was split into two wings that were kept separate and were ran by different agencies. The tuberculosis wing remained open until 1941, while the asylum section was active until 1966. After World War II the tuberculosis wing was turned into a hospital/ recovery center for soldiers returning home from the war. Many of the soldiers recovering there were severely disfigured, adding to the horrifying aura the island had developed over the 40+ years.

While open, Winter Hills Asylum had many paranormal occurrences and served as the final resting place for several hundred people. After its closing, it seems to have developed an even greater reputation for the paranormal and horrific.

Blue Island is abandoned and its grounds are not subject to regular maintenance or regular patrolling by authorities. The roads are in horrible condition. It has been very popular among teenagers for partying, exploring, vandalism and for making out. It is remote and moderately difficult to access, but that does not deter teenagers. Over the past few years a few explorers have been injured while on Blue Island, with a few known disappearances and casualties. The mayor has become worried about the missing and bad publicity, so he has added an occasional boat patrol and is toying with adding a caretaker to the island to keep people out.

BLUE ISLAND/ WINTER HILLS GEOGRAPHY

THE ASYLUM

The asylum itself sets atop a hill that looks down into two steep valleys on the northern and southern slopes. It is a massive eight story building made of dark umber colored bricks. Almost all of the windows have been broken and graffiti is present on almost every inch of the building. Inside, the building has been gutted, vandalized and is in heavy disrepair. It is a dangerous labyrinth of halls with endless rooms. The stairwells are in terrible shape. Access to the roof is possible, but the higher you go up the stairs the more gaps and pitfalls there are.

- A huge party is going down at Winter Hills tonight, but you heard that ghost activity there is at an all-time high. How do you get there? What do you bring? What about the ghosts?
- One of your best friends has disappeared after going to explore the asylum. Time to go find them.
- A popular local club or gang initiation is to spend the night in the asylum. Do you have what it takes?
- Another popular initiation is to enter the asylum and return with a certain item. This is usually something in the basement.
- Most paranormal researchers claim that the asylum is the best place to find and study ghosts.
- Orbs have been seen in dazzling displays on the roof of the asylum as of late. Getting to the roof is a dangerous proposition.

NORTH DOCKS

The North Docks are one of the few places on the island that are regularly maintained by the city. Any official business goes through this dock. The city has recently rebuilt the solitary house at the docks. They use it for storage (contains a generator, some supplies and some firearms). It is locked and has many warning signs on its exterior. There is a padlocked gas pump at the dock.

STAR LAKE

Just past the North Docks is the beautiful Star Lake. It is surrounded by dense woods and a potholed mess of a former road that is blocked off with giant logs that are bolted to the road. It was home to a popular resort in the 1890's and early 1900's before it was abandoned after a rash of drownings in 1907. During the hospital era it was heavily used by the families and employees that lived on the island. Patients were not allowed to visit the lake. After the island was abandoned nature took back most of the beaches, most of the houses and the docks (which sunk into the lake). Most of the teens that visit Blue Island avoid this area because it is believed to be haunted and covered with monsters.

- There is only one island in Star Lake. It is a small island that used to be home to a small bat sanctuary that closed in 1961. The cabin and several bat houses remain intact on the island. Thousands of bats call this place home.
- The ghosts of the many drowned children haunt the waters as Poltergeists.
- Somehow a shark got into the lake and cruises the shores looking for teenage flesh. (p. 155 Core Book)
- A whole mess of Frogmen have claimed domain over the lake. (p. 144 Core Book)
- Giant Frogmen that do not fear people have been seen in the lake. Unbeknownst to the public, drums of toxic waste were dumped in the lake in the 1970's. Perhaps they have begun to leak and are affecting the Frogmen? (p. 144 Core Book)

THE ASYLUM DIRECTOR'S HOUSE

On the northern beach sits the Director's house. It is an old mansion that sits in ruin. It was boarded up and abandoned in 1966 when the final director, Dr. Argus Z'Nuff, was fired for unknown reasons and the island was shut down. It is a popular site for vandals, wild parties, treasure hunters and the historically curious. It is home to a huge, library on the second floor that still has thousands of books, even though they have mostly been thrown on the ground and the stacks have been pushed over. The rest of house is thrashed as well, but the roof is still intact and the inside is mostly dry. Occasionally a homeless person or group will take up residence here. The beach is rocky but has good patches of sand that are often used by teens and young adults for beach parties.



1D10 RUMORS ABOUT THE MANSION	
1	Dr. Z’Nuff was conducting medical experiments on the patients. He was killed in a government raid of his house. His ghost still haunts the grounds and the nearby beach.
2	Dr. Z’Nuff was conducting medical experiments on the patients. He escaped prosecution and fled back to Poland to continue his experiments. Perhaps he left some of his writings and works behind in his mansion?
3	Dr. Z’Nuff was conducting medical experiments on the patients. He was caught and thrown in a secret government prison. Maybe some of his medical equipment is in the basement?
4	There is a portal to Hell in a hidden chamber in the basement.
5	The good doctor was framed for crimes he did not commit by the mayor, so that he could close the island because it was a tax drain. Dr. Z’Nuff committed suicide and he haunts evil doers on the northern part of the island.
6	The doctor led a Satanic Cult that regularly met in the pool house next to his mansion. Perhaps they were trying to open a portal to the Other Side or maybe they were trying to summon a great beast to devour Jeffersontown?
7	The buildings were becoming run down and too expensive to maintain. It was a financial decision by the county.
8	A horrible, unknown disease broke out among the patients and staff in 1966. Those that survived were sworn to secrecy. The bodies of the diseased were burned. The disease was traced back to the doctor’s mansion.
9	A group of squatters has taken over the mansion. Some say they discovered an old bomb shelter behind the house.
10	There is a rumor that Reverend Phillips sent several teams to search the mansion for a book. What could he be looking for?

TRUTH:

Dr. Z’Nuff was a good doctor and was framed for heinous crimes by a corrupt government official that was close to the mayor in 1966. Dr. Z’Nuff did commit suicide on the beach in 1966. His Haunt roams the northern section of Blue Island. His ghost will only attack the evil or those taking part in nefarious acts.

THE DUMP

On the far northeastern corner of the island is a massive pit that was used as a dump by the hospital and the residents. The dump contains common items from pre-1966 Jeffersontown and many discarded pieces of equipment from the hospital. The terrain in the dump is very unstable and it is a very dangerous place to explore.

A large concrete slide leads from the top of the hill just outside of the eastern part of the asylum that leads to the dump. The slide drops into the pit on a 20' cliff above. The slide is full of broken concrete and is littered with broken beds, cabinets and medical equipment.

- A treasure trove of metals and antiquated medical equipment can be found by those willing to dig through the years of junk.
- Several ghosts of those that died on the island haunt the dump. Perhaps they are looking for a specific relic of their past?
- A goblin-like creature has claimed the dump and will run off anyone that enters his rusty home.
- Several Poltergeists haunt the pit and will shower visitors with a hail of shrapnel if they trespass.
- Anyone that can skateboard down the dump slide will become a legend. Do you have what it takes?

THE CEMETERY

The eastern part of Blue Island is dominated by rolling hills surrounded by thick woods. Among the hills sits a vast cemetery of plain headstones. No mausoleums, monuments or fancy tombstones are present among the hundred acres of the cemetery. A solitary, two-story building sits on a hill off the central road. It was the caretaker's house and has recently collapsed into itself and has filled with water.

During the day the cemetery is a sad sight. It is overgrown and most of the headstones are chipped or knocked over, while some are just missing. At night the landscape is a terrifying vision of a long-forgotten land, and voices of those that are buried there can be heard for miles around.

1D10 CEMETERY RANDOM ENCOUNTERS	
1	A solitary ghost hovers by a grave plot that is missing its headstone. For some reason it is visible. Maybe it needs help?
2	A poltergeist is nearby. It will throw rocks at anyone that gets near its grave.
3	A Haunt roams the cemetery seeking to harm the living.
4	A group of drunk teens are desecrating a row of tombstones from the 1930's. They are known bullies from school.
5	Several feral dogs have made the cemetery their home. (p. 154 Core Book)
6	A Phantom has claimed this graveyard.
7	Orbs can be seen as anyone approaches the grounds. If you get to close they will attempt to scare off unwanted visitors.
8	A Ghoul lives in the collapsed caretaker's house. (p. 144 Core Book)
9	A family of Frogmen have claimed the collapsed caretaker's house. (p. 144 Core Book)
10	A Specter will run off anyone that dares enter the cemetery.



SOUTHERN BEACH AND DOCK

The southern beach is an eye sore that is in a state of complete disrepair. Years of parties and neglect have left it littered with junk, broken boats and covered with abandoned fire pits. The docks have collapsed and only a few shards and pillars of wood can be seen above the water. Far less paranormal activity has been reported on the southern beach.

"THE GAUNTLET" SMALL TOWN

The Gauntlet was the unofficial name of the town that sat on the southern side of the island. It was called that because of its shotgun shape. On one side of the street were stores and a few restaurants. On the other side of the street were a row of several apartment buildings. Behind the apartments stood a few blocks of houses. The town was made for the people that worked at the sanitarium. It offered very little frills but was comfortable and convenient for those that did not want to take a boat to the island every morning.

This area is heavily vandalized. All of the stores have been looted and the apartments and houses are falling apart. There is nothing much for thrill seeking teens to find in this run-down town.

JEFFERSONTOWN PARANORMAL SOCIETY

The J.P.S. is a small, but growing, organization that investigates the unusual events and creatures in the area. It was started in 1975 with 4 members that met occasionally in a backroom at the library. Now they have 50+ members from various areas of Jeffersontown. The group meets once a month in the auditorium of the public library and will get together at other times throughout the year. The more serious members will meet regularly to report on events and sightings and to assign investigators.

KEY MEMBERS OF THE J.P.S.

AMBER GYGAX

Amber is the founder and president of the J.P.S. She is a well-liked, 8th grade science teacher at the Belladonna school that is particularly interested in ghosts and cryptozoology. Most people would describe Amber as a hippie. She is eager to bring in more members and works well with other paranormal organizations.

ABRAHAM JACKSON JR.

Abraham is the only other founding member of J.P.S. remaining in the group. He is the assistant to the regional manager at the Sears in the Oxford Mall. He is known as bit of a grump and enjoys working alone in the field. Abraham is a skeptic and does not believe any paranormal activity is real but does love researching the subject. His paranormal library is the largest personal collection in the area.

WARREN SIEMBEDIA

Warren is the secretary of the J.P.S. and has written several books on the paranormal. He is the owner of a restaurant and boat dock at the resort on Taylor's Lake. The J.P.S. has a large banquet at Warren's restaurant every Spring.

LINDA COLEMAN

She is a paranormal mystery writer married to Dr. Amburgy. Her new series of novels, about a teenage witch and paranormal investigator named Abigail, have been a surprise hit. This has drawn the ire of Reverend Phillips. He has warned her to stop writing such “*Satanic recruitment handbooks*” or he will make her life miserable.

DR. QUINCY AMBURGY (p. 84 Jeffersontown Setting Guide)
Philosophy and Math teacher at Jeffersontown High.
Expert on the occult and magic.

MICHAEL DAVIS (p. 85 Jeffersontown Setting Guide)
History and Humanities teacher at Jeffersontown High.
Pope Lick Monster expert.

PIERRE LAMONT & TABITHA BALEVRE (p. 181 Core Book)
Students at Jeffersontown High and members of the Chenoweth Knobs Crew. They are a very close couple and are both experts on the paranormal. Both are very active in the J.P.S.

- Reverend Phillips is planning a book burning of Linda Coleman’s books. You and your friends plan on disrupting the burning.
- You wish to join the J.P.S. To do so, you must file a report on a paranormal occurrence. You get the paperwork and hope for something cool to happen.
- Your family is staying at the Taylor’s Lake resort for the weekend. While eating dinner you run into Mr. Siembedia. He tells you about a ghost sighting on the beach last night. You have to check this out.
- Pierre & Tabitha ride their bikes deep into the Hexpost Woods on a J.P.S. investigation of some ghost sightings. You and your crew want to see what they find and follow them into the woods.

GHOST PUG OF GHOST LIGHT ROAD

One day while riding your bike on Ghost Light Road, you see the slight sparkle of metal in a pile of leaves and stones on the roadside hill. Upon searching the area, you find a pair of rusty old dog tags. When you get home, and clean them off you determine that they are actually dog tags from a dog that lived in the 1960's. One tag has the name Norman on it, but the other one is too rusted to read.

After falling a sleep that night, you begin to have short dreams of a small pug dog running around a house. Each day the dreams increase in length and detail. Over time the dreams reveal another pug and a young girl, all playing together on a horse farm. After a few weeks the dreams fade and you begin to see a small, green, glowing pug dog that starts to follow you everywhere. It initially follows you at a short distance, but eventually comes closer if the person shows that they are a kind person. You quickly notice that nobody else sees the pug. The pug will warn you of any one approaching or if trouble is a foot. You gain +2 to initiative rolls, +1 to AC and +2 to any spot or listening checks while the pug is around.

After a few days the pug begins to bark more and tries to get you to follow it somewhere. It will lead you to an old abandoned barn in the woods of Ghost Light Road. After searching for a short time, you discover an old diary under the floor boards. The diary tells of a young girl named Ashley that got 2 pug puppies for her birthday. She loved them more than anything else in the world. They spent several, happy years together at the farm until one winter the pugs fell ill and passed away. They were buried in the nearby pet cemetery. Ashley was so distraught at their deaths that her last entry in her journal said that she planned to throw herself into the Rock Quarry (in the middle of Winter). After reading this you remember an urban legend of a girl that died in the quarry in the 1960's. If you remember correctly, her body was never found.

The ghost dog will try to get you to go to the pet cemetery. It will help you find the dog's grave site. When discovered the other dog's ghost appears and they frolic together for a bit. Afterwards, the dogs will try to lead you to a cave next to the Rock Quarry. There you will find the remains of Ashley. Her remains will then disappear, her ghost will appear, take the tags and thank you. The three of them run of into the hills together to play together forever. Any player that helped set them free will receive a +1 to their Survival or +2 to any saving throw stat permanently.



*Originally Published in the Jeffersontown Setting Guide.

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WHITE BOX ZOMBIES

THE VIGILANTE HACK

TVH: A CITY FULL OF SINNERS

TVH: SANCTUARY ASYLUM

. . . AND MANY MORE!



J-10



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