

An Adventure for use with the

GHSTBUSTERS™

International

R O L E P L A Y I N G G A M E

Magazine
6.3 million
psychics,
dums, kooks,
crazies,
pemarket
appers, and
stbusters get
their news!

LURID TALES OF DOOM

Vol. 1 No. 1 • Your Weekly Channel to the Paranormal • Via Truck

THIS ISSUE:
More Strange,
Weird,
Totally
Unbelievable
But True
Happenings -
HONEST!

GBI JOINS LURID TEAM

Ghostbusters To Act As Tales Consultant

**ELVIS?
YOU DECIDE!**



see page 3

**Space Aliens
Eat At
Mel's Diner**

GHSTBUSTERS FANS



Two Ghostbusters from the Lo-Cal City franchise pose with the latest issue of their favorite magazine before heading out to investigate a story for Lurid Tales.

**CRAZY YETI ICE MONSTER
SEEN AT STUDIO 23**



GH^{OST}BUSTERS™ International

A N A D V E N T U R E

Lurid Tales of DOOM!

by Jonatha Ariadne Caspian

All across America, in supermarket check-outs, newsstands and convenience stores, at this very second, 1,532 people are reading tabloid headlines. They are reading that space aliens have stolen children for science experiments! They are reading that a two-and-a-half year old girl had triplets in day care! They are reading that the Ghostbusters have just met Elvis delivering singing telegrams for the deceased! The Ghostbusters are in the tabloids? You betcha! In a stroke of marketing genius, GBI Executive Financial Officer Louis Tully got the Ghostbusters the plum assignment of consulting investigators to the world's best-selling tabloid weekly, Lurid Tales of DOOM! All they have to do is, you guessed it, save the world!



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Introduction

WARNING: Sylvia Lovejoy here with the *hottest* tips and *tastiest* tidbits on the insider scene today! (Doesn't 'insider' sound so much more *in-the-swim* than 'gossip'?)

Did you know that *only Ghostmasters* are supposed to read *any* further in this adventure? Do you know *why*? Word has it that *Ghostbusters* who read the adventures they're going to play absolutely *spoil everything* for their franchise! *Can you believe it?! I don't know what* could happen to a tasteless *interloper* who couldn't keep his or her *nose* out of what's really only the Ghostmaster's business — but darling, *you don't want to find out*, do you? Sylvia's saying *kiss-kiss* and *toodle-loo!!*

How to Use This Adventure

This tabloid-style *Ghostbusters International* adventure can be played by any Ghostbusting group with minimal preparation. The Ghostmaster is well-advised to read the whole adventure through before he or she runs it, so that the plot and props are clear in his or her mind. The pages you can photocopy are spread throughout this adventure — there's more about them in "Ghostmaster's Notes" (coming soon).

How the Adventure is Organized

This adventure is divided into six *reels*. Each reel — a compact section loaded with action, adventure, and other neat things — opens with a facsimile page from an issue of the tabloid newspaper *Lurid Tales of DOOM!* Detailed on this page are the set-ups for all of the encounters the stars can have in the reel, with page numbers to turn to in the text. Just have the stars pick a headline to investigate, and continue on the appropriate page. A summary of the possible encounters graces the second page of each reel, along with notes on how to string the action together.

But before you get to the reels, you should take a moment to peruse this "Introduction" section and the "Supporting Cast" section. These give you the background of the adventure, suggestions for play, and extras with which to confront your stars during the course of the adventure.

Throughout the book, you'll also find **boldface paragraphs**. These are *read alouds*, designed for instantaneous scene-setting and atmosphere-establishing. And they're cholesterol free!

Ghostmaster Notes

Ever read one of those flashy newspapers at the supermarket check-out that tell all about space aliens and celebrity scandals? *Lurid Tales of DOOM!* is one of those rags.

Bertrup Mudrocks, the magnate of Lurid Publishing, Inc. and the owner of *Lurid Tales of DOOM!* (and a host of other papers, lurid and otherwise), loves to sell papers. In fact, he will do just about anything to sell papers. He's a veritable genius at marketing ploys and public fads and using even remote connections to the utmost advantage.

Bertrup Mudrocks has recently made a very nifty connection.

He and GBI Executive Financial Officer Louis Tully struck a deal to trade a higher GBI profile in the news for corporate subscriptions¹. The Ghostbusters want to remain in the public eye, and if that spells sales, Mudrocks is perfectly happy to oblige. It won't be the first time that press-hungry organizations have fed him scoops.

Now, Mudrocks has come up with an even higher profile plan than the occasional news tidbit. In keeping with the new trend toward live TV and "real" drama, he wants to have *Lurid Tales* focus on raw journalism (or in his case, a little half-baked). He's assigned a reporter to stick with a Ghostbusters franchise like glue.

Where they go, she goes. What they tackle, she'll give eyewitness accounts of — and photos, too, if ectoplasmic manifestations can be photographed.

In other words, the stars are officially hired as "consultants" who determine the truth of the many reports of unexplained phenomena that flood the mailbags and switchboards and make up the lifeblood for Lurid Publishing, Inc. But once they're on a case, they'll follow it through to the capture or vanquishment of the spook. The reporter, Ditzie Wadlow, will be following right along with them, and their cases will be the lead stories for the newspaper.

So this is just an excuse to string together a whole flotilla of totally unrelated encounters and call it an adventure, right? Wrong. There is a plot. There is an arch-specter the Ghostbusters must confront. And it has all the classic subtlety and wit you'd expect from world-famous game designers like us. Trust us on this one.

¹The subscription end of this deal was revealed in volume one of GBI News, an insert in the Apokermis Now! adventure. You remember that, right? You don't? Get thee to a bookstore and get your copy of this destined-to-be-a-classic adventure right now!

As the stars battle the myriad spooks, spectacles and diversions that seem to pop up in random abandon, they may begin to notice some common threads (unless, of course, this is one of those evenings all your players seem to be a few coupons short of a toaster). What sort of common threads? Many of the encounters involve ivory, or eskimo art, or poachers.

Putting three and three together, in Reel Six the stars should be able to trace the recent upsurge in spectral phenomena to an arctic destination. There, they must confront the angry walrus spirit Kookuk Achuk.

Kookuk Achuk was the greatest walrus who ever lived, a walrus shaman to his walrus people. He had great power, and when he was killed, his *ilitkosixluk*², or ghost, was angry enough to keep that power — even in the realm of spirits.

He swore vengeance on the men who killed him, the men who took his life only to remove his tusks for ivory. Every walrus that is murdered for its ivory adds to the *Ectopresence* — and the anger — of Kookuk Achuk. He has been gathering power for several years, and now he has begun to wreak havoc on the world.

The Ghostbusters, of course, have to stop his paranormal rampage, even if they believe in Kookuk Achuk's cause.

With this mad media scramble, wicked walrus-poachers, and terrorizing tusks on the loose, not to mention red herrings in every lurid bucket of bait — well, you know who to call!

But Wait, That's Not All!

In honor of the first truly "international" Ghostbusting gig, we've made up a new routine. Use it in good health. And send us a postcard from the exotic destinations to which it leads your stars.

Commercial Flight Routine

Use this routine whenever the Ghostbusters need to travel by air. In these days of global accessibility, it is entirely possible that the stars may be busting spirits in foreign countries — if so, use the alternate "international flights version" of Section C.

Oh, by the way, if you don't remember how routines work, go read page 53 of the GBI rule book now. But don't forget to come back, you hear?

²In this adventure, we'll be tossing around several intimidating eskimo words like this one, as well as words and names from France, Denmark, Iceland and even England.

We'll tell you how to pronounce them when they first appear. We may not be entirely right — but we'll try hard, and that's really the key to foreign languages.

Ilitkosixluk? Best guess is IL-itko-SIX-luck. What could be simpler? It means ghost, but you knew that already.

SECTION A

1. You make reservations.
2. You ask your secretary to make reservations. Make a Some difficulty *Brains* roll.

Success: You remember to confirm the details of the flight with her later. "Dallas, Texas? I thought you meant Dallas, Pennsylvania! I'll change them right away!"

Failure: You don't confirm the details, and discover the error at the ticket counter. Go on standby to your intended destination, and shell out \$500 per passenger for tickets. You can use the "Going to Court" routine later to process your refund.

Ghost: You don't notice that this flight does not take you to your intended destination until *after* the plane takes off. Start over at A from new destination. If you get this result a second time, you're okay.

3. You call a travel agent. She books you on the least expensive seats possible — you only have to leave between 5:30 and 6:45 a.m., on the first or third Thursday of the month, and stay exactly four days at your destination.

4. You can only book seats on the Egg-basket Express — the 3:47 a.m. flight. When you get to the airport, you're dog tired. Add one to your die roll in B.

5. The skies are unfriendly — and crowded with holiday fliers. Make A Good Amount of difficulty *Moves* roll.

Success: You finally get to Swifty Thrifty Airways, and they have enough seats to accommodate you — but they're scattered all over the plane. To express your aggravation, add one to your die roll in B.

Failure: You finally get seats for *half* your party — the rest are on stand-by. Increase success/failure rolls in B by one level for the added headache.

6. The airline you're booked with is on strike. You're grounded. Make A Good Amount of *Cool* roll.

Success: You charm the ticket agent into finding you a new flight.

Failure: You blow your top, and airport security throws you out on the curb. Come back tomorrow, and subtract one from your die roll in A.

SECTION B

1. The luggage bin over your head is crowded. Make a Some difficulty *Muscles* roll.

Success: You manage to cram your luggage in.

Failure: Your luggage pops open the bin door just as the attendant is coming by — you must get off the plane and check the bag. When you re-board, someone has taken your seat! The attendant finds you raving in the aisle, and has you put off the flight. Start over again tomorrow, and subtract one from your die roll in A.

2. The seat next to you is occupied by a 14 month old baby, who cries all the time. Make A Good Amount of difficulty *Moves* roll.

Success: Your rendition of "Goldilocks and the Three Bears" is just the ticket, and the babe drops off to sleep.

Failure: She drools on your shoulder. Take one point of damage to your *Cool* until you can change clothes.

3. The plane is in the queue for take-off, but the pilot announces that they have the wrong meal trays, and must return to the terminal gate. You lose your place in the queue, and must wait one hour before you can take off. Increase the difficulty of all rolls in C one level, due to fraying temper.

4. Your in-flight meal is frozen solid. As a rock. The attendants discover, when everyone complains, that the microwave on the plane doesn't work. Make A Good Amount of difficulty *Muscles* roll.

Success: You gnaw on the frozen Salisbury steak and ice-cube 'tater bits all the way to your destination. Your seat-mate is disgusted, but at least you got food.

Failure: Lose one Trait point due to hunger.

5. You experience some turbulence, and the minutes crawl. Lose one *Cool* point and roll again on B.

6. You go to the lavatory on the plane, but discover that there's a faulty hatch seal on the commode. Make a Some difficulty *Muscles* roll.

Success: You manage to stand up.

Failure: You can't get off the seat, because of the difference in air pressure. Eventually, the burliest flight attendant pries you loose, but you're mightily embarrassed, and sore where you sit for the next few days. Lose one *Muscles* and one *Cool* Trait point.

SECTION C (continental version)

1. You are fine, your bags are fine, and you get out of the airport fine.

2. Looking out the window, you see a little baby crawling on the wing. Make A Good Amount of *Brains* roll.

Success: You realize the image is a trick of reflection. Get some sleep.

Failure: You try to convince the attendant that *something is out there*. A team of psychologists is waiting for you when you land; they take you into custody. Do the "Court Routine" to get released.

3. Your flight reaches its destination, only to be held circling the airport for hours. You miss your connection (car, plane, bus, whatever) and have to take rooms at the enormously expensive airport hotel. Pay \$150 per double occupancy room.

4. Emergency landing. Make a Some difficulty *Moves* roll.

Success: Your dexterity in popping out the wing window "exit door" and helping the other passengers safely to the ground is commendable — the press hails you as a hero.

Failure: You panic, pounding on the side of the plane. The video footage of the landing features your babbling, tear-streaked face: not flattering. Lose one *Cool* Trait point.

Ghost: The exit doors *didn't need to be opened*. The airline is displeased, and bans you from future flights.

5. You try to pick up the flight attendant. Make a Lots of difficulty *Cool* roll.

Success: She (or he) thinks you're really cute. And so brave to be a Ghostbuster! You've got a date — for the second Tuesday of the month, when the attendant is next in town.

Failure: She (or he) thinks you're really cute. Unfortunately, her (or his) fiancée, the burly baggage handler, is less impressed. You get a free tour of the luggage carousel. Deal with airport security.

6. Lost luggage. Make A Good Amount of difficulty *Cool* roll.

Success: With humor and understanding, you get the baggage personnel to trace your cases to a Tokyo flight. They're so impressed with your even temper, they promise to get the bags back tomorrow.

Failure: In the face of your vicious temper, the baggage department stoically denies any possibility of tracing your cases. If they turn up, they'll call you.

SECTION C (international flights version)

1. You are fine, your bags are fine, and you get out of the airport fine.

2. The Customs officer finds you suspicious, and takes your suitcase apart, centimeter by centimeter. Make a Some difficulty *Brains* roll.

Success: You dazzle the officer with your scientific palaver, and convince him (or her) your ghostbusting equipment is harmless to humans.

Failure: Your stumbling explanations are less than convincing, and the officer confiscates your ghostbusting equipment as contraband. Lose all personal equipment. Go to Court to get it back.

3. The Customs officer explains lugubriously that he (or she) cannot let you pass, unless ... Make a Some Difficulty *Cool* roll.

Success: You offer a bribe — all your ballpoint pens. He (or she) accepts with a wide grin.

Failure: You sputter about your American rights — he (or she) slaps you with a \$400 fine for concealing dutiable items.

4. You need to exchange your American money for the local currency. Make Very Little difficulty *Moves* and *Cool* rolls.

Succeed at Both: You dodge heavy terminal traffic, and reach the Currency Exchange just as the shop attendant is closing, but convince her to complete your transaction.

Fail Moves: You fail to yield to the motorized cart that assists the elderly in traveling the lengthy terminals of the airport. Deal with Airport Courtesy staff.

Fail Cool: You reach the Currency Exchange counter, and bang loudly on the closed metal blinds. Airport Security fines you £50 (or 5000 yen ... whatever). Since they won't take foreign currency, they hold you overnight.

5. Customs searches you. "What's this gadget?" the officer asks, grabbing for your jacket pocket. Make A Good Amount of *Muscles* roll.

Success: You master your instinctive reaction to grab back, and with narrowed eyes, the officer examines the GBI penlight (or whatever) — and then lets you go.

Failure: You lunge toward him, and he sidesteps you, a nasty smile lighting his face. "Uncooperative, huh?" You are detained for observation. It's two days before they relent and let you go.

Ghost: The officer calls for help and wrestles you to the ground. You are charged with assault and deported on the spot.

6. You are supposed to catch a free hotel shuttle from the airport to your rooms. Make a Some difficulty *Brains* roll.

Success: You remember the words for "bus" and "hotel" from a guidebook or high school language class, and find the departure point.

Failure: You haven't a clue where the bus departs from, and can't make your inquiries understood. Wander the airport for an hour and a half and lose one *Muscles* (from dragging your bags around) before you find the departure point.

Making the Plot Connect

The next five reels can seem haphazard, as they represent a series of globe-hopping, not-necessarily-connected events. The framework that holds these random encounters together is the *Lurid* team.

We assume your Ghostbusters are already familiar with each others' foibles and finicks. But for the duration of this adventure, they've got two, possibly three new partners: Ditzie the reporter, Chuck the pilot, and perhaps Mudge the Accountant, depending on how funny you think it would be to have the accountant trailing after them all the time.

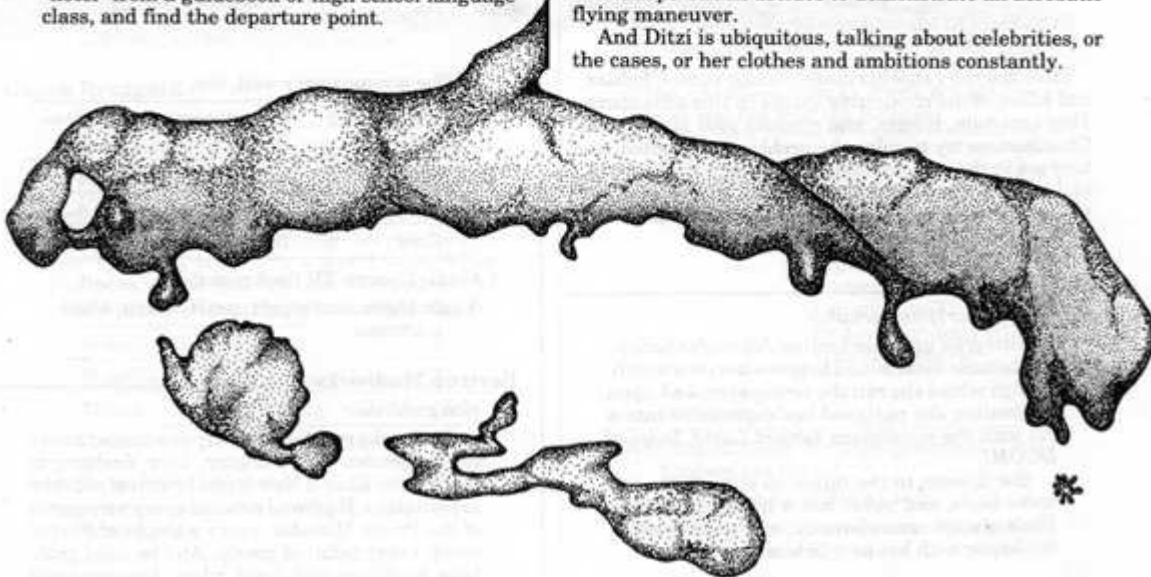
The stars also can receive periodic calls from home — from Louis at GBI, from the secretary, from Mudrocks the publisher. These should be running gags that help keep the humor high and your players off balance.

One possibility is for Mudrocks to override use of the *Lurid Jet*, and snatch the stars' transportation once or twice, forcing them to take a commercial flight. You can run them through the new Routine for Travel.

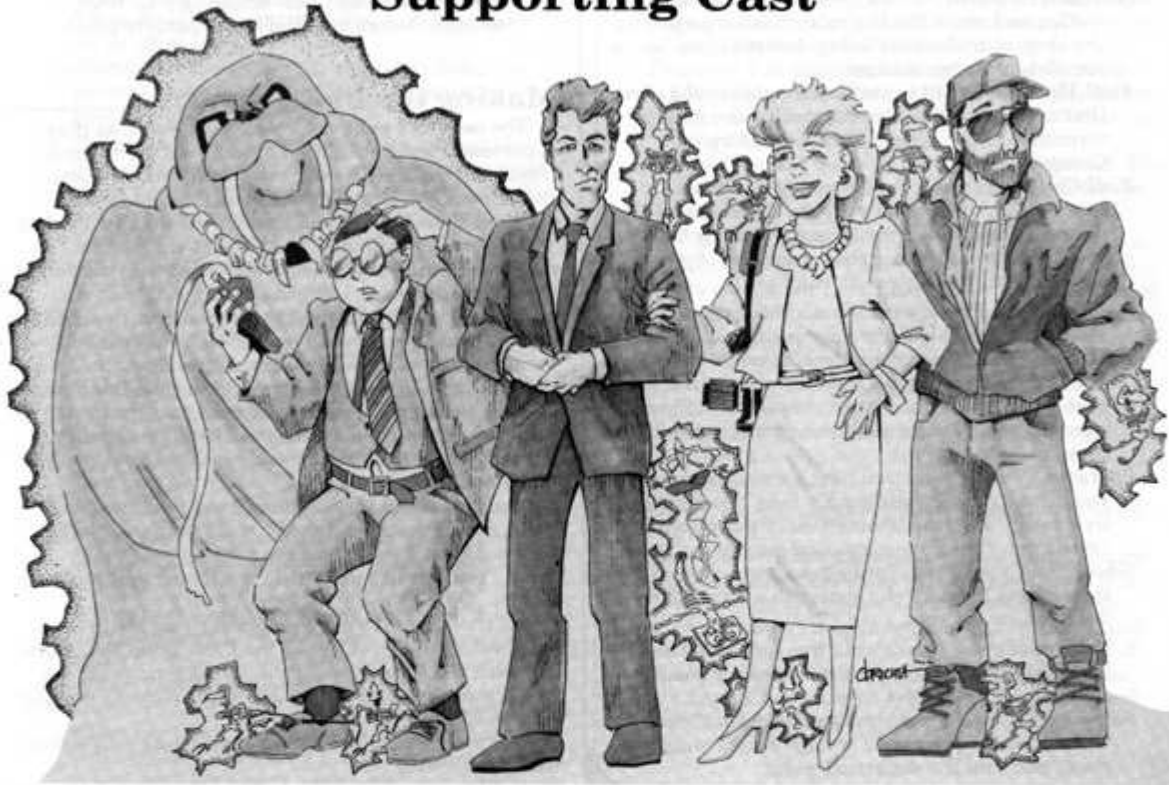
Another gag is to have encounterly wrap-up sessions with Mudge, either in the flesh, or on the phone, in which the accountant wants explanations for the \$832 room service bill, or these three receipts marked Buffy's Buff Bath.

Perhaps Chuck decides to demonstrate an aerobatic flying maneuver.

And Ditzie is ubiquitous, talking about celebrities, or the cases, or her clothes and ambitions constantly.



Supporting Cast



Here are the game statistics, backgrounds, foibles and follies of the continuing extras in this adventure. They entertain, inform, and mislead your stars as the Ghostbusters try to solve the problems presented, and they get in the way, no matter how hard they try not to. Less important extras, spirits tied to one encounter, and people larded in for "color" appear wherever they most fit the progress of the plot.

Ditzi Wadloe

ace reporter / photographer

Ditzi grew up in her brother Johnny's shadow, and became determined to prove her own worth. In high school she ran the newspaper, and upon graduation she parlayed her experience into a job with the prestigious tabloid *Lurid Tales of DOOM!*

She dresses to the nines, in slim skirts and spike heels, and never has a hair out of place. She's always camera-ready, and usually shutter-happy with her own Nikon.

She screams very well, too.

Brains	2	Entertainment Trivia	5
Muscles	2	Lug Bags	5
Moves	5	Pose Artlessly	8
Cool	3	Interview	6

Goal: Become TV Spokesmodel

Tags: Ingenuous giggle, pearly teeth, blind ambition

Bertrup Mudrocks

rich publisher

Mudrocks rose from a lowly newspaper boy in his hometown of Wellington, New Zealand, to become the King of Newsprint by dint of ruthless exploitation. He found news in every movement of the Prime Minister, every whisper of Parliament, every tidbit of gossip. And he used grabbing headlines and lurid colors, because lurid

sells. Today, he owns magazines and tabloids in nearly every major English-speaking market. He parties with the paparazzi he scoops, and he still keeps an eye on the newsboys and girls — because that's where the gumption is.

Brains	4	Make Connections	7
Muscles	3	Heft Papers	6
Moves	3	In Your Face	6
Cool	2	Tactless	5

Goal: Monopolize Print News

Tags: Corpulent frame, Armani tailoring, ear for trivia, eye for profit

Curmudgey P. Scrimple

tight-fisted accountant

Mudge, as his friends call him, has always felt that money is the most precious commodity, and treats every penny with the reverence others reserve for diamonds. He insists that receipts total to the cent, and always asks for his change. He is in charge of the finances of Mudrocks' publishing empire, and he knows at any time the net worth of its holdings to the nearest dollar. For fun, he collects world currencies.

Brains	5	Exchange Rates	8
Muscles	2	Tote Ledgers	5
Moves	3	Handwriting	6
Cool	2	Pass Stock Tips	5

Goal: Be Millionaire in Five Currencies

Tags: Cheerful, chubby face; squinting expression, rubber fingertip covers

Chuck Braggard

bush pilot extraordinaire

Chuck was a test pilot for the Air Force, before he got bored with holding eight of the top 10 world speed records, and branched out on his own. But his hobby of flying fast planes was expensive, and the little cargo service he ran wasn't making enough to support him. When Mudrocks asked him to take the position of corporate pilot, Braggard jumped at the chance.

Brains	2	Physics	5
Muscles	4	Withstand Gees	7
Moves	3	Pilot Jets	6
Cool	3	Laugh at Danger	6

Goal: Push the Envelope

Tags: Lean, grizzled; knowing squint, well-healed scars

Ivory Seekers

skeletal chicks

These tiny spirits (the deceased chicks of willow ptarmigans) are underlings of the great Kookuk Achuk. They use PKE Analysis to find walrus ivory (it has a distinctive "signature" reading), then teleport it back to the arctic to give Kookuk more power.

Muscles	1	Rip Things Open	4
Moves	2	Hide	5
Power	5	PKE Analysis Teleport*	

* Teleport only sends small objects to Kookuk's arctic stronghold.

Goal: Find Ivory

Tags: Physical, mindless; tiny, fragile skeletons

Kookuk Achuk

I am the walrus

This amixsak (see Reel Five) was the greatest walrus who ever lived, a walrus shaman to his walrus people. He had great power, and when he was killed, his ilitkosixluk, or ghost, was angry enough to keep that power — even in the realm of spirits. He swore vengeance on the men who killed him out of greed, taking only his tusks for ivory. He has been gathering power for several years. Recently, he built up enough power to step up his plans to the second phase (see Reel Six), and now he is starting to wreak havoc on the world.

The only ways to stop him are to 1) make all the poachers confess, 2) return all the poached ivory tusks to the arctic or 3) cut off the flippers of the spirit (even works if he's ectoplasmic, as long as you can find the flippers).

Brains	7	Arctic Lore	10
Cool	8	Unswayable	11
Power	13	Animate Control Mind Creature Feature (L) Materialize Poltergeist (G) Proton Immunity (G) Weather Control	
Ecto- presence	18		

Weakness: Spirit becomes powerless if front flippers are cut off.

Goal: Revenge on Killer's Clan

Tags: Ectoplasmic, intelligent; determined, forceful, lumbering power

The Magazine
where 6.3 million
psychics,
mediums, kooks,
crazies,
supermarket
shoppers, and
Ghostbusters get
their news!

LURID TALES OF DOOM

Vol. 37 Issue 2 • Your Weekly Channel to the Paranormal • Via Truck

GH0STBUSTERS FANS

THIS ISSUE:

Ghosts, goblins,
ghoules,
and
other hard
news items.

REALLY!

The Best 'Busters in the World JOIN US!

GBI FRANCHISE WILL GET YOUR GHOST!

Series starts *today*! Spend six weeks with crack paranormal investigators!
YOUR SPOOK could make headlines!



DID THIS UFO STEAL THE WASHINGTON MONUMENT?



**MORE
PHOTOS
INSIDE!**

**WHEN
BOWSER
TALKS
BACK!**

**TOP PSYCHICS PREDICT
THE YEAR AHEAD—
FOR LOVE, SCIENCE,
AND THE STARS!**

GH0STBUSTERS FANS

REEL ONE

Publish or Perish!

Summary

Here the stars, with a bang or a whimper, are thrust into a potentially lucrative publicity contract. They meet the crack investigative team assigned to them, have the corporate largesse of Lurid Publishing unfolded before them, hear only encouragement from their GBI marketing genius, and find themselves jumping headfirst into journalism. Anchors aweigh!

This Just In ...

The first the Ghostbusters hear of the plan for their franchise to make lurid headlines is when their franchise *makes* lurid headlines. Read:

Dawn comes on big cat feet, as the bright notes of rush hour traffic reach your ears. It's a beautiful day in your neighborhood, a beautiful day for your neighbors to have a shouting match over the spilled garbage. While you wait for your turn in the shower, (pick a star) you wrap your bathrobe around you and step out to pick up the papers from the front step — but the front step attacks you!

It's covered with a swarm of reporters, their camera lenses and microphones out-thrust. You hear a babble of voices urgently asking, "What does it feel like to be a media superstar?" "How much did you pay for this stunt?" "Care to comment on the effects of UFOs on world hunger?" "How 'bout a smile for the folks at home?"

Once the star has responded to this attack of paparazzi (POP-ah-ROTS-ee: entertainment photographers known for their obnoxiousness) — fainting, slamming the door, waxing eloquent and drawing the ire of his or her fellow stars are some of the myriad possibilities — we'll bet the Ghostbusters want to know what's up. The newspaper that should be on the front step is buried by the press of human flesh, so they're on their own for sources.

They may ask the reporters, who quote constitutional amendments in return. They may try to phone HQ, but "All circuits are busy at this time. Please try your call again later." They may turn on the TV for a sudden news flash — come on, Ghostbusters aren't *that* important! The news is stocks and hog prices and Dillard Grumble's birthday list.

For real details, the stars probably have to wait a few minutes until the secretary squeezes through the mob, and brings with her (or him) the front page of



Lurid Tales of DOOM! Hand out a photocopy of page 8 and let the stars digest the implications.

A clever star might call the paper, and use *Some Cool* and some elegant language to try to speak to the editor in chief or the publisher — a *Some difficulty Brains* roll if a player doesn't think of it himself, but needs a hint. Anyone who does call (if you're not feeling generous, the failures get put on hold or hung up on) is informed the limo was sent to pick up the stars 15 minutes ago — it should arrive in the next 10 minutes. That's all.

This may give our 'busters time to dress, check equipment, even secure the franchise until they return. Or not.

Your Car is Waiting

Whether or not they're ready, the stars are about to get whisked off to meet their sponsor. Read:

A huge silver limo with about four sets of doors pulls up outside. The driver, in dapper uniform, squeezes through the throng to extend a silver-engraved envelope addressed to (insert your franchise name here).

The stars can do whatever they wish. If they don't want the job, the driver only suggests that they hear out Mr. Mudrocks' proposal, as Mr. Tully had recommended them as the most able franchise. There are others who would jump at the chance ...

If they still refuse to go — play *Star Wars* or something. But we're betting when they see the invitation is to collect a \$10,000 fee from the publisher of *Lurid Tales of DOOM!*, they'll scramble for the car. When they do, read:

Two enormous bodyguards miraculously disperse the press — at least until you climb inside. The bodyguards pile in, too, and sit stoically, like a matched set of giant bookends.

This limo is, of course, outfitted with all the standard limo amenities, if the stars choose to make use of them. They have a TV, a video library of live exposes and lurid arena sports; a breakfast bar with o.j., omelets, poached eggs and danish; a six-disk cd player and a rack of Elvis disks; even a make-up table with a lighted mirror.

Special Note: Do any of the stars order poached eggs? Note their names for use in Reel Five's "Ivory Knight" encounter.

The bodyguards remain stoically staring forward unless the sports tapes are playing — then they follow the action silently with their eyes.

The stars' destination is an audience with *Lurid Tales*' publisher, Bertrup Mudrocks (the only information the bodyguards divulge), who has rented a hotel suite in the big city nearest your campaign location.

When the stars arrive, they are treated perfectly — doors held, coats taken, refreshments offered, etc., as they are ushered up to the suite to wait.

The suite is opulently decorated, and a set of standard business presentation easels hold huge photographic posters.

Mudrocks is the standard gruff, tyrannical tycoon, and gives a short, loud, and totally incomprehensible speech about his organization. If you want help roleplaying your delivery of said speech, his voice is lower than James Earl Jones' and his enunciation makes Daffy Duck a paragon of clarity. When he turns the Ghostbusters over to Ditzie Wadloe, ace reporter/photographer and the stars' sidekick on this adventure, it goes something like: "Ershhum mur-mum mumblemumble mumsh Ditzie Wadloe! Mom-mumsher mumblegrumble grunch ..."

One for the Money

Ditzie shows the stars all of their equipment, their pilot, their plane, their accountant, and answers any questions they might have. Read:

The poised, vivacious blonde gestures gracefully to one side or the other as she takes you on a lightning-fast tour of the photo-display.

"It's really quite ingenious. Your head office has taken over your case-load for the next six

weeks, and left you completely at our disposal. We get plenty of reports of paranormal phenomena each week — it'll be up to you to decide which are legitimate, and investigate to solve the haunting! We'll just tag along as interested observers, and report all of your heroic activities — with pictures, of course — for the readers at home.

"You won't have to worry about a thing — we've pulled out all the stops. All we ask is that you make every effort to discover the cause — and the cure — for each legitimate entity or haunting, and that you keep accurate receipts for any out-of-pocket expenses you incur incidental to the assignment. For reimbursement purposes, of course. Our accountants like to keep accurate records.

"To help you get around, we've put the *Lurid* corporate jet at your disposal. Chuck Braggard is your pilot, Mr. Curmudgely Scribble is the accountant assigned to this series, and last but not least, I'm so excited to have been chosen as the reporter to accompany you! Any questions?"

What franchise wouldn't have questions? Here are some of the answers we suspect you'll need Ditzie to provide.

1. The \$10,000 is an advance, a retainer, which puts the Ghostbusters at Lurid Publishing's beck and call. As the spooks busted at the standard rates eat up



this fee, the publisher will ante-up again, until he's paid for six weeks worth of all the ghouls the stars can find.

2. The contract is exclusive — the Ghostbusters agree not to snatch ghosts for any other client during these six weeks. But confidentially, they won't have time — Lurid Publishing gets a lot of calls.

3. Their equipment will be kept up, replaced and supplemented as necessary, because tip-top equipment is imperative, both for success and for spectacular photos. If the stars have a weird scientist-type, Lurid Publishing will have a lab at his disposal.

4. While they're gone, their business and private lives (if any) will be handled by GBI: bills paid, dogs walked, plants watered, boy- or girlfriends entertained — the whole deal.

When the stars hear this last point, it may occur to them to ask about GBI's corporate connection to this whole deal. Here's their answer.

Two for the Show

Ditzi has one last piece of equipment she's saved as a special surprise. Read:

Ditzi is standing before a gaily wrapped box on a display table. With a practiced flourish, she lifts the box to reveal — a Slimer-green phone!

With a pearly smile, she announces, "This is a direct line to GBI headquarters — just touch '1' on your keypad, and speed dialing completes your call in seconds! You can use it any time you need to! Another exclusive service of Lurid Publishing."

If your stars are still unsure about this deal, Ditzi urges them to test out the hotline (if not, skip down to "Go Cats, Go," below). It works cleanly, efficiently — this time. Janine's voice answers "GBI Headquarters. To whom do you need to speak?" Of course, the only person at GBI who knows anything about the deal is Louis — but you can route them through every other corporate officer first, and show off your impressions of the real Ghostbusters. When they finally reach Louis, read:

"Oh, hey, you called on the hotline! Did you know that a private line like this is actually more cost-efficient than a fax or a mobile phone unit, besides being much handier, and we even got a discount on the phone because of the color that we can apply to any service bill ... So, have you gone on your first call yet? The marketing director at Lurid showed me how with the constant, front-page exposure we can increase our visibility by 32 percent while decreasing our advertising costs 11.8 percent. Isn't that great?"

Let the stars talk over any apprehensions with Louis Tully. Louis reminds them of pulling for the company, marketing and publicity, etc., ad nauseam. Interrupt him whenever you feel it's wearing thin with a hot story coming in over the wire — their first case!

URGENT
A.M.
P.M.

To Ditzi Date _____ Time _____

From Helga Andersen

Or Ringsted, Denmark

Phone use Copenhagen Airport

Telephoned	<input checked="" type="checkbox"/>	Please call	<input type="checkbox"/>
Came to see you	<input type="checkbox"/>	Wants to see you	<input type="checkbox"/>
Returned your call	<input type="checkbox"/>	Will call again	<input type="checkbox"/>

Messages Helga's devised a diet for us, and the basic ingredient is a haunted house! Photography wants the Ghostbusters to guarantee it's legit, and flush out the spooks so we can get some good pics!

Signed from

Notes CAN'T MISS W/ THIS ONE!!

Go, Cats, Go!

Yup, the first case has arrived. Read:

A little secretary breathlessly rushes up. "We got one!" she chirps, and hands Ditzi a pink phone message sheet. The reporter's eyes widen as she reads. Without a word she hands (choose a star) the note.

See the phone message above? Now, to the stars this might not seem like the lead of the century. But Ditzi gets as excited as a TV spokesmodel, because this lead has all the elements of a classic *Lurid Tales* headline story. It's a diet, it mentions the occult, and it's in an exotic, foreign country!

If the stars make noises about refusing to investigate this tip, Ditzi pours on the charm. How can they tell it's not a haunted house until they see it? They don't even have to catch the ghost, because that would ruin the diet. It'll be an all-expenses-paid vacation! Denmark is beautiful this time of year. They can go skiing, maybe meet some Danish people.

We're sure you can find an argument that sways them (if you absolutely can't, the stars are sent home for the night, and Ditzi zips over in the morning with all the leads in Reel Two — skip to page 15).

Great Danes!

Faster than the stars can get bored, they find themselves in Denmark. If the Ghostbusters want to know how they got there, you can improvise an encounter on the Lurid Lear Jet. The box describes this perfect traveling machine.

Lurid Lear Jet

Chuck Braggard flies a 12 passenger Lear Jet. There's an in-flight Elvis movie. There's Elvis music playing on four of the five headset channels (the remaining one is the pilots talking with the ground).

The bathrooms are spacious — for a plane — and even look somewhat like normal bathrooms, not high-tech torture closets. Mudge (if he's along) has his own "office" cabin with a computer. Ditz has her own darkroom for developing film on the fly (sorry). And the main cabin has a bar, a pool table, and comfortable couches rigged with seat belts for take-offs and landings.

Customs, interpreters, all of that is taken care of by the efficient Ditz. Quicker than you can say "cinematic cut," the stars find themselves face to face with Helga Andersen, the woman who "developed" the diet. We'd guess there are three broad directions the stars might go at this point.

They might try to talk to Helga (as in "Shop Talk," below); they might take readings and measurements (as in "Buried the Needle!" below); last, they might bull ahead, weapons drawn (as in "Charge of the 'Buster Brigade," below). Note how we've conveniently prepared you for these three eventualities. If your players choose to do something completely different, wing it. Or get new players. (Why not invite us over to play? We promise to choose one of the three.)

If the Ghostbusters prefer not to enter the house until they've done research on their own, the local library can establish the building date of the house (1878), and the town records list Mr. Jorgen Gummeer as the buyer of the property some 17 years ago.

Shop Talk

Actually, the stars meet Helga "face to face to face" through Ditz's hired translator (unless one of your franchisees speaks Danish?). They ask Helga a question, the interpreter repeats the question. Helga answers, the interpreter repeats the answer. This sometimes laborious process can be fraught with misunderstandings and mistakes. Eventually, however, Helga will be able to impart the following information.

She has lived next door to Ms. Gummeer (GOOM-mire) for nearly 15 years, and they became good friends — in fact, about six years ago, when Ms. Gummeer opened her antique/interior design business, it was Helga she trusted with a house key, so that her neighbor could pick up the mail and do light housework while she was away on antique hunts.

Ms. Gummeer used her own first floor as a showroom for the business. Every month, she redecorated, focussing on another period or style. Recently, an

enthusiasm for primitive art took her, and at the time of her fatal heart attack, the "showroom" was done in ice blue, white and — well, why don't we go and see?

Helga confides that she has continued with her daily visits to the manor since Ms. Gummeer's death, while the barrister has been searching for the heirs to the estate.

Recently, she noticed two odd things. First, she couldn't remember what went on in the house while she was there — not that dusting is mentally stimulating, but she couldn't remember even going up and down the stairs, much less from room to room. And second, she was losing weight! In the last month, Helga has lost 13 pounds! The only other thing she thinks is true, but isn't sure of, is that the furniture seems to be rearranged every day ... She's not positive.

Helga doesn't look like the type to need to diet, but if the stars comment on this, she assures them that she "was a fat little heifer, ja, before discovering my secret."

Helga Andersen

entrepreneuse of ectoplasm

Helga is a widow in her mid 50s, very well preserved. She is very friendly, but has a little trouble with English — when she doesn't understand she smiles charmingly and nods a lot. She'll parlay her "diet" concept into a moneymaking venture, you can be sure.

Brains	3	Get-Rich Schemes	6
Muscles	2	Tireless	5
Moves	3	Aerobics	6
Cool	4	Poker Face	7

Goal: Acquire Wealth

Tags: Svelte body, delightful accent

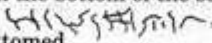
Buried the Needle!

So maybe the stars want to go into the mansion — Helga is happy to take them there if they are bringing only instruments of measurement. She doesn't want the stars to remove her ghost unless it proves dangerous, because she wants to make money on her diet. When the stars enter the house, read:

The lawns and garden of this century-old house are well-kept, and the walk is weeded. Helga opens the front door, and then stands back for you to enter first, smiling a little nervously. You are looking into a lovely foyer, with an elephant-rib hat rack and a basketry scone to light your way. The hall floor features a kodiak bear rug, its head facing away from you. A harpoon hangs on the wall.

The PKE readings increase the closer the stars come to the living room. If they insist Helga come in with them, she will; otherwise, she lingers near the door.

The living room is tastefully accessorized with groupings of small art objects: the end table features a Mexican earthenware burro nestled between a Patagonian stone something, a smoothly polished ivory harp seal, and a Ukrainian egg. The coffee table features a herd of animals in brass, straw, and painted wood in garishly bright folk colors. A small scrimshaw killer whale nestles under a pierced tin lamp.

If the stars meter every knick knack, they'll discover that the one with the most elevated PKE is the ivory seal. The killer whale is normal (because it's whale ivory, not walrus). On the bottom of the seal, they find these scratches: , but the whale is smooth-bottomed.

Ditzi eggs on whatever activities the stars choose with requests for more action, better camera angles, more emotion ...

Charge of the 'Buster Brigade

Whether they charged in, weapons drawn, or came in peace for scientific study, once Helga (or a star) has been in the living room for about five minutes, Ms. Gummeer's ghost tries to work her magic. She attacks the person with the weakest *Brains* first, and works her way through the stars until either she possesses someone, or is defeated by each of the room's occupants.

If the ghost does possess someone, that person is compelled to rearrange the furniture — no matter what. The Aura Video Analyzer will show the outline of a dapperly attired elderly woman, thin and neat.

Astrid Gummeer

haunting proprietress

Ms. Gummeer (GOOM-mire) was the owner of an exclusive little antique shop/interior decorator's service. She collected the best specimens of her featured period, and decorated her own mansion to reflect the "look."

Brains	3	Evaluate	6
Cool	6	Good Taste	9
Power	6	Possess*	
Ecto- presence	11		

*Once *possessed*, the victim has an irresistible desire to rearrange furniture.

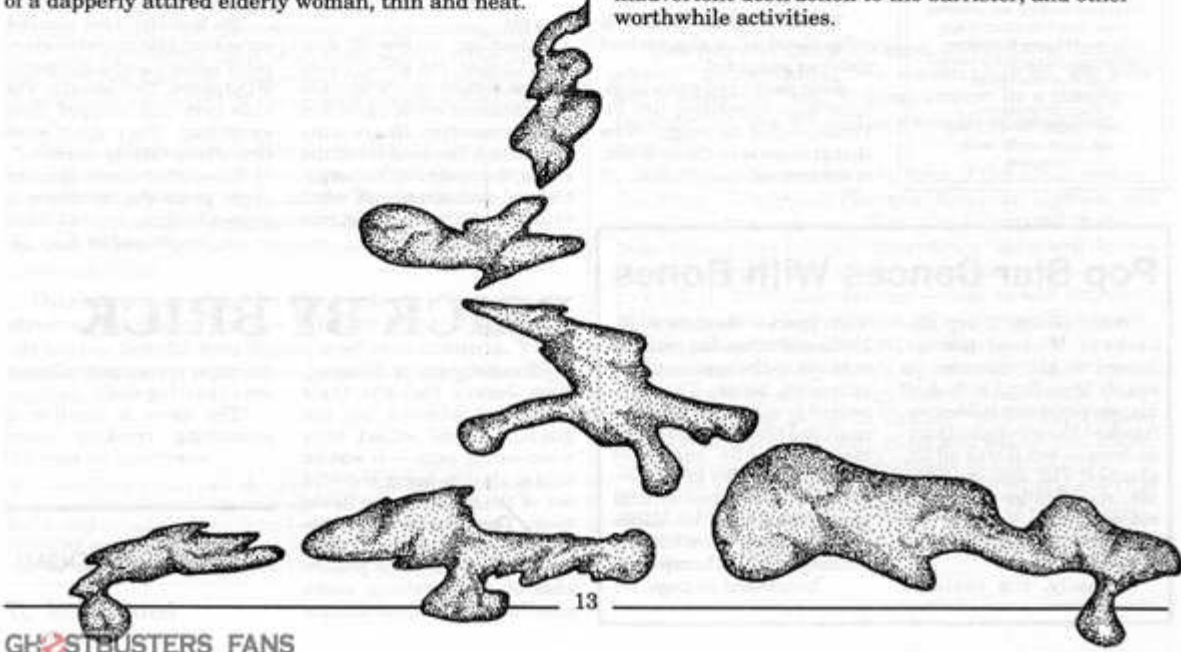
Goal: Create the Ultimate Look

Tags: Ectoplasmic, intelligent; fussy, eye for detail

How the stars "solve" this one depends partly on how fashion-conscious they are. After all, this ghost is the epitome of good taste in decorating, and it's possible the stars will want her to decorate for them.

If they ask questions, instead of or before toasting, Ms. Gummeer can tell them she had a big fright that killed her. Unfortunately, she can't really remember what it was.

Of course, we can tell you it was Kookuk Achuk appearing to demand that she return to him the ivory she had in her possession. But we sincerely doubt the stars will figure it out this fast — it's only the first reel. No, they should be busy deciphering the scratch marks on the bottom of the seal, explaining any inadvertent destruction to the barrister, and other worthwhile activities.



Backyard Bigfoot Is A Real Stinker!



Diane Wallace/Lurid Tales

Sometimes *smelling* is believing!

Esmay Lindarr and son Ronald first sighted the 10 foot tall monster crouched in the garbage at the Raufarhofn, Iceland dump.

Said mom Lindarr: "I thought it was just some hobo at first, but then I caught a whiff of that smell. It was like a skunk that swam in a sewer."

Added Janice Johnson, who hurried to the scene: "He was like a gigantic bear that rolled in rotten eggs. I was in total shock when he stood up. No human is that tall."

Local police say there have been more than 30 sightings of the creature, including 12 in
(continued on page 17)

Demons Stole Fifi!

The beloved french poodle of 56 year old Evinrudette Maylean Helkins of Back Beyond, Louisiana was snatched from her front lawn by demons, the cajun cooking heiress tearfully proclaimed.

"Fifi has been with me since I was 33. She is the only present my daddy ever gave me, and I love her dearly. I'd give anything to get her back!"

Helkins told *Lurid Tales* that she and the dog had been sunning on the fateful day of the snatching.

"Suddenly there was a loud bellow, like a bull in pain, and a big tusked monster appeared
(continued on page 16)

[Realism is]
the art of
depicting
nature as it is
seen by toads.
—Ambrose Bierce

Let Sister Slymme Sink Your Sorrows!

Sister Slymme practices flushing, a newly revised Patagonian lost art. Sister Slymme can literally wash your troubles and anxieties away. You'll be clean of bad vibes and open to positive influences! Works in the privacy of your own home!

For a consultation,
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All major credit cards
accepted.

GRAMPA'S GHOST TELLS TALES OUT OF SCHOOL

Tattletale ghost has been telling local police about school children's pranks!

Teen gangs and punk hoodlums were terrorizing tiny St. Poulet — but no longer! Now that gramps is on the look-out, petty crimes have fallen off

sharply.

According to Sheriff Jacques Crelier, the ghostly gentleman simply strolls into the Gendarmerie while a prank is being committed. He gives the gendarmes the location of the crime, the names of the perpetrators, and details of what evidence can be found against them.

"In the last two months, we've been able to convict every petty larceny and disturbance of the peace," Crelier said. "The kids have just stopped their vandalism. They don't want Grandpere ratting on them!"

There are rumors that the ghost gives the hoodlums a tongue-lashing, too, but these
(continued on page 15)

Pop Star Dances With Bones

When eccentric pop star Jackson Michael George, known to his intimates as simply "Hey Boy," kicked off his new world tour in Moscow, it looked like a technical tour-de-force — but it was all unplanned! The opening number, recorded by the crew's video cameras, features Hey Boy dancing with an animated skeleton.

Actually, the skeleton

wasn't part of the show at all. No identification has yet been made as to the species of the animated bones. They appeared to witnesses to be the skull and ribs of a large mammal. Like the seasoned trooper he is, Hey Boy incorporated the supernatural phenomenon into his dance act flawlessly, but when the number ended, he hurried off.

(continued on page 18)

BRICK BY BRICK

The Setchers of Bludred, New Jersey thought their house had termites. But the gnawing sound wasn't little wood-eating bugs — it was an arcane design being chiseled out of the bricks in the living room. They say the phenomenon has recurred, one brick at a time, since they took possession of the dwelling seven months ago. About one third of

the bricks are scarred, but more are appearing daily.

"The noise is horrible, a scrunching, creaking sound
(continued on page 17)

Lurid Tales of DOOM!

Issue 3, vol. 37

REEL TWO

Man Bites Dog!

Summary

In this reel, there are five possible encounters. Ditzzi gives the stars the page "mock-up" that outlines the leads Mudrocks wants to use in the next issue of *Lurid Tales*. (We suggest you photocopy the page.) The headlines and "grabbers" on the page should give them the details they need to get into the action.³ They just have to choose which lead to investigate first. For your information, the "Grampa's Ghost" encounter is a red herring. But since the stars don't know that, let them investigate all they want and try to tie this entity into the grand villain's plot. It'll be good for a laugh.

The page to turn to for each encounter is listed as "continued on page ..." at the end of each grabber. When they're done with one encounter, have the stars choose another until they've checked out all the entities in this reel. Whenever they grumble or complain that none of the encounters sound legitimate, Ditzzi can try to convince them to investigate. If they continue to whine, take them on to the next reel, page 21.

Grampa's Ghost Tells Tales Out of School

This encounter is set in Cannes, France — the French Riviera. The *Gendarmerie* (police station in French; pronounced zhon-DARM-air-REE), wherein the stars can find the *gendarmes* (police in French; pronounced zhon-DARM) is located overlooking the beach.

Ditzzi has been here before — she'll take care of hotel and car service for the stars, unless they'd prefer to make their own arrangements. That's a scene best left to your capable imagination, Mr. or Ms. Ghost-master. When they take the car service to the *Gendarmerie*, read:

Ditzzi is enraptured by the scenery. Narrow streets run down a steep hillside flanked with exclusive hotels, boutiques and restaurants. You hurtle toward a marina crammed with gleaming yachts.

³By the way, the reason we didn't give you a "dateline" for each story is that supermarket tabloids never do — you have to wait until you've read the whole article to find out that the vampire was menacing some obscure village in some obscure Eastern Bloc country — and worst of all, it happened 112 years ago!

Finally the car jerks to a stop in front of a white stucco building — the Gendarmerie. To the left and right, gaily colored beach umbrellas shade pristine white sand before azure seas. Acres of tanned flesh broil voluptuously in the strong sunlight.

Yes, it's true: French bikinis have no tops.

When the stars finally get *inside* the Gendarmerie, they meet Captain Petit, who was on duty the last time the apparition gave evidence.

Captain Petit

french policeman

Brains	3	Criminology	6
Muscles	2	Grapple	5
Moves	3	Fire Weapon	6
Cool	4	Charm	7

Goal: Suppress Petty Crimes

Tags: Dapper, passionate, oozes Frenchness

The Problem at Hand

Captain Petit has heard rumors of gang activity, and believes that tonight it is likely an incident will take place. Read:

"Eet ees not zat we weesh to capture 'im, zis ghost," he explains. "We weesh only to, 'ow you say? 'deputize' 'im. 'E must repor' in a timely fashion, zo zat we can always be eenformed, non?"

He offers the stars a map tour of the areas where the ghost, Grandpere Phinque, has been sighted, and translates the accounts, if they're interested in details. (Make 'em up: any "downtown" map will do in a pinch, especially if there's water on one side — so you can call it the Mediterranean — and so will any story of thwarted punkish pranks, whether egging cars or burning flags or toppling street signs.)

The ghost usually shows up around dinner time, so if they want to see any sights in Cannes before then ... What *are* the sights in Cannes? Beautiful women; the rich and famous; sun, sand and sea — you know, resort things. There are chateaus in the country, probably some great restaurants and *patisseries* (for great wine and pastries). Pick up one of those European travel guides, or rent a French movie. They'll give you the flavor.

In the Cannes

The stars can, of course, capture this ghost. Or they can build a device with which the police can summon it when they want it (using Weird Science), or they can try reasoning with it. It's up to them. Ditzzi wants to go chasing after it, and pressures Captain Petit for a location. If the stars join her, he tells them about a rumble rumored to start at Rue Avignon at 6:30 p.m. If they don't, Granpere Phinque *materializes* in the Gendarmerie at 7 p.m. with the tale.

Granpere Phinque

tattling old rattle

This old gentleman in 19th century garb eavesdrops on local gangs' planning sessions with his *read mind* ability, then *materializes* in the local police station, repeats the information, and disappears. When especially angered, or while waiting for the gendarmes to arrive, he may *terrorize* his punkish victims with a vaporous form and whispered threats.

Brains	5	Observe	8
Cool	4	Disapprove	7
Power	5	Materialize	
		Read Mind	
		Terrorize	

Goal: Utmost Decorum

Tags: Ectoplasmic, intelligent; when *material*, humorless stare, upright posture



How Phinque reacts to the stars depends on how polite they are to him. If they are gracious and deferential, they may be able to *charm* or *convince* or otherwise persuade him to cooperate. But if they're wise-cracking, proton streaming Americans — well, to some Frenchmen, American is a dirty word. He'd rather just disappear than deign to consort with them. Extremely rude behavior on the stars' part leads Granpere Phinque to try his *terrorize* on them.

Demons Stole Fifi!

This encounter takes place in the back bayous of Louisiana. Remember the movie *Southern Comfort*, with Keith Carradine and Powers Booth? The bayous are creepy, dangerous places, full of poisonous reptiles and dangling moss and weird voodoo practitioners. Not a place any city-bred stars or Northerners might feel very welcome.

Ditzzi's been here — well, not to Back Beyond, but to New Orleans, for the Jazz Festival. She can slap on a thick southern accent and talk "down home" though, to get a rental car and directions (if the stars have trouble understanding the natives). Once they've sorted out transportation and headed out, read:

Dark, possibly alligator-infested water surrounds Ms. Helkins' home, and the trailing Spanish Moss lends a creepy air.

The ultra thin, ultra chic Ms. Helkins lets you in the massive front door, and trails across an ornately framed foyer to an equally ornate parlor. She cries softly.

She loves the little pooch (actually, Fifi is a regular-sized poodle). If the stars can calm her down with generous applications of flattery, understanding, and *Cool*, Ms. Helkins can describe the incident.

She and the dog were sunbathing in the backyard when this monster bellowed. The next thing she knew, Fifi was gone!

Ms. Helkins doesn't have any enemies — except to the extent that all heiresses have enemies. Her staff is loyal. They did let off one cook last year, though, for practicing voodoo.

It's not that Ms. Helkins doesn't believe in that sort of thing — she does, implicitly. But she couldn't have the cook practicing her arts during working hours. In fact, now that she thinks about it, she'd had numerous arguments with the woman. Ms. Helkins had gone on the Sister Slymme diet program over cook's objections. Cook didn't think her employer was fat, but she had gained three and a half pounds over the holidays, and they just wouldn't budge.

Perhaps the stars want to see the cook's house on the grounds. Ms. Helkins has one of the staff take them out to a ramshackle clapboard cabin at the edge of the swamp.

The interior is dim and dusty. The shelves are lined with jars and old coffee cans and baskets full of herbs, stones, and weird objects. The low wooden table has a charred circle burned into the surface, as if someone

had set down a very hot iron ring. Two brass buttons, a worn leather collar and a few scraps of curly black hair lie inside the circle. PKE readings are normal, and the place looks undisturbed — dust coats every surface uniformly, except the table top.

If the stars ask for Fifi's description, she's a black, 16-year old standard bred poodle, graying around the muzzle, but still active, with a new red Corinthian leather collar inlaid with ivory. The collar is a birthday present. No, Ms. Helkins doesn't know where the old collar is, the staff take care of the trash. But if the stars show her the collar from the cabin table, Ms. Helkins gasps, "That's it! That's Fifi's old Saks collar. Oh, Cook did something very bad."

Ms. Helkins can also describe the grotesquely fat, smelly demon which whisked Fifi away. PKE readings in the yard where the dog was snatched are elevated above background level.

That's all, folks. There's nothing here to fight, but if the stars want to continue their investigations, see "Lead On, MacDuff" at the end of the reel.

Brick by Brick

This encounter takes place in suburban New Jersey. For those of you who have never been there, New Jersey contains some of the archetypal suburbs, from those built right after World War II in which acres of white houses with postage-stamp sized yards line grids of streets, to the luxury co-op townhouse condominiums of today where 10 units make up each building on the carefully meandering lane, and each unit features a different coordinating pastel color, no yard at all — maintenance-free, they call it — and all the owners belong to the development health and fitness club.

Your stars can rent a car at the airport, or take a cab to their destination. Read:

You drive through acres of identical brick-fronted houses, on identical tree-lined streets, with nearly identical street names — Butternut Street, Walnut Street, Chestnut Street, Peanut Street, Hickory Street, Hazelnut Street ... Ditzzi shudders at the suburbanity of the surroundings. Finally, you reach 135682374 1/2 Filbert Street — the Setchers' house — and pull into the black-tarred drive.

The Setchers, an upper-middle class couple in their mid-forties, used to be hippies. They still have a fondness for tribal art and decor. Their living room, in contrast to the conventional exterior of their home, is decorated in African print cottons and carved wooden statuettes. The walls are brick, and Mrs. Setcher takes the stars over to see the damage as Mr. Setcher offers drinks and snacks.

A Good Amount of difficulty *Brains* roll from the star(s) looking at the brick identifies the mysterious chiseling as a motif found in many primitive cultures; the Setchers have a coffee table book on Primitive Art that features some similar designs. It could be

Apache, Cherokee, Greek, Hopi, Inuit, Mayan, Mbute, Minoan, Nubian, Phoenician or even Zulu.

If the stars rolled particularly well, and got Some success or better, they also notice tiny bones on the floor by the wall. They look like bird or mouse bones. The Setchers are embarrassed by this evidence of sloppy housekeeping, and insist it's just something the cat dragged in.

The Setchers are a little spacy, say things like "Cool!" and "Groovy!" and talk about New Age concerns.

Investigation reveals that they belong to "Mask-of-the-Month Club," a subscription service that specializes in off-beat decorations such as masks, primitive tools, and native clothing. The last mask they received was a Mayan replica of *Queztacoatl* (KET-za-QUAT-l; rhymes with 'bottle'). They have almost a dozen others of various cultures, and are happy to describe the ceremonial uses of the masks at great length, probably to the dismay of your stars.

Backyard Bigfoot

This encounter takes place in Iceland. Iceland is actually pretty green in the summertime, very mountainous, and heated in large part by active volcanoes. *National Geographic* recently did a great article on it, if you want details. In fact, *National Geographic* can help you with information about just about anywhere. It's a great reference magazine for gaming.

Ditzzi speaks a little Icelandic, because she covered the Nancy Reagan-Raisa Gorbachev feud for *Lurid Publishing's* more legit newspapers during the summit. Ditzzi is a good friend of the former first lady, through their mutual interest in astrology.

For this encounter, Ditzzi offers to act as translator. However, the natives all speak English passingly well, and Ditzzi's Icelandic is laborious.

The witnesses are nervous about being questioned. Any star who makes A Good Amount of *Brains* roll realizes that they are most nervous when Ditzzi is around. But Ditzzi sticks to the stars like superglue. How are they going to find out the truth?

We figure a star with a high *Cool Trait* or decent *Moves* should be able to romance Ms. Wadloe away from the proceedings at hand — take her out to look for ice floes, or pose for some candid shots with the equipment, or check out Icelandic dating customs — something which separates them from the townsfolk. Then the Ghostbusters will get some real information. Actually, the witnesses remember the creature to have flippers and stink of fish, but they were told it would grab more headlines if they said it was a bigfoot. Who cares about giant seals? Several of the villagers have tried to take pictures of the creature, but none of the film has come out. No one has approached closer than 20 feet, because of the horrific smell and the bellowing noises the creature makes.

Any of the villagers can take the Ghostbusters out to the site. Read:

The steep hills are pierced by sharp, black crags of rock; clusters of houses nestle in the sheltered hollows between ridges. The sea-breeze lends a tangy rawness to the air, even when the sun is shining brightly. At the end of a bumpy, potholed road, you pull into the dump.

Anyone who stays out in the cold for three hours or more sees the "bigfoot" him- or herself. A great brownish ... well, lump, sort of wider on the bottom than at the top, and somewhat jelly-like in consistency — it wobbles like jelly, or like fat — simply appears (more or less suddenly, having stopped being *invisible*) at the foot of the hill, and begins humping forward. The monster can be smelled before it can be closely examined, and the stench is amazing. It's like rotting fish, or the seaweed that sits in clumps at the top of the beach.

Humping, you might ask? Yes. That's the awkward, almost caterpillar-like motion of a seal, sea lion or walrus. In this case, it's a walrus, but your stars don't know that.

What they know is that it's there, it's coming closer, and it's pretty grisly. We'll bet they shoot first and ask questions later. Since the monster has *physical immunity*, it's a fairly tough beastie to vanquish. What might make it tougher is Ditzzi braving the awful smell to dart in for close-ups. So what if the natives couldn't get pictures? She's a professional, and she stands up under fire. This is not necessarily the smartest thing to do in front of armed Ghostbusters, but Ditzzi doesn't know that (yet).

Once the so-called bigfoot gets down to 5 total Trait Points, it flees. It can't go *invisible* unless it rolls a Ghost, though, because it hasn't been an hour since it appeared, and that was the last time it used that ability.

Raufarhofn Bigfoot

giant walrus, actually

This minor amixsak⁴ has been awakened by the rage of Kookuk Achuk. It haunts Raufarhofn simply because it must haunt people, and there are people here where it came ashore. When it rears back on its haunches, the creature is nearly 11 feet tall.

Brains	0	Recognize Food	3
Muscles	8	Squash Things	11
Moves	5	Shuffle	8
Cool	1	Fish Breath	4
Power	6	Growing Invisibility Physical Immunity (L)	

Goal: Make People Leave

Tags: Physical, mindless; fishy smell, outraged bellow

Pop Star Dances with Bones

This encounter takes place in Moscow, where Hey Boy is kicking off a four city Soviet tour. For information about Moscow and rock stars, may we recommend Billy Joel's concert video? For information about Moscow, may we recommend calling the nearest Soviet embassy for a tourist information packet? And for quick and dirty details, may we suggest imagination and more imagination?

After all, who in your campaign will ever go there to confirm or deny what you say? We think it's safe to assume this is one place your players know less about than you do. So hoist up the old stereotypes and have at it. Perestroika away! Glas-to-nost you, too!

The Hotel on Red Square

Ditzzi can get the stars to the lobby of the hotel in which Hey Boy is staying; it's the same hotel in which the stars are staying. Russia is like that.

There are fewer KGB goons hanging out in the hotel lobby than there are American bodyguard goons, but it's hard to tell the two varieties apart. Read:

Bulky, dangerous-faced men in sober black or navy-blue suits abound. One tough customer steps up to you, looking you up and down as if strip-searching you with his eyes. Then in a heavy New York accent, he grunts, "You're the Ghostbusters. Second floor, the suite at the end of the hall."

All the bodyguards, Soviet and American, follow the busters with their eyes. We assume the stars go on upstairs, but they could interrogate — make that try to interrogate — some of the local citizens, staff or guards. Then they'll go on upstairs. Someone up there must answer questions, unlike the folks down here.

Chat with a Star

Hey Boy is a big Ghostbusters fan — he'll chat about the stars' adventures for a while. He'll answer questions about being a rock star (the greatest, man), his latest album (the greatest, man), satanism in rock'n'roll (oooh, bummer) and any other non-adventure related topic the stars might broach.

When asked for a description of the incident with the bones, he explains that he had just taken the stage, and sent his manager back to the green room, when the bones appeared. They "danced" around him for a little while, then flew off stage.

His manager says the bones flew at him and pinned him against the wall in the hallway backstage, flailing at him and actually beating him until he was black and blue. He managed to break a chip off one, and they disappeared.

⁴An amixsak (AH-MIX-sak) is a vengeful walrus spirit. It is usually formed when a hunter does not treat his kill with respect. For more about these creatures, see the "Devil Worship" encounter in Reel Five.



The manager's hotel suite was disturbed as well. His designer suits were strewn across the floor, and will cost hundreds of dollars to clean and press. Besides that, all the gifts he picked up at the one Soviet department store the westerners go to, *all* the gifts, were torn open. There was caviar ground into everything, vodka soaked into his pillows, and the pieces to his collector's edition backgammon set strewn across the room.

Is there anything missing, the stars might ask, or did everything just get tossed about? Well, the vodka is missing — it's all evaporated by now! Actually, he hasn't found half of the backgammon pieces, or the dice. And the white side of his new chess set is gonzo, too. (Yup, they're ivory — but don't tell the Ghostbusters that. Make them earn it. It's only Reel Two.) Whoever did this must not like white. His white silk shirts, \$135 a piece, are ruined. He'll never get the caviar out.

Tuttuixsak

caribou skeleton

This *animated* caribou skull and bones haunts those who have offended it. Tuttuixsak (TOO-TOO-icks-sak) flies after them, appears dancing in front of them, and generally scares them into repairing the damage they have caused. If the victim ignores the bones, they thump him to gain his full attention.

So What are the Russians Doing?

Everyone knows the Soviet government puts more faith in psychic phenomena than the Western world. Well, we've heard the clichés, anyway. So we're happy to provide the sketchiest details on a Russian investigative team that can rival, help or amuse your Ghostbusters: the Soviet National Institute of Paranormal Phenomena Investigations.

SNIPPI employs physicists, psychics and statisticians who criss-cross their vast country on the trail of the paranormal. They are in general dour, solid, and unimaginative as all stereotyped Russians, and they are at least as unsuccessful as the stars.

Perhaps your stars meet them. Perhaps they even hit it off and exchange data. Perhaps they simply make pen pals for life. We provide the opportunities; you choose how to use them.

Muscles	6	Thump Victim	9
Moves	7	Dodge	10
Power	8	Animate	
		Invisibility	
		Terrorize	

Goal: Scare Into Reparation

Tags: Physical, mindless; dancing bones, nodding skull

If the stars think to recover the bone chip from the manager, they or the SNIPPI team can analyze it, and (on *A Good Amount of Brains* roll) determine it is a piece of caribou bone. The stars may want to keep this souvenir — make a note of it if they do, because it'll come in handy in Reel Five.

The apparition does not return, as it has already got the ivory pieces it came for.

Lead On, MacDuff

The stars have a few leads to follow up, if they choose, in this reel. They can:

1. Consult a voodoo expert about Fifi.
2. Talk to the SNIPPI team about Soviet cases.
3. Inquire into primitive masks and art.
4. Try to find Sister Slymme.

None of these really thrill Ditzie. She's used to leaving loose threads hanging because she works for a newspaper, and deadlines are tight. They investigated the incidents, they got pictures, they got quotes, they might even have gotten some results. She thinks that's enough. And she's got more leads. Why not go forward?

REEL THREE

Full Steam Ahead

Summary

Here are four more encounters for the stars to investigate, solve and de-mystify. The "Psychic Babies" are a red herring story, but don't let the stars know that right away — they should have the opportunity to try to connect it to the other investigations they're making. Only if they're still flummoxed in Reel Five should you start steering them toward the walrus.

To begin this reel, Ditzzi hands out the mock up of the next issue of *Lurid Tales*. This mock up, of course, features all the story leads currently available to the investigative team. Again, we suggest you photocopy page 20 and present it to the players. This page, like the one from the last reel, will also be handy to remind the stars who they saw and what they found out as they're trying to figure out the climax of the adventure. They can keep it for future reference.

Psychic Babies Raised by Pigs

This encounter takes place in rural Maine. The stars have to take a local (propeller-driven) plane or drive to the site, because there are no large airports anywhere near tiny Ridgely (population 352). When the stars finally arrive in Ridgely, they can get directions to Farmer Browne's pigsty. Everybody in town knows where it is — everybody. Why are the children still there? Because the townsfolk can't get them out. And why can't they get them out?

Well, see, the toddlers can control the pig's minds. And they don't want to be rescued. At least, that's what Farmer Browne figures. Because every time somebody crawls into the sty, he (or she) gets charged by a 700 pound sow — or two.

Among the onlookers are two social services types who usually push paper in an office somewhere; they have been charged by their agency with bringing in the kids. They have assigned the toddlers the rather whimsical names of Romula (after one of the twin founders of Rome, who were suckled by wolves) and Arnold (after the pig in *Green Acres*) Doe.

Out of the Pigsty and Into ...

So the stars have to get the babies out of the sty, and then they have to test them for psychic ability. Should be a simple job for our paranormal eliminations professionals. They deal with possessed pigs all the time, right?

Caution: Mainiacs

Traveling in Maine is almost a routine unto itself. Mainers are notoriously laconic with directions, roads are narrow, twisting, and jammed with logging trucks. Bear, deer, and especially moose add natural moving obstacles to terrorize the unwary.

The typical Mainer answers exactly the question put to him (or her), and rarely elaborates or adds unsolicited information. Here's an example:

Star: Do you know how to get to Ridgely?

Local: Ayup.

(Long silence.)

Star: Could you tell me how to get there?

Local: Ayup.

(Long silence.)

Star: Will you tell me how to get there? Now?

Local: Can't get they-ah from hee-ah.

Star: Well, where *can* I get there from?

Local: Kennebunkport.

Star: Can you tell me how to get to Kennebunkport?

Local: Ayup.

Mama Sow

protective porker

Pigs are said to be among the smartest animals on four feet — much smarter than dogs. And much bigger, too. The two mama sows grunt, paw the ground, and charge intruders. They also stand in front of the children to protect them from weather and flashbulbs.

Brains	1	Tactics	4
Muscles	9	Protect Babies	12
Moves	5	Charge	8
Cool	2	Beady Stare	5

Goal: Protect Babies and/or Piglets

Tags: Snuffling, snorting ham-on-hooves

"Romula and Arnold Doe"*psychic toddlers*

These children have not had an easy life, but they're doing the best they can. They use *telepathy* to suggest their needs and complaints to the pigs. They haven't developed speech yet, but can make a wide variety of pig noises — squeals, grunts, and snuffles.

Brains	2	Control Pigs	5
Muscles	1	Wrestle	4
Moves	1	Crawl	4
Cool	1	Timing	3
Power	1	Mind Talk	
		Mind Talk	

Goal: Stay Alive

Tags: Cherubic faces, grubby knees, 'me' mentality (they're toddlers, after all)

A New Ability

Mind Talk: This is a Greater special ability, allowing the ghost (or more commonly, the psychic person) the ability to get inside a person or animal's head. He or she becomes the classic voice in the victim's ear, and can suggest actions or reveal information. Unlike *control mind*, the *mind talker* cannot compel its victim, nor does the victim lose awareness during the "link" — the victim just cannot get the voice out of his head. If the *mind talker* speaks to animals, it cannot imbue them with any greater intelligence than they naturally have, but can communicate on their own level of understanding.

This ability requires *Power*, and lasts for the standard duration of five minutes times *Power*, one hour between successful uses. An entity may take this ability twice and not need *Power*, retaining the ability to *mind talk* permanently.

An entity with *mind talk* can choose who can hear his voice, letting some people hear him while remaining inaudible to others.

Once the stars have the children firmly in hand, they can use the Giga-Meter, the PKE Meter, the Psi-Booster, the Atmospheric Ionization Analyzer, the Aura Video-Analyzer, an infrared camera, calipers, stethoscopes ... anything they have on hand (remember little Oscar in *Ghostbuster II*? Egon and Ray had all sorts of tests for him).

What do they find? That's really up to you. It could be that these children were abandoned by a disciple of Sister Slymme's "flushing" art and diet. Maybe they developed the *mind talk* in self-preservation. Or perhaps they were ensorcelled by some voodoo priest-ess who had a disagreement with their parents. Once

the spell is removed, the babies will be free of any psychic taint. It all depends on how baby-oriented your stars are, and which red herrings you think they'll be most likely to hook as salmon.

Bodies in Ice

This encounter takes the stars to Alaska — for the first time. For details about the scenery, check out *National Geographic* back issues, any of those really gorgeous coffee table books, and the like. They're going somewhere out in the middle of nowhere, on a glacier, and probably under the jurisdiction of some federal agency. Large chunks of Alaska are owned or managed by the Forestry Service, National Parks, Bureau of Land Management, etc.

Ditzi provides winter gear for everyone in fashionable colors. As she points out, there's going to be a lot of white in these photos, and the stars should stand out.

Their transportation out to the site is by helicopter (or small plane, if you're more fond of those; modify the following description). Read:

The sky is gray and the unbroken snowfields below are white. You left all signs of civilization behind you hours ago at the tiny airport in the city. Finally, bright blue and red flecks appear, clinging to the side of a moderate cliff. As you drop to the flat snow above them, they resolve into people in colorful down jackets, roped onto the cliff face.

"There they are," the pilot says. "Mountain Rescue. I'll be back in about three hours, after I've dropped off these packages. Have some fun, now."

The pilot hustles the stars and their gear out of his chopper, and takes off to continue his package route. The mountaineers look up, but continue with their chopping. If the stars want to talk, they'll have to climb the ropes up about 25 feet to the site.

Not that these guys really know anything. There's another two feet of ice to cut through in some places, but it is obvious now that there are three bodies frozen in the glacier. All are dressed in regular arctic climbing clothing — parkas, gloves, boots and hats. All are tangled in an upright position, almost like statues in a wax museum tableau.

Until the rescue squad gets the victims unchiseled and thawed out, they're not going to have any explanations. They allow the Ghostbusters to take PKE readings, but refuse attempted interviews with the excuse that they need to get the bodies out before sundown. They're not averse to the stars pitching in and chopping ice, though.

The PKE levels in the climbers' area are moderate. If the stars check several areas at once, or recheck the same location in any subsequent rounds, the reading is higher still. A Good Amount of *Brains* knows that this elevation of readings is not due to "hot spots," but instead indicates that the general PKE level in the area is building up.

What's Cookin'

Yes, the PKE levels are heating up. That's because Kookuk Achuk has sent the ice monster (the very one that froze the climbers — after all, it's his territory) to attack the glacier party. However, if the 'busters didn't take more than one reading, they'll be surprised when the abominable ice monster appears, and it'll get a free attack. If they made their *Brains* roll, they have time to fire their equipment in the first round the monster attacks. Read:

Suddenly, the chiseling sounds of the rescue team are drowned out by a deep, thundering roar.

"Avalanche!" one of the workers cries. And it does look almost as if a wall of snow is moving toward you — but it's coming up from below, instead of down from above!

Abominable Ice Monster

crazy yeti

This creature is one of Kookuk Achuk's minions. It attacks by *grappling* the victim, and then it *summons* ice flies — little-known, crystalline insects which swarm and sting. Its *slime* instantly freezes on contact with the victim. Finally, the ice monster *poltergeists* huge volumes of snow to cover its victims and then compresses it into ice.

Muscles	10	Grapple	13
Moves	8	Rush	11
Power	11	Poltergeist Slime Summon Pests Terrorize	

Weakness: Heat sensitive. Stays 10 feet back from heat or open flame.

Goal: Total Freeze Out

Tags: Physical, mindless; shimmering ice needles, bad temper

The ice monster sends snow boiling up the cliff face. The stars can see the rope ends growing huge ice crystals like strings of rock candy as it climbs forward. It attacks the bottom-most climber first, smothering him or her with a blizzard of swirling snow. It takes six rounds for the ice monster to corpsicle a human, and intervention any time within six rounds of being corpsicled can rescue the body which has been flash frozen, and restore it to — well, if not health, at least life. Freezing and thawing does produce damage. For each round that a body is frozen, it takes one level of damage on the UHM.

For example, if a rescuer were retrieved from the jaws of the ice monster after he was frozen two combat rounds, his Trait points would be lowered a total of 2; perhaps one each in *Muscles* and *Moves*. If

he went five rounds as a corpsicle, even when thawed, he would still be unconscious, and he'd have lost 5 points from the total of his Traits. Crystal clear, right?

The Wrap-Up

Once they've defeated the ice monster, or been thawed by the returning chopper pilot (give them a break if they lose big — he gets there four rounds after the last star is corpsicled, so that not every single one winds up in the hospital) the stars can accompany the rescue squad back to town. It'll take about two weeks to identify the bodies, if the coroner isn't too busy — most folks that go climbing aren't native, and it takes time to access missing persons lists in all 50 states. If the stars were really *Cool* and brave and heroic, the rescue team can try to hurry the process, and let the Ghostbusters know when they hear anything.

Hit TV Show's a Scream

This encounter occurs in Capital City, Wisconsin. Cap City is a great place, dominated by the University of Capitol City, and straddling four lakes. The population of the county is roughly equally divided between students, locals, and registered Holsteins (the black and white spotted cows). For more Wisconsin trivia, call the state tourist bureau.

Ditzi, oddly enough, thinks black and white cows are cute, and is easily distracted by all the cow merchandise on display in Cap City merchant's windows. There're cow t-shirts, cow mugs, cow umbrellas ... and oodles of udderly terrible cow puns. When your stars actually get to Letty Small's UCC office, read:

Tucked away in a cramped basement corner, you find a glass paneled door. The fading lettering says "Psychology Department," but taped below that is a hand-scrawled tag "Letty Small — Keep Your Eyes Open." The door is cracked open, and you can hear someone in the office talking rapidly and passionately. There is no second voice.

She's talking on the phone. If the stars knock, she swings the door open and keeps chatting. If they listen, they hear "... *Roots* was the best thing to happen to TV and you know — don't pull that stunt with me, I gave you your first part! Yes, I think it's a sure thing, or else why would I be wasting my — Because it was meant for you! Babe, you know it. Hey, I gotta run, gotta keep those wheels greased. Be there, babe. Ciao!"

After she hangs up, Letty (yes, this is Letty) answers the door, whether or not the stars knocked — she can see shadows of movement through the glass. About "Keep Your Eyes Open," she's all smiles. She pushes the show hard, and is thrilled to have Ghostbusters investigating, no matter what they're after. Can she possibly do a show featuring them?

Letty herself shows slightly elevated readings on the Giga-Meter and the PKE Meter. Not much — it's almost like she's been in the presence of a psycho-reactive substance. She cheerfully takes the stars out to the octagon barn where she tapes.

Lo and behold, the barn registers quite strongly! The stars can search for unusual features of the barn, but they should be discouraged from damaging the structure, as it's on the historical register. The interior is kind of plain: Letty has restored the beams in the hayloft, and added an unattached scaffolding for her lights and electrical equipment. Down below, the stalls and feed troughs are intact, just the way they were when cows lived here and it was a working farm.

But if the stars go out into the yard around the barn, either to search it or to meter the exterior or whatever, they need to make some difficulty *Moves* rolls. Why? Because the ground is lumpy, and they might stumble. Why is the ground lumpy? Because the Indians buried their dead here, and heaped mounds of dirt over the graves, and the mounds are still here. Is this the source of the PKE? You betcha.

It may take some *Brains* rolls to figure out that the lumpiness is purposeful, depending on how familiar your stars are with the Midwest (there are burial mounds from Iowa to Ohio all up and down the Mississippi River and its tributaries). It will definitely take A Good Amount of *Brains* and a check in some *Tomes of Occult Lore* for the stars to discover that the octagon barn is built in such a way as to collect and focus the paranormal energies emanated from the burial ground.

So what does this have to do with people screaming on their front lawns at midnight? Well, if the stars stay overnight and listen, they'll notice the sound is more like bellowing. They can tape the noise and replay it for an animal expert, who can identify it as the bellow of an angry bull walrus (if they actually watch the show, they might get *controlled* — check their *Cool* against Kookuk Achuk's *Power*).

How did he get involved? We'll tell you. Small's taping captures that energy on videotape the same way infrared film captures some psychic manifestations. When "Keep Your Eyes Open" is broadcast, the energy is beamed into thousands of Cap City homes.

Kookuk Achuk felt the tremendous outpouring of energy, and realized that no one was directing it. So he used the energy to allow him to *control the minds* of the regular viewers of the show at midnight, when resistance to psychic phenomena is weakest, and directed them to bellow their outrage over walrus hunting at the moon. Of course, none of the people affected remembers their actions afterward, so none of them complain. That's why the incidence of complaints about "Keep Your Eyes Open" has fallen off — as more people tune in, more are *controlled*.

What can the 'busters do about this paranormal activity? The local Indians are vehemently opposed to anyone moving, busting up, or exorcising their sacred ground. The stars' best bet may be to stop the person or entity using the energy, not the energy itself.

And Letty should be encouraged to tape elsewhere. You never know what she might call up next time.

Fab Foursome Seen In Horsham —

This sleepy Merseyside village in England is home of fisherman, factory workers — and the spirit of rock'n'roll! Ditzzi babbles on about the history of the town. She doesn't mean Viking raiders or Industrial Revolutions, either.

She's talking about the late 50s, early 60s, when rock's most enduring British Invasion groups were nothing more than snotty punks kicking around the north country pubs — including the one the stars are headed for. She sounds like she's memorized every interview and scandal sheet report ever generated on the brightest 50 founders of rock. Your stars could either join her in this trivia quest, or find it quite nauseating. Read:

The unassuming pub nestles cheek to jowl with private homes on the main street of Horsham. In fact, except for the wooden sign listing the hours and the neon "Dark Beer" logo in one small front window, it could be a private home.

"Kite's," the hand-carved letters proclaim, "Open Lunch and Evenings 'til 11."

This is the place. Preliminary readings indicate that this is the scene of repeated paranormal activity. And indeed, Ditzzi's information bears that out. Since their first sighting, the quartet of ghosts the press has dubbed "The Fab Foursome" have been back to Mr. Kite's pub on several occasions.

If they interview the customers, the stars find not all of his patrons are enthused to see old-fashioned 1960s rock make a come-back — after all, if the ghosts catch on, somebody'll talk the living musicians into a reunion. And those people are *old* now! Who would willingly pay money to hear *them*?

In fact, there's an Irish headbanger named Case O'Rickrack who has formed a protest movement called the Committee Against Rotting Rock Stars, and pickets Kite's pub. Mr. Kite says he's scaring the customers.

And of course, the real, live people who were once — or still are — in those bands whose tunes the Fab Foursome play... well, they're getting a lot of press time, whether they like it or not. Because the word is that the band is *good*. And people are flocking to Mr. Kite's in hopes of getting a clear enough glimpse of the vaporous musicians to figure out who they really are — make that *were*. After all, there are a lot of brilliant dead rockers who might be interested in a comeback.



Fab Foursome

spirits of rock'n'roll

These four spirits — Petey, Daver, Micks and Wrongo — each have identical stats (given here); they play guitar, bass, keyboards and drums, respectively. They use *creature feature* to take on the images of 60s rock'n'rollers; *make illusion* to convey the impression that their music is the best that ever existed; and of course, *control mind* to turn sympathetic listeners into raving fans. What would rock be without groupies?

Brains	3	Memorize Songs	6
Cool	5	Stage Presence	8
Power	6	Control Mind	
		Creature Feature	
		Make Illusion	
Ecto-presence	10		

Goal: Play Rock'n'Roll

Tags: Ectoplasmic, intelligent; bowl haircuts, sober suits, hip tunes

The usual readings turn up the usual elevated levels near the stage. They also pinpoint a few chips of bird-bones on the floor, and a highly psycho-reactive dozen eggs in the fridge (for more about these, see "He is the Eggman" in Reel Four).

Okay, so what are the stars supposed to do here? Depends whose side they're on. If they side with Case O'Rickrack and the CARRS, they'll want to bust these guys. Mr. Kite would be just as happy to get a contract with the, ah, deadbeats, and have the CARRS folks nicked by The Bill².

A-Hunting We Will Go

Leads to follow up in this reel include:

1. the origin of the psychic twins
2. the identities of the mountain climbers
3. the method of usurping psychomagnetheric energies in the octagon barn
4. the weirdo eggs at Mr. Kite's.

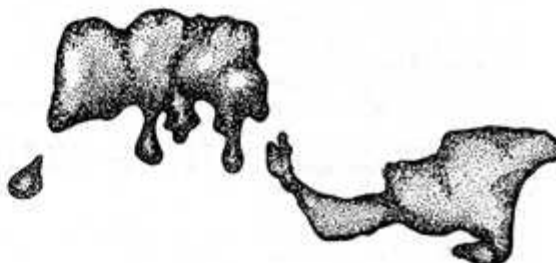
Again, Ditzie would rather go on to new stories. But the stars can throw their weight around as trained professionals. And actually, we have some hints about lead number two.

Depending on how nice the stars were to the rescuers, you can give them the following information before or after they go to visit Curt Ennway (see "Spirits Possess Watering Hole," next reel). The rescue team has learned the names of the climbers — Gretchen Halbert, Jimmy Rose, and Kevin Winklet — but more importantly, they've tracked down the pilot who was supposed to pick them up next week. It's Curt Ennway, of There, North Dakota.

The stars can confront Ennway with the climbers' names and fate, and he'll reveal the climbers' real purpose.

You see, they were only mountain climbing as a cover. They had Ennway drop them far north of his flight plan destination so that they could hunt walrus illegally. Then they were picked up and dropped off in the mountains for a week-long climb, to make their trip legitimate. Ennway was supposed to make the final pick-up next week.

²"Nicked by The Bill" is English slang for "nabbed by the fuzz," which is American slang for "arrested by the police."



WOMAN WITH MULTIPLE PERSONALITIES FILES JOB DISCRIMINATION SUIT

23-year-old Lila Pfrommer claims she and her alternate personalities Jeremy, Kate and Shannon have been discriminated against in their pursuit of a broadcasting job. Miss Pfrommer earned a degree in journalism and a degree in meteorology from Tex-Arkana Tech, and applied for all the newscasting jobs on the dinner hour with start-up station KUKU. The Volf network affiliate has refused to budge on its decision.

"We need a news team, not a one-man-band," station manager Ralph Hunterslough declared.

"I have all the necessary credentials to perform the jobs," Pfrommer maintains. "Jeremy does the weather, Shannon the sports, and Kate and I are co-anchors. We've even given thought to alternating vacation days, so as not

(continued on page 28)



Don Walker/Lead Photo

The Ivory Knight

This medieval landowner, Sir Beigeven, was known in history as the enemy of poachers — he is said to have hung as many as 30 men for hunting

on his estates without permission, though he was generous with his tenant farmers.

Local farmers and villagers claim to have seen the Ivory Knight once again roaming his estate grounds and tenant's

fields, looking for poachers.

They say the knight stalks near half of Wiltshire, sword aloft and eyes spitting flame. He marches offenders back to his castle at swordpoint, and

(continued on page 30)

I'll be back for sure.

— convicted mass murderer Jeffy Teddy, before his execution by lethal injection

SPIRITS POSSESS WATERING HOLE AND MAKE CATTLE TALK

At first, "I thought I was going crazy," confesses There, North Dakota rancher Curt Ennway. "But every time I rounded up the herd from the back forty, I'd hear voices."

Ennway eventually caught one of his prize whitefaces in the act.

"It was really weird. That steer just sorta peeled his face back from his skull — almost like a you'd open the hood on a winter parka — and this old Indian-looking face peered out.

(continued on page 27)

Pbyobq Zlab
Yofkdp
Ofzebp!
Zxii 1-T00-
JLK-CASH.
Mppq! Alk'q
Qbii x Plri!

HE IS THE EGGMAN

A Liverpool, England farmer delivers more than 40,000 eggs over the Easter weekend. Asked how he accomplishes the feat, Petey

Lapinhase wriggled his nose a bit, shook his head, and said, "I guess you just have to be fast."

(continued on page 29)



Don Walker/Lead Photo

GHOSTLY BABY BOOM

Researchers say ghosts are getting younger — and more common!

A sudden rash of sightings proves Dr. Bludphraim A.

Stone's hypothesis. In occurrences concentrated near the arctic circle, nearly 45 ghosts have been found, some as young as 23 years old! Most of these spirits are hunters, but some include artists, merchants and traders — even wealthy "arctic safari" vacationers!

Last year in the same area, only 17 sightings were recorded, and in 1960, the normal occurrence of vaporous apparitions was three per month

(continued on page 29)

REEL FOUR

More Headline Headaches

Summary

Another five possible encounters, and clues to the walrus plot are getting more blatant. In this reel, the "Multiple Personalities" babe is a red herring; that is, her case has nothing to do with the walrus plot. Just so's you know.

Again, to begin the reel, you should hand out a photocopy of page 26 so that the stars can decide on their courses of action. If the Ghostbusters aren't trying to relate the seemingly random events by now, Ditzzi starts to wonder if there is some connection between the encounters. Aren't they sounding kind of the same? Who's this Sister Slymme? What about voodoo? Get the stars talking.

Spirits Possess Watering Hole and Make Cattle Talk

This encounter takes place in There, North Dakota. Rumor has it that to all but native Dakotans, North and South Dakota are pretty much the same. This is highly unfair, since South Dakota features sights like the Corn Palace, Mount Rushmore, Wall Drug, the Badlands, and Jewel Cave National Monument. North Dakota ... shares borders with two Canadian provinces. Actually, we intended to place this encounter in the more interesting state. But South Dakota (and Oklahoma, too) was left out of our road atlas because of space considerations, so we used North Dakota instead. We feel it's been overlooked.

Ditzzi has never been to North Dakota before, but she has been to South Dakota (before it was taken off the map), and she's one of those that thinks they're very similar.

The stars can take a small, Piper Cub-sized plane right out to the ranch, which has its own airstrip. Chuck Braggard, the pilot of the Lurid Lear Jet could land here as well, if he wanted to. But the stars have to convince him he wants to. Read:

The plane touches down in a wide, flat valley at the end of a dusty road. You don't wait many minutes before a big, extended-cab pick-up truck bounces up, and a tall, weathered rancher steps out.

"Hi, I'm Curt Ennway. Let's just throw that gear in the back here, and we'll be on our way."

Throw delicate equipment in the truck? Surely the stars protest! Ennway backs down immediately upon hearing objections, but the tone of his subsequent

conversation depends upon how politely the stars manage to phrase their concern. If they're obnoxious, Ennway is harder to charm later on.

Once the equipment is loaded, you have to load the people up. The cab of the truck can hold six people (driver being one), seven if you really crush. Any extras have to ride in the open back with the equipment. It's a dusty, cold, uncomfortable ride, but somebody may have to do it, and Ennway won't let ladies suffer the indignity. The stars can squabble it out among themselves.

On the way back to the ranch, the Ghostbusters can pump their host for information — Ditzzi certainly will. Of course her questions are more on the order of scenery, lighting, and other photographic concerns (unless the stars need nudging).

Very Little success on a charm (or *Cool* if no one has an appropriate talent) roll earns the information that Curt Ennway is a rancher. His herd of 1,200 head of white-faced cattle is prime beef. He's never had any trouble with them outside of snake bites, wolves, and loco weed. Certainly they've never spoken before.

Some success (on that same roll) wins the additional info that the recently *possessed* stock have never spoken to any of the ranch hands — only to Ennway.

A Good Amount of success or better gets the whole poop: In his spare time, Ennway does a lot of flying; he is a bush pilot who takes hunters up to Alaska and Canada for big game excursions (the last such passengers he took are frozen in a cliff in Reel Three, in case your stars didn't see them yet — but Ennway doesn't know this. He may not even know they're missing. See "Bodies in Ice" for details).

Home on the Range

Once the stars get to the ranch, they can set up any equipment they want to in the bunkhouse. Women, including Ditzzi, are given guest rooms in the main house instead. Ennway assumes that the stars are staying over at least one night, because it's about half a day's ride out to the cattle.

Ennway lets the stars choose the method of transportation they'll use to get out to the location of the paranormal occurrences, though. He and his men use dirt bikes and jeeps most often. But they keep horses, and Ennway is curious to see how backward the stars think he is. If they choose horses, he goes along with

it without protest. However, you should make them explain how they're carrying their delicate, scientific equipment.

Once they get out among the cattle, the stars also witness the peculiar "face peeling" method of talking the cows employ. Ennway is not enthusiastic about the use of proton packs on his cattle, however. He wants to sell them, not slaughter them on the range. The stars have to come up with a way of "exorcising" the cattle. There's a method described in our *Pumpkin Patch Panic* adventure for exorcising people that might or might not work. Weird Science could also provide a method. The cows don't physically attack the stars, but they might crowd around them, and cattle are big.



Possessed Cows

cautioning cattle

These ordinary bovines have been possessed by arctic spirits. Their method of getting human attention is to make illusions of the cattle peeling back their cow faces like anorak hoods, exposing normal human faces which converse rationally with their victim, and make dire predictions about the end of the world. That is, if the victim hasn't been terrorized into flight by the process.

Brains	2	Dire Predictions	5
Cool	6	Focus On Task	9
Power	6	Make Illusion	
		Possess	
		Terrorize	
Ecto-presence	9		

Goal: Stop the Slaughter

Tags: Ectoplasmic, intelligent; even-tempered, persistent, gentle — yet terrifying

What kind of dire predictions? The cattle warn that an ice age begins this year, that the rivers will run red with blood, and the ground will be white with snow. Retribution will be exacted, and man will suffer for his excesses.

Exactly what excesses, they don't say.

Woman with Multiple Personalities Files Job Discrimination Suit

This encounter takes place in rural, northwestern Arkansas. The scenic Ozark and Boston Mountains cause dreadful TV reception, and tiny KUKU wants to capitalize on that problem by providing local broadcasts of news and weather. To that end they began interviewing staff members.

Ms. Pfrommer's application threw them for a loop. They don't have the time or money for lengthy negotiations, and are reluctant to talk with investigators of any sort.

Ms. Pfrommer, on the other hand, is happy to see the stars and submits to any and all tests they choose to administer. Read:

The woman who meets you at the door is cheerful and chummy, with a deep, almost masculine voice.

"Come on in — Lila's not in right now, but we'll let you know as soon as she gets back. I'm Jeremy. You didn't have any trouble with the fog, did you? It'll burn off by noon, and we should see a high temperature of 63 degrees."

Remember *Sybil*, with Sally Fields? Well, Lila, Shannon, Kate and Jeremy — just now, it's Jeremy — are all separate personalities. They have different speaking voices, different vocabularies, different accents. Jeremy is the perky, slightly goofy weatherman, Shannon the gruff know-it-all jock, Kate the sober, thoughtful anchor, and Lila the soft, feminine co-anchor.

Jeremy insists that they are fine — Shannon doesn't think they are dangerous, and only Kate is especially interested in being "integrated" into one personality. They'll all answer the stars' questions. They speak of nothing of interest to the Ghostbusters — unless you've been successful with the Sister

Slymme red herring, and want to lead the stars farther down that garden path by mentioning Lila's dieting.

In fact, this is not so much a case for the Ghostbusters as a case where the Ghostbusters have access to equipment that could help a trained mental health professional.

The Aura-Video Analyzer can show all four personalities at once, and may be rigged (using Weird Science) to talk to all of them at once, too. PKE Analysis can show small fluctuations in energy levels that indicate struggles among the personalities.

But Ghostbusting? Not much to do here except confirm she's normal, if a lot confused. The worst thing the stars can do is start waving proton streams around. That might actually hurt somebody.

The Eggman

This encounter takes the stars back to the Liverpool area (near Mr. Kite's pub in Horsham). This time they look up farmer Petey Lapinhase. Read:

Mr. Lapinhase — "Call me Petey, mates, everybody does" — is a shortish, unexceptional looking man of about 35 years. He raises chickens, and he gladly shows off the farm to you. "Did you want a tour then, mates?"

Yet another tour of a barnyard? We tend to doubt the stars are that interested in chicken cultivation, but feel free to goad them into foolish politeness if it tickles your fancy.

If the stars overtly start to examine the farm or the farmer with PKE meters and such, Petey objects. He doesn't believe in that ghost-stuff, and if it's all the same, he'd rather the stars just leave him be. He'll answer questions, but that's all. Make him polite but firm.

Skiping Skeletons

No doubt you want to know what gives here. Well, Petey is actually the Easter Bunny. No, really.

It's just that he was possessed this year by the vengeful Kookuk Achuk. As well as distributing 44,000 Easter eggs, he's (unknowingly) given out about 4,000 of Kookuk Achuk's little ivory seekers disguised as eggs — one per dozen. Once they're bought and brought home ... Read:

The phone rings, interrupting Petey.

"Excuse me while I take that: I'll just be a minute," he says, and picks it up. "Hello ... They what? But — but skeletons can't hatch! Oh, my ... oh, my goodness ... I'm so sorry ..." Then he turns to you, a stricken look on his face. "Some of my eggs hatched into skeletons! My reputation ..."

The phone rings again.

Though the *Lurid Tales* head office sent the stars here to "investigate" the "mysterious delivery" of 4,000 eggs (no mystery; Lapinhase employs a fleet of

egg vans and drivers), they know the value of serendipity. So Ditzzi positively squeals with delight. A real paranormal occurrence! Let's solve it!

Indeed, Lapinhase is singing a different tune now. He'll cooperate completely. The stars can inspect the egg sorter, the barns, Petey himself. They can find high meter readings. They can find a few of the skeleton-harboring eggs in the refrigerator, waiting for distribution.

If they smash the little bundles of bird bones, they don't get any clues. But if they think to watch one, they can follow it as it hops into the house and pecks into Petey's jewelry box for his (walrus) ivory cufflinks. Any star who makes a Whole Lots of difficulty Brains roll can figure out the skeleton's tracking method.

If they're very clever, the stars may realize (now or later) that duplicating or enhancing the ivory-seekers' teleportation feats with Weird Science is the best way for the stars to get to the villain. If they want to go there right now, skip to Reel Six. If not ... they may come back to the idea.

About Petey — if the stars realize his higher-than-normal PKE levels are *not* related to the ivory seekers, he becomes very flustered. And he confesses: he is the Easter Bunny. But he would never have given out tainted eggs ... he must have been possessed. He'll do anything the stars want to redress this disaster. He'll even accompany them to Alaska if they think of it.

Ghostly Baby Boom

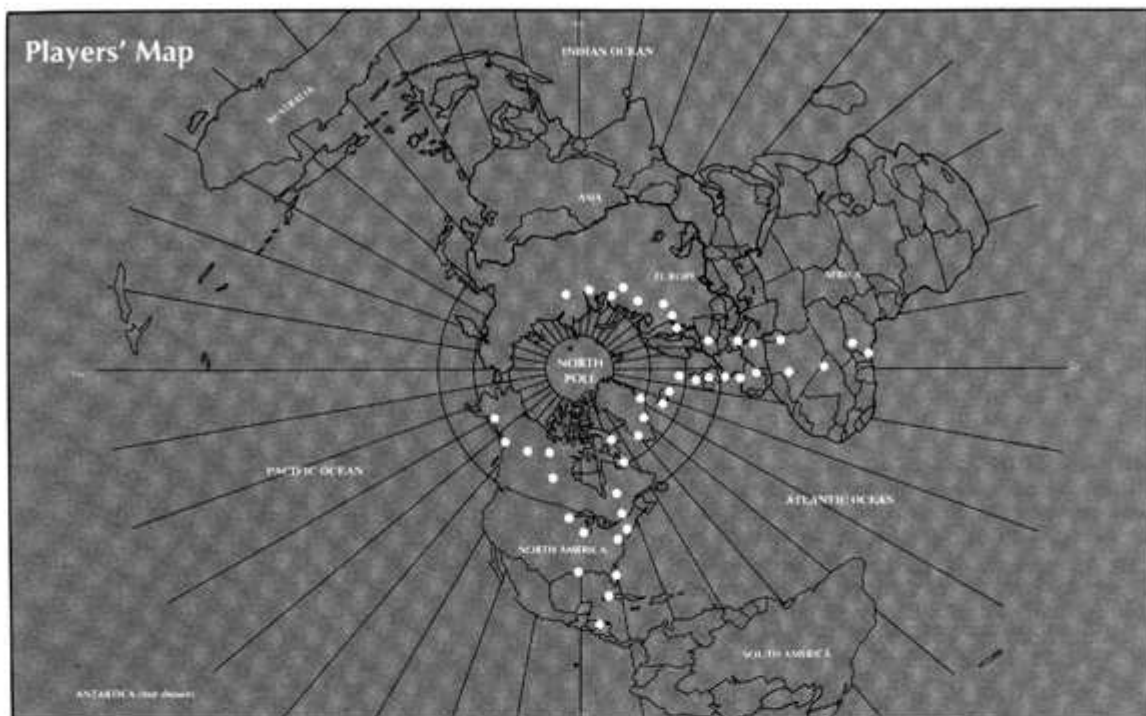
Researcher Dr. Bludphraim A. Stone calls *Lurid Tales* with his monthly report. The staff use him regularly for a variety of statistical analyses, quizzes, and trivia quotes — which might make Fame- and Fortune-minded Ghostbusters jealous. Stone's latest information may make the stars curious to visit his laboratory.

The Bludphraim A. Stone Research Institute is located in the tropical paradise of Lome, Togo⁶ — for both tax and psychical purposes. The stars are welcomed as fellow researchers and given a tour of the facilities — whether they want it or not.

Stone is investigating Atlantis, sunspots, psychic ability, the Bermuda triangle, and any other New Age phenomena you care to spoof, as well as keeping statistical records on ghost sightings, Bigfoot, and instances of spontaneous combustion.

The ghost information that he has includes all of *Lurid Tales'* sightings (whether or not the stars investigated the stories) and more. Most recent sightings are concentrated near the arctic circle, and a total of 43 ghosts have been found. Stone has a map that plots the sightings, which he'll give to the stars if they're interested (see above). A Good Amount of Cool

⁶We really have no idea if it's a tropical paradise — but it's near the equator, and it's on the map. For "color" in this one, you're on your own.



or *Brains* will allow the stars to interrupt Dr. Stone's busy schedule long enough to get his synopsis of the relevant data; otherwise, he simply gives them the data points and dashes off to conference.

The synopsis? Basically, recent sightings have all involved those little chick skeletons, missing hunters, or walrus-like apparitions. This is your chance to fill in clues the stars haven't put together yet — for instance, if they haven't noticed the ivory in Reels One, Two, and Three, or if they're looking for elephant ivory, or if they don't even know that walruses are a source for ivory.

Don't give them too much information. But if you're getting tired of Sister Slymme, or they're looking for space alien walruses who need a pair of earth creatures to beam aboard their ship — they've got the wrong movie. Steer 'em back to the straight and narrow.

The Ivory Knight

This encounter takes place in Wiltshire, England. Salisbury Plain is right nearby, and Salisbury Cathedral is one of Ditz's favorite cathedrals, much better than Winchester, you'll have to see it. Wiltshire is inland, but it's southern England, quite a contrast to the industrial North of previous encounters.

The locals know Sir Beigeven, a medieval Crusader, landowner, and confidant of the king, as the

enemy of poachers. He was kind, even generous to his tenants, but he brooked no stealing of game. Poachers were strung up and the bodies left a week, in example to others of criminal intent. Sir Beigeven died gloriously in battle in the Third Crusade, 1191. But his lands fell to a weak and ineffectual heir, and poachers became commonplace.

Sir Beigeven's spirit was first reported in 1195, seen by two vagrants taking pheasant from the home woods. It brandished its sword, and they fled. Later tales tell of more incisive behavior, and eventually most unexplained deaths of unsavory folk came to be attributed to the Crusader.

If the stars look him up in local records, they find he hasn't been active for more than six centuries. Current sightings started about a month ago. And this time, it wasn't only down-and-outers that the Crusader haunted. Several businessmen have seen the apparition, too, including an antique dealer from Salisbury.

A Some difficulty *Cool* roll in a pub or public place can convince one of the locals who encountered the ghost to step forward. This man is a stout, sturdy farmer, not given to flights of fancy. He can take the stars to the roadside where he saw the ghost.

His theory is that Sir Beigeven is upset about the local hunting club's decision to allow shooting on premises, when they'd been riding to hound for 300 years.

Unfortunately, he's wrong about why the ghost is here. Sir Beigeven was stirred up by Kookuk Achuk's growing power, since Beigeven is sympathetic to the walrus' cause. The Ivory Knight is a focused repeater, driven by the knowledge that poachers are at large.

If the Ghostbusters want to lay in wait for him, they can camp under the hedgerows. Along about 11 at night, the Crusader cruises by.



Sir Beigeven

the Ivory Knight

Sir Beigeven materializes so that he can physically harm his opponents with his sword. He pricks them with the point to prove he means business, then marches them back to his castle. Sources for what happens next are all ancient manuscripts — Sir Beigeven hasn't come across any poachers yet this time, as far as the locals know.

Brains	7	Identify Poachers	10
Cool	5	Righteous	8
Power		Make Illusion	
		Materialize	
		Terrorize	
Ecto- presence	13		

Goal: Stop Poachers

Tags: Ectoplasmic, intelligent; doublet and tunic, crusading fervor

Do the stars confront him? Do they talk or shoot first? If they aren't poachers, the Crusader has no quarrel with them.

But remember back in Reel One, in the Lurid Limo, when the stars were provided with a breakfast bar? Did any of the stars like poached eggs? If the answer is yes, that person is a poacher — and Sir Beigeven advances on him or her, intent on capturing the no-good.

Other ways to aggravate the good knight are up to your imagination, but might have something to do with the Crusades or King Richard the Lionheart. If the stars actually parley, instead of just toasting, Sir Beigeven can explain that an enemy of poachers awoke him. He was a great, mustachioed Northerner, Sir Achuk. Very brave, very fierce.

The Ivory Knight doesn't know any more than that.

HOW TO TELL IF YOU WILL BE A GHOST

10 signs of personalities that will return to haunt us

(story on page 33)

"If Post Mortem Projection Theory wants to be taken seriously in the scientific community, it must quantify results and enlist supporters, or it doesn't stand a ghost of a chance."

—The Amazing Muzzy, psychic investigator

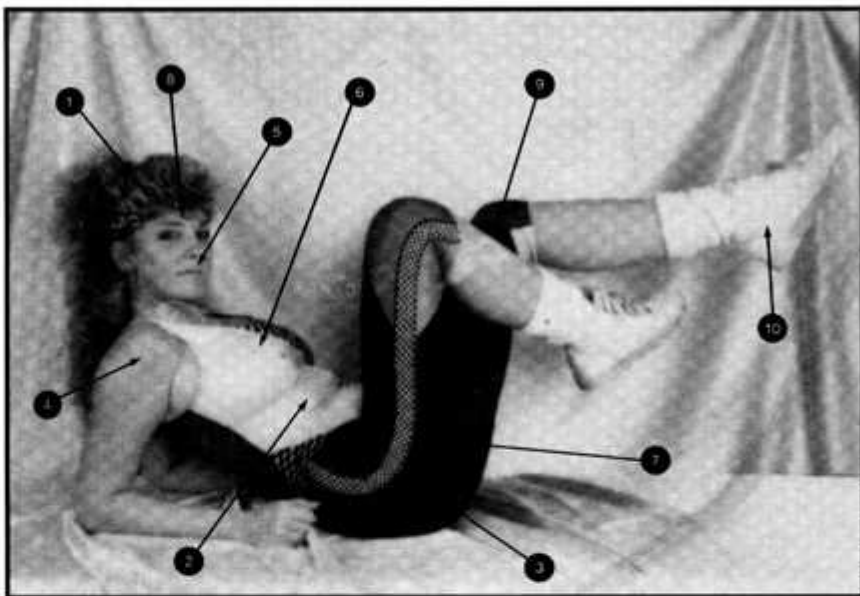


Photo: Andrew J. and Tolan

Devil Worship Fears Sweep Oldenyck

Wild rumors have spread through the suburban New York county, flooding police switchboards with calls from worried residents. Authorities say rumors are false, but continue to terrify people in 36 communities.

"There's not a soul in this county I don't know," claims Sheriff Wyatt Holmes. "They're all good people, solid people. There aren't any covens or witches or anything within 100

(continued on page 33)

CHANTING MASKED WOMEN THREATEN MURDER SUSPECT

A man facing murder charges listened in horror as seven black-shrouded women vowed to avenge the death of his victim.

According to shocked courtroom witnesses, the seven filed in as the Wrothfolie's trial

was being entered, making clawing motions and intoning in unison: "Julian will have revenge. Remember the golden rule and weep. Julian is not gone yet. We say he is here. We say he is not alone."

Police made no attempt to

detain the women when they exited. The startled judge had to clear the court to allow Wrothfolie's lawyer to enter a plea of not guilty. Wrothfolie was held without bail.

"It was definitely strange,"

(continued on page 35)

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REEL FIVE

Closing In

Summary

These three final encounters don't contain any red herrings — other than the photo in "How to Tell if YOU Will Be A Ghost," which has nothing to do with paranormology, but everything to do with selling papers. Go North, young stars!

How To Tell If YOU Will Be A Ghost

The picture has nothing to do with the 10 signs — it's just a chance to do an extra bit of cheesecake and sell more papers.

But the 10 signs were actually garnered from a paper given by renowned paranormologist and Ghostbuster Egon Spengler in a much more serious publication — "Personality Vectors and Physical Types in Apparitional Occurrences: A Statistical Analysis," first printed last month in *The Journal of Unexplained Things*. The traits are:

1. Open Mind. The ability to consider new ideas and alternative realities is of paramount importance.
2. Passionate Nature. A ghost cares so deeply about his world or his goals that he cannot rest from promoting them, even in death (see #4).
3. Traumatic End. Many ghosts are the spirits of people who met an untimely death, and who have not yet agreed to leave this mortal earth.
4. Strong Attachment to Place. Most ghosts are focused; that is, they only manifest in or near the sight of their strongest emotional incident in life — a favorite chair, a cherished garden, etc. (see #2).
5. Message for the World. Ghosts, unlike most living people, transcend national boundaries and concerns.
6. Motivating Spirit. Oftentimes, there is a strong 'motivating spirit' that influences a new ghost to appear. Without him or her, the new spirit would be lost, goalless.
7. Willowy Build. Human ghosts, as compared to non-human manifestations are almost universally slender and attenuated.
8. Pale Coloring. The physics of paranormal phenomena preclude the occurrence of super-saturated colors; most ghosts favor pastels.
9. Transparent. A ghost's *raison d'être*, or motivation, is rarely convoluted or secret; in fact, most specters proclaim their desires at every opportunity, quite transparently.

10. Unfinished Work. Sometimes individuals have an important goal that is unrealized because of death. They cannot go to their reward until such work is completed.

Unfortunately, if the stars call on the hotline, Dr. Spengler is not available for conference or consultation at this time. He is in Peru, interviewing the Dalai Lama at Machu Picchu.

But if the stars discuss the clues among themselves, they might be able to eliminate some of the red herrings, and consolidate their findings.

Obviously, their major villain has a passionate nature, and came to a traumatic end. The clues all point to a strong attachment to the arctic. They've been given hints about the world message, too. And the sheer volume, uh, size of some of the apparitions makes it likely that they're not dealing with a willowy human specter.

Devil Worship Fears Sweep Oldenryck

When the stars check out this hot tip, they go to suburban New York City. Suburbs again? But these are the stately homes on the bluffs overlooking the Hudson River; quite a different atmosphere from Jersey. This is the type of neighborhood that sends its teens to boarding school, and buys them BMWs for their sixteenth birthdays.

Ditzi natters on about a school-mate of hers who lives just around the corner. They played tennis on her private court just last month. She keeps an eagle eye on the landscaping.

The stars are probably headed for the Oldenryck Police Department for the latest tips. They could also find information on area residents with the Clerk of Records Office in Town Hall.

A Some difficulty *Brains* roll gets them, from either the desk sergeant or the voter registration tables, the newest resident of Oldenryck: Steven Thorpe. He's the most likely suspect to start with. Steve's only been here 11 years, and his grandfather U. K. Thorpe, a foreigner who doesn't speak much English, lives with him. What nationality? Dunno, maybe Italian, maybe Chinese. Old folk all look the same.

If the stars go through newspaper reports at the library, or police incident reports (Some *Cool* needed to convince the desk sergeant to let them read these), they can learn the largest concentration of calls about the devil worship rumors was in the Memory Lane



section of town; perhaps coincidentally, this is where the Thorpes live. We assume they head out. If they don't think that people are suspicious because they're new, and want to canvas the neighborhood, they meet with various upper- and upper-middleclass residents, doing residential things like mowing the lawn, weeding the roses, playing tennis on backyard courts.

Improvise your own encounters. Most of the residents have heard the stories. Their opinions about the validity of the Devil-worship stuff run the gamut from absolute belief to snickers and guffaws. Residents with school-age children tend to take the reports more seriously. At least one mother should mention that she doesn't let that odd old man near her daughter — another should just as vehemently defend him as a wonderful babysitter.

What old man? Why, U.K. Thorpe. When the stars get to the Thorpes' house, whether or not they interviewed the neighborhood, read:

The short old man in the tennis shoes, plaid golf pants, and polo shirt looks somehow out of place here on the green rolling lawn in front of Steve Thorpe's house; he seems to be waiting for you. His face is wrinkled and creased, brown from exposure to the elements. His eyes have a permanent squint, as if he spent decades under the bright sun.

As should be obvious (Very Little difficulty *Brains* roll if your stars haven't picked it up from the descriptions), Umikag (the old man) is a retired eskimo shaman. That is, he's a retired eskimo who also happens to be a shaman — it's not one of those jobs you stop working at. He came to live in New York because his grandson (Steve Thorpe) got a job down here, and didn't want Ataata (Grandfather) to live in the frigid, poverty-riddled back country.

Steve has rejected the old eskimo ways, and is trying to get Umikag to do the same. But though the old man is careful not to complain, he isn't happy here. When the stars talk to him, they find him very quiet and self-effacing. He's suspicious of the Ghostbusters' motives unless they charm him with lots of *Cool*.

If the stars have the caribou bone chip from the "Pop Star" encounter in Reel Three, or the chick skeletons from any of the earlier encounters, and show them to the old man, suddenly Umikag has a visitation. Read:

Suddenly, the old man's body shakes, and his eyes roll back in his head. A deep, growling voice forces words from his throat.

"Death is the punishment. The laws cannot be violated. The spirits must be appeased."

Fast-thinking stars can hook Umikag up to the Aura Video Analyzer, and find that his image is that of a fat, lumpy man with long white braids.

The warning growl continues for about three or four minutes, then just as abruptly as it came, the personality leaves. Umikag shakes and his eyelids flutter. When he opens his eyes, the spirit is gone. Umikag has no recollection of the past few minutes. The possession does not happen again.

Umikag

eskimo shaman

This wizened old man was born in the arctic. His daughter married an Alaskan settler, and his grandson moved back to suburban New York to practice mechanical engineering. The grandfather has lived with him five years. He entertains the neighborhood children with stories of life on the ice.

Brains	3	Eskimo Lore	6
Muscles	2	Heft Harpoon	5
Moves	1	Eat with Knife	4
Cool	4	Resist Control	7
Power	1	Creature Feature	

Goal: Go Back Home To Arctic

Tags: Incredibly wrinkled face, sly smile, agile fingers

Well, the stars have just witnessed the source of the Devil worship rumors. Seems old Ataata Umikag is very popular with the preteens and early teens in the neighborhood. And lately he's been having more visions, more frequently. If there's a kid around when it happens, the kid has one of two reactions: "Wow, rad! Totally rad!" or "Eeyew, really gross and disgusting! I'm getting out of here!" Thus the rumors, as some kids tell other kids, who are variously disgusted or amazed, and so on, and so on ...

Solved that one. More importantly to our big plot, it may occur to the stars that Umikag, being an Alaskan native, can help them figure out clues and fight the giant walrus spirit that has been behind the scenes so far.

Tell Us, Grandfather

If the stars ask Umikag about a walrus spirit, he nods gravely. "Yes, there is a walrus spirit." He can tell them an amixsak is the vengeful spirit of a walrus who was improperly killed. It arises when a walrus is butchered, but not given water to drink, and the hide is not cut up. An amixsak then forms from the sunken empty hide. In general, it simply swamps boats and drowns hunters on the sea. There is one way to defeat it — cut off its flippers, and the hide cannot form into an amixsak.

If the stars ask Umikag to accompany them to Alaska, turn to Reel Six.

Chanting Masked Women Threaten Murder Suspect

This encounter takes place in Greenland. Ditz has heard this story, and repeats it for the stars as they travel to their destination. Read:

When Leif Ericson discovered Iceland and Greenland, he found two very different environments. One was cold and hostile, the other a jewel on the northern seas. To keep other people from invading this paradise, he reversed the climactic descriptions. He called the pleasant island Iceland, and the cold and bitter country Greenland.

Most of Greenland is covered with ice and snow, and western civilization inhabits only the coastal fringes of the island. The stars should brush up on their Danish (or their Danish interpreters), as Danish and Eskimo are the predominant languages.

Ditz has not been here before, and she is amazed that it's so cold. No wonder no one vacations here! At least they have hot springs in Iceland!

But on to our story. Alan Wrothfolie is accused of murdering his hunting partner, Greenland native Julian Frederick, and also of poaching walrus tusks. According to witnesses, seven women wrapped in

black robes filed into the courtroom as Wrothfolie's plea was being entered. This was unusual. What followed had no precedent in the annals of Greenland's court.

The women made clawing motions and intoned in unison: "Julian will have revenge. Remember the golden rule and weep. Julian is not gone yet. We say he is here. We say he is not alone."

Since the police were evidently too startled to apprehend the women, no one knows who they were. But Wrothfolie is afraid for his life, and the police have stepped up security at the jail where he awaits trial.

If the busters start with the police reports and/or newspapers, they can get the details on Frederick's death. If they want to talk to the accused, see "Jailhouse Talk," below.

Julian Frederick was found dead at his camp near Cape Abysmal on the east coast of Greenland. He was buried beneath the walrus carcasses he and Alan Wrothfolie had shot in the days before. Cause of death was suffocation.

Jailhouse Talk

If the stars want to start with a visit to Wrothfolie, they can ask the authorities for an interview. Read:

The guard looks at your (piece of equipment) with obvious distrust.

"What do you say it does again?" he asks. "I want a demonstration, please?"

They have to convince the cell guard to let in them and their equipment (Some difficulty *Cool or Brains* roll).

Wrothfolie insists he didn't do it, that a giant walrus of snow and ice attacked the hunters, and he barely escaped in their plane with his life. But no one will listen to him!

The Ghostbusters might. But you probably want to know what gives. Well, Kookuk Achuk was angered by these walrus killers, but they had already shipped out the ivory obtained from their kills. So in revenge, Kookuk Achuk buried Frederick under the tusks carcasses of the walrus the pair of hunters had shot. Wrothfolie was a little quicker than his luckless partner, and managed to take off in the plane while the walrus spirit attacked Frederick. He was reluctant to report the incident to the authorities, because hunting walrus is restricted to the eskimos, and he and Frederick would be hauled up on charges.

The Ghostbusters have some choices. They can investigate the black-clad women (see "Clue 'Em In"), or they can help Wrothfolie prove that the spirit was responsible for Frederick's death (see "Meters Made"). Or they can try to stop Kookuk Achuk before he kills again — in which case, they're on to Reel Six.

Meters Made

If the stars are helping Wrothfolie, they can head out to the hunting camp. Clever Ghostbusters may ask the police for some illegally gotten tusks to use as bait, or they may have their own resources.

If they brought ivory or some other bait, They'll run into one of Kookuk's minor *amixsak*, with stats identical to the Raufarhofn Bigfoot in Reel Two. It tries to bury them in snow and ice. Ditzzi's photos of the melee can be used to clear Wrothfolie.

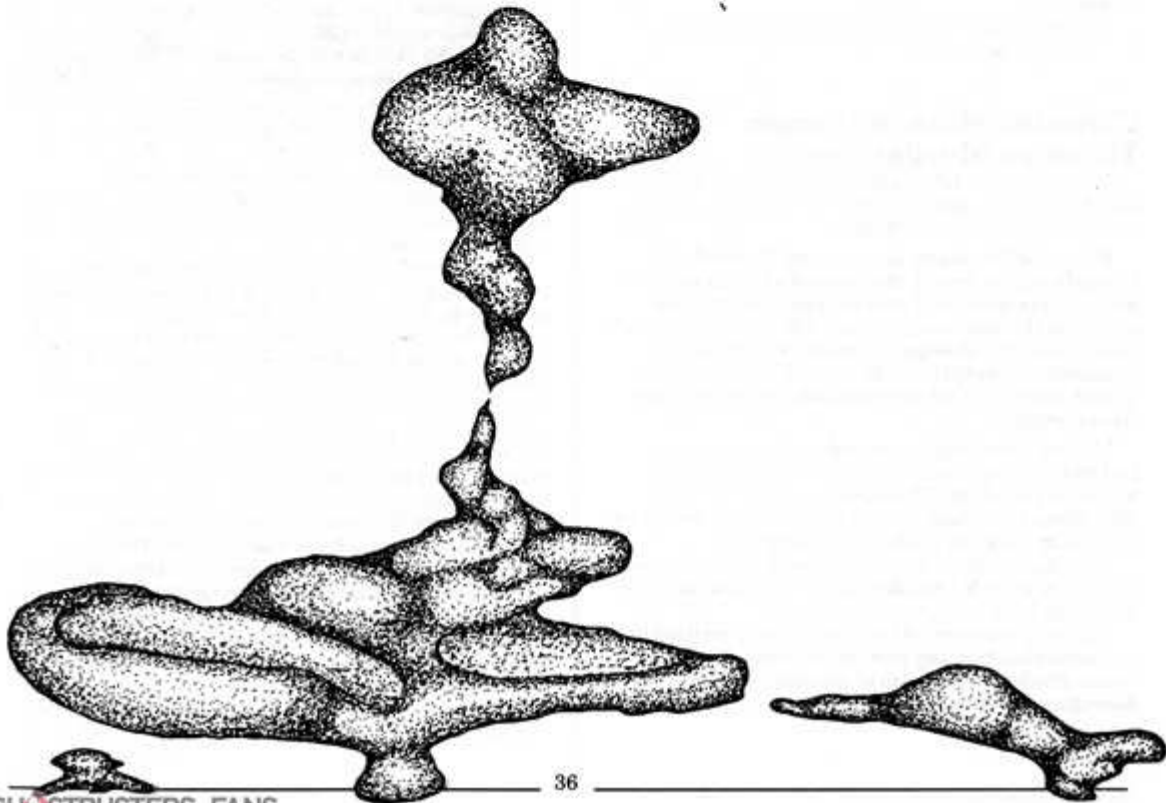
If they only brought their instruments, they can document the elevated PKE, but this is much less conclusive evidence.

Clue 'Em In

These are the dead-end leads from Reel Five. The longer your stars pursue them, the more helpers Kookuk Achuk has called up in Reel Six.

1. How to trace the usurper: sounds like a creative use of Weird Science to us. Build a Giga-Tracer, based on the Geiger Counter? Using triangulation? Let your imagination loose.

2. The women in black: if the stars can come up with a way to figure out who they were, by all means go with it. When the stars actually talk to the women they find that they were close friends of Frederick's, and upset by his murder. They thought they could scare Wrothfolie into confessing.



THE TIME HAS COME, THE WALRUS SAID

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REEL SIX

The Time Has Come, The Walrus Said

Summary

By now, the Ghostbusters should realize they're up against a walrus spirit or *amixsak*, although the most they've heard of its name is Sir Achuk. Somehow, the stars have to pinpoint Achuk's location, get there, and do battle with the crazed spirit.

Finding There

The Ghostbusters have several methods available for finding (and getting to) Kookuk Achuk. Sometimes the two processes go together, and sometimes they are quite separate. Depending on which clues tickled their fancy most, we'd guess the three most obvious methods of finding Kookuk Achuk are the ones we've elaborated on below. If your stars hit on a different solution, use this section as guidelines for your own improvisations.

1. They can use Weird Science or psychic abilities to amplify and trace the ivory seekers' teleportation trick.

If you haven't found the Weird Science section of your basic rulebook to be highly entertaining, we'd like you to turn to page 72-74 now. It tells all about how to build devices, what functions they have, and how to ... ah, simulate the uncertainties of scientific endeavor.

We'd guess that the stars need a device with *Power*, *PKE analysis* and *teleport* abilities — that's essentially what the seekers are. If you apply the 10x rule to *teleport*, you find that in order to have the power to send one-two people up to 2,000 miles (the approximate distance from New York City to Kookuk Achuk's location), you need to roll about a 40, so depending on how conservative the stars are, they'll want to pump about 10 dice into this stat, maybe more (depending on how sure they want to be, and how much they want to send). *PKE analysis* they need to focus the device on Kookuk Achuk, but that isn't anything to worry about, since they're working off those massive *Power* dice.

So we'd suggest this device costs them one Some difficulty *Brains* roll for implementing both special abilities, and one Whole Lots of difficulty *Brains* roll to install the high *Power*. They'll have to roll on the device itself to send each pair of stars to the arctic, because its maximum sending capacity (as we've designed it — yours could be different) is two people.

If you've got a Ghostbuster with an appropriate ability, like *PKE analysis* or *teleport*, you could use

that star for part of the work. If he or she is willing to take the risk, of course.

2. They can ask Umikag for help. The old man is happy to return to Alaska and guide them to the walrus. Read:

The old eskimo returns to the foyer with a worn leather duffel bag, a huge "whale-skinning" knife, and a six-foot-long spear. He looks relaxed, at peace.

"I return," he says. "I can die in my home."

Let the Ghostbusters respond to this statement with reassurances, denials, whatever. Umikag knows he's old, and he's going to die sooner or later. He'd rather do it up North⁷.

3. They can plot the center-point on the graph from Dr. Stone's research facility. This'll give them a decent approximation of Kookuk Achuk's location. If all else fails, they can set their PKE meters on high gain and fly search patterns until they find something.

Being There

When they arrive, read:

There! Yes, there is something down there, a knot of swirling snow and howling winds. It looks like it's growing larger!

If they're in a plane, the pilot tells them they have to land, because the winds are getting too dangerous. If they're already on foot, or dogsled, or whatever, they still see the storm rising like a cloud — change the read aloud to reflect their circumstances.

Up Against the Walrus

Kookuk Achuk's plan is simple: defeat the Ghostbusters and start a new Ice Age. He uses *animate* to whip up snowmen and ice creatures that attack the stars. He *materializes* in the form of a 17-foot-tall walrus and humps forward to crush the stars. He uses *control mind* to force the stars to take off their proton packs and wander into the snow.

Kookuk Achuk's *proton immunity* only works when he is immaterial, so he does have to switch back and forth from ectoplasmic to materialized fairly frequently.

⁷There's a wonderful Akira Kurosawa movie, *Dersu Uzala*, about an old Siberian native who guides a Russian surveying expedition — great arctic scenery and atmosphere, same problem with the old man. See it if you can find it at your local video rental place.

Who's Who, and Who's Where

Depending on their approaches to the various encounters, the Ghostbusters might have any number of useful people or items on hand when they meet the walrus.

1. They could have Umikaq. As a shaman, he is useful because he can add his *Cool* talent of *resist control* to a Ghostbuster's *Cool* for the purpose of resisting *mind control* attacks. Note that by himself, he is vulnerable to Kookuk Achuk, because his talent is less than the spirit's *Power*.

He is also willing to run up to the spirit and hack at its flippers with his knife, which weakens Kookuk Achuk. If asked, he reminds the stars that the only way to "kill" an *amixsak* is to hack off its flippers.

2. They could have Petey Lapinhase. When Petey

sees the walrus, he shouts, "I am the Easter Bunny! I am the Eggman! *He* is the Walrus, Kookuk Achuk!"

He is useful for contesting Kookuk Achuk's *weather control*. As the Easter Bunny, Lapinhase has the ability to make things spring-like and pleasant. His *weather control* is minor compared to Achuk's, but he can create a small area of spring in the middle of the worst blizzard by wriggling his nose and stamping his feet.

Unfortunately, Petey may try to influence too great an area at first.

If one of the stars suggests that he focus his control, and project only in a 20-foot diameter, or something like that, Petey's ability stops their cold damage that much sooner.

As a last ditch defense, if he is taking too much damage, Kookuk Achuk uses *creature feature* to take on the aspect of a giant baby harp seal — you know, those fuzzy white seals with the big eyes you see on posters? Who could blast that?

The stars can anger and distract Kookuk Achuk by going after his ivory. It's white, and so is the snow, so they'll have to use PKE analysis to locate the tusks and cufflinks and bits and pieces the *amixsak* has recovered so far.



If they toast or otherwise destroy any big chunks, Kookuk Achuk redoubles his efforts to smother them in materialized form, figuring he can hold off their attacks with *poltergeist*, *animate* and other abilities.

If he seems to be winning, or you feel your players want an explanation, Kookuk Achuk *minds controls* Umikaq or one of the extras (Ditzi?) into giving his villain speech. Read:

Suddenly, (insert extra's name) stumbles. His eyes roll up in his head, and a deep growling voice issues from his throat.

"I am the walrus Kookuk Achuk, and you have angered me! You have hunted my people for vanity and greed, and you have not given their spirits respect. You slaughter all which is valuable to you.

"I cannot suffer this ugliness any longer! I call vengeance upon your families! I call the ice to descend upon you, and wipe the earth clean. Kookuk Achuk has spoken."

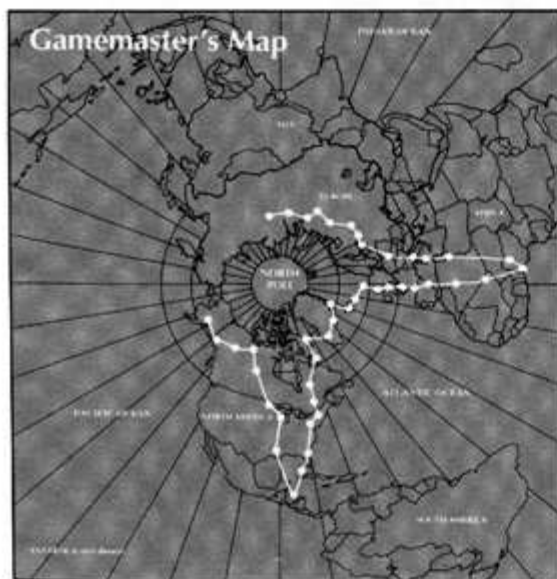
(Name) collapses to the ground as the *mind control* leaves him abruptly.

Announcing ... The Champeen ...

That's all we can tell you about the fight — except, of course, you need a read aloud for when the stars defeat Kookuk Achuk.

They *do* defeat Kookuk Achuk. Don't they?

Well, if by some chance they get beaten, frozen into corpsicles, flattened into the arctic snow — I guess the Easter Bunny could have only played dead, and can come back and rescue them with a spring thaw. Then they'd have to rescue the world from the new Ice Age. Surely your stars could do it.



A New Ability

Weather Control: This Greater ability allows an entity to *summon* and *control* squalls, gales, broiling sun, drizzles, tornadoes, sprinkles, downpours, thunderstorms, lightning and other annoying weather-related phenomena.

Generally, a spook specializes in a particular effect or season of effects, but there are exceptions to that rule.

The ghost needs *Power* for this ability. When a *weather-controlling* attempt is made, assign a difficulty number based on the acreage affected and the severity of the weather summoned. Summoning drizzle in Devon ("Ah, lovely Devon, where it rains eight days out of seven") is Very Little difficulty. Summoning a blizzard to blanket the Sahara is More Than You Can Imagine and then some. The controlled weather pattern continues for the standard duration of five minutes times the ghost's *Power*, one hour between successful uses, and then it dissipates naturally. Unless a Ghost is rolled, in which case — ever hear of Noah?

But we're assuming the Ghostbusters are victorious in the end. So when they saw through the last flipper, read:

A great bellow, like a thousand charging walruses, echoes and then fades as the great walrus spirit sinks into the snow. The howling winds drop, and silence blankets the glittering snow.

Kookuk Achuk is no more.

How's that for a dramatic climax?

Home Again, Home Again

Once they've defeated the big tusked one, the stars have also completed their *Lurid Tales of DOOM!* assignment. They're free to go home, hit the hay, lose Ditzi for good, never have to worry about a bad camera angle again. They might even deserve some rewards for their brilliance.

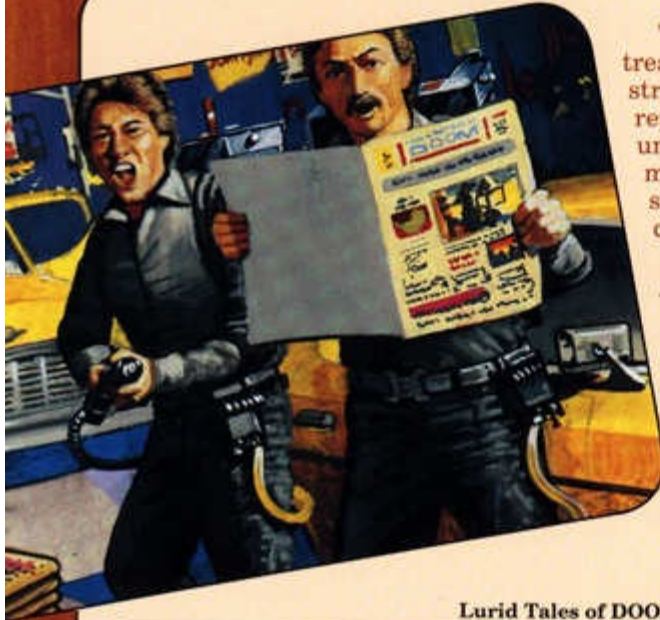
If they figured out the ivory angle without hints and prods from you, they deserve to get back all the Brownie Points they spent plus a half a dozen more. If they were too wrapped up in Sister Slymme or voodoo or any other red herrings to smell the fishiness of the plot, but they got Kookuk in the end, give 'em the Brownie Points they spent. Add one or two for especially creative roleplaying, in the line of duty or out to lunch. And if Petey Lapinhase and/or Umikaq had to save their bacon — well, what can you say about Ghostbusters rescued by the Easter Bunny? Send them home with their little tails between their legs. Give out a Brownie Point or two if they wiggle their noses real cute. And tell them, "Better luck next time!"

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