

To Jackson ☒ URGENT
 Date 10/7 Time 3:15 A.M. P.M.
WHILE YOU WERE OUT
 From Lisa Grey
 of Rosetta, TX
 Phone _____ Area Code _____ Number _____ Ext. _____
 Fax _____ Area Code _____ Number _____

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

 Message Lisa was very
upset. Says she is
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12 to Midnight

Green's Guide to Ghosts

GREEN'S GUIDE TO GHOSTS



GREEN'S GUIDE TO GHOSTS

By Jackson Green

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Green's Guide to Ghosts

This book is dedicated to our wives—Tracey, Kim, and Jodi—who tolerate the time we spend away from them while we follow our dreams.

This game uses the Savage Worlds game system, available from Great White Games (www.greatwhitegames.com). Savage Worlds, Smiling Jack, and all associated logos and trademarks are Copyright 2004, Great White Games. Used with permission.



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Introduction

Howdy,

Have you ever walked down a hallway and experienced a moment of intense cold? Woken up in the middle of the night to see a shadow looming over your bed? Heard distinctive noises coming from the next room, only to find that no one is there? My name is Jackson Green, and I am a professional ghost hunter. It's an interesting line of work, to say the least. I've seen some stuff that would make your hair curl if it's straight or straighten it out if it's curly. It's definitely not a job for folks with heart conditions, pregnancy, history of psychotic episodes, or fear of the dark.

Kind-of like skydiving, ghost hunting is a job that requires preparation—because it's too late once you take the leap. Forewarned is forearmed and all that stuff. And just like a lot of other professions, paranormal investigators like me have their own set of tools and skills to perform their jobs. Walking into a supernatural situation without the right instruments and knowledge is like trying to fix a '56 Chevy without a toolbox.

This guide is your toolbox. It's a collection of notes from my close brushes with the supernatural, and hopefully this book can help you can avoid some of the bumps and bruises I received by learning things the hard way. You may have been familiar with some of these techniques as published in *Last Rites* and *Bloodlines*, but other parts have never seen the light of day before now.

Section 1 begins with **Tools of the Trade**, which is pretty much what it sounds like. It documents everything from recording equipment to chalk. Trust me—it comes in handy.

The next part, **Section 2: The Ghost Hunt** involves the how's and why's of ghost hunting. This is presented in role-playing game terms because I can slip it by the secret government censors. You see, certain shadow agencies seek to suppress the truth about the supernatural and paranormal because it is their secret weapon against the aliens. Honest. **Section 3** is the meat

of this guide. It details the different kinds of **Ghosts** and the manifestations and powers of each. Like the previous section, it is couched in game terms because so far the MIBs have ignored game material.

Sections 4 and 5 relate to **Mystics** and **Rituals**. In my experience, a good Mystic is worth his weight in gold. Rituals are not to be taken lightly, but I'd rather you do it right than blunder around in ignorance.

In **Section 6**, I continue the charade that this is all a game by providing you with three cool **Adventure Outlines** involving ghosts, séances, and other supernatural substance.

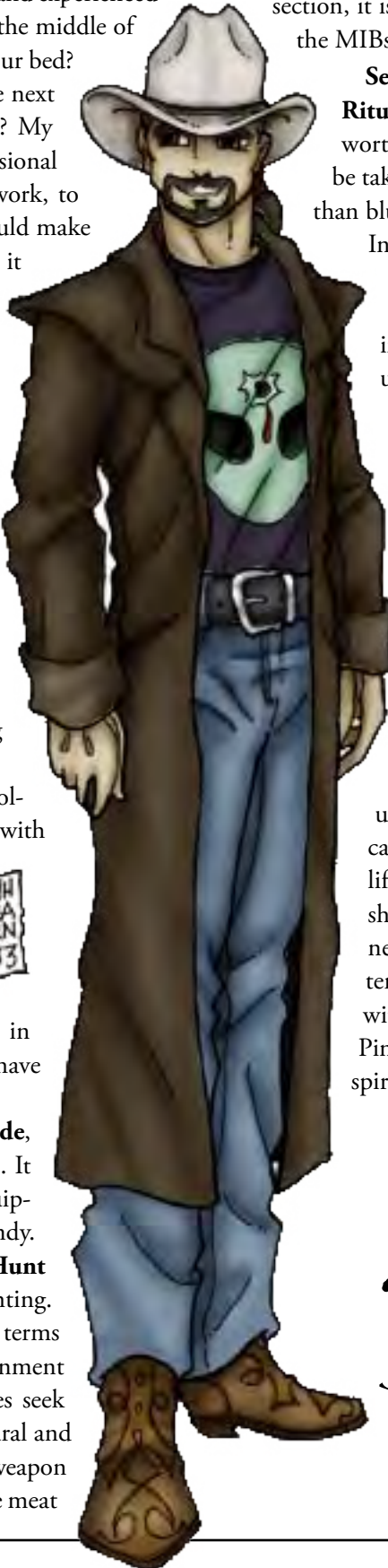
Section 7 is the **Paranormal Lexicon**. It provides terms and concepts vital to ghost hunters and also includes my personal notes for adventure ideas.

Section 8 is a collection of websites that are vital resources for research before going out into the field. Readers should find a lot of good information at these sites and there is no sense in repeating the information. Go check them out.

I hope you find this guidebook useful. I strongly advise that you read it carefully—after all, it could be a matter of life and death! And if for some reason you should die during your investigation and need someone to contact here in the material world, I am always open to contact with friendly spirits. You'll find me here in Pinebox, Texas. When you've entered the spirit world, you'll know where.

Regards,

*Jackson
Green*



Section 1: Tools of the Trade

As you would imagine, this section covers the gear available for ghost hunters. Most of the devices in this section are battery operated. Generally, ignore battery usage and assume the characters have all they need for an adventure.

What to Pack

All ghost hunters should carry certain basic equipment. That means you need a bag or case, and preferably one that can be organized with labeled contents for quick retrieval. Inside this bag, carry a supply of notebooks, graph paper, rubbing paper, markers, crayons, pens and pencils. Artist's charcoal and various colors of chalk are also helpful additions. Each investigator should have three light sources (such as flashlights or chemical light sticks), since many ghost hunts take place at night or in abandoned buildings. For evidence collection, you need sealable plastic baggies. A small compass and mercury thermometer allow you to check for electromagnetic and temperature fluxes.

Additionally, you should carry dark thread, white or clear tape, surgical adhesive tape, duct tape, wax, matches, plastic ties, and—most importantly—a good first aid kit. Optionally, some ghost hunters have found it helpful to carry such things as a Bible, a small bell, a crucifix, a child's toy or doll, a container of salt, and a small mirror. I keep all of these basic items in a backpack, which I call the “Green Kit”. (“Green”, get it?) You can find a standard Green Kit in the equipment table below. See **Section 2: The Ghost Hunt** for instructions on how to use this equipment.

Moving on to personal items, every investigator should wear a good watch synchronized to his companions, preferably with illuminated dials or with a light-up display. Each member of the team should also have a map of the area or building under investigation.

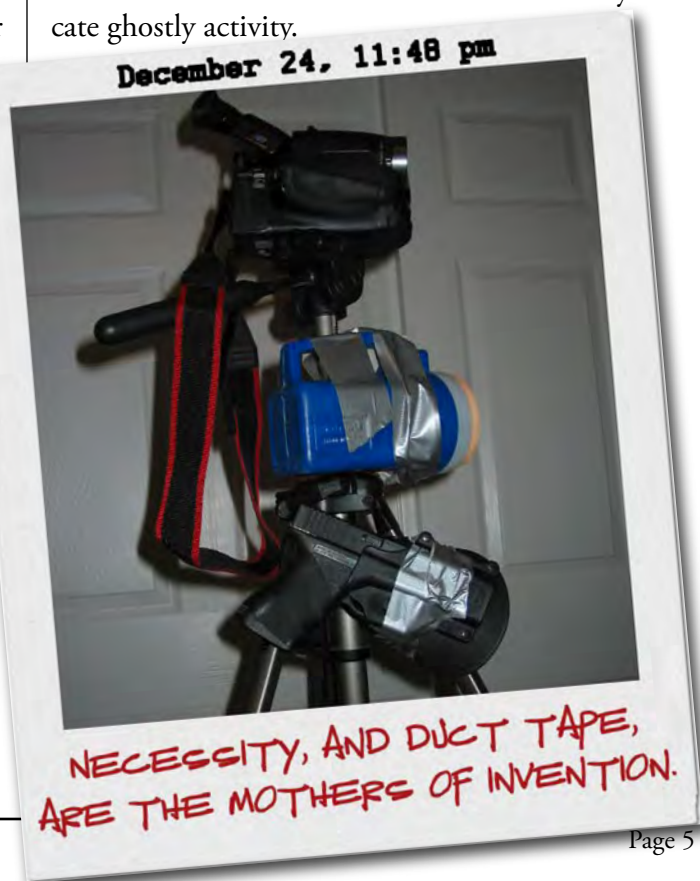
Once you have the basics out of the way, it is time to consider the “extras”. This is equipment you should bring along if you have the room but could easily leave in your vehicle until needed. Such equipment includes 100' small rope, 20' chain, tape measures, a selection of small nails and screws, a hammer, tweezers, and a multi-head screwdriver. I

also recommend a set of needle-nose pliers, a plumb line, and wire clippers.

The more electronic equipment, the better. At the minimum, any ghost hunter worth his salt should carry a camera. I recommend a good digital SLR camera that can accept different lenses, filters, and flashes. Many investigators equip themselves with video cameras mounted upon tripods. Of course, infrared lenses and cameras are best, but most would-be hunters cannot afford such niceties. I have even gone out with several packs of disposable cameras as back up and these have proven very useful.

Other electronic equipment ideal for ghost hunting includes metal detectors, air pressure gauges, walkie-talkies, magnetometers, alarms and motion detectors. It is also a good practice to have extra extension cords and a voltmeter to measure electrical power faults.

The inventive ghost hunter can even create his own equipment, such as a “ghost detector.” This device consists of a suspended rod from which dangles string tied to small pieces of light metals such as cut up cola cans. This “ghost-wind-chime” catches faint air currents as spirits move through an area. Even simple flour spread on the floor can reveal footprints, and marbles that roll on their own accord may indicate ghostly activity.



Let me also say that I have personally tested several different models of supposed “ghost traps” (at great personal risk, I might add) and NONE of them have conclusively captured a ghost. Please contact me if A) you are the manufacturer of such a device and want it independently field tested, or B) you have field tested such a device yourself with positive results.

Finally, I carry a pump-action 12 gauge shotgun loaded with slugs. I know firepower and violence isn't for everyone, but remember that not every investigation leads to ghosts. If you had been with me in New Orleans, you might agree!

Mechanics of a Ghost Hunt

What is the best way to simulate searching for ghosts while taking advantage of all the cool gizmos in an RPG? The way *not* to do it is by making a separate roll for each piece of equipment. Take a look at the equipment table on the next page—an entire evening could be spent just making Trait rolls!

Ghost-hunting is simplified to a single Trait check—Common Knowledge. This approach covers both the ghost-hunter's ability to use ghost hunting equipment and familiarity with ghost-hunting in general. A character with neither of these experiences has a -2 modifier, one with only one of these abilities has a +0 modifier, and a hero with both receives a +2 modifier.

In addition, ghost-hunting is difficult and suffers an overall -4 penalty. The equipment listed in the table below can negate those penalties or provide bonuses to the Common Knowledge roll for ghost hunting. Additional ghost-hunters can aid the roll, using the standard rules for Cooperative Rolls from the Savage Worlds rulebook; however, extra people in the area can also potentially skew results. Any character attempting to aid who rolls a 1 on their *Smarts* die, regardless of the Wild Die, or who ends up with a net result of 1 or less after modifiers inflicts a -2 penalty to the lead character's roll.

Ghost Hunting Success Levels

There are three types of basic ghost hunts:

1. An Active Haunting, where the spirits are very active and easily engaged.
2. An Inactive Haunting, where spirits are present, but rarely make themselves known.
3. A Non Haunting, where the investigators are hunting in a place with few, if any, spirits.

Type	Requires
Active Haunt	Success
Inactive Haunt	A Raise
Non Haunt	Two Raises

Modifiers to the Common Knowledge roll are as follows:

Manifestation	Modifier
Lesser Manifestation	-4
Poltergeist	-2
ABE	-0
Phantom	-6
Dominating Spirit	-8

Remember, these are guides for those actively seeking out spirits. If a spirit wishes to make itself known, it will do so!

HIDDEN WORLD, INC.

EQUIPMENT CATALOG 2005-2006

ORDER FORM

Object	Weight	Modifier	Unit Cost	× Order Qty	= Order Cost
Thermometers					
Digital Thermometer with Sensing Probe	0.5 lb.	Negate -2	60		
Non Contact Infrared Thermometer	0.5 lb.	+2	100		
Motion Detectors					
Motion Detector, Infrared	2.5 lb.	Negate -2	90		
Motion Detector and Alarm, Long Range	3.0 lb.	+2	160		
ELF (Electromagnetic Field) Detectors					
Compass, Professional	0.5 lb.	Negate -2	30		
ELF Detector, Basic	1.0 lb.	+2	40		
ELF Meter (Electro Sensory Device)	0.5 lb.	+2 or Negate -4	80		
ELF Gaussmeter	0.5 lb.	+4	400		
Misc. Equipment					
Air Ionic Meter	0.5 lb.	Negate -2	500		
Barometer, Digital	0.5 lb.	Negate -2	60		
Recording Equipment					
Camcorder, Digital	12 lb.	Negate -2	850		
Camera, Digital	1.5 lb.	Negate -2	650		
Microphone, Omnidirectional	1.0 lb.	Negate -2	30		
Voice Recorder, Digital	0.5 lb.	Negate -2	120		
White Noise Disk	0.5 lb.	Negate -2	15		
Special equipment					
Binocular: Night Vision	2.0 lb.	Reduces or removes darkness penalties.	400		
First Aid Kit	3.0 lb.	See description.	30		
Headset Communicators	0.5 lb.	See description.	120		
Backpack (daypack)	2.0 lb.	Lets you carry more stuff.	30		
Kits					
Green Kit	5.0 lb.	variable	75		
Red Kit	21 lb.	variable	1,625		
The Crate	75 lb.	variable	3,700		

Name: _____ Date: _____

Address: _____

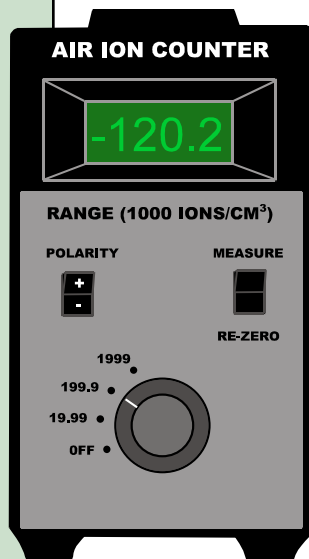
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E-mail: _____

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**AIR IONIC METER**

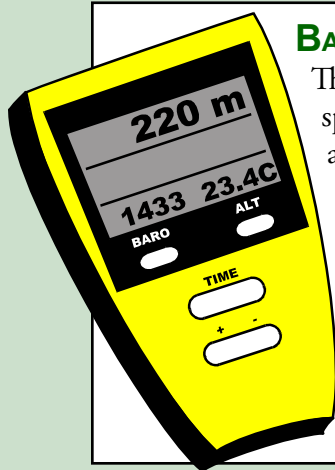
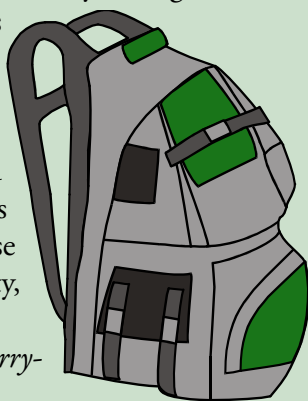
This device measures positive and negative ions in the air. Generally spirits cause a higher than average flux of positive ions due to their electromagnetic discharges. Some ghost hunters believe that demonic spirits have the opposite effect and cause negative ions to be more prevalent.

Negates a -2 penalty to Common Knowledge when searching for ghosts.

BACKPACK (DAYPACK)

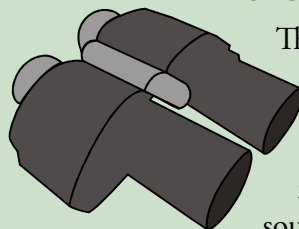
After assembling all their supplies, ghost hunters need something in which to carry their gear. This lightweight backpack has several zippered compartments, making it easy to store equipment. This model is designed for 1-day hikes, so it is an excellent compromise between carrying capacity, strength, and comfort.

Provides convenient carrying for 8 pounds of gear.

**BAROMETER, DIGITAL**

This device measures atmospheric pressure and comes with a backlit LED display. Sudden drops or raises in pressure often indicate the presence of a spirit or ghost.

Negates a -2 penalty to Common Knowledge when searching for ghosts.

BINOCULARS, NIGHT VISION

This powered equipment allows the user to observe events at night or in very dark places. Night vision equipment magnifies existing light sources, therefore the equipment is useless without some sort

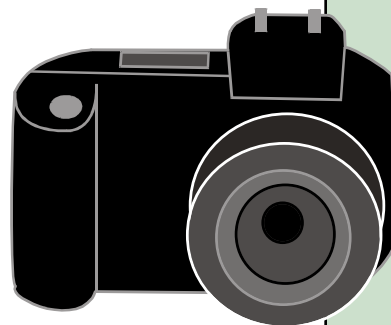
of light source. This model of night vision binocular comes with an "illuminator" (essentially a small flashlight) that casts a beam of light in frequencies mostly invisible to the naked eye. A monocular model can be purchased at a cheaper price, but the use of a monocular causes a -2 to Notice checks due to lack of depth perception.

Provides the user with Low Light Vision and allows visual Notice rolls to be made at 10x the normal distance allowed. Versions with illuminators eliminate all Darkness penalties.

CAMERA, DIGITAL

Digital cameras are now commonplace, and most include small LCD displays that allow an immediate on-screen viewing of photographs. One drawback of digital cameras is the tendency to create pixilated distortions in the photographs when investigators push the camera's zoom capability. This model maintains sharp image quality even at 8"x10" or higher. Just set the camera default at the highest possible resolution and it will always be ready for action.

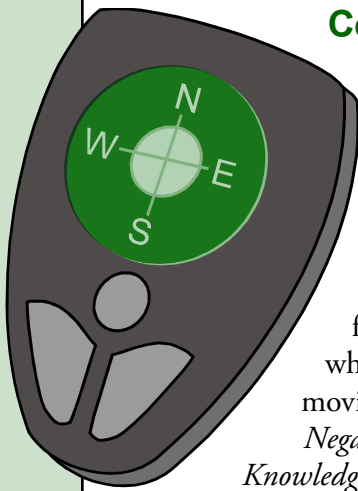
Negates a -2 penalty to Common Knowledge when searching for ghosts.

**CAMCORDER, DIGITAL**

Camcorders are common these days, but if you wish to provide high-quality documentary evidence of the supernatural then digital camcorders

are your best bet short of filming with \$250,000 movie-studio equipment. This digital camcorder comes with a precision wide-angle lens attachment and features a 10× optical zoom. It provides superior image stabilization and rendering, as well as a high-sensitivity, user-configurable shutter. Commonly used by aspiring independent filmmakers, this “professional” model offers all the features needed in demanding ghost-hunting environments.

Negates a -2 penalty to Common Knowledge when searching for ghosts.



COMPASS, PROFESSIONAL

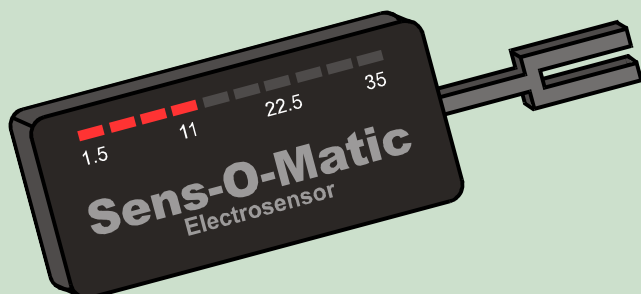
Cheaper compasses are available, but they often place the needle too close to the bottom of the compass to be of much precision. We recommend a digital compass or a professional compass that works when held at any angle or while moving at a quick gait.

Negates a -2 penalty to Common Knowledge when searching for ghosts.

ELF (ELECTROMAGNETIC FIELD) METER AKA ELECTRO SENSORY DEVICE

This compact and easy-to-use device fits in the palm of your hand and with the push of a button measures electromagnetic fields. The LED light bar scale gives readings from 1.5 to 35 milligauss in small increments.

Provides a +2 bonus or negates a -4 penalty to the Common Knowledge roll when searching for ghosts. This is at the user's choice.



ELF DETECTOR, BASIC

This 4" × 2" device is practically foolproof. A simple light display indicates the presence of electromagnetic fields and displays the intensity. Three lights on the device indicating the milligauss intensity in the area.

- Green Light = Safe (0-3 milligauss)
- Yellow Light = Caution (3.1 to 7 milligauss. Indicates unusually strong electromagnetic fields in the area.)
- Red Light = Danger (7.1+ milligauss. Indicates an unsafe level in the electromagnetic fields.)

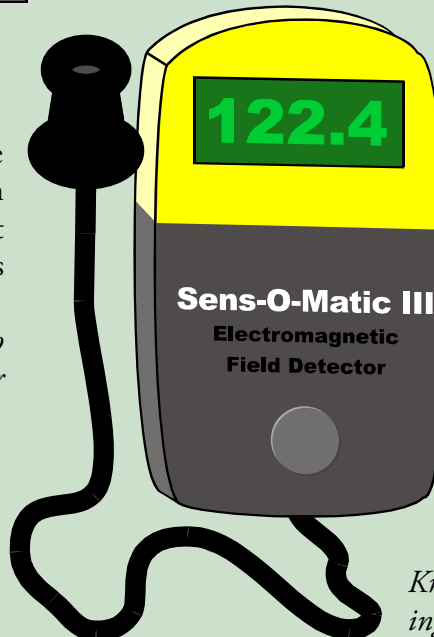
Provides a +2 bonus to Common Knowledge when searching for ghosts.



ELF GAUSMETER

This device is calibrated around 55 Hz and offers two scales: 0 – 19.99 milligauss, and 0 – 199.9 milligauss. It comes with a remote probe on a 2-foot cord, allowing for flexibility and reach. The meter produces sound and a large green LCD display is backlit so the hunter can see and hear any positive readings while in the dark.

Provides a +4 bonus to Common Knowledge when searching for ghosts.

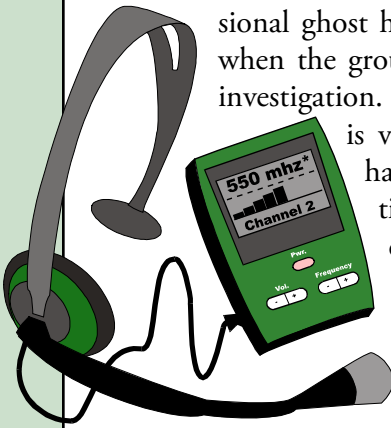


FIRST AID KIT

This is a basic first aid kit, but it holds more than a few extra band-aids. It includes a small container of salt for protecting anyone injured and in danger of being attacked by the undead. A rosary and a golden cross are also included for giving last rites or for use when combating aggressive spirits.

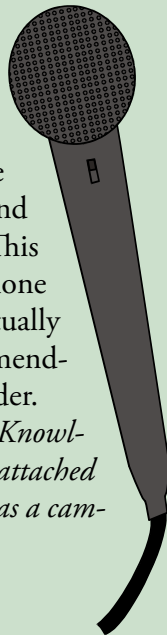
**HEADSET COMMUNICATORS**

These devices are invaluable for the professional ghost hunting team, especially when the group splits up during the investigation. The boom microphone is voice-activated, allowing hands-free communication. The headset leaves one ear free, allowing users to remain aware of their surroundings. The range of this model is 1.5 miles in optimal conditions.

**MICROPHONE, OMNIDIRECTIONAL**

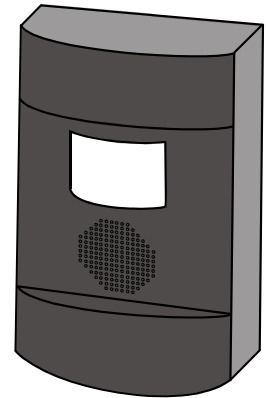
This microphone attaches to your recorder while investigating haunted sites and searching for those elusive EVPs. This 2" x 1" microphone uses a single AA battery. The device picks up sounds from all directions and is useful for capturing white noise. This device plugs into a standard microphone jack, allowing it to be used with virtually any recorder—including our recommended digital recorder or digital camcorder.

Negates a -2 penalty to Common Knowledge when searching for ghosts when attached to a functioning recording device such as a camcorder or audio recorder.

**MOTION DETECTOR, INFRARED**

Leave these in a room when no investigator is present and you may catch some elusive spirit movement. These detectors project infrared beams that can be focused on small or wide areas and that can detect any movement up to 40 feet away. An alarm sounds when the beam's path is broken.

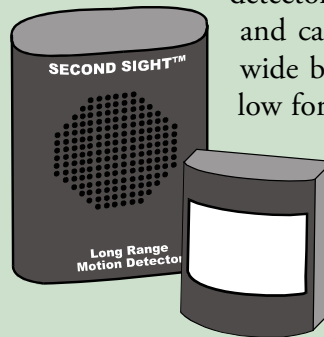
Negates a -2 penalty to Common Knowledge when searching for ghosts.

**MOTION DETECTOR, LONG RANGE**

This motion detector comes with a separate receiver that chimes an alert whenever anything crosses the motion detector's path. The sensitive detector has a range of 400 feet, and can be set on a narrow to wide beam. The wide beam allows for coverage of a large area.

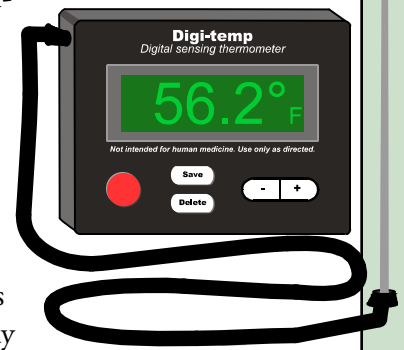
The receiver has a range of one mile.

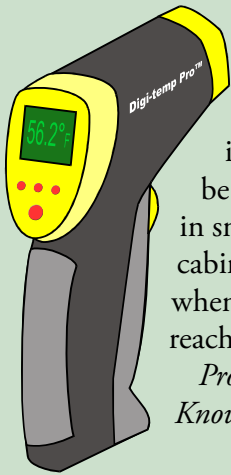
Provides a +2 bonus to Common Knowledge when searching for ghosts.

**THERMOMETER, DIGITAL (WITH SENSING PROBE)**

This digital thermometer includes a 12" wand for measuring temperatures in small areas, such as cabinets or closets. Great for finding those out of the way "cold spots". Includes a light up LED display and a save feature with memory that stores up to 30 readings.

Negates a -2 penalty to Common Knowledge when searching for ghosts.





THERMOMETER, INFRARED (NON CONTACT)

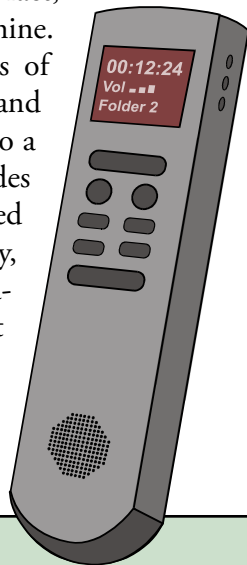
This hand-held device emits an invisible infrared beam that can be used to measure temperatures in small or enclosed spaces, such as a cabinet or closet. Can be very useful when seeking out of the way, hard to reach, cold spots.

Provides a +2 bonus to Common Knowledge when searching for ghosts.

VOICE RECORDER, DIGITAL

After extensive field-testing, I settled on this model for ghost hunting. In fact, I never leave home without mine. The device records six hours of audio in up to five folders, and the data is easily transferred to a PC or Mac platform. It includes a USB dock and has dual speed recording. Most importantly, it can be set to voice activation for logging the very best EVPs.

Negates a -2 penalty to Common Knowledge when searching for ghosts.



WHITE NOISE DISK

This compact disc plays perfect white noise with no discernible patterns. When used with a digital recorder, you can be sure of any EVPs you capture. The "clean" white noise prevents any accidental misrepresentations of sounds. Some researchers believe that the randomness of white noise actually helps the spirits to communicate with the world of the living.

Negates a -2 penalty to Common Knowledge when searching for ghosts and used in conjunction with a recording device such as an audio recorder or camcorder.

"THE GREEN KIT" (JACKSON'S BASIC GHOST HUNTING KIT)

This kit is nicknamed after me and the green zippered backpack I carry it in. Inside are three spiral notebooks, 24 pencils, 24 blue writing pens, 20 sheets of graph paper, a clipboard, a set of crayons, and 2 large sheets of rubbing paper. It also contains clear adhesive tape, an extra flashlight, and extra batteries. A 100 ft. tape measure, a hammer, tweezers, and a multi-head screwdriver with several small sets of screws and nails are also inside the pack's side pockets. You will also find a Bible, crucifix, child's toy, a container of salt, and a small mirror. Finally, the kit includes three disposable 35 mm flash cameras with 24 exposures each and several small, sealable baggies used for evidence collection. Everything the beginning ghost hunter needs!

"THE RED KIT" (JACKSON'S ADVANCED GHOST HUNTING KIT)

This kit includes the entire basic kit, while adding a first aid kit, barometer, air ionic meter, digital thermometer, digital camera, infrared motion detector, basic ELF detector, and a digital voice recorder. Now you're really in business!



"THE CRATE" (JACKSON'S "MONEY IS NO OBJECT" Box)

This kit is packed in a large travel case 2' by 4' by 2'. The box includes handles for lifting and heavy-duty casters for rolling. In addition to the equipment found in the Red kit, the foam-padded box holds the following: Non-contact infrared thermometer, long range motion detector and alarm, night-vision binoculars, omnidirectional microphone, digital camcorder, white noise disc, ELF gaussmeter, a set (four) of Headset Communicators, and spare batteries and power adapters for all of the contained equipment.

Section 2: The Ghost Hunt

Ahh, the Ghost Hunt. So you're drooling over new ghost hunting equipment and think you are ready to take them on, right? If you take good notes and follow my advice, you should be okay. But just in case, my lawyer asked me to include the following warning:

Jackson Green does not promise any measure of success to the aspiring Ghost Hunter. The Ghost Hunter must also be warned that supernatural studies can be dangerous. Jackson Green is providing advice from the results of personal research and experience. Under no circumstance, whether based upon this Guide or otherwise, shall Jackson Green or this publisher be liable for incidental, special, or consequential damages.

There. Now that we have that out of the way, we can begin.

Handling the Normals



Unfortunately, ghost hunters are constantly reminded that not everyone believes in the spirit world. Sometimes these disbelievers can make or break an investigation, so it usually pays to follow a few simple guidelines.

First, always get written permission from the property owners before conducting any investigation.

Second, avoid sharing your theories about the haunting with the "Normals" until you have gathered evidence. Premature warnings may merely scare them unnecessarily. They may even come to doubt your sanity, as they prefer to live in ignorance of the supernatural.

If I had to sum up all my advice in four words, they would probably be: "DON'T SCARE THE NORMALS!"



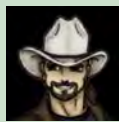
Player Guide to Hunting Ghosts

"Serious" horror adventures such as a ghost hunt are hard to pull off because so much rides on the mood. But wait! Isn't it up to the GM to create the adventure and set the mood? Sure, but only up to a point. Players have a vested interest, too. That means helping out the GM by playing your roles to the fullest. When you "keep it real" by doing the things real-world ghost-hunters do, you give the GM more opportunities to set the stage for exciting supernatural encounters. That is where this section of my guide comes in. Most all of the advice in this section is just as applicable to real-world ghost hunting as it is to your in-game adventure. If you follow this advice, not only will you find yourself having more fun, but you will give your buddy the GM more opportunity to scare the living daylights out of you! Fun, right!?

Most ghost hunting involves sitting up all night, bored, drinking coffee and wishing something would happen. Think of it like combat or police work: 99% boredom, 1% sheer terror. Of course, that 1%—the

terror, the adrenaline, the excitement, the discovery of the unknown—is why ghost hunters do it. Fortunately, from a gaming standpoint most of the boring 99% gets conveniently skipped.

Real World Ghost Hunting



Ghost hunting in an RPG is one thing, but think carefully before doing it for real. An author once wrote, "If you go looking for spirits, they will find you." I agree with this statement, and if you ghost hunt for very long so will you.

My first piece of advice makes good sense for gaming and ghost-hunting alike: record everything! Always have your notebook or personal recorder ready, and be copious. You never know what clue leads to a breakthrough in the investigation. Real-world investigators keep a running log of their location, temperature readings, air pressure, magnetic changes or anomalies, conversations, feelings, and so on. Players should keep a log of events, conversations, and GM descriptions.

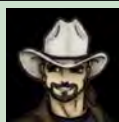
When planning your ghost hunt, the best time for investigation is usually at night. This is the time most folks are less likely to be bothered by the hunters and the spirits. Always be prepared, no matter what the hour. Sometimes investigations have a way of stretching out longer than you intended. I have been on hunts that lasted for more than a week, camped near Indian burial mounds, set watch in graveyards, and slept in my truck. It never hurts to keep a sleeping bag and pillow in your vehicle for unintended yet "extended" ghost hunts.

If you are investigating a structure, first do a complete walk-through with all participants, including those requesting the investigation. Ask the GM characters about the location of previous manifestations, the time, temperature, day, or circumstances. These simple questions could give you valuable clues on how to proceed. Based on your knowledge of previous hauntings, decide where to set up equipment, and do so early in the investigation. My team of hunters has developed an SOP (Standard Operating Procedure), which includes checking in every 30 minutes, establishing a command center to monitor all activities, and working in pairs whenever possible.

If your group develops its own SOP, make sure your GM knows about it, knows when you are using it, and knows when you deviate from it so as to avoid any misunderstandings during the game.

If you know the basic history of the place you are investigating and the people who once lived there, you can help your chances by preparing items that may bring out the ghost. For instance, if a child died in an upstairs bedroom, go there with a toy or doll and set it in the center of the floor. Light a candle next to it and then invite the spirit to take the toy as a gift. In ghost hunting, I've discovered that spirits really enjoy gifts from the living. In gaming, I have found that it helps the GM set the stage for some jaw-dropping encounters.

While investigating, chalk is useful for marking places in the structure since it can be easily cleaned up later. Use graph paper to record a room's dimensions and the placement and movement of items within. Use small dark thread to tie around door handles to tell if anyone opens them after you have secured them. Also, tell every investigator to frequently take pictures of every room, especially if they get "the feel-



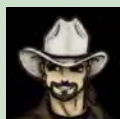
Top Ten Ghost Hunting Tips

1. Be prepared.
2. Have an SOP (Standard Operating Procedure).
3. Know the history.
4. Wear appropriate clothing. I recommend jeans and good steel-toed shoes or boots.
5. Have the right equipment for the job.
6. Don't smoke. It may distort photographs.
7. Avoid hunting in the rain, snow or fog. It may affect photographs and makes it difficult to run away.
8. No alcohol or drugs during a hunt.
9. Work in teams if possible.
10. Always have permission! Avoid going to jail.

ing.” You know—the tingling on the back of your neck, goose bumps, or a sudden temperature drop.

Finally, always remain skeptical of any unusual occurrences and attempt to rule out natural causes. Sometimes what may seem paranormal isn't. Once, I was investigating an old motel in west Texas where

It Pays to Be Courteous



Always be courteous to those from a different religion or belief system than your own. They may be privy to mysteries closed to you and I. This is just as true in mundane life as it is in ghost-hunting. I have seen a Native American shaman control animals and a voodoo priest tame an alligator with a stare. Again, good friends to have even though I will not be converting to their religions. Oh, yeah. Don't forget to be courteous to ghosts. Sometimes they appreciate it.

people reported unexplained knocks on their doors. Old water pipes ran along the walls just to the left of the door frames and they often rattled, gurgled, and knocked—especially when the temperatures were cold. After my initial second of terror, I realized this was the source of the “haunting” and later confirmed it with a plumber. No haunting in that case, but the motel owner was angry with me anyway. It turns out he wanted proof of a haunting in hopes that it would increase his business.

Getting EVPs

Since the beginning of recorded audio, listeners have heard unexplainable words and sounds in the background. These messages from the dead, known as Electronic Voice Phenomenon (EVP), are typically difficult to understand and short in

duration. EVPs can provide valuable clues during ghost-hunts, and afterward make hard, documentary evidence of the supernatural.

Ideally only ghost hunters should be in the area under observation. Others are often too distracting and can interfere with the recordings. Early on, and several times during the investigation, I like to take a running audio recorder (I prefer digital, but even old cassette recorders can work) to every area of the investigation. I ask questions out loud, such as, “Does anyone wish to speak to me? I'm listening. What do

you want to say? What happened here? Who are you?” Sometimes, you will be amazed when you rewind and listen to the recording. An unexplained voice answers your questions! Once I asked the question, “Who are you?” and recorded the answer, “The Dead!” It was a male's voice and was one of the first of hundreds of EVPs I have gathered in my investigations.

Psychics and Séances

If you remain a ghost hunter very long, you inevitably meet people who claim to be psychics. While I am very skeptical of most claims, I do have a friend in New York who spends her time using her special abilities to locate lost or abducted children. As far as I am concerned, she is the real deal and people with her abilities can be invaluable to a ghost hunter.

Similarly, most ghost hunters eventually need to hold a séance during their investigations. Good information can make or break an investigation, and there is some information you can only get straight from the source. Here are the basics: Everyone involved sits in a circle, preferably in a dimly lit room. Light a candle or other focus in the center of the circle and designate one person to mediate for the group. Invite the spirits to “join” in the circle with the living, and then ask directed questions. I have found that using a board with letters (such as an Ouija board) or a small pin on a piece of paper with the alphabet written on it works well.

In game, I suggest dimming the lights or even playing by candlelight if you can keep from catching your character sheet on fire. Assign one player to speak for the group, while the GM plays the parts of the medium and any spirits drawn to your séance. If you make an honest effort, an in-game séance can be a genuinely scary, exciting part of the adventure.

My most successful ghost-hunting séances have included automatic writing or even temporary possession, although I do not recommend attempting or allowing this unless the medium is experienced and willing to open him or herself up to the spirits. This can be extremely dangerous and should only be done for extreme situations, and even then only under close observation and care. In game, the GM decides whether or not these attempts are successful. For your sake, I hope they are not.

Sandhill Ranch Entrance



NOT ALL DANGER IS SUPERNATURAL
IT PAYS TO ASK FOR PERMISSION FIRST.

Dangerous Situations

If you ever find yourself dealing with an angry spirit, demon, or the devil himself, I recommend you run away. Far away. No, farther. Keep going.

If you truly believe that an angry spirit or demon is involved, seek out a priest or other holy man to combat and exorcise the spirit. Exorcisms are dangerous and only those with great faith should ever attempt one. The movies barely scratch the surface of how dangerous this situation can be. If you get the chance to help with an exorcism, my advice is **don't!**

In game, I recommend keeping the mechanics simple so you can focus on roleplaying. I suggest exorcisms use an Intimidate-based Test of Wills. If the exorcist can get two successive Shaken results, the spirit is forced to leave. The GM may say exorcisms use the lower of Intimidate or Knowledge: Rituals (or Faith if that skill is used).

In the heat of the moment when you are busy trying to save innocent lives, it is sometimes easy to forget that the laws of the land still apply to you. Just because you have good intentions does not mean you can't be arrested and thrown in jail if you operate outside the law. Many weapons good for protection also happen to be illegal. Some states (such as Texas)

allow concealed carry permits for pistols, so it pays to know the laws for your area. Don't try it in New York.

Unfortunately, I have been investigated three times for murder and found myself behind bars on several occasions. I was proven innocent of all charges each time, but you may have heard the saying "You can beat the rap, but not the ride." Those rides to jail are not something I'll forget any time soon.

Gamemaster Horror Handbook

Running a horror adventure is a tough job. You may have visions of "*The Exorcist*", but if the players are not in a serious mood then the game inevitably devolves into "*Dracula: Dead and Loving It*". Before you drive a stake through someone's heart, try some of the tips below.

Setting the Tone in a Horror Game

Give some thought to what it means to be "scary". What do the players find disturbing? What would the characters find disturbing? I have always believed the best horror is not the "in your face" stuff with lotsa brutally killed teenagers, but the spooky kind that stretches reality into another dimension—"Twilight Zone" type stuff!

If you really know your players, try setting a game in a place they all find familiar and comfortable. Use the local mall or someone's house. Juxtaposing the elements of horror—be they a ghost, monster, or sadistic kidnapper—with the familiar makes the adventure feel real on an emotional level even when the players know better on an intellectual level.

Now that you have established the setting, allow the tension to build slowly—just like a good movie or novel. The dog howling as night falls may be answering the call of the Prince of Darkness, or it may just be a dog barking. Give the players enough description to paint the scene and set the tone, but always hold something back to keep them guessing. People have all sorts of fears, but fear of the unknown is the granddaddy of them all. Their own imaginations will make it scarier than you ever could.

Horror is visceral. Help the players engage their imaginations by describing not only what the characters see and hear, but what they smell, feel, and taste. "The air in the basement is cold and still, but with a

definite rank odor, as if from old musk or something rotten," is much better than, "The basement is old and dark."

A good horror adventure almost always has an element of danger, but that danger does not always have to be directed at the investigators. Consider giving the heroes someone they can genuinely care for and want to help through a very bad situation. To develop that bond, be sure to allow time for the characters to get to know and interact with the sympathetic character. It makes the players feel more responsible for the results and makes the game much more personal.

You can set the mood by controlling the game environment as much as possible. Some groups enjoy lowering the lights or playing by candlelight. As long as nobody finds it distracting, music played softly in the background can help set the adventure's tone, too. Try to find music that compliments a scene and beware of music that overpowers it. Try movie soundtracks, such as *Sixth Sense*, *From Dusk till Dawn*. I like using the score from *The Abyss*, in particular.



Jackson's 10 Horror Game Tips:

1. Leave the "cheese" in the 'fridge. Be very careful about using stereotypes or blatantly using material from popular movies or books. It distracts from game play, makes players roll their eyes, and destroys any serious mood you may have created. That's assuming you want to keep it serious, of course. If you are intentionally creating a cheesy one-time game in the spirit of "Scary Movie", throw in all the clichés and one-liners you can!
2. I like to occasionally make rolls behind my GM screen just to keep the players on their toes.
3. Handouts and props are always good. Consider writing notes or journal entries, and gather old pictures or anything else that might spur your players on. The best games I've played included photos, aged paper, illustrations and diagrams. Be careful about making them *too* long, though. You don't want the players bored at the table while they take turns reading your 12-page clue.
4. Every once in a while, pull the "bait and switch" on the characters. Have them prepare for one sort of adventure, then put them into another. Don't pull this on them too often or they will catch on, but if done right it can really disorient the players and add to their sense of unease. For example, the heroes expect to investigate a haunting at an old mansion, but end up in an old, disabled yacht surrounded by sharks. Or lead them to believe they are exorcising an evil spirit, when it is actually a good spirit holding a great evil in check. Oops!
5. Similar to the tip above, be surprising. Make events happen in places or times when they are least expected. Do not be afraid to use random encounters, as long as they logically fit the adventure.
6. Never tell all the backstory. Make the heroes figure it out. Even if they are wrong, it makes for a more interesting game.
7. Another trick I've found that works great is having a paranormal event that is only witnessed by one or two of the investigators, who then have to explain to the others what happened.
8. Always have interesting GM characters. Everyone has a story. If you introduce a GM character, have some sort of motivation for him/her in mind. Henchmen never really think of them-

selves as henchmen. Deep inside, everyone from the occultist criminal mastermind to the two-bit henchmen believes that he or she is the “star of the show”.

9. I always try to have an energetic, ever-changing world. Games that are totally driven *only* by the heroes get stale and don't seem real. In other words, know what is happening, when it is happening, and why it is happening regardless of hero action or inaction. This creates a dynamic world that the players generally find much more enjoyable.
10. Delve into the horror genre. I enjoy reading classic horror stories from the late 19th and early 20th centuries. You can't go wrong reading Clive Barker, Stephen King, H.P. Lovecraft, and other masters of modern horror. Movies are great for ideas, too. I recommend *Ghost Story*, *Amityville Horror*, *Poltergeist*, *The Ring*, and *Sixth Sense*.

Running an In-Game Ghost-Hunt

By now, you know the basics of a ghost hunt and understand the standard procedures. Now shake it up! As you will see **Section 6: Adventure Outlines**, adventures with ghost themes can be as varied and exciting as themes found in fantasy, space, and superhero settings. Stretch your imagination and challenge yourself to push these adventures in unexpected directions!

In creating your ghost hunt, first decide on what sort of experience you want to create for the characters. Do you want a haunted house? Perhaps you bequeath a haunted object such as a necklace to one of the characters? Is there even a ghost at all? Maybe the haunting is a scam to cover some other activity! (“*And I would have gotten away with it too, if it wasn't for you pesky kids!*”) Once you know what type of ghost(s) you plan on incorporating into the adventure, make a list of its supernatural abilities (refer to the *Lost Soul Powers List* in **Section 3: Ghosts**) and how you might incorporate them in game.

Jot down some ideas in advance for “spooky” events with which to pepper your game. Start small—inexplicable noises coming from the next room, cold spots—and build up over time—levitating candlesticks, glimpses of a phantom—until you are ready to unfold the adventure's amazing climax.

If the adventure is mostly investigative in nature, make sure the characters have access to the clues

needed to solve the problem. It never hurts to build in some redundancies, too. Think about how the characters might learn plot-crucial information from two or three different sources.

Running an In-Game Séance

As with the ghost-hunting section above, start by reading the player's guide to in-game séances. That section should give you ideas on how to set the scene and create the mood. But how about actually running the séance itself?

First, a spiritual medium must be present at the séance. This person is the focus that allows the characters to speak with the spirits. Typically, this person can only maintain contact with the spirit world for a number of rounds equal to his Spirit die type. Whether or not the medium contacts a spirit is entirely up to the GM.

Next, choose the method by which the spirit communicates. Perhaps the ghost only answers close-ended questions. Perhaps it can only communicate using automatic writing. Perhaps it fully possesses the medium and answers questions speaking in a different voice than that of the medium.

If your players feel the need to roll dice (and I don't mean that disparagingly), have them make a Persuasion roll to convince the spirit to cooperate.



Hoaxes

All paranormal investigators must be alert to people who enjoy perpetrating fraudulent hauntings. History is full of examples of the extreme lengths to which some people go to fool the public. Sometimes the motivation is money, sometimes fame, sometimes the thrill of duping everyone around them. Consider incorporating some hoaxes into your campaign. Your players will appreciate the mystery behind a good hoax as much as the real thing.

Table: Random Séance Event

The players want to hold a Séance but you are fresh out of ideas? Roll on the Séance table below for results your gaming group will talk about for weeks to come.

Roll	Result
1	The medium's eyes widen as if seeing something terrifying. He moans "Sweetheart" before being suddenly knocked from his chair and rendered unconscious. Upon awakening, he has no memory of the past 12 hours.
2	The spirit of a murdered child answers the investigators' summons. It demands that they "find my mommy" before answering any questions.
3	The lights (either electric or flame) flicker in answer to the investigator's yes/no questions. Once for yes, twice for no. After six questions, the heroes feel frigid air stirring all around them and every light in the room is extinguished. Candles do not reignite and electric light sources remain dead for five full minutes.
4	Although no spirit directly answers the heroes' questions, one hero (and only one hero) hears sounds related to their question. For instance, if they want to find out how a person died, the hero might hear an argument with a spirit's former boss followed by a gunshot.
5	The medium experiences automatic writing, but instead of answering the questions posed by the heroes, the spirit writes out each hero's name and the cause of his or her eventual death.
6	The medium is possessed by a friendly spirit who tries to help the heroes. However, an evil spirit attacks the medium in an attempt to get to the friendly spirit.
7	Two minutes into the séance, police kick in the doors and arrest the medium. The medium is part of a con artist ring that is being taken to task.
8	The medium is possessed by an evil spirit and attacks one of the heroes from across the table.
9	The medium goes into a deep trance and is unresponsive until awoken by the heroes. She tells of a lucid dream in which she saw a dark tunnel leading to a place of light. The medium is "touched" and has the power to heal for the next seven days. To use this ability, she makes a Spirit roll and heals a wound for each success and raise. Each use, regardless of the number of wounds healed, causes one level of Fatigue in the medium that can be recovered with one hour of rest.
10	The medium goes into the classic spiel of "I see danger, I see money, I see someone of the opposite sex," etc. However, one of the heroes has the lucid dream from #9 and also receives the gift.
11	The medium contacts the spirit of a late comedian, who makes up silly answers to the heroes questions.
12	A strange banging noise is heard outside, and if possible, cloven hoof prints are found.
13	During the unproductive ceremony one of the heroes has a lucid dream that he is traveling through a tunnel and falls into Hell. He hears an ominous voice in his head, "You are mine!" He awakens, screaming and the irises of his eyes have turned black. He is now cursed by evil, and suffers a -2 on any Trait roll related to defeating evil. However, he also gains a +2 to Strength rolls when in a combat or other adrenaline charged situations. The curse may be broken, but will require the aid of clergy, or other holy person.
14	The dead grandmother of one of the heroes possesses the medium and begins questioning the hero about living family members. She answers any direct questions with vague answers.
15	The medium calls upon the spirits and they respond, angrily! A poltergeist begins throwing things about the room. (See <i>Poltergeist</i> in Section 3: Ghosts .)
16	Windows and doors open and close as many spirits make their presence felt. ABEs can be seen and filmed. The jumble of spirits makes it impossible for the medium to gather any useful information.
17	The spirit of a dead hero, or hero related GM Character from a previous adventure possesses the medium and uses this time to say goodbye to the living.
18	The séance seemingly is unproductive, but the heroes and the medium begin having horrible nightmares as they relive the last moments of a murder victim. The spirit is attempting to get the heroes to find the body and locate the killer before he strikes again.
19	The medium is taken by an evil intelligence that answers and guides the party in an attempt to fool them for later use. After several sessions, he asks the heroes to help him by recovering an ancient tome, by reading from it to "release his soul." It releases him to prey upon the earth!
20	The medium contacts an angel, and the heroes receive a Blessing that lasts for one week. The blessing provides each hero with a +2 on all Trait rolls when fighting evil.

Section 3: Ghosts



Ask ten different people about ghosts and you are likely to get 15 different opinions. The word “ghost” is actually a catchall term for many different types of supernatural manifestations. Clouding the waters even further, many ghost hunters and theologians have differing opinions on the nature of ghosts. Some believe that they are the souls of those who are somehow trapped here on earth and have yet to “cross over.” Others believe that ghosts are demons that appear to the living to sow confusion and religious doubt. Yet others believe that ghosts are naturally occurring ripples of strong emotions echoing from dimensions that intersect our own. Who cares about what those other yahoos think though, right? You want the **right** answer, which is why you are reading this guide.

Let's start with the basics. In general, there are two different classes of ghosts—*Echoes* and *Lost Souls*.

Some people who claim to have witnessed a haunting describe an apparition that is visible in the same place or time doing the same thing over and over. These manifestations may occur every night, every year, ten years or even hundred years.

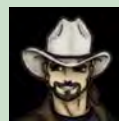
These ghosts are the spectral figures of legend.

Such apparitions may take the forms of real people who have died and even appear solid, though they often walk through doors, windows or walls. One theory—the one I believe to be true—is that these locations or objects absorbed the psychic impressions of a person in the same way a room absorbs strong odors such as cigarette smoke. Those impressions linger long after the person has passed away, but are really nothing more than an echo of a strong emotional imprint. Since these echoes are not actual souls, they are not self-aware and do not interact with the present day.

Encountering echoes can be exciting when you first take up ghost-hunting. There is little or no danger associated with them, so it is a good way for newbies to get their feet wet. Just remember, sometimes you do not get the luxury of picking what kind of ghosts you encounter and you end up with a live one... so to speak.

The other type of ghost—lost souls—are spirits whose mortal remains have expired but whose immortal souls have not passed on to the “undiscovered country”, the “next life”, “heaven”, or whatever you prefer to call it. Usually, they stay behind because of unfinished business. Lost souls may take several forms, from atmospheric balls of energy (ABEs), to poltergeists, to full apparitions.

Bilocation



A very rare type of ghost is the living, or bilocated ghost. This is the image or voice of someone who is alive at the time but not physically present. Most ghost hunters believe this is not actually a spirit but a result of naturally occurring telepathy. This is also one of the most difficult encounters to document as these may happen at any time and involve people who know each other well.

Lost Souls

Lost souls are the spirits of those who die but are Lunable or unwilling to leave our plane of existence—usually because of some unfinished business, but in rare instances because of outside intervention.

Making Ghosts the Savage Way

Lost souls manifest themselves in one of five classifications depending on the amount of their spiritual energy (as determined by their Spirit appropriately enough) at the time of death.

Manifestation (species)	Spirit
Lesser manifestation	d4
Poltergeist	d6
ABE	d8
Phantom	d10
Dominating Spirit*	d12

The majority of lost souls that characters interact with are simply Extras. These could not be easier to make. Simply use the Spirit die type for all Traits and figuring Derived Attributes. Then look on the Consolidated Power List. Each classification of lost soul has all powers equal to its Spirit die type and below. Thus, ABEs (with a d8 Spirit) have all powers 1 thru 8.

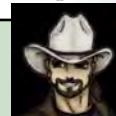
Making Wild Card lost souls is handled the same as making any Wild Card character, assigning Traits as the GM wishes. You may choose to assign powers according the character's Spirit die type as for an Extra, or you may alter them as you see fit. The one power that is unalterable is Ethereal, which every lost soul must have.

Consolidated Power List

1. Ethereal: (As in the Savage Worlds rulebook) Also, it is difficult to destroy a lost soul through simple combat; the "destroyed" soul often restores itself in 2d6 days. In addition, lost souls make natural healing rolls every six hours. As a rule, the only way to get rid of a lost soul forever is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each lost soul.

2. Cold Spot: Lost souls may reduce the temperature within a Small Burst Template by 5 degrees times their Spirit die type.
3. Telekinesis: With a successful Spirit roll, the lost soul may move an object weighing up to its Spirit die type in pounds. The object must be within 5" of the lost soul at all times. The object does not move fast enough to cause damage.
4. Channel: Lost souls may communicate with the living whose mind is open to outside influence (such as a medium during a séance or in the dreams of others). Lost souls may use this opportunity to temporarily possess the contacted character. Each attempt is handled as an opposed Spirit roll if the character is unwilling. On a success, the lost soul controls the character (treat as the puppet power) for a number of rounds equal to its Spirit. Using this ability causes the lost soul one level of Fatigue, which can only be recovered after 8 hours.
5. Cluster Attack: The lost soul telekinetically "throws" any objects weighing less than Spirit

Focal Points



Some places seem to be a focal point for supernatural activity. These places tend to be associated with strong emotions. Common examples include cemeteries, Native American burial sites, hospitals, asylums, prisons, morgues, or places where extreme violence occurred. These places can serve as a focus for supernatural activity. Many of these places are great locations for attempting to capture ABEs on film or EVPs on audio recording instruments.

Like haunted places, haunted objects typically are linked to a violent or emotional episode. Some objects may be haunted by evil ghosts, and should be handled with care.

times 5 pounds within a Medium Burst Template. Any characters within the area take damage equal to the lost soul's Spirit. The effect lasts for a number of rounds equal to the lost soul's Spirit. Using this ability causes the lost soul one level of Fatigue, which can only be recovered after 8 hours.

6. Gift of Life: Although rare, under extreme circumstances lost souls have been known to share spiritual energy with other lost souls or with living creatures on the brink of death. To use this ability, the lost soul must be in "contact" with the target (Ethereal does not preclude this effect) and make a Spirit roll. On a success, one wound is transferred from the target to the lost soul. On a raise, two wounds are transferred. A lost soul may actually "destroy" itself if the wounds transferred exceed the number of wounds it has; however, it would still be restored in 2d6 days as under Ethereal, unless such an act fulfills its requirement to rest in peace.
7. Visible Form: The lost soul may manifest itself as a visible presence to the living. The level of detail depends on the lost soul's Spirit. A d8 may appear as a simple ball of energy. A d10 may appear in a translucent human form similar to its original

human appearance. A d12 may take a form that is indistinguishable from a living human without an opposed Notice versus Spirit roll if the character is suspicious.

8. Shock Attack: The lost soul may make a touch attack while visible inflicting its Spirit in electrical damage. In addition, the target must make a Guts roll as per the Fear ability (Savage Worlds rulebook).
9. Fear (-2): (As in the Savage Worlds rulebook) In addition, the lost soul may disturb those who cannot see them by making a "Frightful Moan" that affects everyone who can hear it within a Large Burst Template.
10. Spirit Weapon/Attack: The lost soul can manifest one form of a weapon or natural attack (claws, fangs, etc.) adding +2 to melee damage regardless of its appearance.
11. True Possession: The lost soul may possess and control another character's body. To use this ability, the lost soul and the target make opposed Spirit rolls. On a failure, the lost soul may not attempt to possess the character again for 24 hours. On a success, the character is possessed for a number of rounds equal to the lost soul's Spirit (this is similar to the possession ability of Channel but does not cause Fatigue). On a raise, the duration is increased to Spirit in hours.

While possessing another character, the lost soul loses access to all lower level powers on this list. In addition, they have all of the target's physical abilities and memories (simply replace the target's Spirit and Smarts with the lost soul's attributes and add any additional or higher skills of the lost soul).

The lost soul must make another roll to retain possession at the duration's end or whenever the lost soul takes damage (including damage to the possessed body). The lost soul may leave the body as a free action at any time.

While possessed, targets have little or no memories of events that occurred. They must make a Spirit roll to recall any particular event. A success provides a vague recollection, and with a raise, they remember the event in detail.

12. Leeching Touch: The lost soul may drain the energy of others to heal itself but not without risk. To use this ability, the lost soul must make a successful touch attack against the target followed by



an opposed Spirit roll. On a success, the target suffers a level of Fatigue (as if lost from lack of sleep) and the lost soul heals one wound. On a raise, the effect increases to two levels of Fatigue and two wounds. On a failure though, the lost soul suffers a level of Fatigue, and on a natural 1 on the Spirit die, the lost soul is “destroyed” and must wait 2d6 days to restore itself as under Ethereal.

Lesser Manifestation

Lesser manifestations are incorporeal spirits barely able to affect the mundane world.

Poltergeist

Poltergeists are incorporeal spirits with the ability to affect the mundane world. They are the most common supernatural manifestation and perhaps the most exciting and vibrant as well. Observers experience anything from the opening and closing of doors and windows to small objects suddenly and inexplicably moving. These manifestations may cause inexplicable noises, flickering lights, turning electronic appliances on or off, or even childish hiding a haunted person's possessions.

The majority of poltergeist hauntings are linked to a living, adolescent child, and most often a female. Some investigators believe that poltergeists are not ghosts at all, but a living person who has unknowingly tapped into mental or psychic energy. Some theologians believe that poltergeist activities are linked to demonic activity. Most poltergeist activity begin small and build over time, ending with a climax of paranormal activity. On rare occasions, poltergeist activity becomes dangerous and causes physical harm to the living. Ghost hunters must be prepared for danger during such an investigation.

Atmospheric Ball of Energy (ABE)

ABEs, also called “Orbs”, are composed of inexplicable light that are often mistaken for lesser manifestations, as they are rarely visible to the naked eye. ABEs are caught on film or video (both traditional and digital) appearing as inexplicable “lens flares” or “mists”—hot spots of spiritual energy. It is sometimes possible to discern faces or features in the mists, but the investigator should be very careful in making claims of photographic evidence, as a believer may imagine seeing something where others do not.

Although invisibility is its natural state, ABEs may choose to make themselves visible for short periods of time.



Phantom

Phantoms are lost souls with the ability to manifest human forms for short durations of time. Phantoms often manifest as they appeared (or saw themselves) at the time of their deaths.

Dominating Spirit

A dominating spirit is the lost soul of someone with immense willpower and determination. This level of power is also available to those corrupted by great and infernal powers. Dominating spirits commonly possess others and are one of the most difficult manifestations to exorcise.

Section 4: The Mystic

Generally, when playing in a modern horror game all Arcane Backgrounds, except for Super Powers, should be allowed. However, the Mystic is not an Arcane Background, as they don't use "powers" per se. Mystics should use the following background edge for their particular character types and further develop these "mystical" powers using the Weird Edges (both basic and improved) that follow:

New Hindrance:

Psychic Static (Minor/Major)

You are especially open to psychic emanations. You suffer a -2 penalty to resist powers from AB: Medium and Psionics and to resist possession attempts. If you have the Sensitive Edge, this is a Major Hindrance, and you suffer a -2 penalty to all skill rolls related to Sensitive and any Mystic Edges when any other sentient beings or spirits are within a number of inches equal to your Spirit die type. You may not have both this Hindrance and the Positive Reinforcement Edge.

New Background Edges:

Sensitive (The Basic Mystic Edge)

Requirements: Novice, Spirit d6+

You are able to sense psychic, spiritual, and supernatural energies. The GM may now allow you to make Notice rolls to detect these energies. You also gain a +2 bonus to any Knowledge (Rituals) rolls if using the rules for Ritualists. (Example: Sharon Ossie is a Mystic and she enters a house that is haunted by spirits. As she moves across the living room, the GM allows her to make a Notice check and when she is successful, he tell her that she suddenly feels as if the temperature around her has dropped by thirty degrees. A sign of restless spirits.)

Positive Reinforcement

Requirements: Novice, Sensitive, Spirit d8+

The positive feelings of allies around you help you use your mystic abilities. You gain a +1 bonus to skill rolls when using the Sensitive Edge or a similar Weird Edge, as long as you have an ally within a

number of inches equal to your Spirit die type. You may not have both this Edge and the Psychic Static Hindrance.

New Weird Edges:

Auran Sight

Requirements: Novice, Sensitive, Spirit d8

This Edge allows the character to view another person's aura to determine base emotional state and health. To use this edge, the character enters a trance-like state and may take no further actions for a full 10 rounds (one minute) of game time. This edge requires a Spirit roll, and if successful, he knows the general emotional state of the target subject, such as Happy, Sad, Angry, Confused, etc. If a raise is gained, then he also can read the overall health of the subject, such as sick, weak, strong, etc. If two raises are gained, then he may tell if the person has a developing health condition, such as cancer, diabetes, etc. Each raise on the roll adds a +1 to any immediate healing attempt on the target.

Closed Channeler

Requirements: Novice, Sensitive, Spirit d8

This Edge allows you to open yourself to one particular spiritual energy or being. Making contact with the being requires you to enter a trance-like state where you can take no other actions including movement. During this time you may make a Persuasion roll to gain information from your spiritual "contact." If either you or the spirit wants to forcibly end the connection, they must win an opposed Spirit roll with a raise. In whatever manner the connection ends, you are Shaken when it is over.

Empathic

Requirements: Novice, Sensitive, Spirit d8

This Edge allows the mystic to feel emotions of others, both spiritual and living. These emotions range from sad, angry, to happy, and loving. This requires a Spirit roll and a raise allows the mystic to judge the depth of the emotion (weak, moderate, strong, or overbearing). If the attempt fails, the mystic is "blocked" and cannot make another attempt for 1d6 hours. Empaths also receive a +2 bonus to Persuasion rolls and when initiating a Test of Will.

Empathic Healing

Requirements: Veteran, Empathic

You have the ability to heal others, but may take damage yourself by doing so. To use this ability you must be able to touch the one to be healed. Upon doing so, you must make a Spirit roll with a penalty equal to their wound modifier. Each success and raise on this roll transfers one wound from them to you; however, you get an immediate Soak roll, which does not cost you a Benny, to try to reduce the damage taken. You can heal permanent injuries with this ability if you heal all of the target's wounds; however, you gain the permanent injury yourself unless you Soak all of the wounds transferred.

Open Channeler

Requirements: Novice, Sensitive, Spirit d8

This Edge allows you to open yourself to any and all spiritual energies or beings. Making contact with the being requires you to enter a trance-like state where you can take no other actions including movement. Unlike Closed Channeler, you must force information from spirits. You must win an opposed Spirit roll to contact an available spirit; then you must win another opposed Spirit roll each round for control. You may use control to get the spirit to answer a question or to break contact with a spirit. Each raise on this roll garners more detailed answers if used to ask a question. If at anytime the spirit wins the opposed Spirit roll, it may break contact and not be recalled for 24 hours. If the spirit wins the roll with a raise, it may possess you, taking control of your body as if under the *puppet* power for three rounds after which another Spirit roll may be made for control. In whatever manner the connection ends, you are Shaken when it is over.

Past Life Attunement

Requirements: Novice, Sensitive, Spirit d8

You can recall some of your past lives. This can occur through dreams, memories, emotions, or sensations. Effectively, this allows you to make Common Knowledge rolls in instances where the GM deems a past life fits the situation. In addition, when you spend a Benny to make a reroll for a skill roll, you gain a +2 bonus to the reroll. This ability represents tapping into the skills of your past lives. It is recommended that you come up with a list of past lives

with the GM to make determination of your allowed Common Knowledge rolls easier. The GM may also give you past lives unknown to your character as well.

Physical Medium

Requirements: Novice, Sensitive, Spirit d10

This Edge allows a spirit or energy to "possess" a part of the physical body of the medium, but not the ego (conscience) of that person. Ex: Automatic Writing, Automatic Art, Walking, Pointing, Using Hands, etc. This edge requires a Spirit roll and if successful and the spirit is willing, that chosen part of the body may be possessed for 1d6 rounds. If successful with a raise the spirit may continue to use the body part as long as it wishes, unless the mystic medium decides to "push" it out. If the mystic wants to forcibly end the connection, he must win an opposed Spirit roll with a raise. In whatever manner the connection ends, the mystic is Shaken when it is over.

Precognitive Flashes

Requirements: Seasoned, Danger Sense, and Sensitive

You see visions of the future when you come in contact with other sentient beings. These visions are of a highly emotional and usually, though not always, dangerous event. The visions happen very quickly and are hard to decipher. When the GM says you are experiencing a Precognitive Flash, you must make a Spirit roll. On a failure, it takes you 1d6 hours to recall a general idea of what you saw. On a success, this is automatic, and with a raise, you gain more specific information. If you roll a natural 1 on your Spirit Die, you are Shaken from your viewing of the future, even if your Wild Die is still successful. On a Critical Failure, the GM may roll on the Fright Table to determine the effect on you.

Psychic Bond

Requirements: Novice, Common Bond

You have an unexplainable link with one other character. You may "feel" strong emotions, or be sensitive to various feelings and health of her. The bond may be created through shared emotional trauma. You will not generally know exactly what has happened through this bond, but with a success on a Spirit roll, you will gain more detail, such as "You feel a pain in your leg, as if it is broken." A raise on

this roll allows the other character to send a distinct impression that can be related in ten words or less, such as, "The Dark Man is chasing me at the warehouse." This Edge always reacts to the other character being Shaken or taking one or more wounds. If the other character also has this Edge in respect to you, you both gain a +2 bonus to your Spirit rolls. Also, if either of you has the Arcane Background: Psychic or Sensitive Edges, you both gain a +2 bonus to your roll. These bonuses can stack. On the negative side, if the character with whom you are linked ever becomes Incapacitated, you are automatically Shaken.

Psychic Communicator

Requirements: Seasoned, Sensitive, Spirit d10

This Edge allows the mystic to hear, see, or feel spiritual energies or beings that wish to communicate with the living, normal world. On a successful Notice roll, the mystic will hear a voice, see an image, or feel the spirit's presence for one round. Each raise will continue the communication for extra rounds. (Example: Edward Johns is a mystic who makes a living communicating with the spirits of departed loved ones. The first contact is with an aunt, who tells Edward that the key to the chest is hidden beneath the kitchen rug. Edwards passes this information on to the relative of the aunt. This is representative of a success and one raise.) If failed, the mystic is "blocked" from using this ability for 1d6 hours.

Psychic Reader

Requirements: Novice, Sensitive, Smarts d6

This Edge allows the mystic to communicate with spiritual beings through some medium, such as tea leaves, crystals, or Tarot Cards. This Edge requires a Spirit roll and on a success, the reader may answer one question with a generic Yes, No, or Maybe type answer. With each raise, another or follow-up question may be answered. If failed, the Reader may be given an answer at random, that may be correct (GM's option.)

Psychometric Seeker

Requirements: Novice, Sensitive, Spirit d8

This person is so in tuned with the natural and spiritual forces of the universe that he may find or locate persons, places or things. Dowsing for water is an example. The mystic needs a focus, such as a

necklace, a rock, a stick, a glass of water or similar thing. This focus must be determined when this edge is selected. Whichever focus is chosen, the mystic may only use that type of focus for all future seeking activities. This Edge requires a Notice roll. The attempt will take 1d6 hours and if successful the Seeker knows the general direction of what he is seeking. If successful with a raise, he knows the direction and the general distance. If successful with two or more raises he knows the exact location of the object, person, or thing sought. If the attempt fails, that target may not be sought after by the mystic again.

Psychometry

Requirements: Novice, Sensitive, Spirit d8

By touching or holding an object (non-living thing) linked to a past event, your character may gain impressions or visions of the past. Make a Spirit roll to "read" an object. A success grants you a basic impression, while a raise provides more details of the event. Example: "You see the knife being plunged into a young girl's abdomen. (Basic success). She is blond with blue eyes. The killer wears a ring with a cats eye stone on his left hand." (Success with a raise)

Telepathic

Requirements: Seasoned, Empathic

This Edge allows the mystic to "read" the thoughts of a person, spirit, or entity. The mystic must remain focused in a trance-like state for a full minute, concentrating on the target subject. This Edge required an opposed Spirit roll. If successful, he knows the basic emotions of the target at this time (see Empathic), and will receive an image of something relating to what the target is thinking on at that moment. (Example: Mary uses her telepathic edge on the captured killer, Slash Martin. She is successful and sees a vision of him hiding the body of his victim in a drainage ditch.) For each raise, more details are added to the image. This is not direct communication, and the images may seem confusing to the character. If a failed attempt is made, the Telepath is "blocked" and cannot make another attempt on the target subject for 1d6 hours.

Telepathic Communicator

Requirements: Veteran, Telepathic

With this Edge, the mystic may project thoughts, ideas and visions to another living being. The mystic must enter a trance-like state for a full minute, concentrating on the target subject. For every 100" from the mystic subtract -1 from the roll for distance increment, and there is no penalty for using a touch contact with the target (holding hands, etc.) A success allows the mystic to project one "vision" or "word" to the target subject. Every raise increases the number of visions (images) or words. (Example: Jane, the telepathic mystic, is separated from her companions and is being held by a demonic being in the basement of the abandoned building the team was investigating. She concentrates on contacting Markus, her best friend on the team. He is one level above her, approximately 80" away. She is successful with one range. She sends an image of the stairs leading to the basement, and a second image of her chained to a gurney in terror.) If failed, the mystic is "blocked" and may not attempt any further telepathic communications with the target subject for 1d6 hours.

Tuned In

Requirements: Legendary, Sensitive

You have reached a higher plateau of thought. You can now use any of your Weird Edges that required a trance-like state as a normal action.

Section 5: Rituals

Knowledge (Rituals)

This skill is the understanding of how to perform rituals and a familiarity with a few specific ones. Characters roll this skill whenever they perform a ritual, and the character can learn a number of rituals equal to their Knowledge (Rituals) die type divided by 2. They can perform these rituals without a reference. Starting character may know any number of rituals up to their maximum. During the game, characters may only add to the rituals they know from secondary sources or other characters.

If the ritualist is interrupted before he can finish, roll skill as normal but only check for Backlash or Backfire. On any other result, the ritual is simply disrupted and has no effect. A ritual can be interrupted by the ritualist being Shaken or by removing or destroying the Focus.

Backlash: If the character ever rolls a 1 on his Knowledge (Ritual) die while performing a ritual or ends up with a result less than 1 due to penalties, regardless of the Wild Die, the ritualist is Shaken and must make a Spirit roll with the same total modifier as the Knowledge (Rituals) roll or suffer the effects of the Fright Table. If the Fright Table results in a Shaken as well, the ritualist suffers a wound as if it came from a damaging source.

Backfire: If the character ever rolls a 1 on their Knowledge (Ritual) die while performing a ritual or ends up with a result less than 1 due to penalties, and the Wild Die fails as well, the ritual Backfires. The effects of a Backlash occur to all characters present, whether involved in the ritual or not. In addition, the ritual has a detrimental effect as well, usually the opposite of the intended result.

Rituals

Rituals are simply Powers with a few differences in their activation and use. Powers performed as rituals cost no Power Points to activate, but require time and skill figured from the normal Power Point cost. Ritualists can perform any ritual they know, based on their Knowledge (Rituals) skill, automatically. They

may also perform rituals from secondary sources, such as books, as long as they have the source present for reference during the ritual.

Performing a ritual takes a base 15 minutes for a 1 Power Point effect. Each additional Power Point doubles the time required to perform the ritual.

At the end of this time, the Knowledge (Rituals) skill roll is made at a penalty equal to the normal Power Point cost.

Example: Stu performs the Symbol of Azael ritual, which acts as the *barrier* Power. He wants to cover a 2" space, so the Power would normally cost 2 PP's. The ritual takes 30 minutes, and Stu must make his Knowledge (Rituals) roll at -2.

Rituals typically provide very specific effects. Broader effects are harder to control, while narrower effects are easier. All rituals therefore inherently face a Utility Modifier.

Utility Modifier (UM)

As stated, Utility Modifiers are inherent to rituals; they are a part of the trappings of the Power the ritual mimics. Thus a character may know multiple rituals of the same Power with different Utility Modifiers.

Modifier	Result
-2	Ritual affects anything or a very broad category (such as all humans on a normal Earth-like world)
0	Ritual affects a limited category (such as all mystical creatures, extra-planar creatures, etc.)
+2	Ritual affects a very limited category (such as only undead, creatures from a specific place, etc.)
+4	Ritual affects a specific category (such as zombies, werewolves, Fan-Tos from Kran-Kor, etc.)

Example: Stu has Knowledge (Rituals) at a d6; he knows three rituals. One is Avoidance of Death, *armor* only versus undead (UM: +2). The other two are both the *barrier* Power. One is the Symbol of Azael, which creates a true invisible wall of force that stops all mystical creatures (UM: 0). The other is As Running Water, which specifically acts as a deterrent only to vampires (UM +4). When faced with vampires, As Running Water is the much easier ritual to perform.

Powers with a duration of Instant work as normal. Maintainable Powers work slightly differently. The power effects are effectively permanent; however, they are tied to a specific physical object called the Focus. Searching for the particular Focus for a ritual can be an adventure in and of itself. Destruction of

the Focus ends the effects. Also the power effects are tied to the Focus. If the Power affects an individual, then only the person carrying the Focus gains the benefits. Powers that create or summon creatures such as zombies are considered Focused in the creatures themselves (in other words, you have to kill the zombie to make it go away).

Example: Stu's Avoidance of Death ritual has the Focus of a human bone. Once the ritual is successfully performed, the one person holding the bone gains the benefits of the Power. If the bone is destroyed, the effects end.

Quick and Dirty

Sometimes waiting 15 minutes to cast a 2d6 bolt is a little much. Ritualists can cast any ritual they personally know, as opposed to one from a secondary source, as a normal action; however, all penalties are doubled when a ritual is performed in this way, before applying bonuses. This affects every penalty to the roll, so if a ritualist takes another action resulting in a -2 multiple action penalty, the Knowledge (Rituals) roll faces a -4 penalty instead.

Example: Poor Stu is faced with a horde of zombies. With no other recourse, he decides to perform a Quick and Dirty Avoidance of Death ritual, *armor* versus undead. He has the Focus of a human bone (zombies leave them laying around). The armor Power costs 2 PP's for a -2 penalty normally; this is -4 done Quick and Dirty. The ritual has a +2 Utility Modifier for a total -2 to his Knowledge (Rituals) roll. Stu has a book with a ritual that provides armor only against zombies, which would give him a 0 modifier (-4 Q&D, +4 UM), but since it is from a secondary source, he can't perform it Quick and Dirty.

Calling All Cultists

(or, "What's with all the guys in robes?")

Whenever a character performs a ritual, as long as they are not using the Quick and Dirty method, other characters may aid them as normal, using the rules for Cooperative rolls. These characters can aid even if they are rolling unskilled. In addition, if the ritualist ends up facing Backlash (but not a Backfire), they can designate one of the characters aiding them to suffer the effects instead of the ritualist himself. It's not an easy life being a cultist.

Ignorance is SAFE!

In some games (particularly horror), knowledge of the occult comes at a price: sanity. Optionally, GM's who use Sanity rules, such as in "Tour of Darkness," may rule that each ritual known costs one point of Sanity. For a truly disturbing game, each ritual known could reduce the Sanity Trait by one, limiting the character's maximum Sanity.

Sample Rituals

As Running Water

Power: *barrier*

Utility Modifier: -4 (affects vampires)

Focus: Water across affected area. Power ends if water removed or dries. Can be performed on a stream to prevent a vampire crossing at a bridge.

Avoidance of Death

Power: *armor*

Utility Modifier: +2 (affects all undead)

Focus: A human bone.

Pierce the Veil

Power: *detect arcana*

Utility Modifier: 0 (only reveals invisible creatures but all types)

Focus: A piece of glass that must be looked through.

Symbol of Azael

Power: *barrier*

Utility Modifier: 0 (all mystical creatures)

Focus: An unbroken line of silver across area.

New Edge Multifaceted Mind

Requirements: Novice, Smarts d8, Spirit d8

Your character has the will and intelligence to comprehend rituals better than most. You may know a number of rituals equal to your Knowledge (Rituals) die type. In a game where known rituals reduce Sanity, your loss is figured for every two rituals known, rounded up. Aren't you lucky!

Section 6: Adventure Outlines

Last Call for the Big Thicket Flyer

A ghost train appears as a harbinger of death, and it is up to the heroes to solve the mystery before it claims another victim.

Background

In the summer of 1939, James Day's widowed mother rented out the upstairs rooms of her home to a trio of young workmen in their early 20s. One of the charismatic workmen, Kyle Simpson, took young James under his wing like a little brother. Before long, James was star-struck with stories of the sights the trio had seen and the far-away places they had visited. Then, by accident, James learned their deepest secret. Kyle and his friends were professional bank robbers! Rather than turning them in, James begged for the gang to let him join.

At last, Kyle relented and hashed out a plan that would put James' local knowledge to use while keeping him out of danger. James would disable the railroad tracks on a remote stretch of track outside of town while the Red Boot Gang (as the press had colorfully labeled them) pulled off their bank heist. While the train was stuck on the tracks, the gang (and James) would slip aboard and ride away to freedom once the obstruction was moved. Kyle bought four tickets for the Big Thicket Flyer, thus sealing the plan.

In 1939, the Big Thicket Flyer was the only passenger train to serve Pinebox. It traveled the Stanley Spur off the Gulf Coast Line, connecting several East Texas and western Louisiana towns along the express line. That summer, the Flyer derailed at Sandy Fork Bridge, killing every person on board. However, four

ticket holders failed to board at the Pinebox Station, thus narrowly avoiding the same grisly fate.

On the inky, moonless night, the tired conductor never saw the old radiator James had carefully placed on the tracks right before the bridge. The locomotive bounced over the block of metal and locked up the steel wheels. As James watched in horror from the dark shadows of the pine forest, the train jumped the tracks in a shriek of metal and plunged down the slope into the river, dragging five mangled passenger cars with it.

When they saw the flashing police lights near the rendezvous site, the Red Boot Gang figured that James had ratted them out and quietly kept driving through the night. It was not until two days later that they learned of the train accident and realized what had happened. Sickened at the tragedy they had inadvertently caused, the gang

broke up. None of them ever sought out young James. James was paralyzed with guilt over what he had done. He feared he would be taken away from his mother and everyone would hate him. He never told a soul that he had killed 27 people with a single busted radiator.

Sixty-six years later, all four men have grown old and worn. Something about Pinebox touched them, and over the years each drifted back into its embrace. James, now 81 years old, has discovered he has cancer and only three months to live. Haunted by lingering guilt, he has sworn to bring justice to those he blames



BIG THICKET FLYER
SERVING THE GULF COAST REGION DAILY

for the deadly crash. His dark curse has found root in those ancient, reverently-kept paper tickets for the Flyer's final run.

Three nights ago a ghost train roared down the middle of Fannin St. in front of three witnesses. It stopped briefly in front of the Shady Oaks Retirement Home, then faded away as it departed down the street. The next morning, one of the residents was found dead in his room, clutching an unused ticket for the Big Thicket Flyer.

Characters

James Day

As a young teen, James was easily star-struck with the glamorized idea of bank robbing and eager to prove himself to the charismatic young men. After the disaster, he fell into a deep depression. As a way of coping, he transferred blame for the accident to the gang. Even so, he retained a measure of self-loathing for his role in the accident. The life-changing event caused him to dedicate his life to helping others. As an adult he started the Pinebox Food Bank. He also became a regular donor to various disaster relief funds.

Kyle Simpson

Kyle was the gang's ringleader and James' hero. After the disaster and the gang's parting, Kyle spent his life (and his share of the million dollars) traveling. From the jungles of Africa to the glaciers of Alaska, Kyle wandered the globe forever restless, forever searching for his elusive satisfaction. In his twilight years he returned to Pinebox, where he knew he could retire in the company of friends.

Howard Reese

Howard turned to bank robbery out of desperation. His family farm was due to be repossessed by the bank and his father lay in bed, dying of cancer. After the train disaster, he used the money to save his farm and carefully hid the rest. Fed up with adventure, he settled down to a life of farming. He married and toiled most of his life on that farm. After he suffered a stroke, his daughter insisted on moving him to a nursing home. Although she could never get him to explain why, he was adamant on moving to a Pinebox facility.

Eugene Smith

Eugene took to bank robbery for the sheer thrill of adventure. After the disaster, he saw it as God's way of telling him to straighten up. He became a born-again Christian and spent the next 36 years performing missionary work. In light of his change, Eugene could not bear to spend his share of the "blood money" and instead painted the golden bricks a dark red. One month after the accident, he returned to the Sandy Fork bridge and carefully hid the "red" bricks well above the water line on top of the brick pilings. After a life of missionary work, Eugene returned to Pinebox where he still performs volunteer work.

Plot Outline

- The heroes may have been called in to investigate the supernatural sighting, to attend the funeral of a former civic leader, or even as a "side-trek" because one of the old men has information the group needs for another, unrelated, investigation.

- In the nursing home, the victim was found dead clutching a ticket to the Flyer. Beside him lay an envelope addressed to him at the nursing home. Although there is no return address, the postal stamp indicates it was mailed from Pinebox the same week as the accident. In the victim's photo album is a picture of the Red Boot Gang and young James in front of the boarding house. With careful inspection, a house address is visible, as is a corner street sign. The photo is hand dated 1939.

- The witnesses to the ghost train—two high school students who had been "parking" and a jogger, are quoted in the local newspaper article regarding the sighting. With a little investigation, each can be found and questioned. Although it is not mentioned in the article, one of the witnesses remembers the name of the train printed on the side of the engine: Big Thicket Flyer.

- The Pinebox Library has old newspapers on microfilm with information about the crash. The same issues carry stories about the bank robbery, which netted more than one million dollars in gold bricks. Although the reporter points out the peculiarity of that much gold being held in their small town bank, no explanation is ever given. (The reason behind the presence of all that money could be the launching point for a whole other adventure.)

- At the funeral, the worn out old men gather to pay their last respects to their fellow gang member. James also attends the gravesite service, where he raises a minor ruckus when the other gang members approach him.

- The night of the funeral, another ghost train appears and takes the life of another gang member. This time the train appears for a full five minutes. If the heroes were diligent in their investigation, they might even be in the right place to see it themselves!

- The old red paint has flaked off many of the gold bricks hidden near the crash site by Eugene Smith. Along with the gold bricks is hidden a coffee can with various mementos Eugene wanted to discard before departing into his new life as a missionary. The can contains newspaper clippings about the Red Boot Gang, a woman's garter, and a photo similar to the one found in the nursing home.

- Sooner or later the clues to the mystery of the ghost train lead to James. However, as they approach they find a ghost train in front of his house. James is

almost mad with grief. His grandson found the cigar box with the flyer tickets, and the train has taken the boy's soul. James confesses all and pleads with the investigators to help save him. James has one ticket left. One hero can call the train and board to retrieve the boy.

- Although boarding the train is a nightmarish gauntlet of supernatural attacks, the conductor agrees to trade the boy's life for the life of another. James readily agrees to trade places with his grandson, but that still leaves the hero stranded. One possible solution is the timely arrival of Kyle, whose boarding of the train reunites all the intended passengers from the night of the crash. Finally, all the souls onboard can finish their journey to the afterlife. The train fades from existence, leaving the hero behind.

- Alternatively, it is easy to be heroic if when you think there is no danger. Perhaps this is a case in which hero really does perform the ultimate sacrifice. As always, this decision must fit the campaign.

A Call from Beyond

A medium contacts the heroes, claiming to be in contact with a fallen friend.

Background

The background for this adventure relies much more heavily on your own campaign. It works best if your campaign has suffered the death of a hero. If not, you can substitute a family member, close friend, or even a victim the heroes may have met in a previous adventure.

Henrietta Wilson does not look or act like a typical fortune-teller. Only in her mid-twenties, she's young, blonde, and fairly fit. However, in the 16 months since moving to town, she has developed a reputation among the well to do as the real deal. Ironically, she does not even seem to *want* to be a psychic. But when she bumps into someone in the grocery store and gets a particularly strong reading, it would be wrong not to warn that person, right? While the person is usually skeptical, he always remembers the warning later when bad luck seems to follow him. Henrietta and her brother Jacob run a tiny art gallery and frame shop in a modest building, but these days Henrietta can often be found "visiting" with her new "friends" in the shop's modest office.

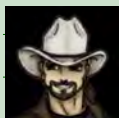


In truth, Henrietta and her brother are professional con artists. Henrietta learned the psychic scam trade during college while employed by a fortune-teller. She learned she could earn \$200,000 or more a year from the “psychic” business, and spent the next five years learning the tricks of the trade. When she felt prepared, she convinced her brother to move with her to a new state and share the wealth.

The con artists identify likely “marks” and run credit checks through their art gallery. If the targets turn out to be wealthy, the siblings spend the next several weeks searching for personal information on the internet, following the targets to individual hang-outs, sifting their garbage, and even sneaking into their victims’ homes. After collecting as much information as possible, they pick an innocuous place where Henrietta bumps into their target and “reads” him. She usually offers some sort of warning about bad luck, introduces herself not as a psychic but as an art gallery owner, and leaves her business card.

Over the next several days, Jacob causes several small mischiefs upon their target. Usually less than a week after the “bad luck” begins, most victims look up the attractive, sincere young lady who tried to warn them. From that point, she slowly reels them in, milking them for a few hundred dollars at a time for “supplies” to ward off the “dark spirit” plaguing them. Rich, educated people who would not be caught dead visiting a fortune teller readily visit the tiny art gallery and give her money to help them with their problems.

Deathbed Visions



Perhaps the most common supernatural encounter is the crisis or deathbed vision.

virtually everyone has heard tales of a person's loved one appearing before them at the time of death to say good-bye. These manifestations are very difficult to investigate, as they are unpredictable. At best, ghost hunters can interview all witnesses soon after the incident and document everything for future reference.

Characters

Henrietta Wilson (aka Deborah Black)

Henrietta Wilson is an attractive, educated, young woman. She stands roughly 5'8" and works out regularly to maintain her athletic build. As teenagers, Henrietta (actually Deborah Black) and her brother grew up in a series of foster homes. Henrietta craved the kind of security she felt only wealth could bring, and toiled relentlessly until she was accepted into a university on scholarship. Since the scholarship barely covered tuition, Henrietta applied to every job in town until she was accepted by the mystic, Lucinda. It was as Lucinda's office manager that Henrietta found her true calling. In college Henrietta studied art (the better to move among the affluent), but it was at Lucinda's that she learned her profession.

Jacob Wilson (aka Michael Black)

Like his younger sister, Jacob Wilson (actually Michael Black) bounced from one foster home to the next. Unfortunately, Jacob did not have the drive for education that his sister possessed. In the years since leaving foster care, Jacob found it difficult to obtain good work with only a high school diploma. After a series of crummy jobs (including the nightshift at a locksmith), Jacob eventually enrolled in a technical school to study electronics. Shortly thereafter, his sister convinced him to work for her. With the promise of income like he could not hope to make on his own, he eventually allowed himself to take up the scam.

Since changing their names and relocating, Jacob has enjoyed his reinvented personality. In addition to carrying out the dangerous work for their scams, Jacob maintains his cover as working in the picture framing shop and finds that he actually enjoys it. He also likes the respect he garners, even if it is partially because of his sister's “special gift”. The danger of this job makes him nervous, and lately he has been thinking about retiring from the psychic business and becoming what he is pretending to be. Surprisingly, the frame shop and art gallery actually provides enough income for a person to live on. Of course, it is nothing like the money they have made with the psychic scam—more than \$270,000 in their first year.

Plot Outline

• This scenario works best as a secondary storyline... at least at first. Introduce the first scene, then weave elements in and out of your other adventures. When you think you have built up sufficient history, hit them with the climax.

• Henrietta Wilson has chosen her next target—one of your heroes! She has learned about the recent death of someone in your campaign world, and has targeted the hero as someone 1) wealthy or with access to wealth, and 2) emotionally vulnerable because of his or her ties to the deceased. Allow the con artists all the knowledge regarding the hero and his friends that could be gleaned from credit reports (income, spending habits, etc.), Internet profiles, trash, and even breaking & entering the hero's home.

• The con artist creates a chance encounter (or even a phone call) to the hero with a warning from the deceased. According to Henrietta, dark spirits are surrounding the heroes and preparing to create a permanent aura of bad luck. The heroes' deceased companion cannot protect them for long. He has solicited her help in warning the group.

• Whether they choose to believe her or not, this marks the beginning of "bad luck" for the victim. Jacob vandalizes the hero's vehicle, infects his computer with a virus, kidnaps his pet, steals his mail, cancels his credit cards, and so on.

• Henrietta is quite friendly to the group, and readily agrees to help rid the hero of the dark presence. She promises to study the problem and even consults their departed friend. Henrietta does not ask for payment, however she tells the hero that she needs special supplies to visit the spirit realm. She asks the hero to reimburse her for the purchase of mystic candles (\$350) that aid her entry into the trance needed to fully interact with the spirit world.

She also sends the hero on a quest to find a unique brass lantern from an antique shop with instructions to fill it with scented oil as a ward against evil spirits. If the hero complies, Jacob temporarily stops his campaign against the victim.

• Henrietta merely described an expensive lantern that caught her eye in an antique store during a recent shopping trip; ironically there really *is* more to the item than meets the eye. Specifically, it is cursed. Once the lantern is activated, dark spirits really *are* called forth. From time to time, bad luck—things Jacob could not possibly have done—befall the character.

• Alarmed by both the scam and the cursed lantern, the spirit of the fallen comrade returns in an attempt to warn the heroes. Refer to *Making Ghosts the Savage Way* in **Section 3: Ghosts** to determine at what strength the spirit manifests. The hero experiences benign "haunting" events, which Henrietta is quick to capitalize on. This merely reaffirms her story that their friend is trying to warn them. Jacob, on the other hand, is quite alarmed and comes close to cracking on more than one occasion. Meanwhile, Henrietta continues to regularly milk the party for money to purchase supplies or conduct research.

• Eventually Gretchen Wilks, the spirit of a witch cursed to linger within the brass lamp, launches a full-out assault on the heroes. To the heroes' shock, Jacob (who had been sneaking into the house to create more mischief) is the first victim. Now Henrietta must put her mumbo-jumbo to the test to save her brother and avert the heroes' wrath.

• If you want to throw an even greater bit of mischief into the campaign, allow a romantic relationship to develop between Henrietta (or Jacob!) and one of the heroes. Now the con artist is caught in a web of lies, torn between genuine fondness for the hero and maintaining a careful fiction.

Constance Smith's Last Laugh

A woman's ghost has tormented the same family for five generations. Can the heroes break the family curse?

Geneology

Horace Mason, 1799 – 1848

Taylor Mason, 1836 – 1878

Steven Mason, 1857 – 1892

Kyle Mason, 1881 – 1922

Taylor Mason (2nd) 1903 – 1966

George Mason, 1940 – 1997

Christopher Mason, 1964 – present

Background

The Mason family can be directly traced back to Horace Mason, a Southern cotton plantation owner. Not long after the death of his wife during childbirth, a very special slave caught his eye. In her native language she was called, Wind that Caresses, but he called her Constance. Merely watching the beautiful, dark Constance filled an empty space in his heart. He took her from the slave quarters into his home and made her baby Taylor's nanny.

During the day Constance haunted his thoughts, and at night she warmed his bed. Before long she became his surrogate wife—at least in private. She enjoyed relative freedom and Horace often treated her with small gifts. The other slaves, rather than being jealous, treated her with unfeigned respect. In time, Constance became pregnant and later moved back into her private bedroom off the infant Taylor's room. Horace grew even more doting and promised that he would soon draw up papers to free Constance so that his child would not be born a slave.

Meanwhile, word came from Horace's field-master that some of his slaves were sneaking out at night to worship their old gods. As a devout Christian, Horace was appalled. He hatched a plan to catch the pagans in the act and had his overseer set watch every night until the next ceremony. One month later, a messenger came to the main house and quietly awoke Horace. The plantation owner and his men crept up to the secret site and swept in with guns leveled, ready to rain vengeance upon the unbelievers. There, leading the slaves in a bloody ritual, stood a visibly pregnant Constance.

Horace flew into a wild rage at the perceived betrayal. His fists and feet battered the woman he had so recently loved. He stripped away her fine clothes and cursed the name he had given her—all the while with tears running down his cheeks. When finally he came to his senses and saw the damage he had wrought, Horace fled back to his house in horror. But for Constance, the damage had been done. Later that night she lost her baby and her own life.

Thus, all her careful plans were laid to ruin.

These plans originated with her capture. The slavers in Africa had not known—nor would they have cared—that Wind that Caresses was a priestess of the New Moon. After arriving in



Contrasted with earlier works, the above painting of the Mason plantation home (destroyed in 1845) demonstrates the artist's growth and mastery of light, color, and composition. His use

America and entering slavery, she vowed to return to a place of power in this foreign land. A combination of dark rites and slow poison removed the obstacle of Horace's wife, and exotic, feminine charm placed Constance at Horace's side. After securing her freedom, it would be a short step to marriage. After marriage, a few drops of poison would provide total ownership of her former master's possessions. All the while, she conducted sinister rituals to the old gods in supplication for aid in her scheme.

Before her death, Constance cursed the man who ripped her from Africa's bosom. She cursed him a second time for causing her to hide her true power and prestige behind a mask of weakness and humility. Finally, she cursed him for taking the life of their unborn baby. From a distant place, the old, dark gods of Africa heard their names spoken. With her dying breath, Constance consented to their whispered deal.

Horace never knew Constance's hidden agenda, and quickly spiraled into deep guilt over his violent behavior and its gruesome outcome. On the night of her death, he had a vivid dream in which Constance appeared in the house and promised revenge.

Young Taylor grew up only knowing a morose, brooding father. When he was only 14, the haunting began. At first, only Horace experienced it and he thought he was going mad. Eventually Taylor and the servants heard a woman's voice, saw objects move, felt intense attacks of fear, and much more. Only Horace recognized Constance, but he would not share his shame. The torturous haunting occurred day and night for almost three weeks until Horace, in a fit of madness, set fire to his home. As he watched the flames lick around the windows, Constance appeared beside him once more, promising to return again to bring similar ruin on his household. Horace died five years later, paranoid and broken. Before his death, he wrote out a confession of sorts—his side of Constance's story.

Taylor, now a young man, read the journal after his father's death. Although he was inclined to believe the tale (having experienced the haunting first hand), his father's revelation shamed him and he hid the book amongst his belongings. Years passed, Taylor married and had a child of his own. He assumed Constance's ghost had gone for good. At least, he assumed so until his own family was visited by Constance's spirit. The family endured renewed haunting for almost two months before Taylor followed in his father's footsteps and

burned his home to the ground. His wife never recovered from the experience and spent the rest of her days staring into space.

So it went for each generation. By the 20th century, Horace's original diary was lost and Constance's story forgotten. It is the family secret and curse. No matter where he lives, the curse of the "Mason Witch" follows the firstborn male of each generation. Some family members have gone crazy, others have committed suicide, and

in some cases the ghost has even caused fatal accidents. In each case, only death or the destruction of the Mason home stopped the spirit's rampage.

Last week, the curse caught up with Chris Mason. Although he is well aware of the ghostly curse, he is as ignorant of its origins as were the previous four generations. All he knows is that his home is under attack. The lights flicker, objects move or go missing, and screams from the next room awaken them in the middle of the night. Chris is at his wit's end. Chris was too young to remember his father's haunting, but before his father's death a few years ago Chris was instructed to burn his house should the witch ever return. Chris lives in a rented apartment.



Characters

Chris Mason

Chris Mason is a 42 year-old computer programmer. He and his wife recently separated, and he moved into an apartment to save money. Chris always scoffed at his father's stories of the Mason Witch, so at first he felt crazy when he heard a woman's voice whispering to him. Finally, as he felt his sanity slipping away, a friend witnessed the haunting first hand and convinced him that the divorce had not driven him crazy. Now that he knows the curse is real, he wishes he still thought he was crazy.

Jack Mason

Jack is Chris's 11 year-old son. Although he lives with his mother, Jack spends time at his father's apartment. At first he thought the Mason Witch "story" was pretty cool, but after a flying mirror showered him in broken glass his fascination turned to fear.

Plot Outline

- The heroes may be drawn into the adventure any number of ways. If they are professional ghost hunters, Chris calls them for help. If the heroes have other occupations, you may have to get more creative. If one of the heroes has a medical background, he or she may encounter Jack covered in small lacerations from the broken mirror. A hero with a law enforcement or private investigative background could be drawn in because Jack's mother accuses her estranged husband of child abuse. An occultist could be drawn in as Chris tries to research ghosts and his family curse.

- When the heroes investigate the inside of Chris's apartment, the Mason Ghost beats on the walls, screams curses, and even randomly throws small objects. As they investigate, each hero experiences his own ghostly attack. Check out *Last Rites of the Black Guard* for ideas (on sale now at RPGNOW.com!)

- Since the Mason Witch was a family secret, there is no information about it on the internet. Genealogical research uncovers a diary of Taylor Mason II on loan in a local library. This diary in turn refers to the first diary belonging to Taylor Mason, which can be found in a local university's private collection.

- The Mason Witch's attacks become more dangerous, following Chris even when he leaves home.

- Constance has grown weary of her curse and wants only peace, but her agreement with the old gods is binding. She leaves hints for the heroes in the form of cryptic messages they must decipher.

- The investigators can delay the curse of the Mason Witch by burning down the apartment building. In that extreme, they must deal with angry neighbors and the law. Alternately, they can end the curse for good by finding out what Constance wants. A séance is a good way to accomplish this. Another method is by finding Horace's diary and drawing up papers releasing her from slavery. Chris Mason must sign these as he belongs to the bloodline.

Section 7: Lexicon of Terms

ABE - Common abbreviation for Atmospheric Ball of Energy. These small balls of energy are rarely seen with the naked eye, but are often captured on film or video. They may be any color, and some investigators believe the colors may be used to communicate emotion. Many ghost hunters refer to ABEs as Orbs. See the *Lost Soul template* in **Section 3: Ghosts** for more information.

Aer·i·al Phe·nom·e·non – Ghost planes or lights in the sky have been reported throughout history. An example would be WWII Zeros seen inexplicably flying over Hawaii in the winter of 2001, or the Marfa Lights of west Texas. These are commonly confused with UFO activity.

Al·che·my – A combination of chemicals and magic common to the Middle Ages. Many alchemists searched for a way to create precious metals such as silver or gold from lesser metals such as tin or bronze. Alchemy was often combined with rituals of astrology, religion, mysticism, magic, theosophy, and spiritualism to bring about such changes.

A·li·en – A being from another planet, dimension or state of existence.

A·li·en In·tel·li·gence – A powerful entity from another planet, dimension, or state of existence. This entity may or may not fully manifest and is often mistakenly believed to be a deity. These entities often display fantastic or paranormal powers, and many reported instances of alien intelligence(s) involve the controlling of others through religious beliefs, possession, brainwashing, or other evil acts.

An·gel – A spiritual being that often acts as a messenger of God. Historically portrayed as beings made of light, or having wings and supernatural powers. May be good or evil. Evil angels are commonly referred to as demons. Some investigators believe that any manifestation not commonly visible to the eye (such as ABEs) may be of angelic origin.

An·geli·cal Stone – A special scrying stone quarried in Heaven and given to “Chosen Ones” by angels or demons. The most famous Angelical Stone was used by Dr. John Dee, Astrologer for Queen Elizabeth I, who claimed to have received it from the angels Raphael and Gabriel.

Adventure Ideas

ABEs

While taking pictures at a friend's wedding, the heroes notice ABEs in the shots and discover that the bride is being haunted. The cause is a toe ring heirloom given to her by her grandmother for the "something old" part of the "something old, something new" tradition. The ring belonged to a witch in the 19th century, and is an evil object that heightens negative emotions. The bride's grandmother served time in prison for the attempted murder of her grandfather in the early 1970s. He divorced her soon after.

Alien Intelligence

The heroes discover that Hazrel, an alien intelligence, is contacting sensitive mediums all over New York City and causing them to do very evil—even murderous—acts. Every evil act they perpetrate empowers Hazrel to further breach the gate that opens onto our dimension. Should he be successful, his evil could wreak great havoc upon the world.

Angel

An old man befriends one of the heroes. He is actually an angel and his "guidance" and protection gives the hero a mysterious +1 on all rolls against evil beings or spirits. Later, the angel's greatest nemesis and exact opposite attempts to destroy the hero and all he has done.

Angelical Stones

During an adventure, one of the heroes discovers a plain white, rounded stone, approximately a foot in diameter. Sensitives detect a radiance of great spiritual power. Ultimately, others desire it for their own purposes. Two such groups are the Brotherhood of St. Abernathy, a secret sect of the Church dedicated to finding and preserving all divine gifts, and a cult started by psychic sensitive John Jayson, who communes with demonic forces.

Astral Projection

The heroes are contacted by a concerned wife of a USAF pilot. Her husband has been working on a top secret project called Pilot Projection. It utilizes captured alien technology to allow astral projection in those who do not possess the natural talent. Unfortunately, he has become trapped by an Astral Alien Intelligence and cannot return to his body. She discovered the truth from her husband's best friend, who is also involved in the program.

The government has a device that allows communication with the consciousness of the person, but they are unable to free him from the Astral Alien Intelligence. To rescue him, the heroes must use a true psychic or attempt astral projection themselves. Of course the MIB (Men in Black) and other government agents try to shut down the investigation before the truth spreads even further.

An-i-mism – The religious belief that everything in nature is invested with spirits or souls. This includes, but is not limited to, the wind, rocks, animals, trees, and even people. Animism is commonly found in early or developing civilizations and cultures. It is interesting that cultures in East Asia, South Asia, Africa and the Americas all developed forms of Animism.

As-tral Pro-jec-tion – The practice of sending out one's spirit or soul to travel separate from the physical body. The US and Soviet governments both experimented with astral projection in the late 1960s and early 1970s. These experiments reportedly were controlled by branches of the CIA and KGB and were considered Ultra Blue Top Secret.

As-trol-o-gy – The practice of reading the positions of stars and planets to determine their influence on people and events. First practiced by the ancient Sumerians, but later the Babylonians made Astrology a fine art. Many tomes were written regarding the mixing of Mysticism, Astrology, and Prophecy.

At-mos-pher-ic Ap-pa-ri-tion – Apparitions are the "classic" ghosts of history, fiction, and movies. These entities may assume the forms of real people who have died and may appear solid, though they often walk through doors, windows, or walls. One theory asserts that these ghosts are somehow attached to a place and may have suffered some great trauma or emotional difficulties in life, which disturbs their souls in the afterlife.

Au-ra – A mystical or electrical field that surrounds all living things. Believers assert that auras can be perceived in different colors and may indicate the health, perceptions, or feelings of the subject being studied. Auras have been photographed and widely studied since the 1950s. Some suggest that martial artists have learned to harness this energy as Ki. Many martial artists can break solid objects by focusing their Ki.

Au-to-mat-ic Writ-ing – Some psychic mediums allow themselves to be "possessed" by various spirits who communicate by writing or typing their messages through their living host. The medium's ritual usually consists of several relaxing exercises, then placing a writing implement on paper and lazily drawing circles until the possession occurs. Reportedly, auto-

matic writing has resulted in volumes of information regarding many varied subjects.

Bi-lo-ca-tion – The image or voice of someone who is alive at the time but not physically present at the actual “haunting”. Most researchers believe this is not actually a spirit, but an effect of naturally occurring telepathy.

Cy-rus's Spir-it Guide – An ancient tome dating back to the Persian Empire. Cyruxis, the legendary Emperor of Persia, called on all the magic wielders of the empire to come to his palace and produce a guide to the spirits of the world. Hundreds of spells, rituals, and songs fill this volume. This book was reportedly created using magic and alchemy, and set on human flesh. The Monk, Mathias of Rhone, wrote in 1224 AD that the “Tome of Cyrus carries within it the spirits of many lost souls and should be considered a book of evil incarnate.” The Nazis reportedly searched for the book in the late 1930s and some researchers believe that several copies of the original were made at the Polish concentration camp of Bergenvalden.

Chak-ra – A term used in the practice of Yoga, which means the “wheel.” It is believed that a person's life force is focused in a series of concentric vortices at various parts of the body. These vortices are important to a person's mental, physical and emotional health, and Clairvoyants are reportedly able to see these hidden areas of the body and read their meanings. There are seven widely accepted Chakras:

1. The Top of the Head.
2. Just above the Eyes.
3. The Throat
4. The Heart
5. The Solar Plexus
6. Just below the Navel.
7. The base of the Spine.

Three other Chakras are located in the lower pelvis. These are commonly recognized by practitioners of black magic.

Chan-nel-ing – The act of allowing a spirit, or spirits, access to one's body or mind. This is a type of possession, but typically involves the same spirit each time. Often the channeler reports that the spirit provides guidance and wisdom, though in some instances an evil force has reportedly taken possession. For this reason, Channeling is very dangerous. Mediums

Automatic Writing

If a hero should ever attempt to experiment with this technique, have him slowly succeed over a period of a few adventures. After this time passes have the possessing spirit write incessantly about a murder, detailing the crime with names, locations, dates and times. If the hero refuses to investigate or cannot for some reason, the spirit gets angry and uses the hero's own arm to physically attack him.

Bilocation

One of the heroes has a bilocation experience, in which a friend or relative of theirs is in trouble (kidnapped, beaten and left for dead, carjacked, etc.). The hero must seek out his friend to discover the truth. Was it real?

Cyrus's Spirit Guide

An Israeli investigator discovers that a possible terrorist cell in America has a copy of the tome. They plan on using its power to carry out attacks on the U.S. The investigator comes to the heroes for help in hunting down the cell, as the US government refuses to consider a supernatural terrorist threat. Unfortunately, the threat is real, and only the heroes and the agent may be able to prevent it.

Channeling

A medium is possessed by the spirit of the heroes' dead enemy. The spirit seeks revenge, using the medium as an unwilling or unknowing host.

Chevreul Pendulum

A psychologist who specializes in mesmerizing regression techniques buys an antique amulet on a gold chain from an antique store. The amulet is haunted and every time he uses it to place a patient into a state of hypnosis, an evil spirit is summoned and possesses the body of the patient. This allows many evil people to return to the world of the living. The use of the pendulum makes it seem as if the patient is experiencing past life regression, but it is actually the memories of the possessing spirit.

Clairsentient

An enemy's pawn claims to be clairsentient and uses the ruse to lead the heroes into a trap. For instance, leading them to a certain place to be used in a sacrifice or to take the blame for a crime.

Coven

A rumor surfaces that a secret coven of witches has taken control of the board governing the local holiday parade. Are they good or evil? What possible use would they have for a parade?

Cyclic Ghost

The heroes are called to return to the scene of a recent adventure. There, they discover that their fallen friend is acting out the scene of his death each night over and over. Are these echoes of psychic impressions, or is their friend's spirit cursed to relive his death until an old wrong is made right?

who attempt channeling without proper guidance and safeguards could easily open themselves up to a destructive entity that refuses to leave. Furthermore, mediums who do not properly "ground" themselves after a channeling (even with a "good" spirit) may inadvertently leave themselves open and accessible to destructive forces for several days afterward.

Chev-reul Pen-du-lum – A weighted chain, usually weighted with an amulet or a watch, that when held vertical sways in a circle or a straight line in answer to close-ended questions. The pendulum is used by many mediums, and saw frequent use in the latter part of the 19th century.

Clair-au-di-ence – The psychic ability to hear or recognize sounds that are beyond the normal range of hearing.

Clair-sen-ti-ence – A mixture of Clairaudience and Clairvoyance that allows psychics to "read" objects or people. Clairsentients often use psychometry to gain physical descriptions, smells, sounds, sights, tastes and emotions. The word "clairsentient" is French in origin and means "clear sensing."

Clair-voy-ance – The psychic ability to "see" things that are beyond the normal range of sight.

Cov-en – A group of psychics, witches or others who practice supernatural activities and who are promised to one another or to a "higher" power for some purpose. This covenant may be made for life and involves various spells or rituals.

Cri-sis Vi-sion – Perhaps the most common paranormal encounter. Virtually everyone has heard tales of a person's loved one appearing to say goodbye at the time of death. Crisis visions have been noted throughout history, one of the first being written by the Pharaoh Amon Khi Tah of the 3rd Dynasty. It is recorded that the Pharaoh's brother, Prince Kharil Khi Tah, appeared at the Pharaoh's bed in the early hours of a morning to warn of a Kushite army infiltrating Upper Egypt. The Pharaoh led an army and met the Kushites at the Battle of Marn il Karpeth and destroyed them. It was later discovered that the Kushites had killed Prince Kharil a week before the vision took place.

Cy-clic Ghost – A ghost that appears on a regular basis or is sighted in the same place. These sightings

may be every night, every year, ten years, or hundred years. Many researchers and investigators believe that this sort of sighting is closely related to psychokinetic energy left over from an emotional trauma or terrifying experience. See **Section 3: Ghosts**.

De•mon – A spiritual being that acts as an agent of evil. Historically portrayed as having wings, tail, and horned head. They are portrayed as possessing supernatural powers. Some consider demons to be evil angels, and any supernatural manifestation not visible to the eye (such as ABEs) to be of angelic or demonic origin.

Dev•il – A supreme spirit of evil that reigns over demons. The personification of evil. Some believe these are the demons that rise above the others to rule as officers in an infernal army of darkness. According to some religious texts, the devil Satan took 1/3 of the angels with him when he lost the Battle of Heaven and is now devoted to the “testing” of mankind.

Dev•il's Mark – A scar, birthmark, or blemish upon the skin believed to be formed by a demon or devil as a sign of possession or ownership. Such marks are historically referred to as the “Stigmata Diabola.” During 17th century witch hunts, it was often the first thing checked when investigating a witch. It was said that a true Devil's Mark could be “pricked” or cut and that it would not bleed. According to the Book of Revelations, those following the Anti-Christ in the end days of the world would receive the “Mark of the Beast.”

Div•i•na•tion – The act of foreseeing the future or the unknown. The psychic often uses signs, portents, and objects of power to aid in this endeavor.

Druid•ism – The practice of natural magic, ceremonies and rituals of the druids. For more on Druidic magic and a fantastic, scary romp through the woods of east Texas, look for 12 to Midnight's next release. Coming soon!

E•clec•tic Mag•ic – Using a mixture of magic types. Truly, “a little of this and a little of that”. Eclectic magic has become very popular since the resurgence of the New Age movement of the 1980s.

Ec•to•plasm – A mist-like substance that may be physical evidence of ghosts or hauntings. Ectoplasm is most often seen on film or video, and may assume

Cyclic Ghost

While investigating the cyclic ghost haunting of a girl who was murdered in the 1960s, the hero is unwittingly transported back to the time of the murder (See Time Streams) and must decide whether to attempt a rescue. If he does rescue the girl, history as we know it is changed. The hero must return to the same site and time the next day to return to the present, or be stuck in the sixties. Should the murderer escape, he brings his murderous crime spree into modern times.

Demon

While investigating a haunting, the heroes discover the culprit is not a ghost, but a demon. It prevents the heroes from leaving the site and feeds off their fear as it attempts to hunt and kill them one by one.

Devil's Mark

One of the heroes or a friend has a stigmata diabola appear on his chest in the shape of a six fingered hand. The mark darkens over the next few weeks and becomes painful, causing a burning sensation. The team must discover why the person was chosen and how to stop the devil or demonic spirit responsible.

Divination

A hero suddenly gains the power of divination. After several adventures in which this uncontrolled power allows him to save lives and solve mysteries, he is presented by a vision of his own death. Can it be prevented?

Ectoplasm

While investigating a haunting, ectoplasm assumes a physical form and attempts to suffocate the heroes.

Electronic Voice Phenomenon (EVP)

While taking EVPs, a voice is heard saying, "You will die too! Will they record you?" This is could be done as a warning for the hero before the next big adventure.

Elementary Spirits

A serial murderer stalks his victim to her home only to make an incredible discovery-- she is a sorceress! Still, as someone once said, a knife to the back will cramp any magician's style! The psychopath then takes over his victim's home and proceeds to torture the summoned spirit. In turn, its distress causes supernatural ripple effects throughout the neighborhood. Can the heroes find the source of the disturbance and put at stop to the murderer before he learns to truly wield the power at his disposal?

Empathy

An empath approaches the heroes for help. His twin sister, also an empath, has gone missing. As the heroes investigate, they learn that his sister had fallen on hard times and hired herself out to a loan shark as a human lie detector. But where is she now? Did criminals higher up the organization decide to claim her as their own? Or is she in hiding because someone finally decided she knows too much?

many forms and colors. Some investigators believe that the mist itself is a manifestation of the spirit world or many spirits. On rare occasions ectoplasm may be seen with the naked eye. It is most commonly photographed before a storm or in the heat of the summer, which has led some experts to believe it is a natural phenomenon.

E-lec-tron-ic Voice Phe-nom-e-non (EVP) – Since the beginning of electronic or encoded recordings, users have heard unexplainable words and sounds in the background. Some believe these are messages from the dead as they attempt to communicate with the world of the living. EVPs are typically difficult to understand and usually short in duration. The Emery Recordings of 1922 reportedly recorded the voice of Abraham Lincoln saying, "Shhh...Mary's sleeping." Several well-respected scientists examined the Emery Recordings and can provide no other explanation for the recording.

El-e-men-ta-ry Spir-its – The four basic spirits of our dimension. Often they are called upon by alchemists, summoners, or sorcerers to increase their powers and riches. The elemental spirits often take forms on this plane of existence as charming and playful sprites. The most common forms are the Sylphs of Air, the Gnomes of Earth, the Salamanders of Fire, and the Nymphs of Water. These elemental spirits are not good or evil, as they exist for a higher purpose and rarely interact with the world of man unless compelled to do so by some magic or a charm. All of these spirits are generally playful by nature and rarely act in a cruel or mean-spirited manner. Unfortunately, throughout human history these spirits have been captured and sacrificed to serve the needs for power among those who practice the dark arts.

Em-pa-thy – The psychic ability to "read" and feel the emotions of others. Psychic empaths often have difficulty conducting investigations due to the usually strong emotions they must deal with, especially when the investigation involves death, pain, or torture.

E-no-chi-an Al-pha-bet – The language purportedly used by angels and demons. An archaic language first "discovered" by John Dee and his psychic partner Edward Kelly. The language has not been fully deciphered and many linguists believe it a hoax. However, some in the dark arts have allegedly used the language to contact superior beings.

E-vil Eye – Those who practice the dark arts in many cultures believe they have the power to bestow sickness, disease, bad luck, disasters, and even death on any unfortunate people who cross them. The idea of the evil eye is universal and comparable terms are found in almost every language. In Germany it is known as the “Boser Blick”, in Italian it is the “Malocchio”. The roots are found in Latin with the word, “fascinum”, which in English is “fascinate”, or to bind someone with power. Many Hispanic cultures believe that the Evil Ojo may develop due to someone’s longing or unfulfilled desires. Middle Eastern cultures believe by forming a ring with your fingers and looking through that ring at your enemy you curse them.

Exor-cist – One who uses divine or spiritual rites to rid a person, place, or thing from the possession of spirits or demons. Exorcism rituals are common in many cultures and societies, both ancient and modern. These rites are usually performed by a trained holy person or occultist, and are very ceremonial in nature. Ritual techniques vary from religion to religion and branch of occultism. Methods often include the use of prayers, invectives, odors, holy substances, and adjuration of possessing spirit. This can be a very dangerous process for the untrained.

Ex-tra Sen-so-ry Per-cep-tion (ESP) – The ability to perceive information without the benefit of physical senses such as sight, sound, touch or taste. This “Psi” or “Psychic” ability primarily manifests in one of three ways:

1. *Telepathy*, that is mind-to-mind communication between two beings.
2. *Clairvoyance*, an awareness of remote objects, places, people, or events.
3. *Precognition*, knowledge of future events.

ESP has been the subject of intense study during the last century. Despite the evidence of many recorded ESP events, it remains a topic of fantasy in the scientific community.

Fa-mil-iar – A spirit called upon to aid or serve witches, magicians, or summoners. These spirits often assume the form of a common animal, ranging from toads, snakes, and birds, to dogs and cats. Familiars often have supernatural powers and are thought to

Enochian Alphabet

While investigating a murder, local police discover an Enochian statement written in blood on the wall. The homicide detective turns to the heroes for help in deciphering the words. It translates into a dark warning of more murders to come. Unfortunately, anyone who can read the words becomes the focus of the malevolent force that is behind the murder.

Evil Eye

A hero or GM character accidentally bumps into an Ethiopian Seer. The collision causes the hero or GM character to drop his belongings. The Seer is very apologetic and polite until the Westerner responds with the OK sign, or fingers forming a ring. He is in fear of the curse that has “been placed on him”. The Ethiopian must strike down his curser before harm besets the Seer.

Exorcist

An ordinary errand quickly turns to the bizarre when the heroes witness a suicide jumper. From his attire, it is apparent that he was a Catholic priest, and as the heroes investigate they learn that he was an Exorcist. Furthermore, he is not the first exorcist in the city to commit suicide recently! What is behind this strange string of deaths? Do the heroes even have a chance at stopping something so horrifying as to drive trained exorcists to suicide?

Familiar

Who would have thought that running over a toad would lead to so much trouble? That is exactly what happens when a neighbor runs over a toad in his driveway. This quickly draws the curse of a self-proclaimed witch, who insists that the toad was her familiar. The neighbor asks for the heroes' help when things turn serious. Is the auto accident, house fire, and dead pet just a run of bad luck, or is the witch's curse real?

Ghoul

A ghoul is attacking people at night near an old cemetery. Cliche, but it makes for a fun time!

Grand Grimoire

A hero comes to possess a single page of the Grand Grimoire, but doesn't know what it is. By investigating the page, others come to realize what it is and attempt to purchase or steal the page. Others may attempt to capture and torture the hero to reveal where he got the page in the hope that more can be found.

Green Language

Exceptionally bright students at a local high school are turning up dead, insane, or simply missing. Other than being incredibly smart, what do they all have in common? A new game, "MindWarp". The game involves a series of puzzles using ever more complex symbolism. This symbolism is actually Green Language, and those who pierce its veil are warped forever.

aid in their master's magical endeavors or attack their enemies. Some believe that familiars are demon spirits granted by the Devil to a good steward in his service or to someone who has made a damning pact.

Ghost – Commonly believed to be the disembodied spirit of a dead person or animal. Popularly portrayed as appearing to be a pale, shadow-like apparition. Many ghost hunters and religious experts have differing opinions on the nature of ghosts. Some assert that they are the lost souls of those who are somehow trapped here on Earth and have yet to "cross over" because they have not realized they are dead or due to an untimely death. Some religious experts believe that ghosts are demons that appear to the living in an effort to confuse and create doubt in an individual's faith. Yet others believe that ghosts are naturally occurring echoes of strong emotions "recorded" in another dimension that intersects with our own. (See **Section 3: Ghosts** to turn any character into a lost soul using the lost soul template.)

Ghoul – Mythical one-eyed demon. Often portrayed with wings and haunting old cemeteries. Other folklore describes ghouls as the product of vampires—human husks that mindlessly serve their undead masters.

Grand Grimoire – According to the ancient people of the Mediterranean, King Solomon of Israel wrote many spells, invocations and verses of elementary magic. These were supposedly collected and bound into a large book some time in the sixteenth century. This book is highly sought-after and is considered to contain immense power. In the right hands, it could be used for great good. In the wrong hands, it could be devastating.

Green Language – A type of secret speech and writing used by occultists and those practicing elemental magic. Also referred to as the "Language of the Birds." This writing employs complex symbolism for cosmic truths of nature. It takes a unique person to comprehend this symbolism, compose it for his own use, and still maintain a grip on his sanity.

Haunt – (**noun**) A place of great spiritual energy. Usually a place frequented by ghosts, spirits, or demons. (**verb**) Supernatural activity conducted by a ghost.

Haunt-ed Ob-ject – An object that serves as a focus for supernatural activity. Some of these objects may actually be possessed by an evil spirit and may bring danger to those who come into contact with the object.

I Ching – A sacred book of Confucianism. It was developed to assist in divining the answers to life's greatest questions. It uses 64 symbolic hexagrams and the writings cover morality, philosophy, astrology, and numerology. The book is consulted after casting lots six times and matching the corresponding hexagrams and writings to determine the answers.

In-stru-men-tal Trans-com-mu-ni-ca-tion (ITC) – A recording technique used to research spirits, ghost images and voices. Spirits or other beings use modern technology to communicate with the living. (Phone calls from the Dead!) These recordings can be found on recorders of many types and have even been found on answering machines.

Ley Line – Natural lines of psychic, magical, or spiritual energy that crisscross the Earth. The most powerful locations are where these lines cross and create a nexus. **See Nexus Point.**

Mag-ic – The effects of wielding supernatural energy capable of influencing the universe in ways unexplained by human science. This energy is only partially comprehended by human minds, thus the means for wielding it varies widely as different groups attempt to control something they only partially understand. Humans wield magic through ritual, prayer, and incantations—even mathematical expressions! **See Mana.**

Mag-ic, Black – Magic used to gain power over others or for evil purposes. Black magicians are rumored to make pacts with demons or devils to acquire power and self-aggrandizement. Black magic is considered a perversion of the “pure” powers of magic. Sometimes poetically called the “Dark Arts”.

Mag-ic, White – The practice of using magic to help others or to protect against the forces of evil, such as practitioners of black magic.

Mag-ic Cir-cle – A joining of summoners, magicians, diviners, or sorcerers to imbue greater casting ability or to cast a very powerful, nature-altering spell.

Haunted Object

A 45 auto is haunted by the spirit of a policeman killed in the line of duty. When used to prevent crime or against an evil person or entity, the spirit aids the hero with a +2 to Shooting rolls. However, it becomes harder not to use the gun in stressful situations. At the beginning of every combat, the hero must make a Spirit roll to avoid drawing and shooting the pistol. If the roll is successful, the hero suffers a -2 penalty on the next roll, and if that roll is successful, the penalty increases to -4 until a killing incident occurs. Then the penalty is reset to 0, and the cycle is renewed.

Ley Line

An engineering graduate student at a local university thinks his new project to detect radiation is a failure. As he examines the device to fix the problem, he learns that it detects a “new” kind of energy field instead. As word of his invention slowly leaks out, some paranormal practitioners will seek to steal the device for themselves.

Black Magic

An occultist makes a pact with demonic forces to increase his power over life and death. This corrupting power drives the occultist to kidnap people off the street and ritually murder them to harness their spirits. These captured spirits are used in his experiments dedicated to restoring the dead to life. The result is a series of monstrous creatures housing the tortured spirits of his victims.

Maim Alphabet

A hero checks out a library book and discovers a handwritten note inside written in the maim alphabet. A little investigation reveals the book was donated by Elizabeth Monger from her recently deceased father's personal library. Her father was a dark magician and leader of a coven that becomes very nervous upon discovering the heroes' interest.

Mana

When late-night party-goers start disappearing in the night-club district, the heroes are hired to investigate. Clues lead them to an old ice plant, where they find dozens of people being held captive. An evil occultist is draining their mana, using them as human batteries. When he has enough mana at his disposal, he plans to transcend to a higher plane of existence--destroying the entire city in the process!

Mystic Order of the Rosae Crucis

The heroes receive a letter in the mail shortly after defeating a dangerous enemy. The letter, pieced together from newsprint, warns that the Rosy Cross will avenge one of its own. The heroes are then systematically targeted- their financial assets are frozen, they are investigated for tax fraud, tested positive for drug use, and alienated from their friends, family, and employment. As their old lives are being dismantled piece by piece, the Order of the Rosy Cross taunts the heroes every step of the way.

Mag-ic Square – An arrangement of numbers in a square so that the sum of each row, column, and each diagonal is the same. Many ancient cultures believed that such squares contained great magic powers and were often used in various ritual preparations.

Maim Al·pha·bet – A pictographic alphabet containing 666 symbols and used by practitioners of the Dark Arts. Though the language dates back to the Sumerian civilization and the first city of Jericho, it was revived by students of Alistair Crowley and is secretly taught in societies and covens dedicated to gaining power and influence in the world today.

Ma·na – A name for the energy that fuels magic. Sorcerers seek out mana at holy sites or in ancient artifacts to increase their own magical powers.

Mys-ti·cism – A term often used to describe the activities of those involved in practicing magic, levitation, or other paranormal powers. The word comes from the Greek “mueo”, meaning to “initiate” someone into a secret cult (into a “mystery”). It may also be used to describe a person's relationship with a deity.

Mys-tic Or·der of Ro·sae Cru·cis – A fraternal order that dates back to the Dark Ages. The Rosicrucians, or Order of the Rosy Cross, teaches metaphysical and scientific philosophies of the arts and sciences. The symbol of the Order is a cross with a single rose in the center. The Order's philosophy is to develop humanity's potential, psychic powers, perfection of the soul, and ultimately the attainment of all cosmic knowledge. Adepts progress through twelve levels of study, with the last two levels only being attained after various reincarnations and lifetimes of devotion to the Supreme Being of the Universe.

Mys-tic Or·der of Pri·mus Au·gust·u·lus – A fraternal order dating back to the Romans in the 2nd century BC. Adepts of this order seek power and influence in world politics using the dark arts to manipulate the populous of the world. The Order reached its greatest point of influence when Emperor Octavian Caesar took control of the Roman Empire, as he was the Primus of the Order. He received the Title “August” by the Roman Senate, meaning “One who is greater than others.” Conspiracy theorists believe that even today this Order attempts to control governments and that many of their members can be found in

various seats of power around the world. Some believe the Order is one of the great Illuminati powers, controlling many other secret fraternities and orders such as the Skull & Bones and the Rosae Crucis.

Na·ture Spir·it – Most cultures throughout history have at one time or the other believed in **Animism**. These spirits may be found in any natural environment and taken together create the “Mother Earth.”

Nex·us Point – A place of power created where ley lines intersect. Places like Stonehenge and other megaliths, churches, and burial mounds are usually built upon nexus points. Paranormal activities such as hauntings or even UFO activities are more often encountered at these nexus points. These nexus points are highly sought after by all practitioners of magic, as they naturally increase the power of magic. **See Ley Lines.**

Nu·mer·ol·o·gy – An ancient belief system in which numbers are symbolic of greater universal forces. Numerologists believe that everything can be expressed by using numbers. Most systems use the single digits 1-9 and 0, with each of these 10 digits having a definitive meaning. All numbers, no matter how large, can be broken down into one of these single digits. For example, the number 777 is $7+7+7=21$, and 21 is $2+1=3$. The 3 is considered sacred and a very powerful number. Another is 666, which is $6+6+6=18$, and 18 is $1+8=9$. The number 9 symbolizes creative obligations. Others see the number 9 as unlucky or bad. Many credit the Greek mathematician Pythagoras with developing numerology, though it predated him in early Middle Eastern civilizations and China. The ancient Jewish Kabbalists riddled much of their writings with these symbolic numbers, which imparted secret meanings and hidden paths of knowledge for those who knew where and what to look for. Occasionally ghosts attempt to use numerology to convey some hidden meaning, but only the truly astute ghost hunter recognizes these clues, as they are usually very understated.

Orb – see **ABE**

Oui·ja Board – A board and pointer used for divination when contacting the spirit world. The boards generally have Yes, No, the numbers 1-9 and 0, and the alphabet printed upon them. The living participants all touch the pointer and ask questions of the

Nexus Point

A previously benign souvenir from an earlier adventure takes on new mystical properties when taken near a nexus point. Among other things, it now serves as a beacon for the spirit of its former owner. Every time the item enters a nexus, the spirit is called. When the item is removed from the nexus, it again loses its supernatural property.

Numerology

At the local university, the spirit of a long-dead student seeks aid. Each night the phantom leaves cryptic messages coded in numerology on a classroom dry erase board. These equations baffle even some of the brightest mathematicians available, and the mystery deepens as to who is responsible. As the heroes investigate, they are led by a series of numerological clues to discover the long-buried events leading to the student's tragic ending.

Ouija Board

The heroes are contacted by a concerned mother whose son has disappeared. According to his terrified girlfriend, the previous night he and his teenage buddies were using an Ouija board for a drinking game at a party. When the board predicted the young man's imminent death, he blamed one of his friends for faking the response. However, with the teen missing, might there have been more to the warning?

Poltergeist

The heroes are called in to investigate poltergeist activity that abruptly began in a bed and breakfast. The angry spirit has been attacking guests and owners alike. So far, only the owners' children have remained unharmed. Is it the work of a spirit trapped in our world and lashing out, or the confused psychic energy of the owners' daughter? Or both?

Possession

A spirit has become fixated upon a particular hero and tries to help him. It tries to communicate by possessing those around him, but never when other witnesses are present. These brief possessions can occur at any time and any place— in the fast food drive-thru, at the bank teller window, or in bed with the hero's significant other. Unfortunately the spirit is weak and unable to maintain the possession long enough to utter more than a few words of advice or warning.

Psychic Echo

A rare artifact in the heroes' possession intensifies the impressions from a psychic echo. As the heroes investigate one such echo, the impressions grow stronger and stronger. Before long, the heroes are swept up in an echo so strong as to dislodge them from the mundane world. Experiencing the events played out in the echo first hand, new details emerge that shed an entirely different light on the haunting. If only the heroes can escape to do something about it!

spirits. Many people consider the use of Ouija boards as dangerous, as there is no control over what spirit may answer. Furthermore, there have been cases in which the spirit or demon does not leave once called. Oui comes from the French word for yes, as does ja from the German language.

Par-a-nor-mal – Anything that occurs outside the range of normal human experience and scientifically explainable phenomena. Ghosts, psychic ability, and UFOs are all examples of paranormal activity.

Pol-ter-geist – A spirit that manifests in a very unruly manner. Typically the spirit makes its presence known by knocking, rapping, moving small objects, smells, shrieks, or other unexplainable noises or happenings. Studies have shown that while poltergeist activity may occur anywhere, usually there is a young child in the household and the spirit is somehow attracted to the child. Poltergeist activity usually begins innocently, but may increase over time and have dangerous consequences. Other researchers believe that poltergeists are not spirits at all, but some latent psychokinetic ability that manifests with the onset of puberty.

Pos-ses-sion – An extremely sensitive and possibly dangerous state in which a spirit, ghost, demon, or other entity takes control of a living person's body. It may be a "limited" possession such as directing a person's hand to perform **automatic writings**, or the entity may assume complete control of the individual. Belief in possession is almost universal among cultures, and many religions have created rituals to forcibly expel, or "exorcise", such entities.

Psion-ic – Anyone who uses paranormal powers of the mind. Examples include clairvoyance with the living (not spirits) and clairsaudience.

Psy-chic – Anyone who displays paranormal abilities in regards to the spiritual realms. This is *not* psionics! Examples include the ability to see, hear, or speak with spirits, the ability to foresee the future, and the ability to know when a loved one is in danger.

Psy-chic Echo and Im-pres-sion – These hauntings occur where someone experienced great pain, sorrow, or some other strong emotion. These emotions sometimes leave a "mark" on the area or object. These echoes then recur under the right circumstance. A

woman's scream or the phantom sounds of footsteps are examples of psychic echoes.

When the unhappy event replays itself out in some form on a regular basis, the echo is said to have become an "impression". These are generally believed to not be true hauntings, as a spirit is not really there. Some disagree, however, and believe that the spirit is trapped, forced to relive the experience forever as some sort of hellish punishment or as a way to ask the living for help in finding rest.

Psy·chom·e·try – The belief that all physical objects and places carry psychic impressions of all those who contacted them, especially during times of great emotional stress. The psychometric reader uses his gifts to understand the history of such places and items.

Psy·cho·met·ric Read·er – Anyone with the ability to "read" an object or place and get general impressions, feelings, emotions, or even visions of what may have occurred in the past to an item or place.

Re·ceiv·er – A person who is adept at opening his body up to possession. A very dangerous occupation, to be sure!

Rite – A prescribed act used in a religious practice or other ceremonial service.

Rit·u·al – Usually a series of rites that have some stated outcome, such as forgiveness, or in some extreme cases, raising the dead.

Sen·si·tive – A person with any sort of psychic ability. Many people may be sensitives without recognizing it as such. Sensitives' dreams come true or their hair may stand on end when entering a **nexus**. They may hear or see spirits or other entities.

Spir·it – The non-physical consciousness of a human being or other living creature.

Spir·it Por·tal – Some people believe that spirits travel between dimensions only through special sites such as cemeteries, old buildings, or places of great emotional significance. Ghost hunters believe that the frequency of ABEs indicates that spirit portals exist in the proximity. Some ancient writings suggest that it may be possible for a human to cross over while living, but that this may affect the person's sanity or psyche upon his return.

Psychometry

A psychometric reader approaches the heroes for help. While in an airport lounge he brushed up against a jacket left lying across the back of a chair. He instantly perceived that the owner is a professional assassin, and sees glimpses of a meeting in which a city official paid him to murder a rival. With only a few psychic impressions to follow up on, he hopes the heroes can help track down the killer before he makes his move.

Receiver

A receiver has been plagued with horrible nightmares and hires the investigators as reassurance that his nightmares are not real. Unfortunately, the heroes quickly learn otherwise when they witness the receiver commit a murder in the middle of the night. With each murder the dominating spirit grows in strength and with each possession the receiver become more vulnerable. Can the heroes stop the dominating spirit without killing the receiver too?

Spirit Portal

While investigating an extreme haunting, the heroes discover a spirit portal located in the back of a walk-in closet. Some believe that the living may enter other dimensions during the witching hour (3:00 am). What will they discover on the other side?

Telekinesis

A local TV station hires the heroes to investigate claims by a rival station that they have discovered a person with genuine telekinetic abilities. Money and reputations stand to be made and destroyed by the results of the heroes' investigation, and more than one person would like to influence the outcome.

Telepathy

When the heroes acquire a new artifact during an adventure, they get more than they bargained for. The device activates a dormant portion of the human brain, engaging telepathic ability. Unfortunately, this ability is so strong that it is uncontrollable. The hero "hears" so much information that he can't focus. As the power grows in strength, the hero's own identity slowly crumbles. Can the other heroes figure out how to reverse the procedure before their friend goes insane?

Time Stream

As the heroes step through a building door, they are transplanted to the same building 75 years earlier. What caused the time stream? What awaits them on the other side? Can they set right long-forgotten crimes without changing their own present-day lives?

Spir-i-tu-al-ism – A system of religious beliefs in which the living may communicate with the dead, and in some modern cases, extraterrestrials. This religious practice involves using mediums, prayers, incense, and in rare cases sacrifices, to commune with the spirit world. Spiritualism recently regained popularity in the United States with the resurgence of the New Age movement during the 1980s and 1990s.

Su-per-nat-u-ral – Any power, event, or manifestation that occurs as a result of the realm of the spirits.

Tel-e-ki-ne-sis – The belief that the human mind can move and manipulate physical objects. Examples include flipping pages in a book or lifting small objects without physical contact. Perhaps one of the most famous people claiming to have telekinesis was Uri Geller, who popularized the notion of telekinetic spoon-bending.

Te-lep-a-thy – The ability to hear and "speak" with others using only thoughts, in some cases over great distances. Telepathy is generally considered a psionic ability rather than a psychic one.

Time Slip – A rare, paranormal event in which a modern person witnesses a scene from the past but cannot interact with it. Some believe these are only visions, while others believe they are "windows" onto different times.

Time Stream – A paranormal event similar to a time slip, except the modern person *can* interact with the other time period. In the most dangerous and baffling cases, the person does not return to the present or returns to another place or time.

Zen-er Cards – Special cards designed and used for investigating psychic abilities amongst the living. Often these tests are performed to determine if those being haunted are actually latent psychics or telekinetic. If so then there may be no real haunting at all, but just a person's subconscious mind doing something extraordinary.

Section 8: Web Resources

For information on real-world paranormal investigations, check out:

<http://www.hauntings.com>

<http://www.occultopedia.com>

<http://www.ghostpix.com>

<http://www.paranormalnews.com>

<http://zerotime.com>

<http://www.para-equip.com>

<http://www.skeptdic.com/marfa.html>

<http://www.crystalinks.com/marfa.html>

<http://www.ufovault.netfirms.com/maf.html>

<http://www.gypsypsychicscams.com/>

Good Luck!



I hope you have found my notes helpful and that you have great success on your ghost hunts. Good luck and happy hunting. May the ghost you encounter not be your own.

Jackson Green

Section 9: Author Notes



Green's Guide to Ghosts has been my first official work with 12 to Midnight, and I now know why I have consistently been impressed with their products. If you ask the right people, they'll tell you the definition of a "Black edit." It's where Clint comes in at the final stages of production and says, "This would be so cool if we just completely rewrote this section." Needless to say, it doesn't go over well with a lot of people. The guys at 12 to Midnight jumped on it.

I suggested a major reworking of the section on ghosts. It wasn't even a conversion they needed me to do; they have Savage Worlds stats for most of these ghosts in their other products. They could have told me to not worry about it, and I'm sure their lives would have been a lot easier. Instead, they told me to go for it. I think that decision changed this book from a simple "conversion" to one on how to run ghosts in Savage Worlds.

Oh, and I didn't stop there. I also suggested adding the articles on mystics and rituals for Savage Worlds we had done as a kind of freebie. The mystic rules had a definite connection to contacting ghosts, and I thought it would be nice to provide a source that had both the mystic and ritual rules in one location. Now, not many publishers are going to consider adding over 10 percent to the page count "as a freebie." Well, if you read Sections 4 and 5, you know who did.

I hope you enjoy this book, but I also hope you appreciate it. In an era when it's hard just to survive as a game publisher, it's even harder to find one who isn't satisfied with a great product but always wants a *better* product. That's who 12 to Midnight is, and I'm honored to have been able to work with them.

Clint Black

Author Notes (cont'd)



Way back in 2003, while *Last Rites* (our first game) was still in layout, we began talks about our next product. Ed had an idea for a modern monster book, called *Green's Guide to Ghosts*. However, the word on the street was that creature books weren't selling very well, so we eventually talked him out of it.

Now fast forward to August of 2004. Short (2-5 page) PDFs were all the rage, and Ed suggested that we do a whole series based on monsters from modern myth. You can see he's one persistent guy! His idea was that we'd test the waters with the ghost (lost soul) template I originally created for *Bloodlines*, then if it was well received we'd continue with other creatures. I agreed in principle, but the Fall of 2004 saw major upheavals to the lives of all the 12 to Midnight officers almost simultaneously and the company virtually went into hibernation for a few months.

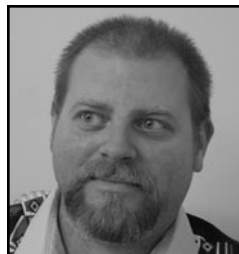
Fast forward again to December. That's when I remembered Ed's ideas. Why not take the ghost template, add some ghost-related lexicon terms, a short equipment list, and maybe even some short fiction? The whole thing wouldn't be more than five or six pages, fans would find it affordable, and we could release it quickly enough that it would make a nice bridge between major releases. We'd call it *Green's Guide to Ghosts* in homage to Ed's original idea, although the scope was considerably smaller.

When I mentioned the idea to Ed, he readily agreed. Of course, over the phone I couldn't see the maniacal gleam in his eyes. When he finally turned over the lexicon it was more than six pages by itself. Then there was the equipment section... then the ghost hunting section... and my dreams of a "short" PDF died a lingering death by additions. You can see my original estimate of a January release was off by two months.

But you know what? It was worth it. This project underscores my conclusion that we are incapable of doing something half-way. *Every* project gets *all* the creativity and labor we have to offer, no matter how humble its beginnings. Personally, I wouldn't have it any other way. I think this Guide will prove Ed's original vision correct all along. This has turned out to be a top-notch game aid. We should have listened to you a long time ago, Ed.

Preston P. DuBose

Since joining 12 to Midnight, Preston P. DuBose has written only one adventure—*Bloodlines*. However, he has also served as webmaster, layout artist, and art director. In January 2005 he was elected to serve a term as President. He lives in Texas with his wife and son.



"Hey Ed, let's put out a small PDF for Green's Guide. It will be something to bridge the gap until Skinwalker is ready to come out."

-Preston, Dec. 2004.

Three months of writing, editing, and layout later, the small pdf has turned into a large one! Does this surprise me? No. Remember our company motto: "We've given em so much, why stop now?" Well, here we go again. My reply to Preston was, "Let's finish the Lexicon and add lotsa adventure seeds." He said "go for it." He then wrote the three mini-adventures. Preston asked me to write the equipment list, then he and Jerry worked on the game mechanics of making the equipment work (I generally hate rules. To me the play's the thing, so I leave that sort of thing to the experts). Before we knew it, *Green's Guide* was as big as one of our adventures.

Was it worth it? I think definitely. I'm as proud of this one as I am any of the adventures I've ever written. There's something in here for anyone who plays a modern type horror game. I also think it's the best layout Preston has ever done.

The one thing I'm sure of is that you have gotten your money's worth from this product, and I hope it leads to many more great home games for you and your band of heroes.

The Lexicon has been my baby for over two years now, and something I really wanted to make. By focusing on "real life" mythology I think it cements the game in the real world and adds to the horror aspect of the experience. The equipment we listed really exists and many real life ghost hunters use them, just as we have indicated. Been on any real life ghost hunts? Now you know how.

Peace, and keep your crucifix handy,

Ed Wettermann



Ed Wettermann started gaming in 1979, and will do so until he's placed in the grave. Since starting 12 to Midnight, he has written *Last Rites of the Black Guard*, *Innana's Kiss*, and several short stories and articles. He lives in central Texas with his wife and two sons who are future gamers.