

The Pizza Problem

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Ghostmasters Introduction

This is a very basic Ghostbusters adventure that is nothing more than an excuse for you to get your Ghostbusters to run around the place destroying all sorts of expensive personal property and meeting some very odd people all of whom have one thing in common, a love of pizza. While I have provided a number of situations for the Ghostbusters to bust ghosts in this adventure really flies if you can introduce some of your own running gag situations and characters.

Background: Papa Luca's

Down a tiny back street in the seedier part of town is Papa Luca's Pizzeria. For sixty years Papa Luca has made the best damn Pizza in town, that was until three months ago when sadly Papa Luca was killed in a bizarre accident involving an alarm clock and a tub of anchovy paste.

Following his tragic demise the restaurant was sold to the Pizza Qwik Corporation which carried a drastic modernisation of the place and Papa Luca became the 'Pizza Qwik presents Papa Luca's Pizzeria'.

The pizzas that the Pizza Qwik Corporation sell are more expensive and not as good as those made by Papa Luca and by keeping his name in the title they have dishonoured the spirit of Papa Luca who has risen from the grave so that he may exact his revenge, with a very special pizza topping indeed; ghosts.

Of course the Ghostbusters won't initially realise this because they will be too busy fighting the spooks that are suddenly popping up all over the place and in the most unlikely settings.

Scene 1: Mu Alpha Delta Frat House

The Ghostbusters are called to the Mu Alpha Delta Frat house on the lower east side. The house is an ancient Brownstone, one of a number of such buildings in the block, however the frat house is instantly recognisable since from the windows are hanging all manner of flags and pendants.

The Ghostbusters will be let into the house by a very glum looking student who introduces himself as Don Truman. He motions the Ghostbusters inside to where the others members of the fraternity are sat in the lounge, studying! The first thing that ought to strike the Ghostbusters as strange is the unusual neatness of everything. Then there is the noise or rather lack of it. Once the Ghostbusters are in the lounge, the head of the fraternity Philip Garland introduces himself and explains the problem.

The trouble started three days ago, we were having this party right, and then in the middle of it these like two spirits turned up out of the blue. Boy are they like a drag man. He's always telling these like really ancient war stories and things, and then the woman. Man she is worse than my mother. She comes into our rooms, and like just goes on and on until we do what we say. It's things like 'tidy your room' or 'you going out with your vest, oi you'll catch your death'. It's a real drag man, I've not been able to take my steady back here since they like appeared.

A PKE reading will confirm that house is indeed haunted by two Class II spirits and a little bit of elementary research will show that the ghosts who are now haunting the frat house have nothing to do with building. Considering the class of spirit, this fact should be highly unusual and would lead to the supposition that the ghosts have been injected into that building somehow.

Catching the spirits is fairly straight forward, it is all a matter of setting the correct sort of trap. For the male ghost all they have to do is sit someone down in the room with a book about world war II and up he will pop and begin to recite the story of how he captured a Japanese gun position on Guam single handed. For the woman it is even simpler, just make a real mess in a room and bingo there she will be nagging them to clean it up.

Old Man Ghost

Power: 2
Special Ability: Bore people to tears about WWII
Ectopresence: 3
Goal: Get someone to actually believe that he did take that bunker on Guam single handed. (A successful cool roll is required to stop from falling asleep whilst listening to the story).

Old Woman Ghost

Power: 2
Special Ability: Nag and nit-pick constantly about everything and everything. (A successful cool role is required to stop from running from the house.)
Ectopresence: 3
Goal: To make these young people buck their ideas up and become nice upright members of the community.

This pair were man and wife. She nagged him half to death and he retaliated by retreating into a fantasy world where he single handedly recaptured the island of Guam. As ghosts go they are pretty harmless but highly irritating.

Phil Garland - archetypal Frat leader

Brains:	4	Think up silly fraternity hazing rituals	7
Moves	3	Eat pizza	6
Muscles:	2	Crush beer cans with one hand	5
Cool:	3	Look good in a preppy jacket	6

Phil Garland is a scrawny little chap in his early twenties. He is dressed in the archetypal preppy outfit and has this really grating voice like Shaggy on speed.

Scene 2: Pintsoft Inc

No sooner have they got through dealing with the Frat House Ghosts than the phone goes and it's a panicked call from Pintsoft Inc, a small software house in downtown Manhattan. The man on the phone sounds scared and in the background can be heard the sounds of breaking furniture. He says that some ghosts have taken over the office and all hell is breaking loose then, worryingly, the phone goes dead.

Pintsoft's office is on the top story of a downtown skyscraper. As the Ghostbusters drive up they can see that people are fleeing rapidly from the area and that the police have set up a cordon around the building. The reason for the cordon becomes apparent when a VDU comes hurtling down from the top of the building to explode on the floor. The police will be very glad to see the Ghostbusters and will brief them with the events as far as they know them. At around lunchtime the offices of Pintsoft exploded in a violent frenzy that saw computer hardware and furniture being thrown around the place. Luckily no one was hurt because most of the Pintsoft employees had left for lunch, only the hardcore hackers were left and it is thought that one of them has called the Ghostbusters and the police.

Getting into the building is simple, just dodge the occasional falling VDU and then take the express elevator to the fortieth floor. When the elevator doors open the Ghostbusters better be quick because something has just hurled a monitor at the open doors. After that it becomes a battle of wits against five invisible class II spooks who are hurling

everything they can at the Ghostbusters. Such items may include a blizzard of floppy disks, or a cloud of sharpened mouse mats.

Finally with the ghosts safely in the bag the five hackers will emerge from their hiding place in the secure computer room. These men will be totally baffled by what has happened but may if questioned say that everything happened once lunch was delivered to them. This meal was of course pizza and it came from a small pizza restaurant called Papa Luca's.

Luddite Ghosts

Power: 3

Special Ability: Destroy Technology by smashing it to bits.

Ectopresence: 4

Goal: Be as destructive as possible

These five spirits have identical stats and are basically your bog standard mash-everything-in-sight type of spectre. They are mean and nasty and really love to smash things. In a previous life they were probably builders.

Scene 3 : The English Au Pair

When the next call comes it is to report trouble in Suffern, which is almost in New Jersey. The caller is an English au pair working for a rich family of American lawyers. In her English way she explains that the house now has an extra guest, a ghost and it's making a real mess. She would be really obliged if the Ghostbusters could come along and remove it post haste.

The house is located in a very exclusive suburb of New York. It is set in sumptuous grounds and has its own swimming pool. The Au Pair who is the perfect example of the English rose is looking extremely exasperated and ushers the Ghostbusters into the house and shows them the problem. Literally everything inside the house is covered with ectoplasmic goo. Sandra explains that the ghost arrived about an two hours ago and has been making a mess ever since. Being English, she is totally unfazed by the whole thing and really wants the ghost gone since she needs to get the place straightened out before the family gets back.

Further investigation will reveal that the ghost arrived about the same time that Sandra's pizza did. Whether or not the Ghostbusters can put two and two together will depend on how smart they are. If asked Sandra will produce the pizza box and explain that she ordered it from the best damn pizza store in town, although she will admit that in recent months the quality has declined somewhat.

Like the other ghosts they have dealt with, this is also a Class II, but unlike the other two ghosts this is a dog shaped beast who is extremely friendly but he loves to dribble and lick things a lot. This means that catching Wuffles is going to be a real messy business, and the more mess that is generated the more irate the au pair is going to get.

She will also get angry if the Ghostbusters make too much noise because they could wake her charge, Molly. If Molly wakes up and sees Wuffles then you just know that she will get a serious emotional attachment to the ethereal pooch. If this happens then things can get very tense as Sandra will feel torn between asking the Ghostbusters to waste the spectre and to keep it around for Molly to play with. If she asks for the latter then the Ghostbusters are going to need to find some way of stopping him from dribbling around the place. Weird science rolls anyone?

Wuffles will treat the Ghostbusters like long lost friends and will jump up at them and slobber all over their faces and equipment. Cool rolls are needed to stop them from going into gross out freak mode while you just know that all that goo is going to do dreadful things to their equipment. Seriously cruel Ghostmasters might rule that malfunctions will become more common after Wuffles get through playing with them as a chew toy.

Sandra the Au Pair

Brains:	4	Think up diabolical ways to get children to tidy their rooms.	7
Moves	3	Run away from spiders	6
Muscles:	2	Make tea	5
Cool:	3	Narrow Eyes Menacingly	6

Sandra is your typical English rose, she has fair skin, brown hair and blue eyes. She is a formidable childcare worker who cares very much for the traditions of English good manners, neatness and nice cups of tea.

Molly

Brains:	3	Twist parents around her little finger	6
Moves	3	Sleep in the afternoon	6
Muscles:	2	Hug small animals a lot	5
Cool:	4	Get attention by crying	7

Molly is your typical cute 3 year old moppet. She wears brightly coloured small girl clothes, has her hair platted into pigtails and says things like 'nk you' and 'pwease' a lot. She is of course highly irritating and it is advisable not to wake her.

Wuffles the Dog Ghost

Power:	2
Special Ability:	Drool on Everything
Ectopresence:	3
Goal:	To find where he hid his bone.

Wuffles was in life a red setter, a breed of dog not known for its intelligence or reserve. This is sadly still true, and Wuffles still loves to jump up on people and lick them a lot. In some dim part of his mind Wuffles knows that he is now different from other dogs and he is upset that people are always running from him. In all honesty Wuffles will make the perfect family pet if only they can stop him from drooling. Soft hearted Ghostbusters may even want to adopt him.

Scene 4: The Firehouse

If the Ghostbusters have worked out who is responsible for these strange ghostly attacks then you can probably skip over this section and head over to Scene 5 at the Pizzeria. If they haven't then this should ram the point home in as direct a way as possible.

Ok so its night and they've had a busy day busting ghosts. Your Ghostbusters are probably tired, probably coated in ectoplasmic dog drool and are probably hungry so what better to help them replenish their inner man than a nice fresh pizza? Well that is exactly what is waiting for them, that and a message from their secretary saying that she has ordered pizza for each Ghostbuster and put it in the refrigerator to keep fresh.

The moment the pizzas are put into the microwave and warmed then the ghost that each one contains will be activated and will pop quietly into existence about five minutes later. These ghosts are the spirits of the failed juggling troupe known as the Amazing Juggling Gambretti Brothers and they just love to juggle. Now they have an audience for the first time in many years the Juggling Gambretti Brothers are determined to put on the show of their erm . . . death.

Imagine the scene if you will, the Ghostbusters are enjoying their 'za when suddenly things start to get thrown around, accompanied by many an unearthly shout of 'Hey' or 'Whoa'. What are they going to do when they themselves are suddenly thrown into the air and almost caught by the ghostly jugglers? Imagine their shock when expensive or high explosive pieces of equipment are treated to the same sort of thing.

Whatever happens the outcome ought to be pretty obvious, the ghosts arrived with the pizza, and the pizza came from a pizzeria called Papa Luca's. It shouldn't take a rocket scientist to work out where to go next. What? They

haven't? Hmmm... Well you could always just abandon this and get out your copy of Burrows and Bunnies and have a nice game of that instead.

The Amazing Juggling Gambretti Brothers

Power: 3
Special Ability: Throwing heavy objects into the air
Ectopresence: 3
Goal: To get it right

In life the Amazing Juggling Gambretti's were a fairly useless Vaudeville act who failed to live up their billing when they were killed after an attempt to spice up their act by juggling anvils went tragically wrong. Now they are back and they want to try from where they left off. This means that they will try to juggle everything they can, the more fragile and dangerous the better.

Scene 5: Papa Luca's Pizzeria

Papa Luca is a small pizzeria down on the east side. It is split into roughly two bits, a small restaurant and a take away bit. Both have been recently renovated and painted in the garish yellow and red colours of the Pizza Qwik Corporation. Inside the restaurant are a small number of patrons who are listlessly eating the pizza they have ordered, while three waiters stand around looking bored. By contrast the take-away side of things is a bustle of activity with a constant stream of delivery people either arriving or leaving. Nothing about the set up looks the least bit eldritch or haunted.

If the Ghostbusters simply dive into the restaurant then the customers will become alarmed and distressed and Art Smith will come screaming out of his office and try to order the Ghostbusters out of the place. If they refuse to go then he will call the police and try to have the Ghostbusters arrested for trespass, unless they can convince him that if word gets out about the ghost pizza then Pizza Qwik could be placed in a liability situation. Alternatively the Ghostbusters can either pose as customers or get jobs as pizza chefs and try to sneak around the place looking for the ghosts.

Whatever means they chose, some quick work with the PKE meters will show that the restaurant and kitchen is totally normal but the big walk in freezer is a seriously hot place, in etheric terms. Inside here are the pizza toppings that Papa Luca has doctored, and it will take very little to set them off, cornering Papa Luca is one such case or Art Smith bad mouthing Papa Luca is another. If this happens then the Ghostbusters and the patrons of the restaurant will be facing a small army of eight huge spectral meatballs. But while the ghost toppings are inert they can be taken out and disposed of simply and efficiently, always assuming that Art Smith agrees to it in the first place.

The PKE meter will also pick up the faint residual traces of a Class III full roaming vapour, and perhaps the Ghostbusters will realise that this is the master mind behind the whole thing.

Art Smith - Papa Luca's new Manager

Brains:	4	Think up ways to make people suffer	7
Moves	4	Shuffle paperwork	7
Muscles:	2	Intimidate the lower ranks	5
Cool:	2	Crawl shamelessly to superiors	5

Art Smith is a weasel faced creep in his mid thirties who is the perfect company man; sneaky, distrustful and crawling. He sees this posting to the newest Papa Luca's as a way to rise quickly up the corporate ladder. He will therefore get very shirty with anyone who tries to stand in his way and he will go out of his way to stop the Ghostbusters in any way he can. Oh yes, he also hates pizza.

Papa Luca - Wronged Spirit

Power: 4
Special Ability: To make ghosts into pizza toppings
Ectopresence: 4
Goal: Revenge

Papa Luca is a full torso free floating repeater who is a whiz at making pizza. He is also extremely angry and feels that he has been hard done by in a traditional Italian sort of way. Papa Luca is a very wily ghost and the one thing he will not do is put his ghosts into the pizza of those eating in the restaurant, and in fact he will try to leave the building at the first sign of trouble since word gets around about the Ghostbusters.

The Meatball Spectres

Power: 3
Special Ability: Make people naked and transport them to somewhere silly and embarrassing.
Ectopresence: 3
Goal: To help Papa Luca

Shaped like giant meatballs with teeth these ghostly spirits will try to eat everything in their path. The Outcome of being consumed by one of these beings is that the victims find themselves transported to a random location sans clothes. For example a Ghostbuster could find himself lying naked in the Lion enclosure at the New York zoo or in more embarrassing in the main reading room of the New York public library. What happens to their clothing and equipment, well that appears at the Nuns of St-Terrazzo's charity shop in Little Italy. See even spooks have a heart, of sorts.

Resolving the situation

The whole pizza situation can be resolved in a number of ways. First off a little bit of research into the pizza restaurant will bring to light the Papa Luca connection and a successful Brains roll by any of the Ghostbusters may well point to Papa Luca as the culprit. From here they can try to contact Papa Luca via a spirit medium or some kind of weird science gadget. If this contact is successful then Papa Luca will explain his grievance against Pizza Qwik and ask the Ghostbusters for help. If the Ghostbusters agree to this help and they can convince Pizza Qwik to drop the name Papa Luca from the pizzeria's title then Papa Luca's spirit will return to the grave and everything will be fine.

Alternatively they can try to go after him by staking out the pizzeria and waiting for him to turn up. This is a risky course of action since it will probably involve lots and lots of spooks, thrown pesto sauce, naked customers being transported to embarrassing places and pizza toppings everywhere. The Pizza Qwik corporation probably won't be too happy about the whole thing, and will probably take the Ghostbusters to court for something or other.

Or they may just leave things as they are. The ghosts in the pizza are generating a steady stream of calls and if the status quo is maintained then the Ghostbusters will be on the gravy train for life, or until an investigative journalist works out that maybe the Ghostbusters know something about the situation and are simply defrauding the people of New York.

The End