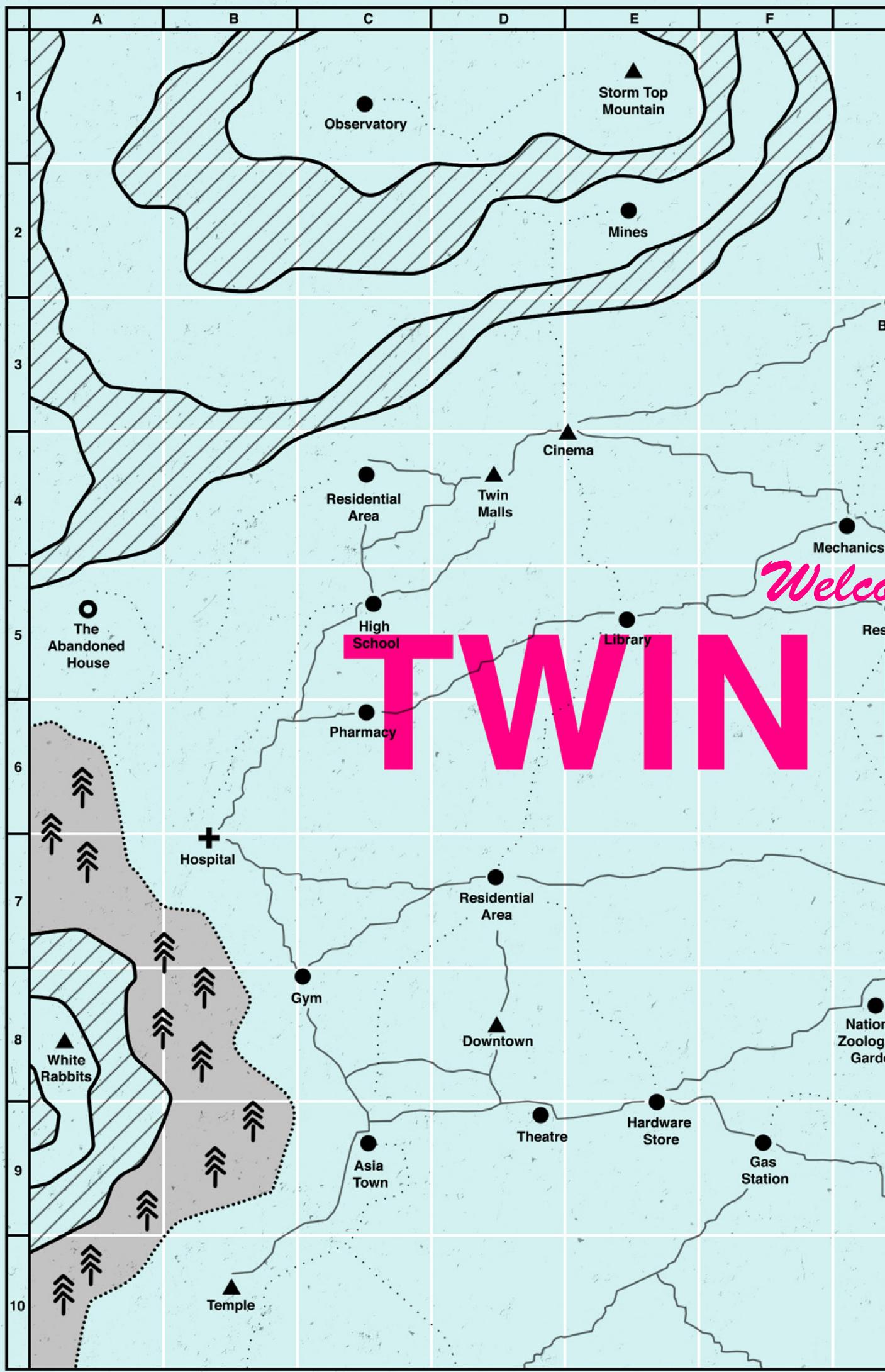
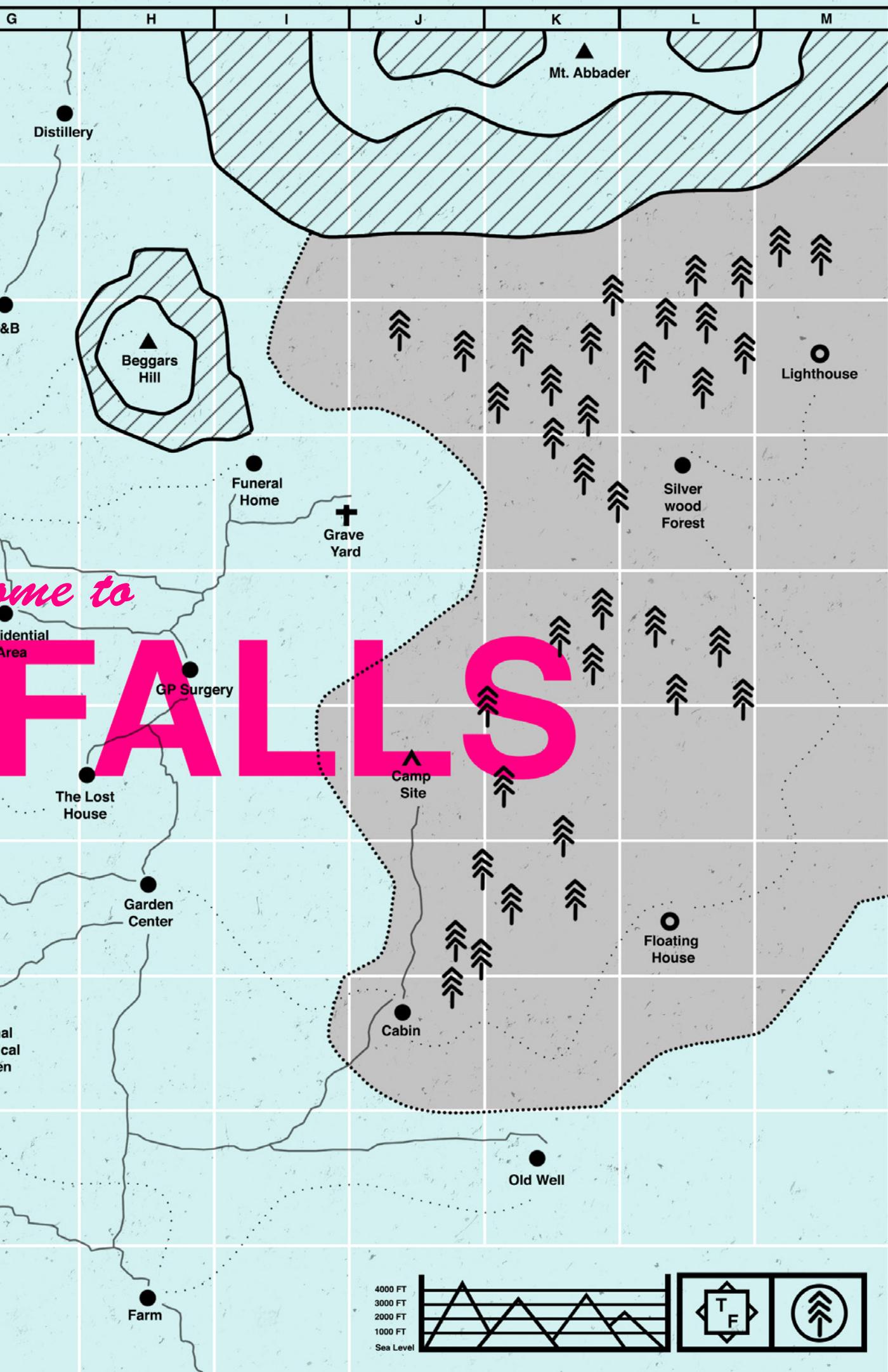




GHOST CLUB

A Paranormal RPG Adventure Game



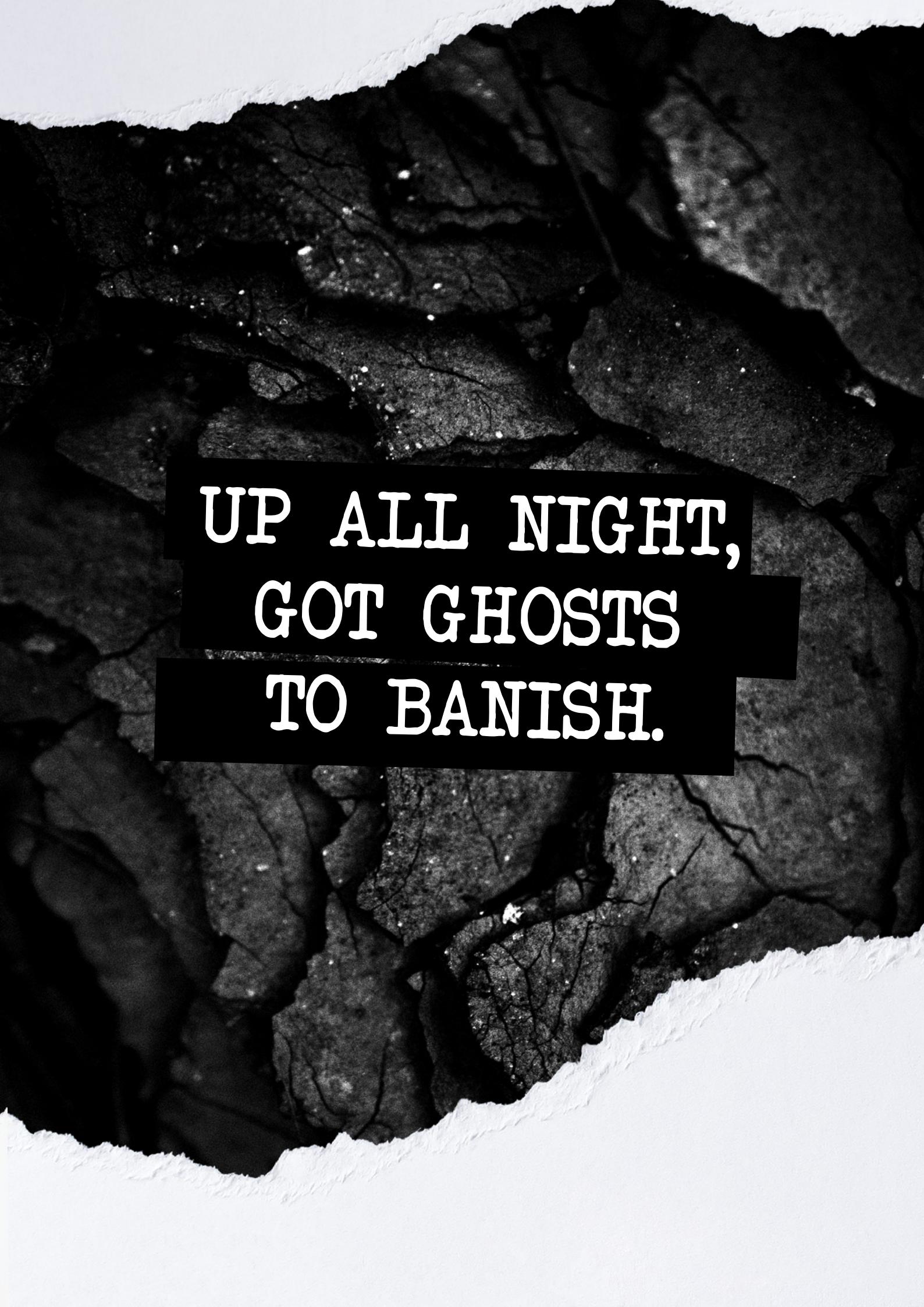


Ghost Club

A Paranormal Pen & Paper Role-Play Adventure Game

Created by Andrew Dowell





UP ALL NIGHT,
GOT GHOSTS
TO BANISH.

Disclaimer: This is a work of fiction based on popular culture and folklore, recommended for 10 year olds and older. All characters, locations, and situations of Ghost Club, a Paranormal Role-Play Adventure Game are a work of fiction and all similarities to real-life people or places, and ones that actually exist are purely coincidental or satirical. Just because you're awesome in the game doesn't mean you should go out and try the same things in the real world. Entering a building without permission and causing property damage is a serious criminal act and not cool.

Please be careful and don't do anything dangerous.



Credits

Ghost Club RPG: A Paranormal Adventure Game

Lead Investigator (Creator): Andrew Dowell

Tea Reader (Proofreader): Helena Rose and special thanks to James Perley

Spiritual Guide (Producer) : Yin-Ling Hsu

Black Magic & Illusionist (Artist): Andrew Dowell

Demonologist & Ghost Guide: Uncle Stan

Ouija Board Players (Game Testers):

Rainbow Catgirl 道婕凌

Yin-Ling Hsu

Rene Zwaan

Rowan Yu

Bai Bai 白白

Check out the official 'Ghost Club RPG' playlist on Spotify:



**Dress for adventure with our custom tees at
<https://magik-circle-club.creator-spring.com>**



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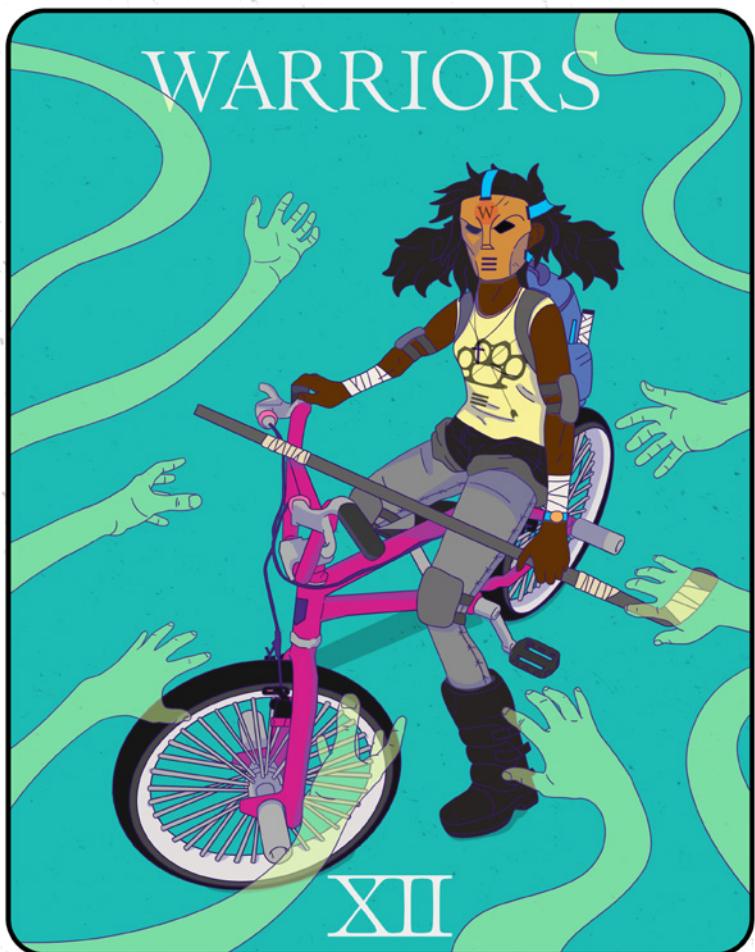
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WELCOME TO TWIN FALLS

Population of 102,865 (Living). For a long time now things just haven't been right in your town. Sometimes it's a strange disgusting smell, or maybe just the light outside looks weird. But whatever it is, it keeps you awake at night.

You started asking questions to your parents and teachers, but you got one-to-many odd looks. Friends didn't want to hang out with you anymore. They just didn't see it.

Your parents believed you were getting mixed up with the wrong sort of kids or playing too many video games. Maybe it's both, but probably not.

But, it's not every day you see a ghost on the school bus.

Several weeks ago you were minding your own business, riding the school bus home, trying to keep out of eye contact with the bully. But, also trying to act cool enough when you see an old lady sitting a few rows in front of you near the driver. ‘What the fudge you think to yourself, when did she get on? Doesn’t she know this is a school bus for kids?’

The more you keep staring, the stranger it gets. She looks almost partly invisible now, and that’s when you notice how icy cold it’s suddenly got. Everyone is sitting almost in complete silence. The hairs on your arms are sticking up, and the kid across from you looks frozen in time. Nobody is even looking at the old granny. It’s like they are subconsciously avoiding her. But you do. And then you feel it, that strange sensation like everything has been building up towards this point. Everything weird and horrible in this town suddenly now makes sense. Slowly, to your horror, the old ghost granny starts to turn her head around back to look at you directly and smiles.

The face is indescribable with yellow eyes and protruding teeth that will give you nightmares for the rest of your life. Panic and fear wash over you like ice water and fire. Mustering all your strength you look back at your friends, and turn towards the front of the bus, inhaling, ready to scream for your life. But she’s gone. The seat is completely empty. You breathe out a heavy sigh of relief.

You start to try and convince yourself that it was a trick, or maybe your parents are right after all. But then you see the lettering on the window next to you.

We will find you.

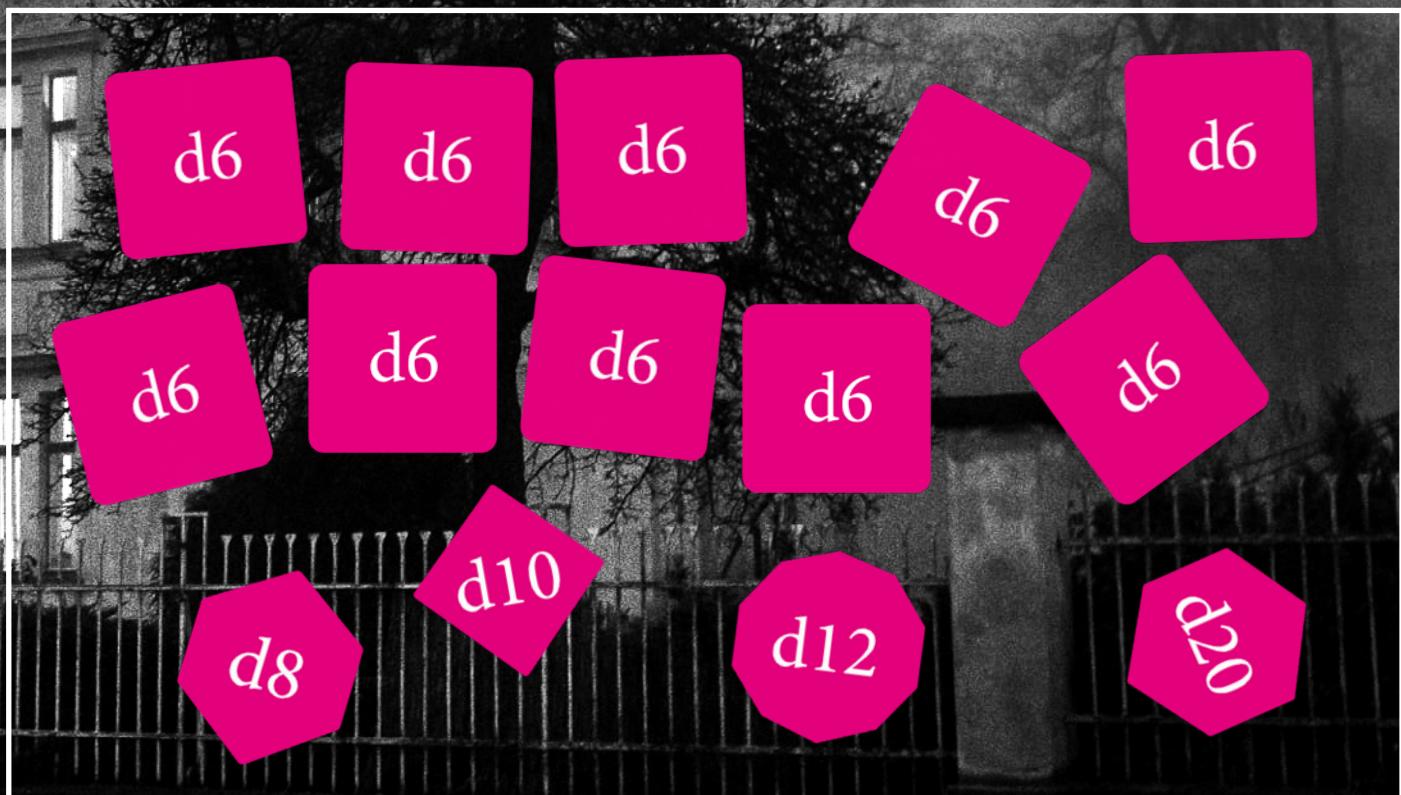
The next day, other kids at school start telling their stories of strange things that happened to them, everyone laughs and makes fun, but you can tell they’re telling the truth. They may try to hide it, but you know they’re scared too. You approach all the kids individually when they are alone, and tell them to come to your house, after 7 pm that night. You’re putting together a special group of friends.

Welcome to **Ghost Club!**

This is an RPG adventure game designed to be a bit scary, a little silly, and a lot of fun. It's designed with a simple mechanical system to encourage gameplay for a wide age group that won't require a lot of background reading and will be suitable as a gateway game into more advanced roleplaying games. This book will focus on building imaginative storytelling whilst acting as an introduction to team collaboration, developing social skills, and solving puzzles. However, you may find that it could be a bit too thematic for some younger players (or older ones too) and will need to be dialled back a bit, or maybe wait until everyone is more emotionally equipped. It's about having fun and taking it all with a pinch of salt... or maybe a holy catapult.

The system is made for 2-5 players, one of which being the narrator and rule master. This person will be called the 'GM', which is an abbreviation for Ghost Master. All other players will take on the character roles of the story protagonists. We will call them 'The kids'.

To play this game, you'll need a few things. A printed character sheet for each player, pencils and erasers, a printed map of the investigation location (or one viewable on a tablet or screen), and some dice. In this game, we use lots of d6 (around 10) which are mainly used by the players, the GM will use a range of dice including a d6, d8, d10, d12 and a d20. These are for everything from character creation, deciding random events, to ghost behaviour attacks and anything in-between. However, don't worry if you don't have any or all these dice to hand, there are lots of great phone apps to help with this.



But before you can go off investigating and banishing ghosts, you need to get a bit existential.

Chapter 2

THE KIDS

Setting up the ghost club was fun, but investigating for clues and solving the grisly mystery behind each haunted location is serious work, not to mention banishing the ghost!

You're gonna need the right team of friends, or pray that you've found enough items to do it alone.

This chapter will help players create their perfect character for Ghost Club. Print off a character sheet before you begin.



THE POPULAR KID

The **Popular kid** is fashionable, athletic, or just has rich parents. What they lack in intelligence they make up for in confidence and fantastic hair.

They consider themselves the epitome of cool and throw the best parties in town, hang out with all the coolest kids, and wear the most expensive clothes in town.

STARTER ITEM:

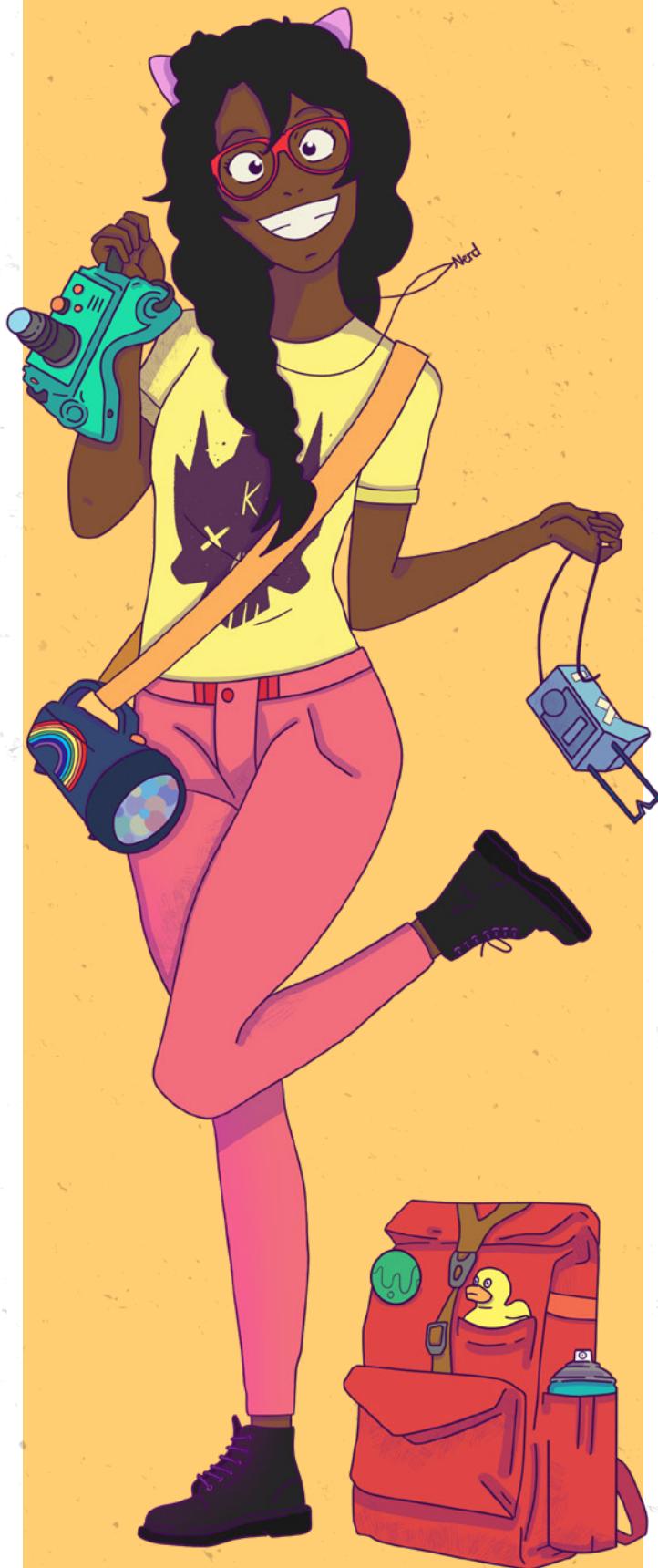
The popular kid starts with the 'Hair of Billowing Cool' item, this grants them a +3 Bravery level bonus as their hair is constantly being blown by some invisible wind giving them a heroic cool pose.

SPECIAL SKILL:

The popular kid's special skill is they can remove all fear points for all team members in the same room once per game.



THE NERD



The **Nerd** is someone who enjoys learning and obtaining new information in general for its own sake, often without reason.

They generally know a lot about random subjects. They are passionate about highly specific interests and consider themselves pretty awesome with an odd sense of humour, some even using the acronym, Never Ending Radical Dude.

However, due to a crippling social shyness, they are awkward around groups of people, they tend to be extremely reclusive.

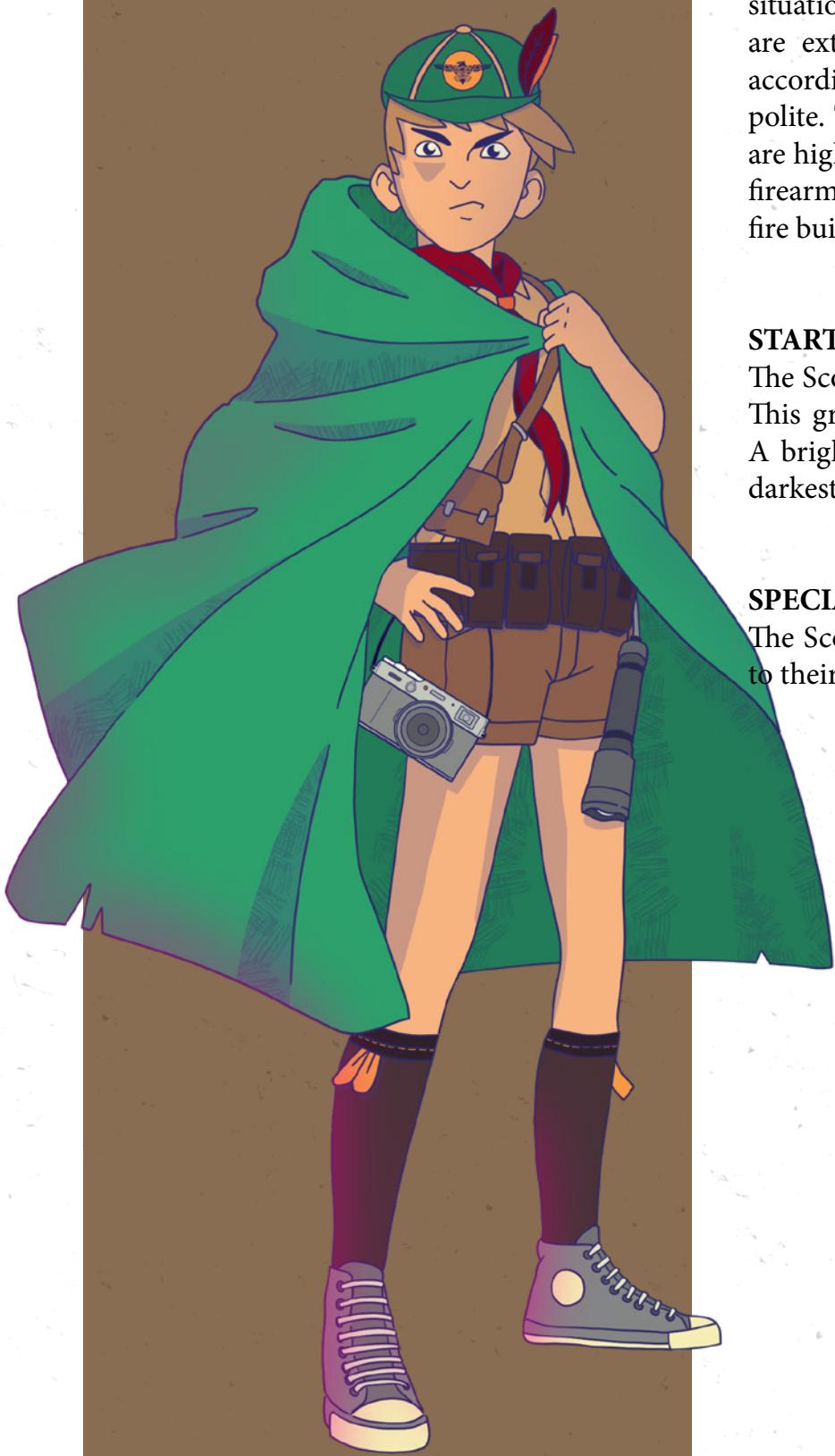
STARTER ITEM:

The Nerd starts out with a 'Home-Made S.E.E. Meter' item, this grants them a +3 Knowledge bonus.

SPECIAL SKILL:

The Nerd's special skill is they can grant +5 to their Banishment score once per game.

THE SCOUT



The **Scout** typically approaches every situation with care and thoughtful skill. They are extremely dedicated, doing everything according to the rules, and usually painfully polite. They are not rebellious by nature, but are highly trained in the use of knives, bows, firearms, wilderness survival, first-aid and fire building. They are self reliant survivors.

STARTER ITEM:

The Scout starts out with a 'FlashLight' item. This grants them a +3 Investigation bonus. A bright blast from this light and even the darkest corners are visible!

SPECIAL SKILL:

The Scout's special skill is they can grant +5 to their Ability score once per game.

THE WEIRDO

The **Weirdo** is the kid that sits alone for lunch. They can be openly hostile and inwardly shy. They break the social norms and refuse to be like everyone else, embracing their unique style. They sit in trees, talk to cats and walk on rooftops at night.

They don't care what other people think, they love it. Weirdos are like magnets, they attract other weirdos, strange occurrences and most frequently, the supernatural.

What was once weird ten years ago is now the new cool. They're just ahead of their time.

STARTER ITEM:

The Weirdo starts out with a 'Unicorn plushie' item. It's so cute! It grants a +3 Bravery bonus.

SPECIAL SKILL:

The weirdo's special skill is they can grant +5 to their Investigation score once per game.



THE REBEL

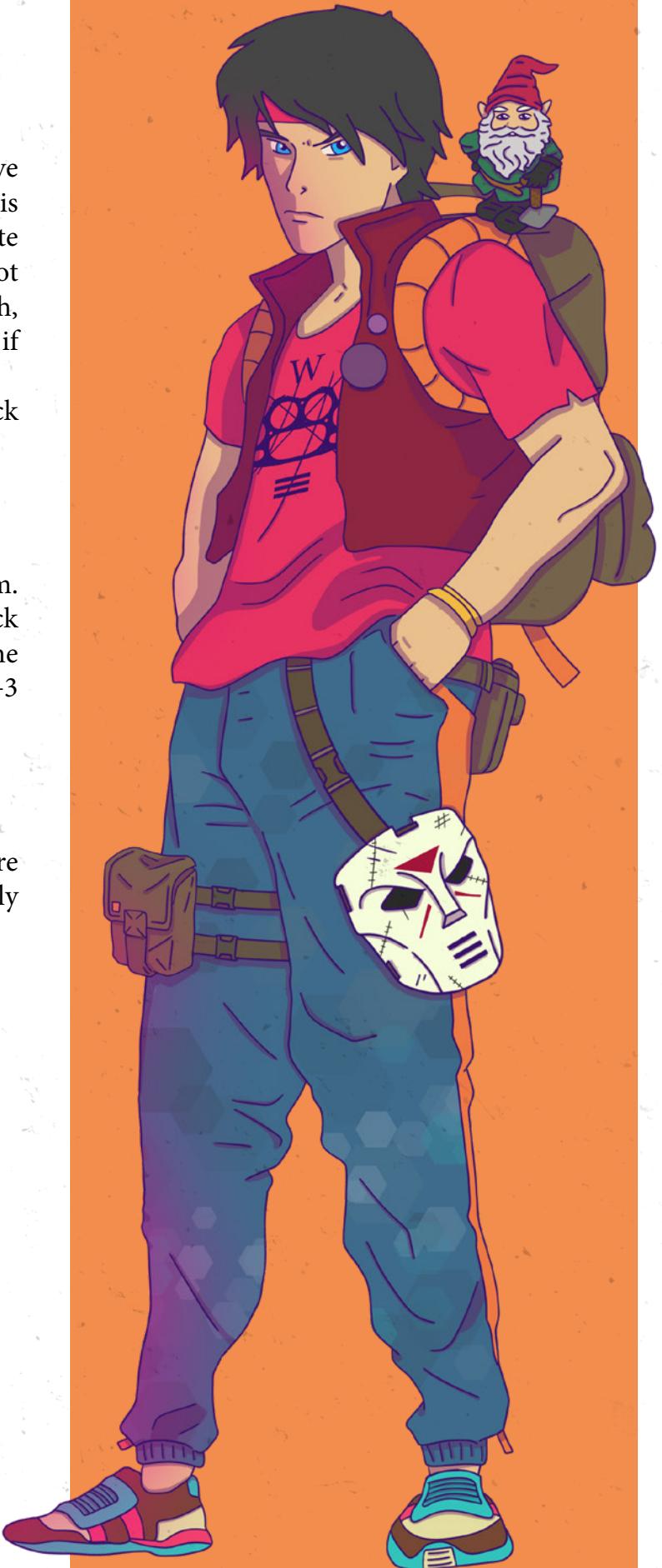
The **Rebel** stands up for what they believe is right, but not necessarily against what is right. They've tasted beer, smoked a cigarette and won several school fights, but it's not about that. The Rebel walks their own path, no parent or teacher can break them, even if it means becoming an outcast at school. They never compromise, and they never back down.

STARTER ITEM:

The Rebel starts out with a 'Bandana' item. Wrap it around your fist, tie your hair back or even use it as a face mask, but when the tough get going, they call you. Grants a +3 Investigation bonus.

SPECIAL SKILL:

The Rebel's special skill is that they inspire everyone in the same room to automatically pass 1 Bravery test, once per game.



-1- Character Name

The first thing you need to do is create a character. Playing a character should be fun and totally up to you without any restrictions. Although your gender and ethnicity don't change anything directly in the gameplay, it's important to provide a safe environment where anyone might play an LGBT+ character without scrutiny, prejudice or stereotype from other players. Exploring different experiences of gender in an RPG can be healthy and helpful for everyone to better understand their own relationship to gender, and expand their empathy for trans and non-binary people.

Choose a column below for your first name:

d20	First Name
1	Heather
2	Emily
3	Eleanor
4	Violet
5	Zara
6	Keira
7	Lilly
8	Alexis
9	Scarlett
10	Olivia
11	Isabelle
12	Jasmin
13	Claudia
14	Veronica
15	Saskia
16	Sarah
17	Eva
18	Aaliyah
19	Talia
20	Lyra

d20	First Name
1	Edgar
2	Wesley
3	Darren
4	Jeremy
5	Fabian
6	Brian
7	Rene
8	Dean
9	Kevin
10	David
11	Haider
12	Sam
13	Charlie
14	Andrew
15	Mike
16	Mohammed
17	Alan
18	Joseph
19	Chris
20	Alexander

d20	First Name
1	Haven
2	Karter
3	Rowan
4	Taylor
5	Spencer
6	Ellis
7	Emery
8	Morgan
9	Remington
10	Phoenix
11	Shawn
12	Shannon
13	Moon
14	Leslie
15	Jamie
16	Ari
17	Jordan
18	Terry
19	Kelly
20	Jules

And your surname:

d20	Surname A	Surname B
1	Grant	Evans
2	Amin	Howard
3	Summers	Ford
4	Wallace	Peters
5	Chang	Hopkins
6	Paige	Wang
7	Reid	Davis
8	Robins	Flynn
9	Hsu	Hunt
10	Harrington	Fisher
11	Mason	Luna
12	Quinn	Leonard
13	Floyd	Gordon
14	Patel	Banks
15	Knight	Yang
16	Edwards	Singh
17	Black	Payne
18	Jensen	Amin
19	Porter	Dark
20	Kobayashi	Wolf

-2- Base Characters

The most important part of any character creation system is the archetypes. It's recommended when you first start playing to try one from the selection below, but of course, it's more fun to make your own. The combined attribute amount should equal 10 points and can be distributed as you wish, but no single attribute can be higher than 5 when creating a new character.

Type	Personality	IN	AB	KN	BR	Starting Item	Special Skill
The Popular kid	Sensitive	2	3	1	4	Hair of billowing cool	Removes all fear points for all team members in the same room, once per game.
The Nerd	Serious	2	2	5	1	Home-made S.E.E. meter	+5 to 'Banishment' score once per game.
The Scout	Determined	5	2	2	1	Flash light	+5 to 'Ability' score once per game.
The Weirdo	Moody	4	1	4	1	Unicorn plushie	+5 to 'Investigation' score once per game.
The Rebel	Mean	2	4	1	3	Bandana	Automatically pass a 'Bravery' test once per game.

-3- Attributes

There are four main attributes in the game.

Attributes	How it's used during the game
Investigation (IN)	Investigation and finding clues and items.
Ability (AB)	Physical tasks and banishing or capturing a ghost.
Knowledge (KN)	Mental tasks and reducing a ghost's Spectral Energy.
Bravery (BR)	When facing the ghost, are you brave enough or will you run away screaming?

d6	Age	Perk
1	12	Gain a +1 bonus to your Bravery Level.
2	13	
3	14	Gain a +1 bonus to your Knowledge Level.
4	15	
5	16	Gain a +1 bonus to your Ability Level.
6	17	

-4- Age

Being a kid isn't too bad, sometimes being young comes with some perks.

-5- Nickname

No names, especially in a haunted house. Use nicknames, it's safer. Roll a D20, and choose a nickname from one of the two columns below, or just pick one that you like.

d20	Nickname a	Nickname b
1	Yeti	Destroyer
2	Odin	Alpha
3	Pixels	Diamond
4	Fox	Pearl
5	Cosmo	Copycat
6	Wizard	Moon
7	Beetle	Mayhem
8	Dude	Ninja
9	Cowboy	Shadow
10	Twinkles	Snake
11	Highlander	Lucky
12	Zod	Pharaoh
13	Bunny	Takedown
14	Flash	Berserker
15	Loco	Thunder
16	Apex	Rain
17	Mad-Man	Peanut
18	T-Rex	Pudding
19	Potato	Viking
20	Bones	Zero

-6- Favourite Colour

Having a favourite colour is great, but it also gives you a +1 bonus to an item attribute modifier if they match. (Some items have multiple attribute modifiers, the player may choose one).

d6	Favourite Colour
1	Black Gold
2	Midnight Purple
3	Crimson Red
4	Neon Blue
5	Spectral Green
6	Pink Fuchsia

-7- Masks

Ghost Hunting is dangerous work, especially if they know your identity.

d10	Mask
1	Abstract Monster
2	Skull
3	Bird
4	Cat
5	Demon
6	Wolf
7	Egyptian
8	Military
9	Fox
10	Rabbit

The last thing you want is one following you home!

Be safe, and wear a mask!

-8- Bicycles

Feeling the wind in your hair on your trusty bike is the only way to get around town. You can choose your own bike, or roll a D6.

d6	Sweet Ride Dude!
1	What a piece of junk. Rusted and busted. A potential death trap on two wheels, but you love it.
2	A small pink bike with tassels and a unicorn horn. You tell everyone it's your sister's, but nobody believes you.
3	Tricked out Racer with LED wheel lights.
4	BMX stunt bike for tricks and anti social behaviour.
5	Classic one gear hipster bike, with back pedal breaks.
6	Mountain bike for off road rides and ripping up the front lawn.

-9- Favourite Food

Fighting Ghosts is hungry work. When taking a break, it's a good idea to pack your favourite snack.

d10	Favourite Food
1	Gourmet salad
2	Dumplings
3	Sushi
4	Sandwiches
5	Eggs benedict
6	Hamburgers
7	Pizza
8	Fish and Chips
9	Smoothies
10	Chili con carne

-10- Phobia

It's ok, we all get scared sometimes. Especially when investigating haunted houses. Use a D10 to find out which phobia you have. Whenever the GM says this word within a room description or an event, you must pass a Bravery Test or suffer 1 Fear point.

d10	Phobia
1	Fear of heights (Acrophobia)
2	Fear of enclosed spaces (Claustrophobia)
3	Fear of snakes (Ophidiophobia)
4	Fear of cockroaches (Katsaridaphobia)
5	Fear of spiders (Arachnophobia)
6	Fear of rats and mice (Musophobia)
7	Fear of sharks (Galeophobia)
8	Fear of the dark (Nyctophobia)
9	Fear of irregular patterns or clusters (Trypophobia)
10	Fear of blood (Hemophobia)

-11- Home

Having a place to call home is important. So, which part of town do you live in?

d10	Location
1	(D8) You live with your parents downtown in a small house. Your parents work hard and are never home, but love you very much. You have everything you need, but it's rarely new.
2	(H10) You live out on the farm, but nobody knows it. Hard work and mud is how you spend your summer holidays. Your dad has a scar on his face and white eye after a tractor accident in his youth.
3	(J8) You live with your dad out in a cabin near the Eastern woods. He supplies all the town's wood. He's well known and liked, but you think he's hiding a secret about his past.
4	(D7) You live with your mum in a modern apartment up on the 12th floor. It's got a pool and hot tub on the roof with a great view of the city.
5	(C9) Your parents run a business (up to you) in the Asian part of town, and you all live upstairs. Your parents have a lot of friends over in the evening, it's fun and exciting, but also very easy for you to slip out.
6	(C3) You live up in the hills, in a huge house. Clearly well off, you have everything you want. You even have a butler but rarely see your parents. You doubt if they can even remember your name.
7	(G3) You live out in the old Guesthouse built on the Indian reserve. Your parents are urban hipsters upcycling the property to create a spiritual retreat.
8	(G5) You live on 3rd Street with your parents next to the convenience store. It's a nice house and the street is quiet and your neighbourhood is friendly.
9	(H5) Your mum is the town Doctor, you live above the GP surgery in a trendy custom built four storey house. Your dad spends his day working in his studio building virtual reality experiences.
10	(H4) You live on 8th Street at the far end of town near the cemetery. It's an old traditional gothic house that's creepy as hell. Each room is themed and has an old library to die for. The water pipes creak in the night and there's a strange noise that comes from the basement. But you wouldn't want to live anywhere else.

-12- Character Misquotes

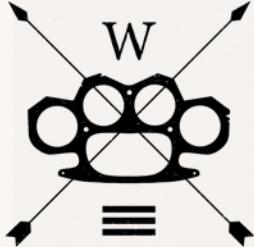
Everyone has a favourite quote, maybe its a song lyric or one from a movie. Use your favourite, make one up, or use the misquoted quotes table below. Try to use it appropriately during the investigation.

d20	Character Misquote
1	I see ghosts.
2	Treat yourself fool.
3	Play with fire, and you'll get burnt.
4	That's a big jelly doughnut.
5	I'm right here, come get me!
6	Back off man, I'm in the 9th grade.
7	We can't hold out forever, but we can give them one huge repair bill!
8	It's definitely, possibly a trap, maybe!
9	Hello, you killed my rabbit, prepare to die!
10	That sofa really tied the room together.
11	Let's just pretend that never happened, right?
12	Say hello to my little catapult!
13	We're going to need a bigger backpack.
14	It's not a purse. It's a man bag. Drake Jones has one.
15	Hey you girls!
16	Nobody puts (your nickname) in a corner.
17	Ok, who stepped in the poop?
18	Boom! I turned myself into a cardboard box!
19	It's all in the reflexes baby!
20	Oh, that's great. Hold my soda and watch this!

Congratulations, your character is now complete. It's time to join a gang!

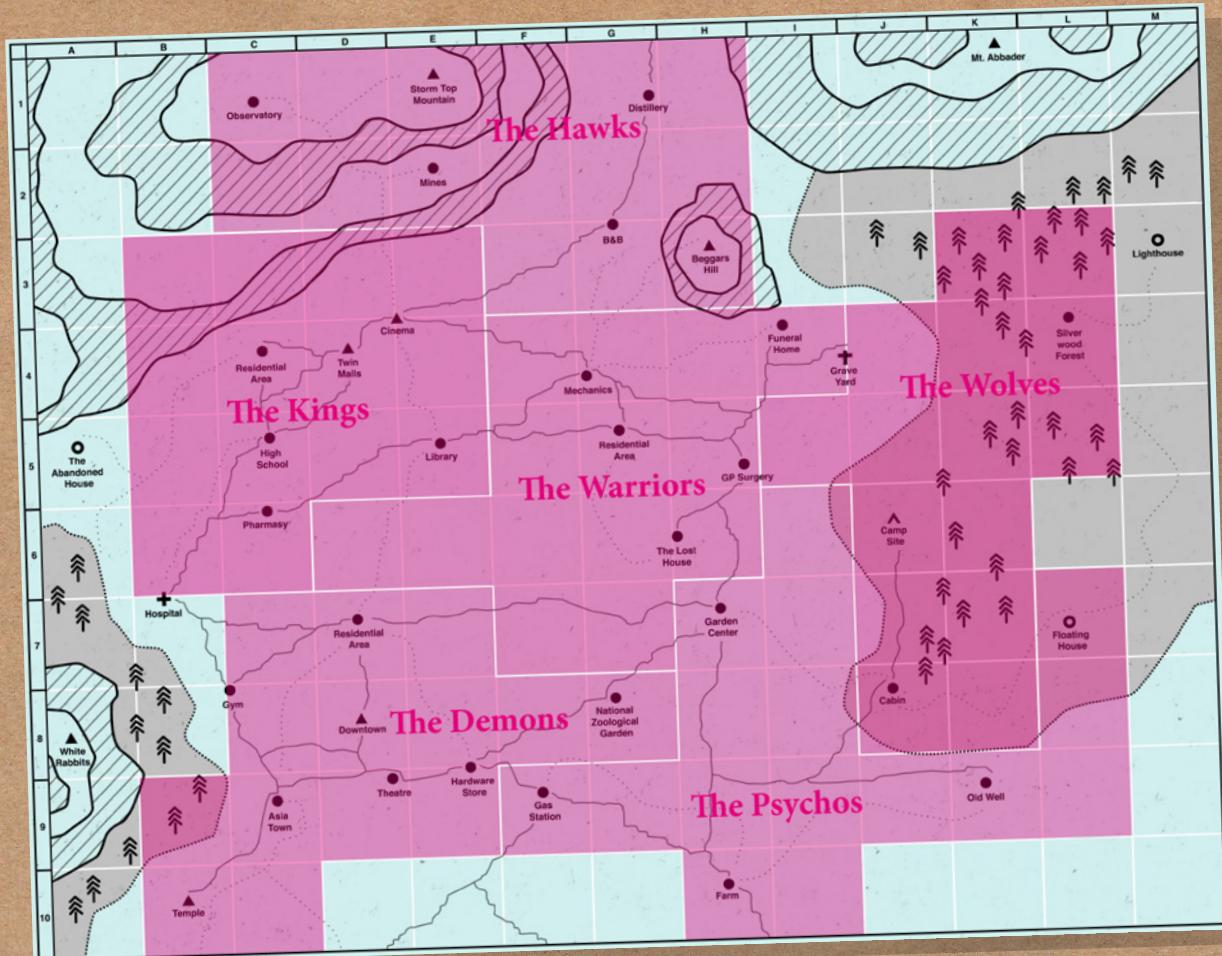
Gangs & Associations

As more kids join the fight against ghosts in Twin Falls, gangs and associations are formed. The city is divided up into territories, usually, your face mask will show which gang you belong to, but it's not uncommon for different gang members to work together. There are always new gangs being started, so if you don't want to join one of these, you can make your own.

Gangs of Twin Falls	
	<p>The 'Wolves' are among the best hunters, their instinct and pack organization often gives them an edge whilst investigating. They are extremely territorial and will push into other gang patrol areas without permission. The wolves are predominantly a group of loners who prefer solitude which can lead them into trouble when investigating.</p> <p>Gang perk: Being part of this gang grants you +1 to your Investigation Score.</p> <p>Gang reward: Search 5 rooms or more, and gain a random item.</p>
	<p>The 'Demons' are a gang of misfits who are considered a bad bunch of kids and generally up to no good. They are insular and very secretive about their investigations but extremely good at getting results and banishing ghosts by using whatever means necessary. They are considered untrustworthy and shrouded in mystery.</p> <p>Gang perk: Being part of this gang grants you +1 to your Banishment Score.</p> <p>Gang reward: Encounter 2 or more S.E.E.s, and gain a random item.</p>
	<p>The 'Warriors' are renowned for being fierce fighters and for banishing powerful ghosts. The gang changes leadership every year with a brutal battle to decide the winner. Only the strongest should rule. The Warriors are infamous for ignoring rules and leaving their patrol areas to seek out bigger rewards and deadlier ghosts.</p> <p>Gang perk: Being part of this gang grants you +1 to your Bravery Score.</p> <p>Gang reward: Complete a Danger room, and gain a random item.</p>
	<p>The 'Hawks' are fast and eagle eyed. They often work as a complete team and focus on the investigation and rewards, leaving the banishment tasks to other gangs. Finding Clues and Items more easily, they are an asset to any team working with them. However, their competitive nature with the Wolves, can lead to friction and unnecessary conflict.</p> <p>Gang perk: 3x per investigation you may move and search using one action.</p> <p>Gang reward: Collect 5 items or more, and gain a random item.</p>

Gangs & Associations continued

	Gangs of Twin Falls
	<p>The 'Kings' count themselves above the other gangs. It is formed of kids from wealthy backgrounds who favour hi tech gadgets and getting paid. The Kings love to take charge of investigations and order the other gangs around. They are naturally disliked, but tolerated as they are usually responsible for bailing out any teams when excessive property damage is caused.</p> <p>Gang perk: Being part of this gang grants you +1 to your Ability Score.</p> <p>Gang reward: Find more than \$100, and gain a random item.</p>
	<p>The 'Psychos' are kids living on the wild side. Reckless and unpredictable. These liabilities usually just show up uninvited and are intent on having fun at the expense of the investigation. They can save a team or destroy them, but to get a Psycho to work with others can be a difficult if not impossible task.</p> <p>Gang perk: All Chroma bonuses are doubled, but so is Property Damage!</p> <p>Gang reward: Remain in the house with only 1 fear point for one round, and gain a random item.</p>





CHARACTER SHEETS

The following character sheets contain pre-generated characters for the five kid types. These will help players get started quickly and learn the game. The GM should print these out before the game and give them out to the players. During the game they are a source of reference and should also be updated with any changes, notes or new items found. Use your artistic skills to colour your rucksack to match your character.

A blank character sheet has also been added for players to create their own ghost hunter if they are feeling brave.

GHOST CLUB

A Paranormal RPG Adventure Game

Name Fabian

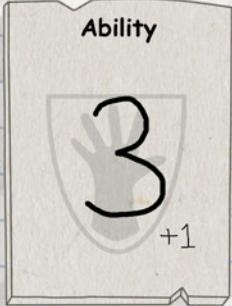
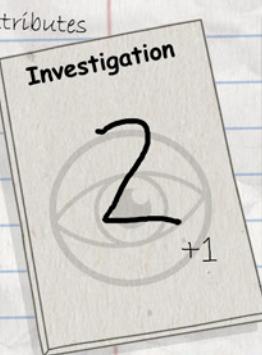
Nickname Odin

Surname Black

Phobia Blood

Favourite Colour Black Gold

Attributes



Age 16

Kid Type Popular Kid

Favourite Food Chili con carne

Fear Points

- | | | |
|----|--------------------------|--------------|
| 1 | <input type="checkbox"/> | 'Uneasy' |
| 2 | <input type="checkbox"/> | 'Nervous' |
| 3 | <input type="checkbox"/> | 'Jumpy' |
| 4 | <input type="checkbox"/> | 'Afraid' |
| 5 | <input type="checkbox"/> | 'Panicked' |
| 6 | <input type="checkbox"/> | 'Fearful' |
| 7 | <input type="checkbox"/> | 'Scared' |
| 8 | <input type="checkbox"/> | 'Frightened' |
| 9 | <input type="checkbox"/> | 'Petrified' |
| 10 | <input type="checkbox"/> | 'Terrified!' |

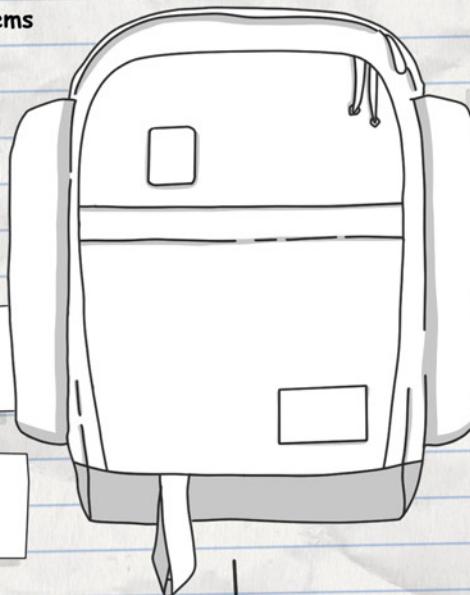
Money Found

It's ~~now~~ stealing if they left it behind, right?

Backpack Items

1. Starter Item

Hair of billowing cool
(+3 Bravery)



6.

5.

Draw your own

2.

3.

4.

Mask

Wolf

Bike Type

BMX

Sweet Ride

Special Skill

Removes all fear points for all team members in the same room, once per game.

Favourite quote

"It's not a purse. It's a man-bag. Drake Jones has one."

Rooms Investigated & Notes



Home Location

J8 Cabin

Clues Found

Chroma Focus

Gang Association and Perk

Wolves (+1 Invest.)
(5 rooms = item)

Damage Caused

Duh, don't break stuff!

GHOST CLUB

A Paranormal RPG Adventure Game

Name Alexis

Nickname Pixels

Surname Wang

Kid Type Nerd

Phobia Cockroaches

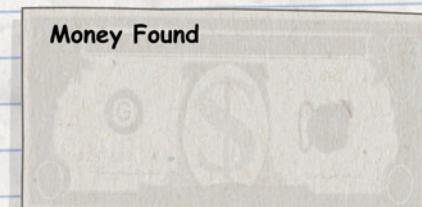
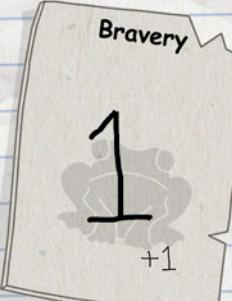
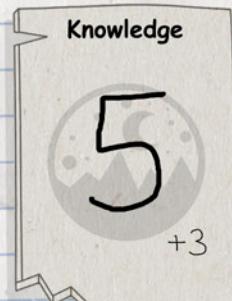
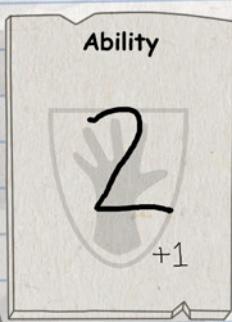
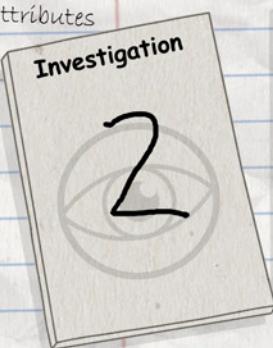
Favourite Colour Neon Blue

Favourite Food Sushi

Age

13

Attributes



Money Found

It's ~~now~~ stealing if they left it behind, right?

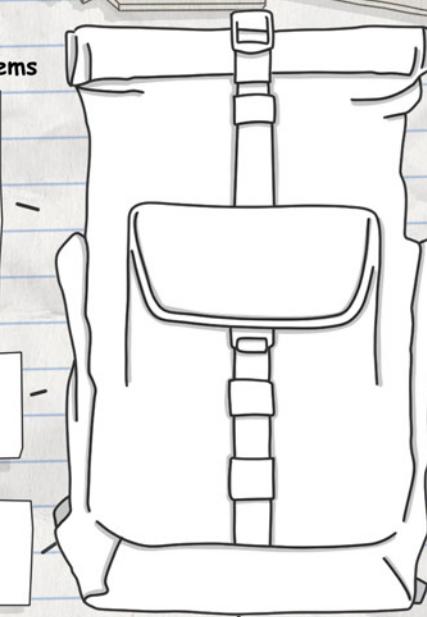
Backpack Items

1. Starter Item

Home-made S.E.E. meter (+3 Knowledge)

2.

3.



6.

5.

Draw your own

Bike Type

Hipster bike

Sweet Ride

4.

Mask

Egyptian

Character Sheet

Rooms Investigated & Notes

Clues Found

Chroma Focus



Special Skill

+5 to 'Banishment' score once per game.

Favourite quote

"It's all in the reflexes baby!"

Damage Caused

Home Location
C9. Asian District

Gang Association and Perk

Kings (+1 Ability)
(\$100 = random item)

Duh, don't break stuff!

Fear Points

- | | | |
|----|--------------------------|--------------|
| 1 | <input type="checkbox"/> | 'Uneasy' |
| 2 | <input type="checkbox"/> | 'Nervous' |
| 3 | <input type="checkbox"/> | 'Jumpy' |
| 4 | <input type="checkbox"/> | 'Afraid' |
| 5 | <input type="checkbox"/> | 'Panicked' |
| 6 | <input type="checkbox"/> | 'Fearful' |
| 7 | <input type="checkbox"/> | 'Scared' |
| 8 | <input type="checkbox"/> | 'Frightened' |
| 9 | <input type="checkbox"/> | 'Petrified' |
| 10 | <input type="checkbox"/> | 'Terrified' |

GHOST CLUB

A Paranormal RPG Adventure Game

Name Jeremy

Nickname Rainstorm

Surname Flynn

Kid Type Scout

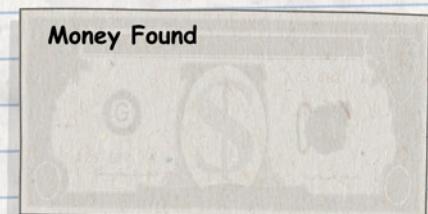
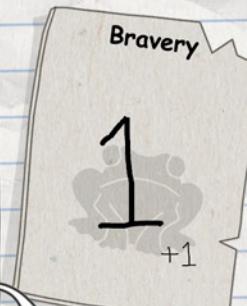
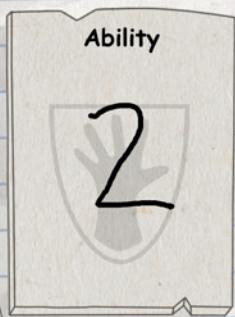
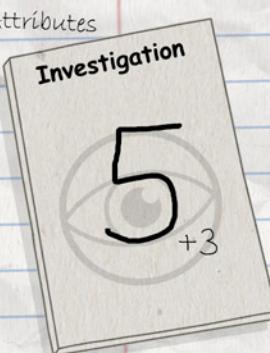
Phobia Irregular patterns

Favourite Colour Spectral Green

Favourite Food Smoothies

Age 12

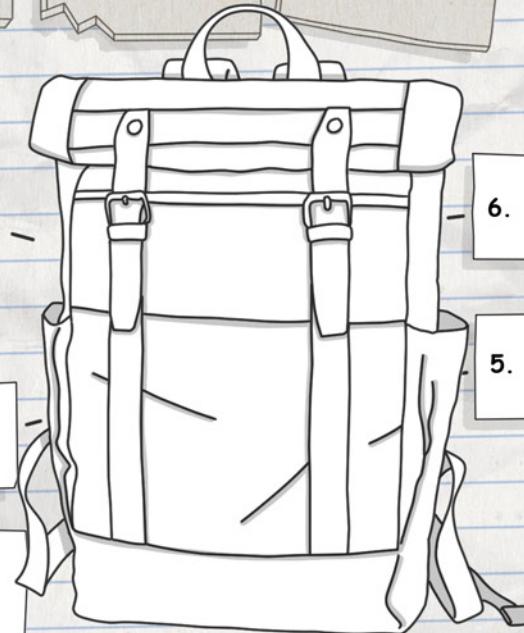
Attributes



Backpack Items

1. Starter Item

Flash light
(+3 Investigation)



- 6.

5.

Draw your own

2.

3.

4.

Mask

Bird

Character Sheet

Rooms Investigated & Notes

Clues Found

Chroma Focus

Home Location
G3 Guest House

Gang Association and Perk

Hawks (3x Move+Search)
(5 Items = Item)

Special Skill

+5 to 'Ability' score
once per game.

Favourite quote

"Say hello to my little catapult!"

Damage Caused

Duh, don't break stuff!

Fear Points

- | | | |
|----|--------------------------|--------------|
| 1 | <input type="checkbox"/> | 'Uneasy' |
| 2 | <input type="checkbox"/> | 'Nervous' |
| 3 | <input type="checkbox"/> | 'Jumpy' |
| 4 | <input type="checkbox"/> | 'Afraid' |
| 5 | <input type="checkbox"/> | 'Panicked' |
| 6 | <input type="checkbox"/> | 'Fearful' |
| 7 | <input type="checkbox"/> | 'Scared' |
| 8 | <input type="checkbox"/> | 'Frightened' |
| 9 | <input type="checkbox"/> | 'Petrified' |
| 10 | <input type="checkbox"/> | 'Terrified' |

It's ~~now~~ stealing if they
left it behind, right?

GHOST CLUB

A Paranormal RPG Adventure Game

Name Morgan

Nickname Zero

Surname Reid

Phobia Enclosed spaces

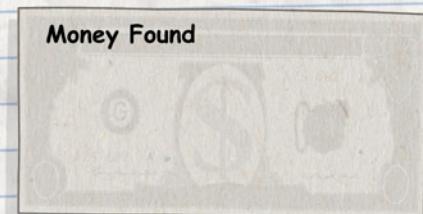
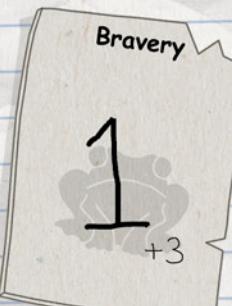
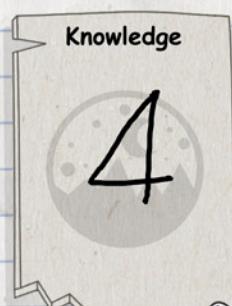
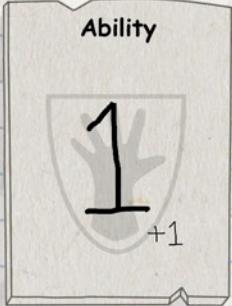
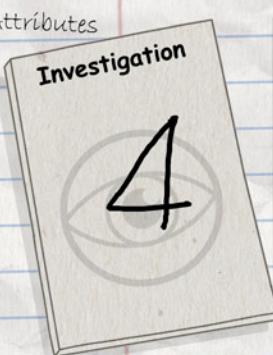
Kid Type Weirdo

Age
16

Favourite Colour Midnight Purple

Favourite Food Eggs benedict

Attributes



It's ~~now~~ stealing if they left it behind, right?

Backpack Items

1. Starter Item

Unicorn plushie (+3 Bravery)



6.

5.

Draw your own

2.

3.

4.

Mask
Rabbit

Character Sheet

Rooms Investigated & Notes



Special Skill

+5 to 'Investigation' score once per game.

Favourite quote

"OK, who stepped in the poop?"

Clues Found

Home Location
H4 8th Street

Damage Caused

Chroma Focus

Gang Association and Perk
Psychos (Chroma & damages are doubled)
(1 FP = Random Item)

Duh, don't break stuff!

GHOST CLUB

A Paranormal RPG Adventure Game

Name Phoenix

Nickname Destroyer

Surname Summers

Phobia Heights

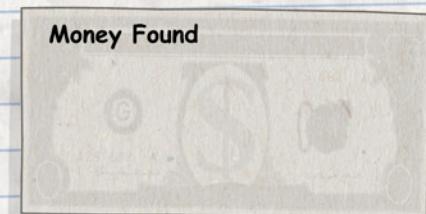
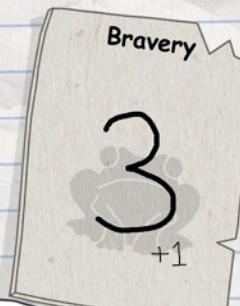
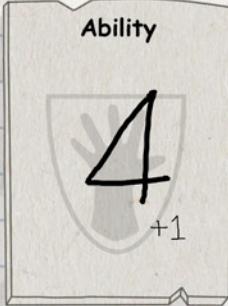
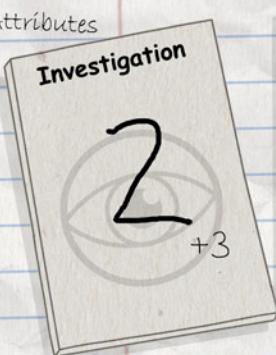
Kid Type Rebel

Age
17

Favourite Colour Crimson Red

Favourite Food Hamburgers

Attributes



It's ~~now~~ stealing if they left it behind, right?

Backpack Items

1. Starter Item

Bandana (+3 Investigation)

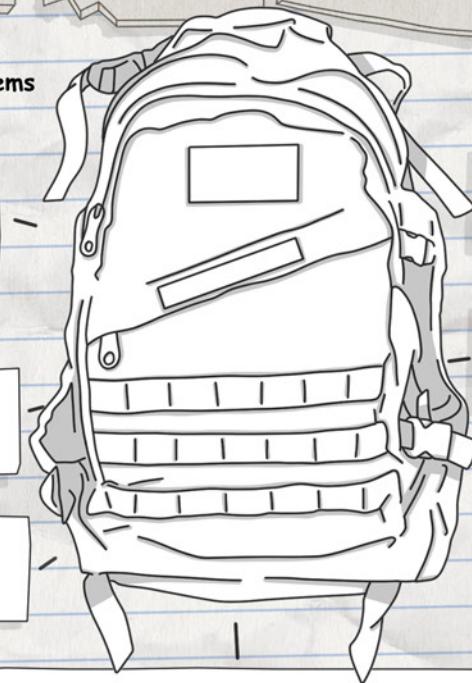
6.

5.

Draw your own

2.

3.



4.

Mask
Skull

Character Sheet

Rooms Investigated & Notes



Special Skill

Automatically pass a 'Bravery' test once per game.

Favourite quote

"That's a big jelly doughnut."

Clues Found

Home Location

G5 3rd Street

Chroma Focus

Gang Association and Perk

Warriors (+1 Bravery)
(Danger room = Item)

Damage Caused

Duh, don't break stuff!

Fear Points

- | | | |
|----|--------------------------|--------------|
| 1 | <input type="checkbox"/> | 'Uneasy' |
| 2 | <input type="checkbox"/> | 'Nervous' |
| 3 | <input type="checkbox"/> | 'Jumpy' |
| 4 | <input type="checkbox"/> | 'Afraid' |
| 5 | <input type="checkbox"/> | 'Panicked' |
| 6 | <input type="checkbox"/> | 'Fearful' |
| 7 | <input type="checkbox"/> | 'Scared' |
| 8 | <input type="checkbox"/> | 'Frightened' |
| 9 | <input type="checkbox"/> | 'Petrified' |
| 10 | <input type="checkbox"/> | 'Terrified' |

GHOST CLUB

A Paranormal RPG Adventure Game

Name

Nickname

Surname

Phobia

Favourite Colour

Attributes

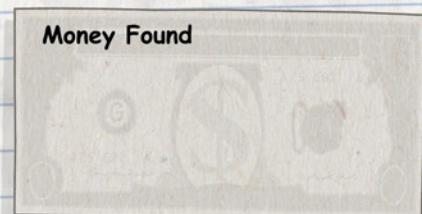
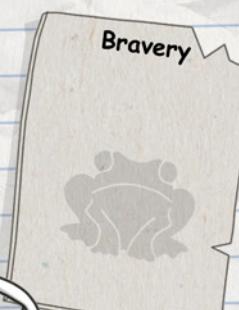
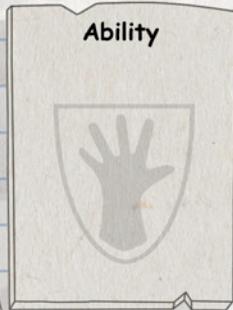
Kid Type

{ Age }

Favourite Food

Fear Points

- 1 'Uneasy'
- 2 'Nervous'
- 3 'Jumpy'
- 4 'Afraid'
- 5 'Panicked'
- 6 'Fearful'
- 7 'Scared'
- 8 'Frightened'
- 9 'Petrified'
- 10 'Terrified!'



Backpack Items

1. Starter Item

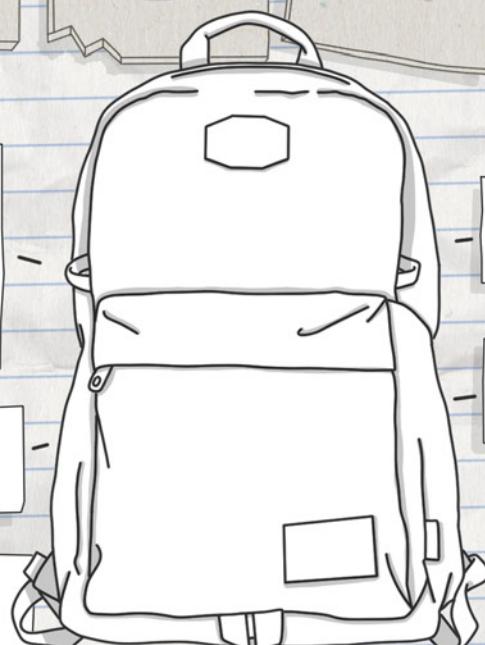
2.

3.

6.

5.

Draw your own



Bike Type

4.

Sweet Ride

Mask

Character Sheet

Rooms Investigated & Notes



Special Skill

Clues Found

Home Location

Favourite quote

Chroma Focus

Gang Association and Perk

Damage Caused

Duh, don't break stuff!

Edgar Flynn

Mayhem



RULES & HOW TO PLAY THE GAME

The GM is responsible for guiding the players through the game and acting as a storyteller. This involves describing the events of the game, and serving as the arbiter of the rules, making rulings about game situations and effects based on the decisions made by the players.

The GM is also responsible for keeping the flow of the game moving and help everyone to have fun. If some players are having a tough investigation and consistently roll badly, help them out and make a few easy room requirements. Likewise, if a player becomes too powerful with an abundance of great items, make the room requirements more challenging. Players love feeling that they just made it through the investigation by the skin of their teeth, so have fun with it and be flexible to create a great adventure!

NOTES FOR THE GHOST MASTER

When creating your own investigation, you'll need to prepare several things before you start playing. Each adventure requires a spooky and mysterious background story, and the consequences of success and failure. A map of the location and a list of Spectral Energy Events for players to encounter. It will also help to list out a short description of each room (see the Random Room Descriptions if you're a bit stuck), and the perils of a Danger room. Finally, selecting the ghost to banish!

ACTIONS

Each kid has two actions each turn. They may move into new rooms and search for clues and items, stay in a room and search twice, or briefly rest and recover some Fear Points. Once a player has used both actions their turn is finished and they must roll the Ghost Die (1d6).

d6	Ghost Die Result
1	You have accidentally angered the ghost! Roll immediately on the ghost attack table to see the result!
2-6	Phew, you're safe for now!

MOVEMENT

Kids can move to a new room on their turn, provided the room is directly connected to their current one by a door. There is no limit to the number of rooms a kid may enter on their turn but, after each room they move through, they must roll the d6 ghost die until they reach their destination room. If a ghost is summoned they automatically stop moving and forfeit any remaining turns. A kid may only move to a room that has been discovered and isn't hidden, or through locked doors unless they hold the key.

HOLDING YOUR BREATH

When you're in a tight spot and need to move quickly, without attracting the ghost, kids may hold their breath. The kid will forfeit their second action, but they may pass through a maximum of 3 rooms without rolling the ghost die to remain unnoticed.

INVESTIGATION TIME

Each game will revolve around a set number of turns. Each round, starting with the player who is the youngest, and proceeding in age. The kids will take their turn, and finally the GM last. The round will then finish, and the hour increases by one. Each turn is equal to one hour of in-game time. Investigations start at 7 pm and could last up to 6 am. Each encounter investigation will have its own time allowance. Once you have enough clues you may summon the ghost.

The Witching hour is at 3am. During this time, supernatural creatures will be more powerful and have extra special abilities, so watch out. You've been warned.

OVERSTAYING YOUR WELCOME

The house is scary, and staying longer than necessary is dangerous. Each turn, starting on the second hour of investigation, all kids inside the house will gain 1 unblockable Fear Point at the end of the GM's turn.

ROOM REQUIREMENTS (INVESTIGATION DIFFICULTY)

When a kid uses an action to search, they need to take an attribute test. the GM will tell them the difficulty of the room. This is an indication of what score they will need to beat to achieve a successful action. The degree of game difficulty also indicates the level of difficulty when searching a room for the first time.

Difficulty	Requirement Score
Easy	<8
Average	>10
Hard	>12
Very hard	>14
Challenging	>16
Almost Impossible	>18

ATTRIBUTE TESTING & SEARCHING

Once a kid is in a room, they will want to investigate it. The GM will tell the players about the room and the room requirement difficulty level. Each room will have an icon indicating which attribute test they must pass. Kids tell the GM what they are searching for and then roll the number of D6 dice equal to the number of unused Fear Points, and choose the highest number from one single die and then add their Investigation Level. Rolling a 1 means that something has gone wrong (see Property damage for more details), however rolling multiple 6s means that you have been extremely lucky and entered a ‘Chroma’ state. For each additional 6 rolled, add 1 to your combined score. If this score is higher than the room requirement difficulty level, you’ve succeeded and the GM will tell you what you’ve found based on your degree of success.

Degree of Success	Search Result
Failed	Yuck, you've found something gross! (roll on the Absolute Rubbish and Useless Items table)
Success	You found exactly what you were looking for! An Item, clue or money (1D6x\$20)
Overachiever (+3)	You found an item which is your favourite colour, a clue, money (1D6x\$30) or a Ghost coin!
Show off (+5)	You've encountered a location-specific Spectral Energy Event! (Roll on the S.E.E. table)

Don't worry if you failed though, some rooms are harder than others. If they fail, you may use Fear Points (see below) to increase the score. Throughout the game, kids will also be required to take other attribute tests for Ability, or Knowledge, do this the same way. When making an attribute test, you'll need to score equal or higher than the requirement.

SPECTRAL ENERGY EVENT ROOMS

Whilst searching, kids can trigger a Spectral Energy Event, these are usually more intense encounters where the kids will have to pass spooky challenges or fight mini-boss battles gaining higher level reward Items and Clues.

CLUES

Searching for Clues is an most important part of the game. Trying to solve the investigation mystery is crucial to winning the game. Whilst searching the location, the only way to win and summon the ghost, is by having enough Clues. Each investigation will have a different game difficulty which the GM and players can decide upon. Finding enough clues resolves the investigation and each player will get a reward. Failing to find enough Clues within the investigation time will result in an instant game over!

Game Difficulty	Clues Needed	Possible Item Sets to use	Reward (per player)
Easy	4	A, E & F	\$50
Medium	6	A, B, E & F	\$80
Hard	8	A, B, C , E & F	\$150
Expert	10	A, B C, D, E & F	\$200

PLAYER START ITEM

Depending on what character you choose, you'll each have one unique starting item. Players can hold 5 more items in their backpack during the game at any one point. A maximum of 6 items can be held before 1 item will need to be discarded to make room for a new item.

ITEMS

Kids automatically start each new investigation with their original starting item, and any items they purchase at the start of the game. Kids find new items by investigating rooms in the house. The GM will tell the kid what item they have found and then make a random roll for the items colour group if needed. If kids can match their favourite colour with an item's colour group, the item will become more powerful, usually giving an additional +1 modifier to the item attribute.

All items are kept in the kid's backpack and can be used at any time. When investigating, you'll find items, clues and money, but also you may attract the attention of the ghost with a Spectral Energy Event. These are usually referred to as S.E.Es.

The 'Kids' can freely swap items if they wish, provided they are in the same room and do not have more than 5 items. If a kid decides to drop an item to make room for a new and better one, the old item is lost and removed from the game. Kids can't go back to the previous room to pick up discarded items. Each investigation opens up a set of resource items to be purchased before the game starts.

Some devices may monitor and record any ghost activity or Spectral Energy Events happening in that room. Kids automatically collect the evidence and reward money at the end of that turn. Make sure to make a note of it on character sheet.

Once the investigation is over, all purchased and found items are removed from the kid's backpack.

BANISHMENT ITEMS

Banishment items are used to fight ghosts. These can usually be found by successfully beating Spectral Energy Events. These tests can be tough to complete, and will require the investigator to use different attributes to pass the challenge. Each Banishment item will give the kid 1d6 (plus any modifiers) to beat the ghost's Power level. A single kid can wield all four Banishment items or kids can combine scores in a single mighty attack. If you score equal or higher than the ghost's Power level, the ghost is toast!

FEAR POINTS

Everyone gains 1 unblockable fear point per round, starting on the second hour of investigation.

When encountering supernatural ghosts it's scary, super scary in fact. When players encounter strange supernatural events they usually end up taking at least one fear point. Fear Points sort of work like a typical health system in other RPG games. Kids don't die when they gain too many Fear Points, they run screaming from the house in abject terror back to the bikes, dropping any items and money that they have found but not started with.

This RPG game setting is aimed at a younger group, a small amount of motivational strategy can really increase the excitement and replayability. Therefore fear points show the emotional and psychological stress of a character whilst being involved in a ghost hunt.

Fear points can also have a positive effect, pushing the player to take greater risks and gain better rewards. You can willingly gain a single or several fear points to increase your dice roll score. For example, you needed 8 to find an item, but only rolled a total score of 7. No problem, just increase your Fear Point level by 1 to successfully pass the required score, but will use 1 less die next round.

When you gain a fear point, mark it on your character sheet. Fear points can be removed by eating, or going back to your bike or going into an area marked on the map which is outside the house to rest. These are marked on the map with broken lines. You must spend one action resting at that location. You may also swap items with other players who are also resting at the bikes for no action points.

Fear Level	How you're feeling about the investigation.
1	Uneasy
2	Nervous
3	Jumpy
4	Afraid
5	Panicky
6	Fearful
7	Scared
8	Frightened
9	Petrified
10	Terrified!

Terrified

When 'Terrified', the kid will run screaming for their life out of the house, and back to their bike. This movement is automatic and takes effect immediately. The Kid will take the fastest route possible through the map. Depending on the game level, kids may drop an item or some money, or in the worse case scenario, they could drop all their items and money they found during this investigation!

If another kid is in the same room, or in one that is passed through, they also gain D6 unblockable fear points and could trigger a second panic action!

The kid's fear level will reset to normal next turn.

BRAVERY CHECK

When a kid suffers a Fear Point, unless it states that it's unblockable, they may take a Bravery Check to ignore the Fear Point. The kid must roll the number of D6 dice equal to the number of unused Fear Points and choose the highest number from one single die and then add their Bravery attribute level. If your score is equal or higher than the requirement level, you've succeeded! If a kid fails, the Bravery check penalty can be as simple as -1 FP, or as deadly as -1D6 FP depending on the game difficulty.

SNACK TIME

A Kid may decide to rest in a location, they spend one action point and take a bite or drink of their favourite food. Kids are always gonna take their favourite food along for a ghost hunt. Snacking removes 3 Fear points and can be done whenever they want.

BIKES AND YARDS

Returning to the starting area , or stopping in a yard area outside of the house (marked on location maps with dotted lines) allows the investigator to remove all Fear points without using an action.

DANGER ROOMS

Most locations will have Danger Rooms, these are marked on the map with a skull as a potential warning for investigators. These rooms can be more difficult to get to and include tougher challenges, but give higher rewards and better equipment for individuals who can complete them. Many ghost hunters have left the house screaming in abject terror after attempting one of these rooms!

PROPERTY DAMAGE

Whoops! When players are rolling a test for Investigation, Knowledge or Ability, a roll of a 1 means that they have broken an object in the room. The player can still use the score in the attribute test and can modify it with Fear Points, but the damage is still done. Property damage is tallied on individual character sheets and then combined at the end of the investigation. The good news is that Property Damage can be ignored by sacrificing the roll of a 6, if the kid decides, at any time even if the damage was done in a previous turn.

CHROMA FOCUS

Instead of using your additional 6 rolls to boast your score or even remove Property Damage, you can use them to charge up your Chroma Focus. These points can be used in two different ways.

You may use 1 Chroma Focus point to reroll any die at any time during the game or use 1 Chroma Focus point as a Banishment bonus modifier when fighting the ghost. Each Chroma Focus point will increase your Banishment score by +1.



HOW TO PLAY THE GAME

At the start of the game, the GM will read the investigation introduction and then the team can agree on the game difficulty. (Start on easy, requiring only four clues to be found and work your way up. More advanced players will enjoy the challenge of expert level.)

PHASE 1, INVESTIGATION

The team will enter the house and the youngest player goes first, kids will move around the location searching and investigating. At the end of the players turn, they must roll the ghost die. If a player moves through multiple rooms in the same turn, they must roll the ghost die after each movement, until they reach their destination room.

PHASE 2, HAUNTING

Now, it's the GM's turn and the ghost will move randomly. Roll a d12 to indicate where the ghost is on the map. If a kid is in that location, the ghost will automatically attack them. Roll on the ghost behaviour table for the outcome. Record the ghost's location on a GM Investigation Sheet to avoid any disputes later. It's also a good idea for the GM to write down which rooms the kids are in also, this will be useful for keeping track of larger teams. The ghost will remain in that room location until the next round. Any kids moving into or through that room are automatically attacked.

Complete the player circle and repeat these phases again, returning to the first player. All players in the house gain 1 unblockable Fear point automatically from the start of the second round.

PHASE 3, THE SUMMONING

Once the investigators have found enough clues, the ghost can be summoned at any point during their turn. (If the kids don't find enough clues in time, the investigation is a failure and the ghost has escaped automatically.) A kid must have at least 1 Banishment item to fight the ghost.

Once a kid has declared they wish to summon the ghost, they must immediately pass a Bravery test. If multiple kids decide to fight the ghost at the same time, (usually the best idea) they must be in the same room and all pass the same Bravery test.

If the kid fails the Bravery test, the ghost will attack them, ending their turn.

However, if the kid passes the Bravery test they may now attempt to Banish the ghost.

PHASE 4, THE BANISHING

Each kid that passed the Bravery test may roll 1d6 for each Banishment item they hold in their backpack and add any bonus modifiers to the score. If multiple kids are attempting to banish the ghost, they may add their Banishment scores together.

If the combined Banishment score is equal or higher than the ghost's current Power level, you have successfully banished the ghost back to the spirit dimension!

If the kid fails to equal or beat the Banishment score, the ghost will attack them.

PHASE 6, ENDING THE INVESTIGATION

Each investigation encounter will have its own success and failure results. Read the appropriate section out to the players. Reward money is given for successfully finding enough clues and solving the mystery, and also for banishing the ghost. 'Property Damage' is combined from all players and then deducted from the reward money total before being divided between the players.

Any items found in the investigation encounter are sadly discarded from the kid's inventory backpack and valuable items are exchanged for their cash value equivalent.

If you don't have enough money to pay for damages, you must pay whatever you can towards the total property damage value.

Players can use the reward money to buy new items at the start of the next investigation, rather than having to search for them. The GM will tell the kids which item sets are available.





- Recipe Guide -

THE SANDWICH OF PERFECTION

INGREDIENTS

2 Slices of multigrain bread or Sourdough
1 knob of butter
1 Tablespoon of leftover chilli con Carne
6 Thin chorizo slices
4 Sun-dried tomatoes, cut into smaller pieces
6 Sliced brie de meaux cheese strips
1 Tablespoon of sun-dried tomatoe olive oil
1 small pot of Spicy mayo sauce dip

INSTRUCTIONS

Butter the bread and then spread a layer of Chilli con Carne on the bottom piece of bread. Layer the chorizo all over the chilli con Carne and then place a cheese slice, followed by a line of sun-dried tomatoes. Repeat until the bread slice is covered.

Finally, place the other half of the bread slice on top.

Lightly brush each side of the bread in olive oil and pan fry on a low heat until golden brown and the cheese has melted. Use a heavy sandwich press to get crispy edges.

Serve with sweet potato fries or lightly salted nachos and a spicy mayo sauce dip.



- Disclaimer. This may not actually be the perfect sandwich for every ghost investigator. This is just a bit of fun. Use with caution and never consume food that you dislike or are allergic to.

ITEMS AND OTHER RESOURCES

The following pages contain a list of Basic, Advanced, Esoteric, Spectral Energy, Valuable, & Disgusting Items, Puzzle ideas, Random Room Descriptions and Random Spectral Energy Events.

Whilst investigating, kids will want to discover as many Clues and Items as possible to increase their attributes and chances of successfully solving the location mystery. Hunter items can be purchased before the investigation starts, or are randomly found whilst searching rooms for clues.

Ghost coins are a rare treasure and although they have no monetary value, they can be exchanged for Spectral Energy Items and are to be rewarded only to the bravest ghost hunters for something truly extraordinary.

Set A - Basic Ghost Hunters Items

d20	Item	Price	Usage
1	Traffic Cone	\$60	Used as a megaphone, it will amplify loud noises and discourage spirits. Grants a +3 Ability bonus.
2	Salty French Fries	\$60	Once per game if you are attacked by a ghost during an investigation, you may form a protective circle in the room. Ghosts can't cross over salt and enter the room and you are safe for this turn.
3	Video Camera	\$60	You automatically gain \$30 for any ghost encounters.
4	Infrared Thermometer	\$60	Used to measure room temperature. Grants a +3 Knowledge bonus.
5	Flashlight	\$60	A bright blast from this light and even the darkest corners are visible. Grants a +3 Investigation bonus.
6	Digital Camera	\$60	Say cheese! You automatically gain \$30 for any ghost encounters.
7	Fiery Poop on a Stick.	\$60	Nobody likes poop, alive or dead. Grants a +3 Ability bonus.
8	Home-Made SEE Meter	\$60	A spectral energy event meter. Grants a +3 Knowledge bonus.
9	Vintage Tape Recorder	\$60	Record and monitor all ghost sounds. Grants a +2 Ability bonus and you automatically gain \$10 for any ghost encounters.
10	Super Crunchy Snacks	\$60	Leaving crumbs all over the place will definitely upset the ghost. You're feeling super confident in your abilities as a ghost Hunter. Grants a +3 Bravery bonus.
11	Silver Fork	\$60	Pure silver and excellent for eating sausages. Grants a +3 Ability bonus.
12	Unicorn Plushie	\$60	"Aw, so cute!" Grants a +3 Bravery bonus.
13	Hair of Billowing Cool	\$60	Your hair is constantly blowing by some invisible wind giving you a heroic pose. Grants a +3 Bravery bonus.
14	Bandana	\$60	When the tough get going, they call you. Grants a +3 Investigation bonus.
15	Shoes of Squeak	\$60	The annoying sound will reduce a ghost's Power Level by -3.
16	Bear Tooth Necklace	\$60	Grants the wearer mystical powers, apparently. Grants a +3 Knowledge bonus.
17	Ski Goggles	\$60	Ready for snow, rain or ectoplasm. Grants a +3 Investigation bonus.
18	Eye Patch	\$60	You look super bad, and you're eagle-eyed looking for clues. Grants a +3 Investigation bonus.
19	Jawline of Awesome	\$60	Even in near darkness, your jawline looks awesome. Grants a +3 Bravery bonus.
20	Rainbow Torch	\$60	Multicoloured lights fill the room with joy and happiness. Grants a +3 Knowledge bonus.

Set B - Advanced Ghost Hunters Items

d20	Item	Price	Usage
1	Super Scary Mask	\$120	It scares your friends, and it'll probably scare the ghost too. Grants a +5 Banishment bonus.
2	Reflective Sunglasses	\$120	So cool. Grants a +4 Investigation bonus and a +1 Bravery bonus.
3	Cardboard Box	\$120	Flat Packed Perfection for hiding from ghosts. Can be used once per game to hide from the ghost to automatically cancel any ghost attack.
4	Electromagnetic Field Recorder	\$120	Measuring magnetic fields is a delicate job, only the most skilled investigators can use them. Grants a +4 Ability bonus and \$50 for any ghost encounters.
5	Thermal Monocular	\$120	If somebody farts, you'll see it before you smell it. Grants a +4 Ability bonus and \$50 for any ghost encounters.
6	Flash Charges	\$120	Can be used once per game whilst banishing a ghost. The ghost suffers -5 to its Power level.
7	Spray Paint	\$120	Mark the room with a powerful rune to contain the spirit. Grants a +5 Banishment bonus.
8	Headlamp	\$120	Hand free baby, it's the future! Grants a +3 Ability bonus and +2 Bravery bonus.
9	Walkie Talkie	\$120	"Come in Cowboy, this room is clear, over." Remove 1FP at the end of the round on the roll of 5+.
10	Ghost Trap	\$120	Use the trap to contain a ghost when you banish it. The combined reward of 1D3 x \$100 for each player.
11	Motion Detectors	\$120	"If anything moves, we'll know." Grants a +5 Investigation bonus.
12	Sandwich of Perfection	\$120	The finest sandwich ever made. Grants a +1 Investigation, +2 Knowledge score and +2 Banishment score bonus.
13	Lock Pick	\$120	Can open any locked door, but not ones sealed by a ghost.
14	Mask of Warning	\$120	It's always fun to wear a mask on investigations. Strangely though, yours can talk. But, nobody else can hear it. Once per investigation you may force the GM to reroll the ghost attack die and you choose the result.
15	Homemade Armour	\$120	Built from Hockey pads, cardboard and tape. This thing can take a beating. It will absorb 5 Fear Points before reducing your dice pool, and then it is destroyed.
16	Heroic Hair Gel	\$120	The perfect hairstyle. It stops people on the street. Grants a +5 Bravery score bonus.
17	Homemade Iron Firing Fireworks	\$120	Lighting Fireworks in a house is super dangerous but a little fun. The loud noise, bright lights and iron firing debris flying everywhere is extremely painful to a ghost. Grants a +5 Banishment score bonus.
18	Eyebrows of Smolder	\$120	Simply irresistible, it's like black magic. Grants a +5 Banishment score bonus.
19	Iron Frying Pan	\$120	Made of pure Iron, perfect for beating down ghosts. Grants a +5 Banishment score bonus.
20	Yellow Marigold Gloves	\$120	For soft hands and dirty jobs. Fairtrade, naturally. Grants a +1 Investigation, +2 Ability Level, and +2 Banishment score bonus.

Set C - Esoteric Ghost Hunters Items

d20	Item	Price	Usage
1	Rabbit's Foot	\$300	Reroll any attribute test once per game.
2	Ouija Board	\$300	Grants +3 Investigation bonus when using an Ouija Board, but gain 1 fear point every time you use it.
3	Silver Cross	\$300	The wearer is not affected by other 'Terrified' kids running out the house.
4	Lucky Charm	\$300	Reroll any dice roll, thrice per game.
5	Ghost Key	\$300	Can open any sealed door locked by a ghost
6	Holy Catapult	\$300	Grants +3 Ability and +5 Banishment score bonus.
7	Holy Water	\$300	Water acts as a spiritual conduit. Grants a +2 Bravery level, +2 Ability score, and +4 Banishment score bonus.
8	Raven Feather	\$300	3 x per investigation, you may take an additional action on your turn.
9	Magic Wand	\$300	Grants a +4 Investigation and +4 Knowledge bonus.
10	Cursed Electric Guitar	\$300	Grants a +8 Ability Score when using the cursed electric guitar, but gain 1 fear point every time you use it.
11	Garden Gnome Figure	\$300	This little gnome is possessed by a spirit that wants to help. The garden gnome will join the fight against the ghost. Grants a +8 Banishment score bonus.
12	Haunted Doll	\$300	Filled with spectral energy, this doll can be used against a ghost to defeat it. Grants +8 Banishment score bonus.
13	Pickled Head in a Jar	\$300	It's creepy and you're not even sure if it's real, or even legal but it's a shrunken head in a jar of liquid. Sometimes, it talks to you. Grants a +8 to Knowledge bonus.
14	Voodoo Mask	\$300	Voodoo black magic comes at a price. Grants a +10 Banishment score bonus, but you gain D6 fear points every time you use it.
15	Box of Captured Sunlight	\$300	If the ghost attacks you, this will immediately make the ghost retreat and you avoid any effects. The item is discarded after use.
16	Screaming Teapot	\$300	This Teapot makes a screaming noise that only the ghost can hear. It reduces a ghost's Power Level by -6 points.
17	Rubber Duck of Attraction	\$300	The ghost will move twice per turn, but the annoying sound will reduce a ghost's Power Level by -4.
18	Tarot Cards	\$300	If the ghost attacks you, this will immediately make the ghost retreat and you avoid any effects. The item is discarded after use.
19	Kaleidoscope of Farsight	\$300	Point it in any direction to find the best items. Grants a +4 Investigation and +4 Ability bonus.
20	Bottled Chroma	\$300	Once per game, you can drink some Chroma starlight and distort the colour spectrum around you, giving off a magical shimmer. All dice rolled this turn are counted as 6.

Set D - Spectral Energy Ghost Hunters Items

d20	Item	Ghost Coins	Usage
1	Nightwalkers Hourglass	3	Use once per game. Turns back the gameplay time by 1 hour.
2	Power Slime	3	Double the ghost's Power Level for triple the total investigation money!
3	Silver Bullet	3	Reduces a ghost's Power level by -5, but does double damage against a spectral beast with a ghost category 7 or higher.
4	Dead Man's Blood	3	Using dead man's blood to draw banishment runes on the walls is risky. Grants a +10 Banishment score, but you gain D6 fear points!
5	Evil Eye	3	During the whole investigation you may shield other players from Fear points and burden them onto yourself.
6	Hex Bag	3	Once per game, you may remove 9 Fear points from anyone.
7	Vampire Blood	3	This is the real stuff, use once per game to grant a modified bonus of +10 to any roll. Roll 1d6, a roll of a 1 will result in you becoming a vampire yourself!
8	Black Sand	3	Stops the ghost from escaping the house if you don't have enough Clue points to solve the mystery. You can still try to fight and banish the ghost as usual when you are prepared.
9	Ghost Dagger	3	A fearsome weapon indeed, infused with magic and spectral energy this blade grants a +10 Banishment score bonus.
10	Lich's Phylactery	3	Essential for high-level ghosts that are immune to banishment. Used as a trap, the beaten ghost will be safely stored in this bottle.
11	Glass Jar	3	Bottled Spectral Energy! The ghost automatically loses 2d6 Power levels. Can only be used whilst Banishing a ghost.
12	Shoes of Ectoplasm	3	Covering your shoes in this stuff makes you super fast. You can now move twice using only one action!
13	Dust of Achoo	3	Use once a game, if the ghost finds you, make it sneeze and leave the room immediately, without attacking anyone.
14	Wooden Log of Songs	3	Does nothing directly useful other than sing cool songs about how great you are.
15	Goldfish of Reincarnation.	3	Essential for high-level ghosts that are immune to banishment. Used as a trap, the beaten ghost will be reincarnated into this goldfish.
16	Clapping Toy Monkey	3	Ghosts hate this. If you are caught in a ghost encounter, any damage done to the room is instead inflicted on this toy, which is unbreakable.
17	Chroma Gem	3	Once per game, you can hold the Chroma Gem above your head and distort the colour spectral around everyone in the room. All player dice rolls this turn are counted as 6s!
18	Talking Book	3	Grumbles and moans constantly about your doom and the end of the world. A real party downer, but will eat anything from Set F and remove it from your backpack itinerary.
19	Umbrella of Perpetual Sunlight	3	Even in the darkest night, it feels like midday. Grants you a modified bonus of +5 Banishment score and also reduces the Ghosts power level by -5.
20	Childrens Cartoon Watch	3	When worn, it has the power to render ineffective all ghost special skills during the witching hour upon you.

Set E - Valuable, Rare and Unusual Items

d20	Item	Exchange value
1 - 5	Rare playing card from a popular cartoon tv show	\$80
6 - 7	Vinyl record of an old pop song	\$90
8 - 9	Antique brass compass	\$10
10 - 14	Plastic bag filled with vintage comics	\$110
15	Old typewriter	\$120
16	Small tin box of boy scout memorabilia	\$130
17	Box of action figures in great condition	\$140
18	Vintage fine China plates	\$150
19	Vintage first edition books	\$160
20	Old video games, still boxed and in mint condition	\$200

Set F - Disgusting and Useless Items

These disgusting and useless items are the worst kinds of things to find. These items will remain with you until you have a full inventory and can only be replaced with a new item. Even worse, if you already have 6 items in your backpack you must discard one to make space for this item!

d20	Item	Description
1 - 2	Nail Clippings	Yuck. Super gross but also delicious. Why would you chew this?
3 - 4	Hairball	Probably from a pet. You hope. Disgusting.
5 - 6	Small Plastic Bag	Probably from a takeaway, but this bag has a hole in it. Useless.
7 - 8	Toothpick	Used and twisted. Gross, just gross.
9 - 10	Takeaway Spoon	Recycle, please. This is just embarrassing. You'll keep it to dispose of it properly later.
11 - 12	Fluffball	Sick! Probably from someone's belly button or worse. If you can only gather enough to make a cushion.
13 - 14	Broken Earring	Yup, this is rubbish. It's good for nothing. But, you like the look of it and for some reason put it in your pocket.
15 - 16	Elastic Band	Probably not that useless but this elastic band looks older than you, and is about to break.
17 - 18	Biscuit crumbs	Hard as rocks and older than time itself.
19 - 20	Used tissue	Full of boogers! Just looking at it makes people vomit. Super gross.

20 RANDOM PUZZLES

Adding a puzzle to your investigation can help create team collaboration and develop puzzle-solving skills. It can help deepen the player experience and immersion, especially when they are hunting for a powerful item or that very last clue before the sun comes up!

1	Find the missing crank and activate the pulley system.
2	The electrical circuit needs completing to get the power back on, now if you can only find some wires.
3	An offering of blood must be made in the correct room at the correct time.
4	Three keys need to be turned on the same turn, in three different rooms.
5	Pull a specific book from the bookshelf.
6	Apply equal weight to pressure plates on the floor in different rooms.
7	Lifting an item on the drawing-room table actives a secret drawer.
8	The back of the fireplace can be pushed open to reveal a secret switch.
9	Five cogs of different sizes need to found and then be placed correctly on the wall to activate the machinery.
10	Find the two gems and place them in the missing statue's eyes.
11	Four rooms have mosaic walls representing the four elements, use the same elements in each room to find the missing clue or item.
12	Light the candles in the correct rooms to find the missing clue or item.
13	Find the coloured keys and open the corresponding locked doors.
14	Discover all four matching symbols to reveal a missing clue or item.
15	All the doorways lead into the wrong rooms, find the correct order to walk through the house to escape.
16	The boiler has many copper pipes connecting to each room. Some appear to be lost. Find the missing pipes and turn the boiler back on to pass through the room of unnatural ice.
17	Find the music sheets and play the correct notes on the piano.
18	Find the missing numbers and input them into the electronic lock.
19	Search the building for missing items to complete the ritual and discover the missing clue or item.
20	Charge the psionic circles within the correct rooms in the house with magic words to open a gateway to the spectral realm and discover a clue or item.

RANDOM ROOM DESCRIPTIONS

The core part of each investigation is storytelling, setting the mood with room descriptions is both fun and crucial. Each room will generally have six degrees of various condition states. You can either create custom ones for each adventure, or randomly roll against these.

Degrees of condition

- 1 - Creepy. The room is decimated, completely beyond repair.
- 2 - Unpleasant. Partially collapsed, water damaged and mouldy.
- 3 - Uncomfortable. Holes in the walls and bare floorboards with exposed pipes.
- 4 - Recently abandoned. Worn rugs and scratched furniture.
- 5 - Unassuming. Used and comfortable. Furniture is in good condition.
- 6 - Unnatural. A perfect show home. No children allowed of course.

Hallways & Entrances

1. It's a complete disaster area, it's dangerous and falling apart. The doors are busted in, and hanging off their hinges. The walls are cracked and the paint faded and darkened with mould. A tree is growing in the corner with dry leaves scattered all over the place. It's super creepy.

2. It's badly damaged with leaking pipes and a smashed window. Elemental exposure over the years have caused the wallpaper to rot and animals to enter the building. Twigs and leaves are scattered around the corners of the room, whilst the tiles underfoot are cracked and broken.

3. Once lovely, with a rustic family aesthetic. Now the floorboards are bare and in a bad state of repair, holes and exposed wires are all across the walls and the doors are all swollen and out of shape.

4. A nice room, mostly made of antique wood. The carpet is dusty and a huge painted portrait of an old scowling man hangs on the wall. Once this place would have looked majestic, now it just looks like it needs redecorating. A tall grandfather clock leans against the opposite wall, it's made from old dark wood.

5. A large thick carpet covers the room. Unfortunately, most of this has decayed with time and now it's worn and thin, the wood is beginning to rot away and every step you take makes a creaking noise so loud it's almost impossible to sneak around.

6. The room is in perfect condition like it was built yesterday. Beautiful tapestry and marble floors adorn the room. Tropical house plants are alive and well cared for. The stained glass window dazzles the room with tints of colours. On the wall hangs an antique picture frame of a warhorse. It's so nice, it's unnatural.

Living Rooms

1. The room is beyond recognition. It's like a tornado ripped the room apart. The window is smashed in and the contents of the room are strewn everywhere. Darkness hangs in the air, the corners of the room are covered with dark black marks and it's hard to breathe. It's very unnerving.

2. It's covered with white mould and most of the furniture has fungi growing on it. It even has an emissive glow in the darkness. The air smells bad and has a bitter taste. The bookshelves are adorned with alcohol bottles and other objects hidden between the books. The ceiling looks like it could give way at any moment.

3. The room has exposed pipes and brown dust covers over everything. A beautiful wooden cupboard has started rotting away for you to see that a wild animal once used it as a nest. The windows are covered with dark muck from years of neglect and the overhead lights are hanging down precariously.

4. The room is dark and smells of mould. The windows shake with heavy rain outside as dark rain clouds gather above. White dust covers are used on all the furniture and 'rats' run and hide in the shadows. Large scratches on the wall make you feel uneasy.

5. The room reminds you of your own. Self-built Swedish furniture and a modern sofa. The carpet is old but the rug is in good condition. Photos are hanging on the walls, but you don't recognise any of the people. The TV is still plugged in but doesn't work.

6. A perfect example of an 18th-century drawing-room. It's scary how exactly this room has been preserved. The dark red wallpaper is exquisite and very expensive. The chairs are comfortable and the metal on the picture frames have been recently polished.

Master & Secondary Bedrooms

1. The room is completely unlivable. The ceiling has collapsed, the bed has almost rotted away and the mould on the walls is so thick it's like moss. The room stinks in a way that tells you an animal died here somewhere. The less time you spend here the better.
2. The room is covered with newspapers and old boxes, the previous occupants were serious hoarders. Although the room is quite modern, nothing has been touched for quite a few years. There are ripped posters on the walls and a broken wardrobe with the doors hanging off.
3. The room is cold and dark, the windows are smashed and a cool breeze feels like it has sinister intentions. The carpet and rugs are damp with old rainwater and the bed mattress is all ripped up. You can see some graffiti gang signs but they are very old. Some of the symbols you don't even recognise.
4. The room has seen better days and most of the room is empty, the bed has collapsed and cupboard doors have broken off their hinges. A large painted picture of a great white 'Shark' hangs on the wall above the bed. It's very unpleasant to look at and every time you glance at it you could have sworn it's moved a little. Picking up a photo frame from the floor, and rubbing the dust away, you see a happy couple smiling with the house in the background.
5. The room is mostly intact, there is a wooden bunk bed with duvet covers and a few old teddy bears. On the shelves, there are some old toys and in the corner of the room is a rocking chair. The small bookcase is filled with children's books.
6. The room is incredible. The door was sealed so tightly that it preserved the room in amazing condition. The air makes a rushing sound as you open the door. It must be at least one hundred years old. All the furniture is handmade and painted with beautiful and elaborate designs. Even the wallpaper is a work of art.

Smaller Bedrooms & Spare Rooms

1. It's literally falling down around you. Plaster is crumbling off the walls and the ceiling has a hole in it. Small plants are growing about the room and dark roots are spread across the floor. There are puddles of water and a deep musky smell. The remains of a half-eaten animal are decomposing in the center of the room. Very unpleasant.
2. It's damp and impossibly small. It doesn't seem right at all compared to the rest of the house. Something is wrong with this 'enclosed space'. Filled with old papers, cardboard boxes and an old mattress. It looks like something is written all over the walls but it's too old to read. It looks like someone was imprisoned here and the smell is so disgusting that you want to be sick.
3. The room is in bad condition, the wiring is all exposed and several holes in the carpet reveal deep holes through the floorboards. The paint is starting to flake away and the room makes you feel eerie. Large cobwebs hang everywhere and the wardrobe door is nailed shut. You just hope that's not dried blood on the walls.
4. It looks recently abandoned. It's naturally colder in this room and it was being used as a storage room with large shelving units on the walls, and neatly stacked cardboard boxes. The boxes are starting to sag from the moisture in the room. There are several books scattered around the room in neat piles. Somebody left this stuff with the intent of returning later.
5. The room is comfortable and is in fairly good condition. Its modern furniture is only barely scratched and there's even a desk with some old papers on it, although nothing is legible. There are a few drawers and several plastic boxes in the far corner.
6. It is well organized and has a string of fairy lights tethered to the ceiling. In the center of the room, there is a large teepee tent with several sleeping bags and cushions inside. There's a book about a boy who could fly carefully placed on the floor. You thought the place was empty, but it's unclear if someone else still lives here.

Libraries, Research Rooms & Reading Rooms

1. It's incredible how one room can store so much junk. Nearly everything in here is in a complete state of disrepair. Floor to ceiling with books, folders, boxes and everything in-between. You could spend hours here searching and either find a fortune or nothing at all.

2. Once a room of refinement, it's nothing but a charred shell now. A previous fire must have burnt for hours and stripped the room of anything of value or importance. The books and research jars are destroyed and you can see that a concealed alcove contains the upper body of a burnt corpse, poised as if it were a portrait painting.

3. The room is in poor condition, the books are scattered around the place and the ceiling has collapsed in several places. The reading chair is torn to pieces and the wooden counters are covered with glass and old papers. The air smells old and slightly of gas. Probably not the best place to hang around in.

4. It's someone's personal library, filled with books from floor to ceiling. The years have not been kind and most are totally unreadable. Water damage has stuck the books together and it makes searching difficult. An open cabinet contains several bottles of giant venomous 'snakes', preserved in a thick formaldehyde solution.

5. A comfortably furnished room with a large fireplace and several reading sofas. There are bookshelves with entire volumes of encyclopedias and old books dating back to the early 20th century. A book about paranormal activity emanating from the Earth's moon has several pages ripped out.

6. An incredible room, filled with everything you could wish for in a modern room of science and learning. The bookcases are filled with the latest literature and several expensive scientific instruments can be seen about the room. Framed photos of hunting trips and great explorers adorn the walls.

Bathrooms & Washrooms

1. The ceiling of the room is almost completely caved in and strips of wallpaper are hanging off the walls. It looks as if somebody or something had clawed it off. There is also a leaky pipe and the water seeping out is a brownish yellow with traces of red. The exposed light bulb is dim, flickering and barely hanging on the ceiling. You see an old bathtub covered in dust but with fresh handprints on it.

2. The room feels large, but the smashed window has allowed the room to be destroyed with wind, rain and plants. The room is covered with dust and broken objects. Cobwebs cover the corners of the room and exceedingly large and hairy 'spiders' sit ready to jump at their next meal and watch you with interest.

3. It's a really old room. The door has kept out most of the dust and mould. It's in good condition for how old the house is, but it's super creepy 'dark'. This room seems to just swallow the light into a black void, it's almost like something is keeping this room shut on purpose.

4. Something is wrong with the wall tiles in here. They are squarely in place, but some seem to stick out more than others. You touch one and it immediately falls off and shatters on the floor, behind is a swarm of disgusting maggots! Stumbling back, you grab the shower curtain by accident and off-balance, you fall over pulling down the whole rail off and knocking more fragile tiles out of place. This sparks a domino of falling tiles and lots more maggots...

5. This is a dictionary definition of a well-maintained family washroom. Everything looks squeaky clean and in good condition apart from the toilet, which keeps making this slow bubbling noise with dirty dark brown water inside. A bubble would rise and burst every few seconds, and the more you look at it the more you feel like something could be living inside it waiting for the perfect moment to surface.

6. Even a five-star hotel's bathroom may not measure up to this one with its plush marble finished surfaces and even lit candles for mood lighting. There may even be some underfloor heating, but somehow the room still gives you the chills. You hear water running in the bathtub and you step closer to take a look. You see a large mop of long dark hair floating on top and back away quietly.

Balconies & Roofs

1. It's just hanging together barely. It's completely collapsed in and could give way at any point. It groans loudly under your weight and it's completely unsafe. A certified deathtrap for sure and the less time you can spend up here the better.

2. Each step you take could be your last. The floor seems to bend under you and you move around. Holding your breath you try to make it across. Holes in the floor allow you to see directly below into the darkness. Something is moving down there but you can't quite make it out.

3. It's old but sturdy, a metal frame is supporting the structure and it's safe to move around freely. There are a lot of old boxes and bin bags thrown into a pile near the edge. It's pretty high up and as you get closer you start to feel acute vertigo. Whistling out loud helps to distract you and the dizziness passes.

4. Considered still part of the house, it overlooks the back gardens and beyond. The ground feels very far away and it seems unnaturally 'high' up for an outside balcony. Is this the ghost messing with your head? But, it's a good place to rest if you like, however, remember you're not completely safe unless you exit the house completely.

5. It's a great view of the area, it's high enough to get direct moonlight but also windy enough to knock you sideways. There are all sorts of things stored up here, ranging from an old fibreglass kayak to a rusty old iron safe that looks like it belongs in a cowboy movie, not a creepy old house.

6. The craftsmanship is exquisite, even for a small area like this. The safety railing and door frame finishes are all custom made from black cast iron, with small floral leaf designs and insects. It's rather beautiful and you wonder how it ended up in a place like this?

Courtyards, Gardens, Patios & Greenhouses

1. Completely overgrown and in complete ruin. Nature has reclaimed this area with trees and thick roots growing everywhere. Large black thorny brambles grow over everything and it's hard to move around without cutting yourself.

2. The area could have been nice once, almost beautiful. But now it's falling apart as nobody has tended the grounds for years. Holly and poison ivy have taken hold around the outside structures and over the broken ceramics. Watch yourself, the last thing you want is to be poisoned.

3. The area is covered and the greenhouse is mostly intact. A few plants are still alive inside but you don't recognize any of them. The curved stone and statues have a gothic vibe but surely it can't be that old?

4. The area has large cobblestones and a beautiful wooden trellis with peeling and chipped green paint. The plants and roots are reclaiming this area but it's outside of the house and you feel safer here.

5. It's a welcome treat and you take the opportunity to rest and gather yourself. The grass is still green and even the trees look alive. The tree Sap is an unusually dark red liquid, which makes you wonder what is buried beneath you?

6. It's breathtaking, almost magical. The plants are blooming and the tree is cut into a perfect animal shape. The gardening tools are arranged neatly and in immaculate condition. You don't care who's been doing this, it's amazing work.

Kitchens & Pantries

1. The walls are caved in and the cupboard doors are mostly missing and you can hear rodents running rampant inside those connecting cupboards. Dirty pots and plates are piled up in the sink and the tap is dripping. Inside the kitchen, there seems to be a pantry cupboard sectioned off by a half-closed door. Something smells rotten and horrible as you step closer towards it. You want to open the door to find out what's behind it but you're not sure if it's a good idea.

2. The room looks like it has been used by a few generations and everything is dated and worn. But what's disturbing is it looks as if someone was eating at the breakfast table when something happened and they left in a rush. A chair is lying on the floor, cutlery scattered on the floor with some food smearing. You wondered what happened here to make them flee the scene so fast.

3. The room is a mess. It appears whoever was working here just suddenly left. The cupboards are all open and the room is full of thick dust on all the work surfaces. What draws your attention is that there appear to be fresh handprints on the windows, on the inside...

4. The room has stacked up plates and bowls on the counter, kitchen appliances everywhere in this well-equipped room. It looks like somebody was preparing a feast for at least a dozen people. The pantry door is ajar and there are tins and cans scattered all over the floor. You also notice some small footprints coming out of the pantry, but they simply disappear halfway across the kitchen.

5. The room is modern and has many electrical appliances. The previous owner was clearly obsessed with collecting miniature teapots. The window shutters are loose and bang against the window frame but as you get closer to secure them, they lock shut by themselves. As you turn away they fling open and start banging again, as if the very house itself is mocking you.

6. The room looks perfect for a Stepford Wife with everything immaculate and neatly stored. The large porcelain sink is spotless and the large cast-iron Aga oven feels almost still warm. You can imagine the smell of freshly baked bread. The counter has a marble surface and is completely undamaged. The only thing unnerving is the rows of jars in the fridge, filled with blood.

Dining Rooms

1. Oh wow, this is probably the worst room you've ever seen. The modern Swedish furniture has been ripped apart and piled up. The sofa, curtains and even the table have not been spared. The rats have taken hold in the walls and it's unclear why anyone would have this much hatred for the room.

2. The Dining Room has a large table in the middle. One leg is broken and it slumps to the side. The chandelier lights have fallen and smashed, along with a large mirror that was above the drinks cabinet. The floor is covered with an old brightly coloured rug, the 'irregular patterns' and shapes almost look like they are moving, or is it all in your head?

3. The room is dimly lit and the overhead lighting is blinking. It feels cold even though none of the windows are open. The marble floor has several deep cracks running through it and is very uneven. The walls are spotted with dark patches and the photo frames hanging on the walls are all smashed. The table and chairs are still neatly arranged with only minor damage.

4. A very nice modern design with a deep marble fireplace. The large table and big chairs look very comfortable. The walls are painted blue which only has minor damage and chipping. All the plants in the room are black and completely dead. Hanging above the fireplace is a large portrait of an old scowling man in an old fashioned suit. He looks very mean and unpleasant.

5. The walls are painted yellow and the room has a high ceiling with ornate trim details. The ceiling is painted dark blue with stars and planets, but has started to fade and crumble. A large tapestry rug hangs on the wall opposite you. The rug is old but in good condition and you can clearly make out the horrible images of dark riders on horseback and ancient bloody battles.

6. The room is old and mostly made of wood. The red leather chairs are worn but still usable. There is a large drinks cabinet complete with hundreds of bottles. These are empty or filled with a foul-smelling thick liquid. The far left of the room has four mounted stag heads. Ectoplasm drips from their mouths as they silently watch you.

Garages, Workshops & Parking areas

1. It could easily be mistaken as a rundown parking lot as the door is barely holding together. Inside there is spray paint on the walls and garbage everywhere apart from the centre of the room, which would suggest a car used to be in the spot, but where is it now? The dim flickering light and the creepy shadow it casts sends chills down your spine. It is not a place you want to spend a minute longer if you could help it.

2. The door creaks loudly as you open it as if to warn an intruder. The walls are covered in a thick liquid. You take a step forward, and a big piece suddenly falls off and makes a sloppy sound as it hits the floor. It smells mouldy and feels extremely damp as if this garage had been underwater. The atmosphere is suffocating.

3. It looks like hundreds of bugs have burrowed into the walls because there are so many holes in them. You take a step forward, a loud creak echoes around the room. The flooring is bare floorboard with pieces missing here and there, exposing some pipes underneath. You don't expect a car was ever parked here because the floor feels like it could give in any time.

4. This was clearly a tool lover's den, with rows and rows of old yet neatly organised shelves and boxes on the walls. In the centre of the garage, there is a very large rug. It looks worn and dusty. Why was it put in here? Was it to cover up something beneath? You are curious but also afraid to lift it and find out.

5. Turning the key and pushing hard against the door, it finally creaks open. This room was locked for a reason and you intend to find out why. The house owners took the car in their escape but the room is filled with storage shelves and boxes. There's a thick black mark across the floor. You're pretty sure it's oil from the missing car, but then how did it get on the walls too?

6. This looks more like a showroom for a special collection. It has marble flooring so clean, shiny and reflective that you would think a cleaner had just mopped it a minute ago. A brand new car sits quietly with the driver's door slightly ajar, as if to welcome you to climb in. But the unnaturalness of this squeaky clean and minimalist room makes you feel very uncomfortable.

Study Rooms & Secret places

1. The room is difficult to get into, almost like it wants to remain hidden. It's filled with old furniture and glass display cabinets. Unfortunately, they are completely empty except for dust and small spiders. There are some chests of drawers built into the wall so you remain hopeful that you may find something useful.

2. A collapsed bookcase is blocking the door but after several pushes, you manage to make an entrance. Inside is dark and gloomy but it's a relative treasure trove of random and odd items from a discarded backpack. A thick line of salt is encircling the edges of the room and large magic runes are spray-painted onto the walls. Clearly, something serious went down here.

3. The room is modern and has lots of overhead metal pipes. A large desk is in the center of the room and several lamps are wall-mounted that still work. Inside the desk drawer is a map. It's at least a hundred years old and although it's definitely Twin Fall's town, it looks wildly different, maybe an alternative universe. A triangle is drawn highlighting Spectral energy conduit gateways.

4. An animal dissection room. The walls are covered in carefully framed, and preserved animals and insects. On the desk is a dead animal in the process of being dissected, with rusted tools and pins laid out around it. The room smells strongly of chemicals and formaldehyde, it's particularly hard to breathe.

5. The room is fairly unexciting except for all the scientific scribbling across all the walls. Scratched into the very wall plaster with a sharp instrument, it's clearly the work of a possessed or deranged lunatic. From your understanding of what you're seeing, it appears that they were trying to work out how to open the final Spectral gateway, starting the apocalypse and the end of this world.

6. The room is well organized and has many shelves and boxes filled with all sorts of stuff. Most of the papers are marked with Government logos and the word 'confidential'. A few old computers are still working and despite being covered in dust, seem to be connected to some sort of external radar antenna network up in the mountains. But what are they studying?

Offices, Laboratories, Computer & Power Rooms

1. The ceiling, windows and floor in this room are all partly broken and covered in a huge amount of dust. There are glassdoor cabinets all around with rows of conical flasks and test tubes. The unidentifiable slimy mass in some of the containers seems to be organic and slowly moving.
2. This looks like an antique electrical room with exposed conducting busbars and switchboards everywhere. You see an electrocuted rat on one of the busbars, you know you need to navigate around the room very carefully and not touch anything.
3. The room has checkerboard flooring with old papers scattered everywhere. On a dark wooden table sits a typewriter with a piece of paper fed through. The wall against the table has deep scratches and traces of blood as if someone was scratching the wall in great agony and frustration. You get closer to the typewriter to take a look and there is something typed out on the paper "We will find you".
4. The room looks like a typical office, with rows of office desks and computers. You notice that the overhead light in here is a particularly creepy emerald green. The monitors start to flicker and turn on, buzzing with static. The white noise becomes almost deafening and just before you scream out loud, it falls into complete silence.
5. This is probably your parent's dream home office. Three monitors lined up on a big table and a super comfy-looking chair. What seems weird is the acoustic foam panels that run from ceiling to floor. The soundproofing in here is so good you can hear your heart beating. The lack of sound is deafening. What did the person do in here really?
6. The room is dangerously cold, more than you would probably expect for a server room. Rows of cabinets extend to every corner of the gigantic space. Your shoes squeak against the ultra-clean floor with every step you take. There is an eerie silence in this room, the only thing moving is the flickering green lights coming from the computer racks. It's almost like they seem to be trying to communicate with you.

Conservatory, Observation & Exhibit Rooms

1. The room is cold and miserable. The windows are broken and the rain, wind and tree leaves enter freely. The floor is rotting away and the ceiling is open enough for you to see outside. Any exposed technical equipment here is worthless now. Ripped rags hang from disused scaffolding, whoever was here, wanted out fast.
2. The room has tiled flooring which is old and discoloured, the white walls have turned yellowish and are severely cracked and crumbling apart. The window has rusted metal bars preventing escape and the edges of the room have medial cupboards and old machinery. In the center of the room appears to be a metal chair with leather straps and is covered in dark black stains. The room immediately makes you shiver and feel uncomfortable.
3. The room is old and starting to crumble. The walls are painted and full of damn spots with the paint chipping off. The door is partially hanging off and would be impossible to fully close. There seems to be some odd boxes and an old antique wardrobe but it's hard to move around because the whole room is filled with waist height sand, which feels like it's pulling you down.
4. The room is large and full of old machines that look like an 80's sci-fi movie. Half covered by a large sheet, the dimly flickering lights are barely visible. A large concrete wall on the far side of the wall is dripping with thick ectoplasm. A horizontal metal walkway high above appears to be an observation platform.
5. The tall glass windows of the room look intricate and majestic, it's like you're inside an old birdhouse. The air is hot and you start to sweat a little. The window glass is beautifully stained and tropical plants are everywhere. It's like a jungle. The ground is soft gravel that crunches under your foot. As you walk forward you suddenly get a cold shiver. Is that a velociraptor or is the ghost playing tricks? Either way, you tread carefully.
6. The room seems bigger on the inside. The room is large with a dome ceiling. It's dimly lit and you can make out all sorts of shapes for observational equipment and large glass displays. It's well organised and a thick layer of dust tells you that nobody has been in this abandoned room for quite a few years.

Mortuaries & Chapels

1. The room is cold and dark. The Light bulbs are missing and you can hear a tap dripping somewhere. A religious picture hangs on the wall but it does little to dampen your nerves. A small bookcase and some plastic seats are the only objects you can see.

2. The room is eerie and built using heavy stones. Huge rusted metal chains are clamped to the wall, which almost seems to be bending under the weight. Why they are here, or what they are used for, you have no idea.

3. The room is quiet and unusually dark in the corners. The air is heavy with burning incense and although the room is empty, you swear you can hear soft choir music coming from somewhere. The music doesn't inspire hope, it creates a feeling of dread and fear.

4. The room is modern with white walls and a few religious pictures hanging on the opposite wall. The ceiling is surprisingly high and the wooden support beams are visible. The room is unusually hot with soft steam slowly rising up from the metal floor vents. An unusual heating method for a place like this.

5. Once you've seen one, you've seen them all. The room is dimly lit with blinking overhead lights, and there are three tables laid out for the recently deceased, fortunately empty. A large velvet curtain covers a wall, which you assume is for preparation and storage. It's quiet and peaceful, but you don't want to hang about.

6. The room is so bright it hurts your eyes. The room is artificially cold and the white tiles smell of antiseptic wash. The room doesn't have any distinguishing features and is almost entirely devoid of anything creating an emotional response. The far left wall has a built-in wardrobe, but you're not sure if you have the courage to open it.

Community Areas

1. The room is smaller than you expected and falling apart. The floor has water filled holes where the wooden boards have collapsed, and the furniture and cupboards are broken remains. The room smells damp and is covered with spores and fungus.

2. The room is open plan and has several seating areas. It's dark and cold. You can see your breath in the air. A wall has collapsed and a tree is growing into the room. Roots are already covering the fridge and some cupboards. Cracked ceiling plaster is falling down and the shadows around the room are very ominous.

3. The room is larger than you expected and the doors are handing off their frames. The windows are broken but it's fairly light inside. The tables are rusted and food was left out when it was abandoned. It's since gone mouldy and the room smells horrid. Written on the wall in red ketchup is 'We see you'.

4. The area is just about passable as a community space. You've definitely seen worse. The utilities are rusted and there's no electricity, but you can see the outlines of cupboards, storage racks and a few seats. The tables are stacked high with cardboard boxes.

5. It reminds you of hotels that are stuck in the 80s, either due to a lack of renovation funding or that the clientele prefer it that way. The cupboards are painted orange and the cream plastic tables are covered with dust sheets. It sounds like someone is noisily eating in here but the room is completely empty.

6. The room is still in working condition and even still has power. The lights work and the fridge hums. The windows are locked tight and the seats are soft and comfortable. There are plenty of cupboards and window chests to explore.

Basements & Cellars

1. The Room is completely pitch black. You only have just enough light to see directly in front of you. The room itself is deep underground and it's eerily quiet. Metal pipework far above you is completely rusted and in danger of falling down. It appears that someone was once living down here.
2. The room is cut deep into the rock and the walls are smooth and the doorways curved into circles. The room is extremely cold and you can see many strange marks carved into the walls. Several tables and strange devices are scattered around the room.
3. It's very unpleasant. The room has a horrid smell of sulphur and a large well at the center of the room. Dropping a pebble down the hole, you don't hear the splash. A bottomless hole in a subterranean room is never a sign of anything good.
4. The room is a typical subterranean mess, much like an attic. It smells a bit funky and mouldy. It's a makeshift storage room, painting area and even has a folded ping pong table in the corner, which has dusty old bottles stored underneath.
5. The room is dim but mostly clean. The air is fresh and pleasantly scented. There are several storage units and a boiler. The stone floor has been recently resurfaced and is water-resistant, however, there are some strange scratch marks on the floor like something heavy was moved. Painted on the far wall with black paint is a weird door with unknown symbols covering it.
6. A toy wonderland. As you walk around in disbelief you can't believe what you're seeing. It must have been a collectors pride and joy and took decades to build and complete. Hundreds of action figures, display cabinets and dioramas. Suddenly, you stub your foot on the table and the spectral dream bubble bursts. The room is pitch black, completely empty, with tears of joy running down your face, and you may have wet yourself with excitement. The ghost has played a trick on you.

Outside Cabins & Bunkers

1. The room is super scary. It's so dark and cold that you immediately want to leave. The room is filled with mounted animal bones and has a peculiar and unpleasant smell. It's the type of place in teen horror movies where the killer murders their victims.
2. The room is something out of a twisted nightmare. It's filled with old rusted hunting equipment and animal skins. Hundreds of jars are filled with a formaldehyde solution and dead animals, it looks like someone was studying the local squirrel population to their detriment.
3. The cabin has holes in the walls and the roof is leaking. Tree leaves and puddles of water are everywhere. A collapsed bed with dirty covers and mouldy pillows is in the corner of the room. The room appears to have a basement door hidden under an old rug on the floor, but when you lift it it's completely caved in underneath. Whatever was down there, is completely inaccessible this way.
4. The room is cold but dry, one of the walls is exposed to a strong wind outside and it occasionally makes the wood creak and bends, but it's stable enough not to collapse. There is a bed and a small sink with several crates and bookshelves around the room.
5. The room feels very welcoming and smells of fresh pine. Lots of custom wood carvings and maps adorn the walls, and the shelves are filled with romantic poetry and murder mystery novels. The single rocking chair is the perfect touch for someone seeking isolation and comfort.
6. A lovely custom made wooden building with modern conveniences, a central wood burner for heating during the winter months, and a private bbq area for the summers. The room is filled with candles, books and comfortable furniture. Also, it's completely surrounded by ceramic garden gnomes.

Storage, Wash-Dry Rooms, Resource & Supply Rooms

1. The room is mouldy and wet. The wooden shelves have all fallen down and the contents are scattered across the floor. The rotting remains of some old coats are piled up in the corner over several chairs. There is a candle in the room but it refuses to light. A small rectangular window is cracked and the wind whistles outside. A tree branch bangs against the glass with growing irritation.
2. The room is partly flooded with water. The storage boxes are decaying from the inside out and the electric overhead light refuses to turn on. It's very dark in the corners of the room and there's a bad smell. It appears that the washing machine has had a leak for several years and the room is inadequately equipped to drain water. The floor feels slimy and very slippery, tread carefully.
3. The room is cold and full of rats. The windows are completely smashed open and the room is falling down. Exposed pipes and hall hollows are perfect nesting places for outside animals. The floor tiles are all coming apart as tree roots from outside bury into the foundations. The old fashioned top-loading washing machine is rusting and filled with dirty old clothes. The room smells so much it makes you gag and your eyes water.
4. The room is clean and was used regularly, but now in need of repair. There is a pile of tables and chairs in one corner with a large blanket thrown over the top of them. There is an old rusty hand-operated cloth washing rack and several buckets. The wooden shelf remains intact and has several jars of screws, nuts, and other small tools. The porcelain sink is still attached to the wall, and as you look down the plughole, just for an instant, you could swear that you could see someone looking back up at you.
5. The room is almost empty. Brown concrete floors and whitewashed walls. An old wooden step ladder rests against the wall but it looks like it wouldn't support you. The ceiling is low and you can see the wooden support beams running across it. The room isn't particularly dark but it feels creepy enough to raise the hairs on the back of your neck. It almost sounds like the room is whispering something to you as you move through it.
6. The room is in perfect working condition. It's like stepping into a wooden box with a square seating area and a row of hangers. It's designed specifically for hanging wet clothes and dirty boots. A working hose is coiled up in the corner and there is a switch on the wall to activate the underfloor heating.

Shrines, Ritual Chambers & Spiritual Rooms

1. Sitting crossed-legged with the head broke half off, the stone statue is still impressive, but you don't recognise it at all. It sits on a raised platform in the centre of this cob-webbed room. It's covered in dust and rubble, almost like it has been sitting on an archaeological site for centuries. The dim candle gives little light in here, but it is bright enough for you to see that spectral ectoplasm is slowly seeping through the broken head of the statue.
2. It's a room with crumbling stone walls and no windows, but somehow you still feel gusts of wind that send chills down your spine. The layer of dust on the walls is so thick you could write on it. There are a lot of objects around and you can't name any of them. The way they are neatly laid and all point toward a raised platform in the centre of the room suggests some kind of ritual used to be performed here.
3. As you stumble around in the darkness, you almost trip and fall. The floor of the room has a large basin, like a bath but the water is so murky you can't see how deep it is. A long dress table stands next to the basin with an old robe across it. As you look around you can see some fairly fresh footprints on the floor tiles leading into the basin, yet you can't see any signs of anything alive inside.
4. The ornate paintings are fading off the walls with heavy smoke from years of burning incense and huge candles you see everywhere. The air in the room has a nasty bitter taste, and a cold breeze creeps up from the metal floor vents. The candles and incense smoke has a green tint, and you are pretty sure it's moving according to its own volition.
5. The space is large with worn dark grey painted walls and rotting tatami mat flooring. A large cracked bronze incense burner is in the center of the room with large rolling prayer wheels against the wall. The burner is still warm and you can see a lot of white ash inside. With a clicking noise, all the prayer wheels start to turn slowly. Spelling out your name written in glowing spectral ectoplasm!
6. This room has a lowered stone zen garden with a raised walking platform. It's a mixture of bonsai trees and perfectly arranged pebbles. If you touched anything here, someone or something would immediately notice. There are many portraits of dead monks hanging on the wall, and you feel like the portraits are staring at you intensely, watching your every move. Just to see what will happen, you climb down and walk directly across the pebbles.

Wells, Catacombs, Crypts, Tunnels and Pits

1. It's so dark you can't see anything, it's wet and sticky but that's not the worst part. Clearly, it's somehow attached to the streets sewage pipe. You resist trying to throw up in your mouth. You'll be stinking for weeks and your trainers are ruined.

2. It's dark, but you can make out that the dark stone walls have been scratched out by hand over many years. The deep claw marks don't even look human, and you wonder what kind of creature could make them.

3. The room is filled with dark murky water, the walls are soft and made from clay soil. The room is very unstable and you'll need to submerge under the collapsed wall to escape through the other door if you can find it.

4. It reminds you of an old mining film you once saw, the classic oil lamps and half-broken metal tracks still remain. Your voice echoes for what sounds like minutes. Flicking a stone into the darkness, you can't even see where it lands.

5. The area is lit with flickering lamps and the brown rock is supported with a large metal frame. At the edge of the room is an old tome surrounded by a huge wall carving. The images are grotesque and horrible. It must be a few hundred years old and to your relief remain sealed tightly shut.

6. A brightly lit and modern room with an electrical power generator still running. It's large enough that your echo replies several times but you swear it doesn't sound like you. The air feels cold and there is a light fog gathering in the corners of the room.

Forest Areas

1. The ghost forest is old, ancient beyond time. When the spectral planes were young and elder beings could cross dimensions they planted the first trees. These are magical places of both beauty and horror. The things that live in the trees, no human should ever have to see.

2. A cursed dead petrified forest. Nothing alive is here anymore. The tall black fossils reach upwards as a thick white fog fills the floor. You can't see the ground but it's rock hard. The deafening quiet would be maddening if you stayed longer.

3. A forest of perpetual winter. The snow is so thick and deep you could easily get lost and freeze to death. A cold wind blows into your face no matter what direction you turn. In the deep of the forest, you can hear wolves howling into the night. They have caught your scent and started their hunt.

4. A tropical forest with giant green leaves and twisting vine branches. Even though it is not raining, the humidity has you dripping in sweat. Venus flytraps and giant swarms of mosquitoes have you jumping around, waving your arms about like a lunatic.

5. The miniature pine forest is adorable. It comes up to your knees and you can stride across it like a giant. Far below you can make out an old cabin. The question is though, are you really big or did the world suddenly shrink?

6. As the fog clears you find yourself staring up at giant redwoods, the tall trees stretch up so high it's partially covered with clouds. The forest is absolutely massive, you can't see which way to go because you are surrounded by tall grass. You may be lost here for days.

Nowhere Rooms

You are nowhere, literally. Time and space have collapsed into a single point. Blackness surrounds you. You feel like you're falling, or maybe rushing upwards but have no point of reference to tell. The low hum seems to be getting louder as you reach your destination point.



Spectral Energy Events (S.E.E.)

	Spectral Energy Events (S.E.E.)
1	<p>Something is really wrong here. You're starting to get a bad feeling about this. The room suddenly drops in temperature. A chill comes over you as you could have sworn you heard something scratching at the wall near you. Pass a Bravery test or suffer 1 unblockable Fear Point!</p> <p>A swarm of rats suddenly burst through the wall, spilling into the room all around you. Pass an Investigation test to grab a table and block the hole! If you fail, your Investigation attribute level is reduced by -1 for the rest of the game! You back away in disgust. There must be hundreds of them behind these walls. As you stand up you find a Banishment Item!</p>
2	<p>As you move around the room you start to feel the sadness and hopelessness of this investigation, a voice in your head keeps telling you you're not ready, you're going to fail. Your friends don't really like you. You're the worst ghost hunter on the team, what are you even doing here. This was a stupid idea. All your happy thoughts are being drained out of you. Pass a Bravery test or suffer 1 unblockable Fear Point!</p> <p>The ghost is glowing with spectral energy, feeding on your life energy. Standing your ground, you mentally resist. A blast of spectral ectoplasm erupts from the ghost in a violent explosion. Pass a Knowledge test to jump for cover under the dining room table! If you fail, your Knowledge attribute level is reduced by -1 for the rest of the game! Standing up to look around the slime-covered room, the chandeliers come crashing down next to you. Jumping back in surprise, you find a Banishment Item!</p>
3	<p>As you enter the room and turn on the light, your hairs start to stand up on your arms. It's quiet and the air tastes stale. Pushing the window open a thick fog immediately starts to flow in from outside. Peering out, the fog is so thick it's hard to see more than three meters. Looking hard you could have sworn you saw something move. Pass a Bravery test to or suffer 1 unblockable Fear Point!</p> <p>The fog seems to be moving intentionally and directly towards you. It's like a thick white tentacle reaching out. Quickly looking around the room, you spot what you need. Pass an Investigation test to uncover the fan and turn it on, blowing the fog back out of the house, or your Investigation attribute level is reduced by -1 for the rest of the game! You breathe a sigh of relief. On a wooden shelf on the wall, you find a Banishment Item!</p>
4	<p>Entering the room, you feel a cold shudder. The Lights start to flicker wildly for a few seconds before going off completely. The ghost is here, slowly moving towards you. It's terrifying, but you can't look away. You feel like it's trying to control you, and do something terrible. Pass a Bravery test or suffer 1 unblockable Fear Point!</p> <p>The ghost reaches out a limb to grab you, instinctively you try to dodge around it. Pass an Ability test to avoid its grasp or your Ability attribute level is reduced by -1 for the rest of the game! Picking up a photo frame you attempt to throw it, but before you can the ghost shrieks and vanishes before you. In a box, you find a Banishment Item!</p>
5	<p>The room is empty and yet seems familiar, like really familiar. Did you just come through this room, have you been here before? You can't tell if you're going around in circles or the ghost is playing mind tricks on you. Pass a Bravery test or suffer 1 unblockable Fear Point!</p> <p>Checking the room carefully you spot your secret marking on the wall. Or are you just imagining it? Pass a Knowledge test to discover the truth or your Knowledge attribute level is reduced by -1 for the rest of the game! Rubbing your eyes, you suddenly get some clarity. Reality comes flooding back to you. You're staring at a blank wall. But you have managed to find a Banishment Item!</p>
6	<p>Yuck, something splashed on your face. Looking up you realise that slime is starting to ooze out from the light fittings, dripping down the walls, and coming out of the plug sockets. This is bad. You need to get out of here before you drown. Pass a Bravery test or suffer 1 unblockable Fear Point!</p> <p>Wading through the room, the slime is pulling you back, pulling you down. Spectral ghost hands start to grab your legs... Pass an Ability test or your Ability attribute level is reduced by -1 for the rest of the game! Kicking hard you free yourself from the grip and make it to the edge of the room, looking down at your feet you find a Banishment Item!</p>

Continued...

Spectral Energy Events (S.E.E.)

	Spectral Energy Events (S.E.E.)
7	<p>It starts to drizzle in the room, dripping down through the ceiling. You quickly notice that it's acid rain, not the weak pollution acid rain but literal acid that burns through clothing and skin! You watch in fear as your clothes starts to disintegrate gradually on contact with the rain and you feel this tingling burning sensation on your skin. Pass a Bravery test or suffer 1 unblockable Fear Point!</p> <p>You grab a bottle of water from your bag to wash it off, but then pause... Pass a Knowledge test to use toothpaste instead, or your Knowledge attribute level is reduced by -1 for the rest of the game! Looking around, you see that the acid rain has revealed a secret hole in the floor. Inside, you find a banishment item!</p>
8	<p>Random voices can be heard everywhere, whispering horrible things into your ears. "He has betrayed your trust", "What is she hiding from you", "You'll never get out of here alive". It is tormenting, the voices sound so mean and are starting to put doubt into your mind. They're getting louder, more sporadic, and you feel like you are about to lose your mind. Pass a Bravery test or suffer 1 unblockable Fear Point!</p> <p>The voices crowd around, overlap each other and try to completely consume you. You must find the willpower to find your headphones and blast the volume up to full power. Pass an Ability test or your Ability attribute level is reduced by -1 for the rest of the game! The voices immediately stop, drowned out by the killer playlist. Taking off your headphones, the room is quiet once again. On a small table, you find a Banishment Item!</p>
9	<p>Evil clouds suddenly darken the sky, directly above your location. Lightning strikes between them, instantaneously making huge and terrifying monster shapes that stand out from the flashes. Oh, but they are not just monster shapes, they start to move and search in the swirling clouds. They let out horrible screams. They are looking for you! Pass a Bravery test to control yourself or suffer 1 unblockable Fear Point!</p> <p>Stumbling back into the center of the room, you see a large shadow pass over the house. The walls shake a little and dust falls from the ceiling. Suddenly a violent crack splits the wall in half. Wooden supports and plaster fall towards you. Pass a Knowledge test to determine the safest spot in the room to jump to, or your Ability attribute level is reduced by -1 for the rest of the game! You make the jump just in time. The wall is still standing and you remain uninjured. In the broken wall you discover a banishment item!</p>
10	<p>With a terrible noise, the sky erupts with heavy rain. The water is hitting the ground so hard it's setting off car alarms and shattering old glass windows. The air smells putrid outside, and that's when you glimpse it. The rain is so heavy outside that you barely have time to see the sprawling mass of tentacled horrors within before it slides away out of sight. Pass a Bravery test or suffer 1 unblockable Fear Point!</p> <p>Suddenly a tentacle reaches out of a hole in the floor near you and wraps around your leg. As you struggle to free yourself it grows tighter and tighter, trying to squeeze the life from you. In an act of desperation, you tickle it all over to find its weak spot. Pass an investigation test, or your Investigation attribute level is reduced by -1 for the rest of the game! The tentacle jiggles and swings about wildly before releasing you. Landing on your nimble feet, you find a Banishment Item!</p>
11	<p>It starts raining blood from the ceiling. Large blood droplets quickly fall from cracks above you, running down the walls, across the picture frames and over the furniture. Everything is covered in blood. It's feeding time for whatever is below the house. You can't see what it is, but you can hear the sound it makes. It must be huge and too disturbing to imagine. You must shake yourself free from this horror. Pass a Bravery test or suffer 2 unblockable Fear Points!</p> <p>The blood continues to pour from the ceiling. You must find a way to seek shelter. Pass an Ability test or your Ability attribute level is reduced by -2 for the rest of the game! On a small shelf at the back of the room, you discover a banishment item.</p>

Continued...

Spectral Energy Events (S.E.E.)

12

A swarm of cockroaches quickly spills out of a hole in the ceiling above you. They start to spread across the room like a sea of black liquid, crashing like waves against the walls and then down onto the floor. Dripping and dropping down from above. The room will be filled within minutes if you don't do something. Pass a Bravery test or suffer 2 unblockable Fear Points!

13

The cockroaches show no sign of stopping, there must be hundreds in the room already. The scurrying noise is overwhelming. Pass a Knowledge test to turn on the room light in time or your Knowledge attribute level is reduced by -2 for the rest of the game! Pushing the switch just in time, the overhead bulb blinks into full brightness. The sight of the cockroaches escaping into every hole, nook and cranny is very unpleasant. In their wake, you find a banishment item!

14

Suddenly a flashlight blinds you. Another team has arrived at the location and they want in on the action. In fact, they want all the action, find all the loot and banish the ghost. This is a sensitive situation, one wrong move could start a gang war, and nobody wants that. Pass a Bravery test or suffer 2 unblockable Fear Points! The rival gang is tough, and their leader is an older kid with a bad scar down his face. They are from the Wolves gang. (If you are also from the wolves gang, immediately proceed to the last sentence.) The wolves respect strength above all else. Pass an Ability test to arm wrestle the gang leader, or your Ability attribute level is reduced by -2 for the rest of the game! A victory well-earned. The leader gives you his respect and they turn to leave, before they go, he hands you a banishment item!

15

The sky above crackles with strange spectral energy as the thunderstorm grows in power. The clouds are illuminated with neon blues and pinks after each lightning strike. The spirit dimensions are colliding with the physical planes releasing enormous amounts of spiritual energy. The potential of a full psychokinetic energy rip in time and space would be catastrophic. Pass a Bravery test to get a grip of yourself, or suffer 2 unblockable Fear Points!

You search the room to find things to block the windows and holes to stop the spectral energy seeping in. Pass an Investigation test or your Investigation attribute level is reduced by -2 for the rest of the game! The storm finally subsides and the location is safe to continue Searching. All chroma rolls for all players are doubled next round!

16

As you search the room, a giant hairy arachnid leg stretches out of the darkness. Eight black eyes reflect in the dim light. Pass a Bravery test or suffer 2 unblockable Fear Points!

As you crouch down and creep backwards you realise you're being surrounded and your leg is caught in sticky cobwebs. You've entered a nest of giant spiders! Pass a Knowledge test to create a twisting lever to free yourself before you are completely cocooned, or your Knowledge attribute level is reduced by -2 for the rest of the game! As you make your escape, hidden in the cobwebs you find a banishment item.

17

As you walk around the room something feels off, everything looks normal but when you try to read anything the writing is backwards. Suddenly it hits you, that small doorway you entered was in fact a large mirror. You're now trapped inside a reverse mirror world! Pass a Bravery test or suffer 2 unblockable Fear Points!

Trapped inside the same room for eternity doesn't sound like the promising future you imagined. Pass a Knowledge test to work out how to escape, or your Knowledge attribute level is reduced by -2 for the rest of the game! Running at full speed into the open doorway seems like madness, but as you hear the sound of shattering glass you know it was the right decision, you have escaped. Looking down at your feet you find a banishment item!

The smell of smoke lifts your head from your investigation. Looking around you can see small flecks of burning embers drifting around, and small patches of black smoke seeping through the floorboards. Fire suddenly catches the room ablaze around you. Pass a Bravery test or suffer 2 unblockable Fear Points!

The heat is blistering, fire runs up the walls incinerating the wallpaper. If you don't do something quickly, this will be your last investigation. Pass an Investigation test to break the radiator pipes and flood the room with water, or your Investigation attribute level is reduced by -2 for the rest of the game! Breaking the pipes and spraying the room with water, it extinguishes the flames instantly. Rubbing your eyes the room is completely undamaged; it must have been a vivid spectral hallucination. On a high corner shelf, you find a banishment item!

Continued...

Spectral Energy Events (S.E.E.)

18

Thick spores hang heavy in the room, a thick cloud of them envelops you as you make your way through. Coughing deeply you find it hard to breathe behind your mask. Wiping away the water in your eyes, the room is getting darker. As the final light vanishes, you realise the room isn't pitch black. You're blind! Pass a Bravery test or suffer 2 unblockable Fear Points!

Pass an Ability test to take out some water from your backpack to wash your eyes, or your Ability attribute level is reduced by -2 for the rest of the game! Luckily you reacted quickly, rinsing your eyes with the clean water restores your eyesight once again. In the corner of the room, you find a banishment item!

19

A smell, or maybe a taste. Perhaps a cobweb across the face, or even just the uncertainty of it all. But it's all too much for you. You've crossed that invisible line in the sand. Your mind bends and then snaps. You've gone bonkers, stark raving mad! Pass a Bravery test or suffer 2 unblockable Fear Points!

Writhing around on the floor, clutching your head and talking nonsense, the madness sweeps over you in waves. You imagine all your worst phobias! Pass an Investigation test to find your safe place, an imaginary island or rock of calm in a wild sea, or your Investigation attribute level is reduced by -2 for the rest of the game! The worst of it is over. You wake up covered in sweat having survived the ordeal, clutching a banishment item!

20

Walking past a mirror you quickly glimpse a horrible reflection of yourself. Pale green skin and yellow eyes, it looks like you've been dead for months. If this is your future reflection, what is it trying to tell you? Pass a Bravery test or suffer 2 unblockable Fear Points!

As you jump around and make amusing gestures, the mirror image copies you exactly. But you have an idea. Pass an Ability test to beat yourself at playing rock, paper, scissors, or your Ability attribute level is reduced by -2 for the rest of the game! You did it, you tricked your reflection and you won the mirror game. It was nothing more than a horrible ghost trick! In the mirror, you can see the reflection of an item that isn't here in the real room. Reaching down you grab the banishment item!

21

As you glance down at your watch you can see it's running backwards. Suddenly a figure comes through the entrance doorway and startles you. Pass a Bravery Test or suffer 3 unblockable Fear Points!

You instantly recognise the figure as you! They are doing exactly all the same things you just did. You must have entered a temporal time distortion. Pass an Investigation Test to escape to the present time or your Investigation attribute level is reduced by -3 for the rest of the game! Twisting your watch dial round, you move it forward an hour. The figure from the past disappears, but one from your future appears. Your future self gives you a Banishment item before also disappearing!

22

Something is behind you, as you run it starts to chase. Your heart is pounding in your chest, it sounds like a drum and your blood is rushing so fast in your ears you're surprised you can still hear, yet somehow the growls are louder than ever. You feel its icy touch just meters away from you as you run harder. Pass a Bravery Test or suffer 3 unblockable Fear Points!

As you run for your life, you dodge out of rooms, knocking down objects and slamming doors behind you. But, it's of little use, the ghost is right behind you all the way. Pass an Ability Test to outrun the ghost and double back to your original position, or your Ability attribute level is reduced by -3 for the rest of the game! As you weave through the house, twist under the table and back through the door you walk back into the room breathing hard and dripping with sweat, but you managed to escape. With a smile, you notice sitting on a storage shelf is a Banishment item!

23

Sure the house is chilly, but it's a little too odd when your legs suddenly start to feel cold. You look down and to your horror, you are not wearing any pants! You shriek in horror with embarrassment. Pass a Bravery Test or suffer 3 unblockable Fear Points!

Can anyone see me like this? The thought of being spotted pantless outside of their own bedroom is simply too much for anyone to bear. Pass a Knowledge Test or your Knowledge attribute level is reduced by -3 for the rest of the game! Phew. By panicking and uttering the word "diddums" seemed to have broken the ghost's trick. Once again, you are decent and you breathed a sigh of relief as no one noticed what just happened. Inside your pocket, you find a new Banishment item!

Continued...

Spectral Energy Events (S.E.E.)

24

You haven't seen anyone for ages, in fact, it feels like hours. Where is everyone? Have they left already? This wasn't funny and it's definitely not nice to play tricks. Pass a Bravery Test or suffer 3 unblockable Fear Points! Shouting out loud, you start to panic. Grabbing your flashlight you frantically try to turn it on, but it's not working. Pass an Ability Test to put the batteries in the right way round or your Ability attribute level is reduced by -3 for the rest of the game! Got it, the light beam is strong and bright. You feel confident to keep searching on your own again. The extra light in the room reveals a partially hidden Banishment item!

25

With a pop, you suddenly find yourself standing on the ceiling. Gravity has flipped you in this room. Upside down you're looking at all the furniture stuck on your ceiling, wondering why it doesn't fall down. Pass a Bravery Test or suffer 3 unblockable Fear Points! The only problem is that the doors are now too high to reach, escape is impossible by conventional means. The only way out seems for you to dig through the ceiling and climb into a new room. Pass an Investigation Test to find a weak area to break, or your Investigation attribute level is reduced by -3 for the rest of the game! Kicking down hard, the ceiling starts to crumble. A hole is just big enough for you to crawl through. As you enter, you feel gravity returning to normal. Roll 1d12 to find out which room you've entered. Standing, you brush off the dust. At your feet, you've found a Banishment item!

26

A small trickle of blood flows under the door. As you watch with curious puzzlement, it quickly becomes faster and starts spraying from all sides of the door. Within a minute the door is broken down and a giant wave of blood comes crashing into the room. You're knocked against the wall with all the furniture and smaller objects as the dark red liquid fills the room. Pass a Bravery Test or suffer 3 unblockable Fear Points! Jumping to safety and trying to stay above the rising blood, you grab hold of a cupboard for support. But it's of no use, the blood keeps rising and as you take a large breath of air before being completely submerged. Pass an Ability Test to swim down to the window and break it, or your Ability attribute level is reduced by -3 for the rest of the game! Kicking hard the glass cracks and then a second later due to the pressure of the room, explodes outwards. The blood drains from the room with unnatural quickness and you catch your breath on the floor, sticky but alive. In the center of the room, you find a Banishment item!

27

You sense some strange energy field around you, and it makes you really nervous. You habitually start to bite your nails. Crunch. Pass a Bravery Test or suffer 3 unblockable Fear Points! As you continue to bite you start to feel your whole fingernail wiggle. Within seconds it's fallen off and so have all the others! You suddenly feel something in your mouth and spit out a tooth onto your hand. As you look down in horror, you feel more teeth loosen. Pass an Investigation Test or find the cause, or your Investigation attribute level is reduced by -3 for the rest of the game! You find the hex bag quickly, a horrible item that can cause vivid hallucinations. You throw it out the window. To your relief, you discover that not only have your fingernails and teeth returned to normal, but you've also discovered a Banishment item!

28

Aaaaargh man! Seriously, who poops on the floor? Looking down you totally stepped in it. It must have been a wild animal, but you're pretty sure it was (use another player's name). However, the more you wipe, the more it seems to spread. Pass a Bravery Test or suffer 3 unblockable Fear Points! There's only one thing for it. You need to brush up against every piece of furniture in the room, roll on the rug and use every piece of paper you can find. Pass a Knowledge Test or you reduce everyone else's Knowledge attribute level by -3 when you are in the same room! Finally, after what seems like hours you've got it all off and managed to investigate the room wall to wall, finding a Banishment item!

29

With a sudden crash, the floor partially collapses under your weight. The room condition was far worse than you originally thought. Grabbing hold of a plank of wood, you pull yourself up to the edge of the wall, clinging on for dear life. There's no way back, but below you is a vast black bottomless crevasse, with only a few pillars for support. Pass a Bravery Test or suffer 3 unblockable Fear Points! Jumping is easy, but knowing which pillar will support you and not crumble is the difficult part. Pass a Knowledge Test or your Knowledge attribute level is reduced by -3 for the rest of the game! Phew, you made it! Jumping for your life you nimbly dance across the room. You're so good in fact, you find a Banishment item!

Continued...

Spectral Energy Events (S.E.E.)

Working your way around the room, out of the corner of your eye you catch a large shadow glide across the opposite wall. Turning quickly towards the window, you glimpse a massive shark swimming by. The Shark is a ghost behemoth dripping with spectral energy. It's terrifying and a cold shiver runs down your back. Holding a hand over your mouth, you try not to scream. Pass a Bravery Test or suffer 3 unblockable Fear Points!

30

Slowly backing away, you step on a creaky floorboard. Realising your mistake, you try to lift your foot as quietly as you can. But it's too late. The shark jerks in the air, twisting quickly. It's hears you and comes crashing through the window. Glass and wood explode inwards. It's too big to get through completely in one go, but the rows of razor-sharp teeth are frantically ripping at everything. It won't be long before it breaks in. Pass an Ability Test to time it right and jump past the shark and into the next room, or your Ability attribute level is reduced by -3 for the rest of the game! With a single heart-pounding bound, you jump past the shark and straight into the next room. And just in time, you hear the room behind you being completely destroyed as the shark searches for you. You are safe for now. On a small bookcase, you find a Banishment item!

31

Within a blink of your eye, you are transported away from the house and onto a sinking cruise ship in the high seas. It's night and people are screaming all around you. The storm is raging and the rain is coming down hard. Pass a Bravery Test or suffer 4 unblockable Fear Points!

Looking around you can't see any lifeboats, but far below in the icy ocean is a floating inflatable raft. This could be your one chance of survival. But will you survive the fall? Pass an Investigation Test to calculate the position and fall velocity, or your Investigation attribute level is reduced by -4 for the rest of the game! Within seconds of hitting the water you are pulled to safety. As you are pulled inside the waterproof lining you realise you are back in the investigation room. In your hands, you find a Banishment Item!

32

You're back at school and the class is sitting an exam, the hall is in complete silence as the teacher hands out the exam paper. You start to panic, was this a dream, are you really here? What exam is this, hell, what class is this? Pass a Bravery Test or suffer 4 unblockable Fear Points!

As you take the paper, you notice the title 'Philosophy of 18th-century Russian aristocracy. Pass a Knowledge Test to ace the exam, or your Knowledge attribute level is reduced by -4 for the rest of the game! Feeling confident you sit for the full two hours of the test, this is possibly the best exam you've ever written, maybe even one of the best the exam board has ever read? At this point, you realise that you're asleep and this is a dream. You wake up with a start, back in the investigation room. On a chair to your left, you find a Banishment Item!

33

Is the room shrinking or are you growing? No, it's the room, the walls are visibility closing in all around you, crushing the furniture with ease. Pass a Bravery Test or suffer 4 unblockable Fear Points!

If you have a phobia of small places, this is truly terrifying. On your hands and knees, you crawl towards the door. Pass an Investigation Test to choose the quickest route to safety, or your Investigation attribute level is reduced by -4 for the rest of the game! Throwing yourself into the next room just in time. The doorway behind you is completely blocked by a thick wall. Looking down, to your surprise, you're holding a Banishment Item!

34

As you search, a curious thought pops into your head, the ghost doesn't want to hurt you, just take some of your life energy. You surprisingly seem ok with that idea. Pass a Bravery Test or suffer 4 unblockable Fear Points!

The ghost is all around you, a green swirling cloud feeding on your energy. You're feeling weak and realise too late you are definitely wrong. Pass a Knowledge Test to break free from the ghost's supernatural mind control, or your Knowledge attribute level is reduced by -4 for the rest of the game and the ghost's power level is increased by 4! Shaking yourself free, the ghost leaves the room. In its swift departure, you find a Banishment Item!

Continued...

Spectral Energy Events (S.E.E.)

35

The floor is full of knives and broken glass. This usually wouldn't be a problem but for some reason, you're not wearing any shoes? You don't remember taking them off and yet somehow you can see them on the other side of the room. Pass a Bravery Test or suffer 4 unblockable Fear Points!

Pain is only in the mind you keep telling yourself. As you carefully walk across the room you feel every cut, every sharp edge piercing your flesh. The ground feels wet and sticky with your blood, but you must continue. Pass an Ability Test to make it to the other side of the room, or your Ability attribute level is reduced by -4 for the rest of the game! Finally reaching your shoes, you sit down and pull out the glass. It's not as bad as it looks and you apply some ointment and band-aids before putting your shoes back on. Next to your shoes, you find a Banishment Item!

36

You hear the buzz long before you see the Bees. All around the room, there are several beehives. You have no idea who built them or why, but you do know that thousands of bees in a single room will be a problem. Pass a Bravery Test or suffer 4 unblockable Fear Points!

You fail to recall anything useful to aid you, other than bees make honey. Pass a Knowledge Test to convince yourself that covering yourself in honey and pretending to be a bee is a great idea, or your Knowledge attribute level is reduced by -4 for the rest of the game! You're a sweet sticky mess but you made it, not one sting. As you start to lick yourself clean you find a Banishment Item stuck to your leg!

37

Opening a chest of drawers you can't believe your luck. Hundreds, if not thousands of gold coins. Each one alone must be worth over a hundred bucks. Grabbing wildly you start to fill your pockets with as much as you can carry. Pass a Bravery Test or suffer 4 unblockable Fear Points!

You open your backpack and fill that too, squeezing a few coins into your shoes and socks, you can hardly move, but if you can make it out you'll be rich beyond your dreams. Pass an Investigation Test to snap out of the spectral illusion, or your Investigation attribute level is reduced by -4 for the rest of the game! The coins in your hands start to disintegrate into dry bone dust. The illusion is broken and you disappointingly realise you've been tricked. It was all nothing but old bones all the time. You empty out your pockets and backpack with annoyance. Searching the last drawer, you do find something real, a new Banishment Item!

38

Oh great, nothing worse than bubble gum in your hair. You have so much stuck on the back of your head, someone must have been putting it there but you didn't feel anything. Pass a Bravery Test or suffer 4 unblockable Fear Points!

As you try to pull it out and untangle your hair, you just make it worse. Pass a Knowledge Test to use something cold to break it apart into smaller manageable pieces, or your Knowledge attribute level is reduced by -4 for the rest of the game! You can't find any ice, but you do have an ice cream you were saving for later. Smothering it into your hair, you find that the gum comes out easily but now has a strong aroma of raspberry ripple. Not entirely unpleasant, but you must remember to take a shower when you get home. On top of an old bookcase, you find a Banishment Item!

39

Dogs howl outside as the clouds part to reveal a partial lunar eclipse. Strange spectral energy lines the clouds with a neon glow. The sky is lit with flashes of colour and strange shapes. Pass a Bravery Test or suffer 4 unblockable Fear Points!

As you study the moon, you can see it visibly turning faster and faster. A spectral energy gateway is being opened on the moon, but by who? Pass an Investigation Test to notice the black van parked on the street outside, or your Investigation attribute level is reduced by -4 for the rest of the game! The van is clearly part of a surveillance team and probably quasi-government agents. They were anticipating this. As the neon light shines through the window, it illuminates a new Banishment Item!

40

Ghostly auroras appear around the room, beautiful small versions of the Borealis, slowly sweeping over everything, undulating softly with an emissive light glow. Everything they touch, ages rapidly and decays into dust. Pass a Bravery Test or suffer 4 unblockable Fear Points!

The only way around it is to quickly jump, dodge and roll to safety. Pass an Ability Test or your Ability attribute level is reduced by -4 for the rest of the game! Quickly moving to the right positions in the room, you skillfully navigate the perfect route to escape. On your way around the room, you find a Banishment Item!

GHOST CLUB

A Paranormal RPG Adventure Game

GM Investigation Sheet

Investigation location Clues needed

Ghost Ghost Power Level.....

Ghost Attack Die.....

Ghost Special Skill.....

Time 7pm 8pm 9pm 10pm 11pm 12pm 1am 2am 3am 4am 5am 6am

(Investigation increases in difficulty after 3am)

Player Name	Player Name	Player Name	Player Name
Nickname / Gang	Nickname / Gang	Nickname / Gang	Nickname / Gang
Fear Points Remaining	Fear Points Remaining	Fear Points Remaining	Fear Points Remaining
Room Location History	Room Location History	Room Location History	Room Location History
Clues Found	Clues Found	Clue Found	Clues Found
Banishment Items Found	Banishment Items Found	Banishment Items Found	Banishment Items Found
Chroma Focus	Chroma Focus	Chroma Focus	Chroma Focus

Difficulty	Score	Degree of success	Investigation Findings	D6 Item Colour Group	Property Damage & Notes
Easy	>8	Failed	Yuck, you found something gross!	1 Black Gold	
Average	>10	Success	You found exactly what you were looking for! (An item, clue or money (1D6x\$20))	2 Midnight Purple	
Hard	>12	Over-achiever	You found an item which is your favourite colour, a clue, or money (1D6x\$30)	3 Crimson Red	
Very Hard	>14	Show off	You've encountered a S.E.E	4 Neon Blue	
Challenging	>16			5 Spectral Green	
Almost Impossible	>18			6 Pink Fuchsia	

LOCATION MAPS

During the game, everyone is going to be constantly looking at, and surrounding the map. Make sure it's big enough for everyone to see. These maps are included as pdfs and can be printed out to help the players visualise the location and their surroundings. It's also a great opportunity for players to write things on the map too, notes about the room they've investigated and maybe what they found?

The following pages contain several maps to be used during individual investigations, or part of a larger story arc campaign.

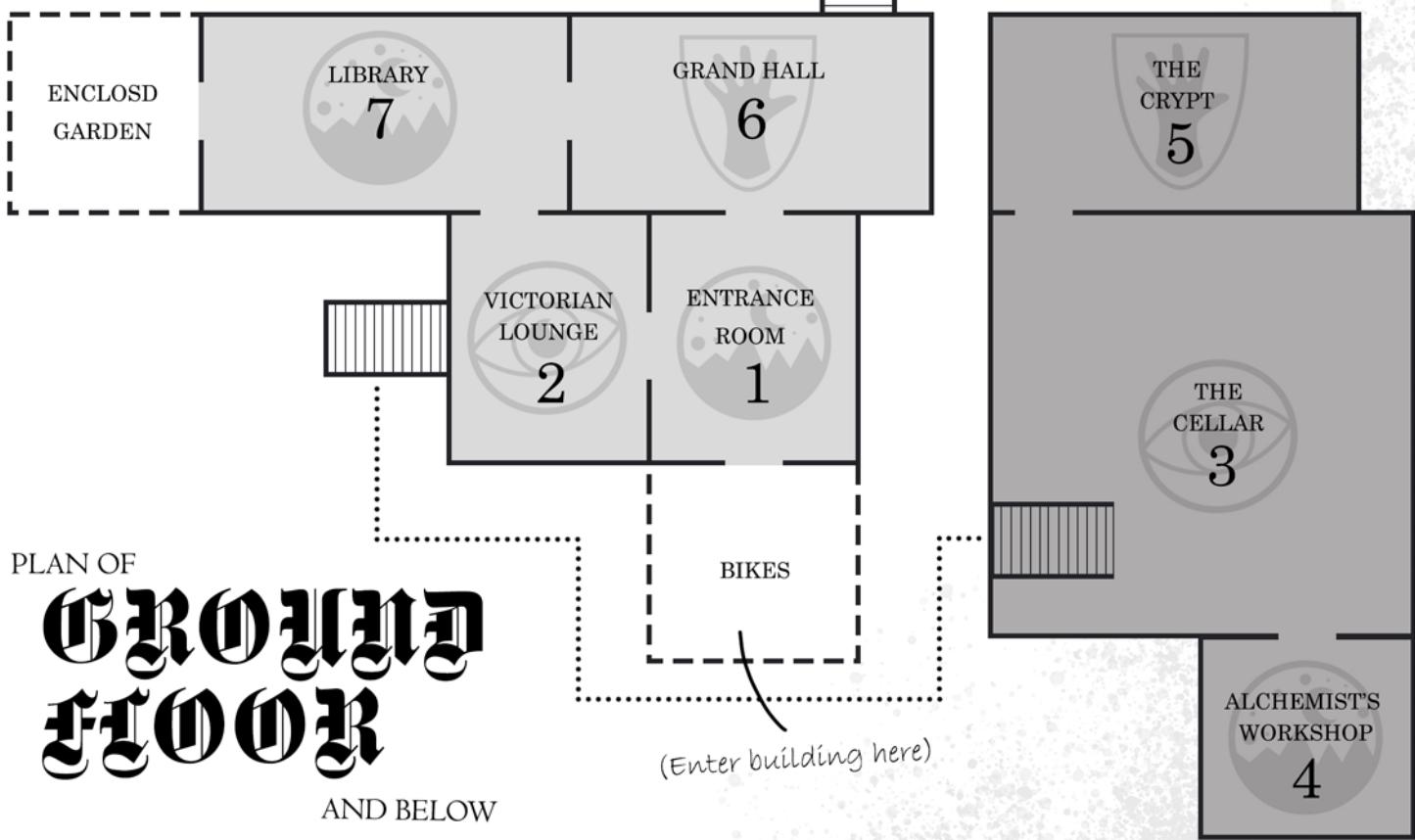
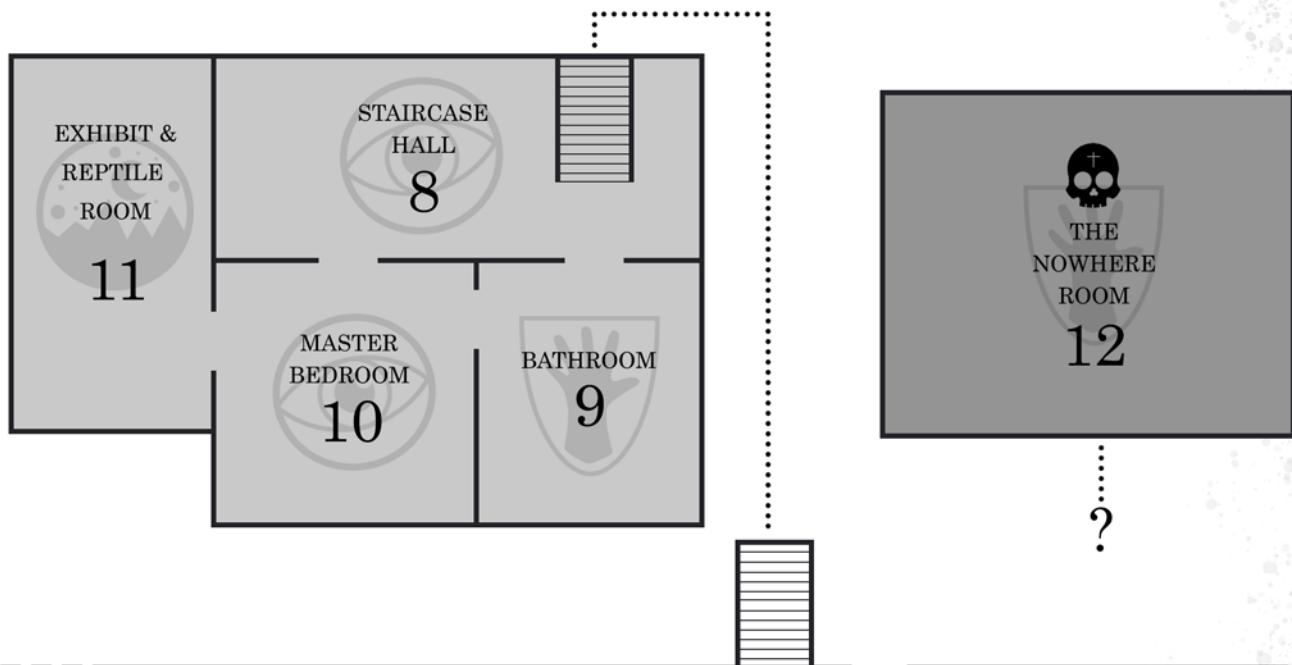
THE HOUSE ON 11TH AVENUE

PROPERTY DAMAGE

1-3	\$40
4-6	\$80
7-II	\$150
I2+	\$300

PLAN OF

FIRST FLOOR



PLAN OF

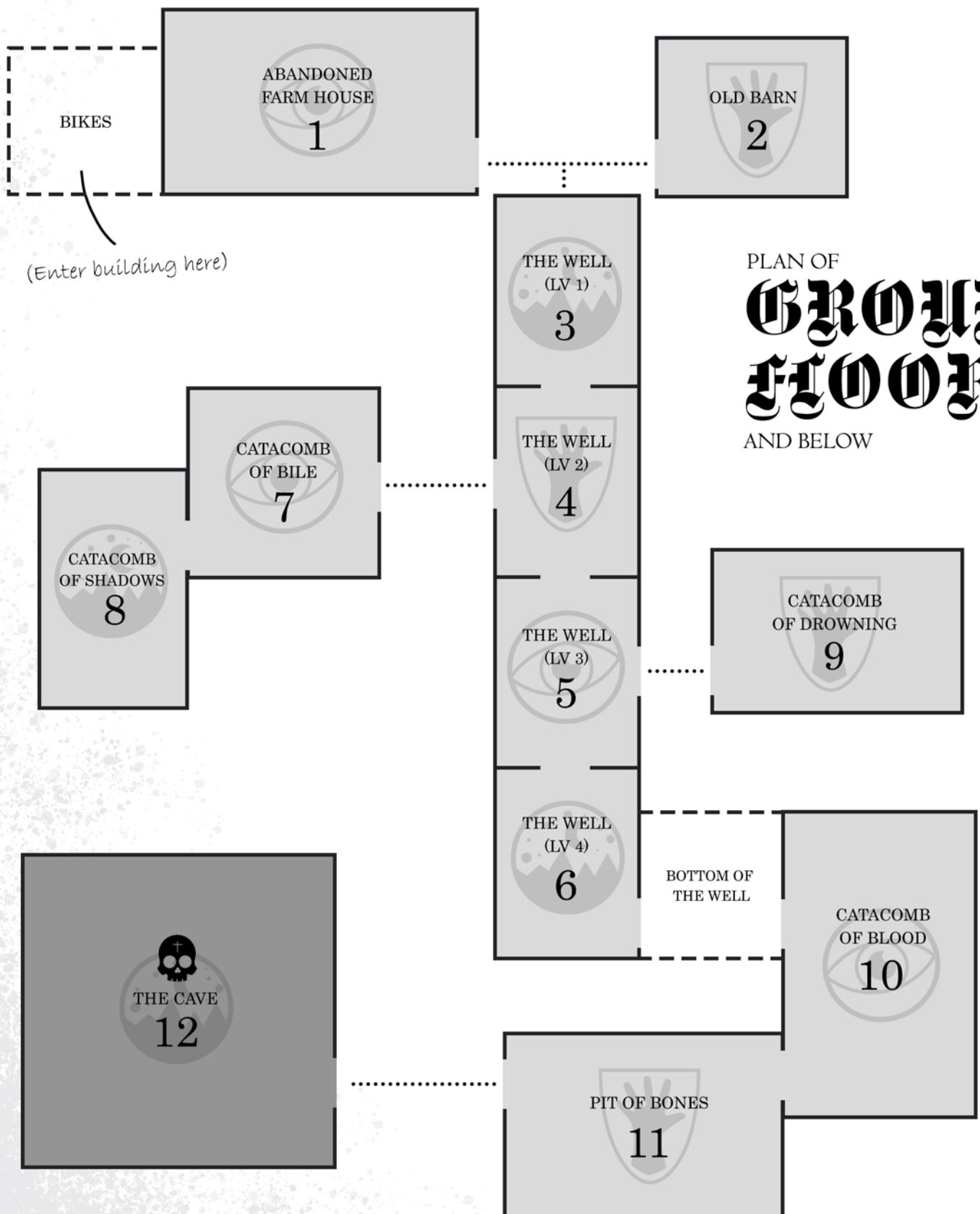
GROUNDFLOOR

AND BELOW

THE WELL OF FEAR

PROPERTY DAMAGE

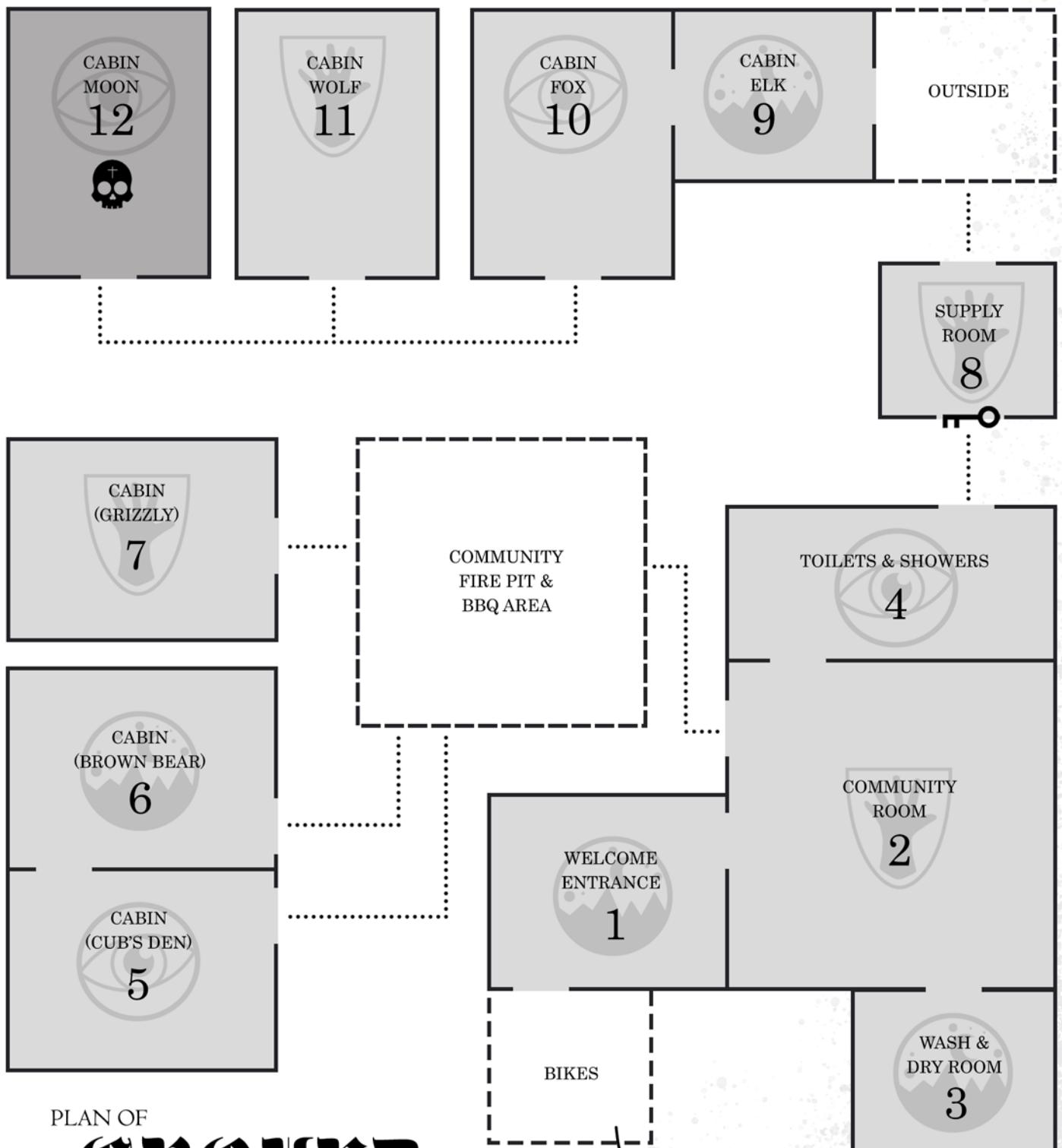
I	\$15
2-3	\$30
4-6	\$90
7-10+	\$150



THE CABINS IN THE WOODS

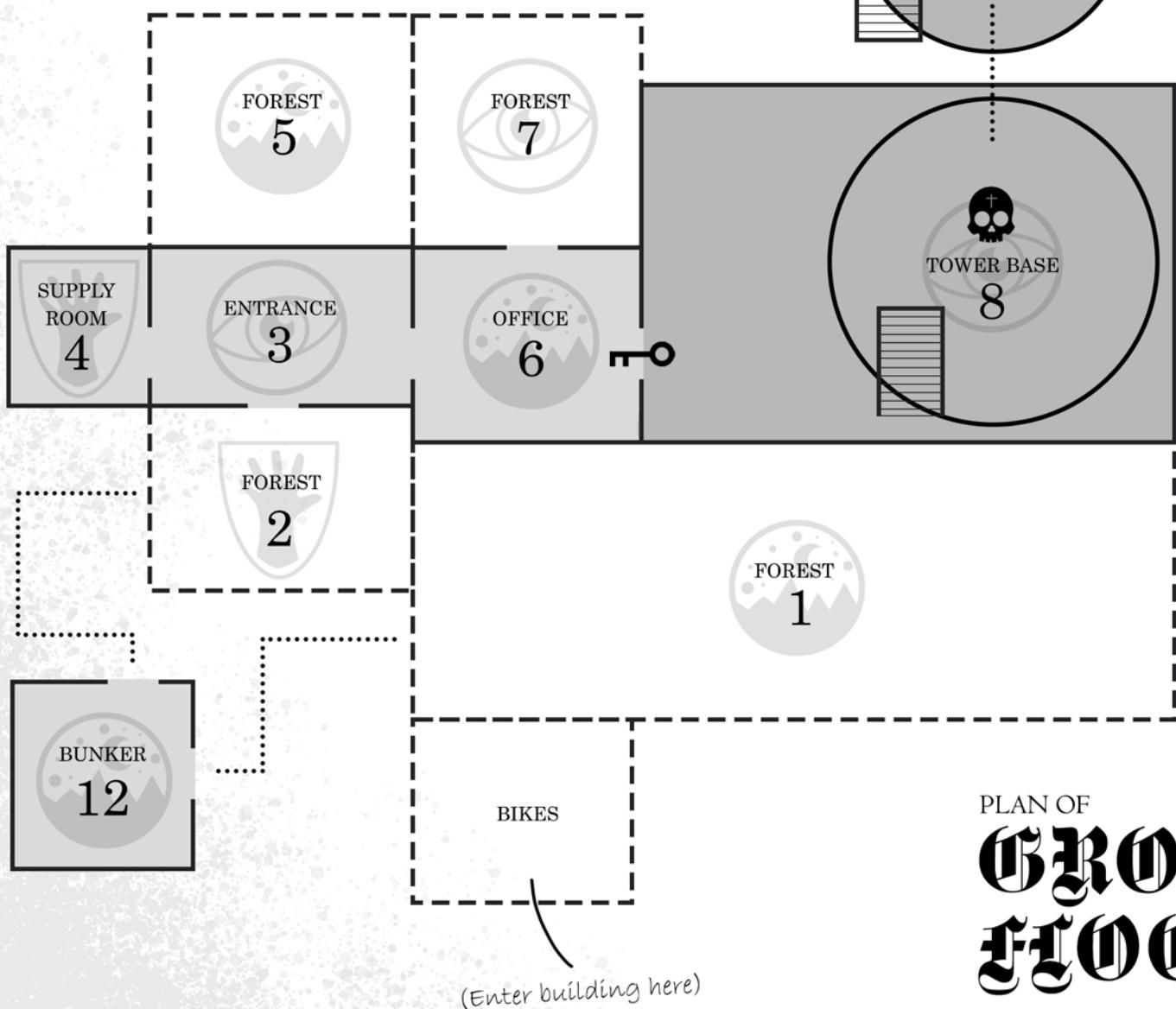
PROPERTY DAMAGE

I	\$60
2-5	\$90
6-9	\$140
10+	\$250

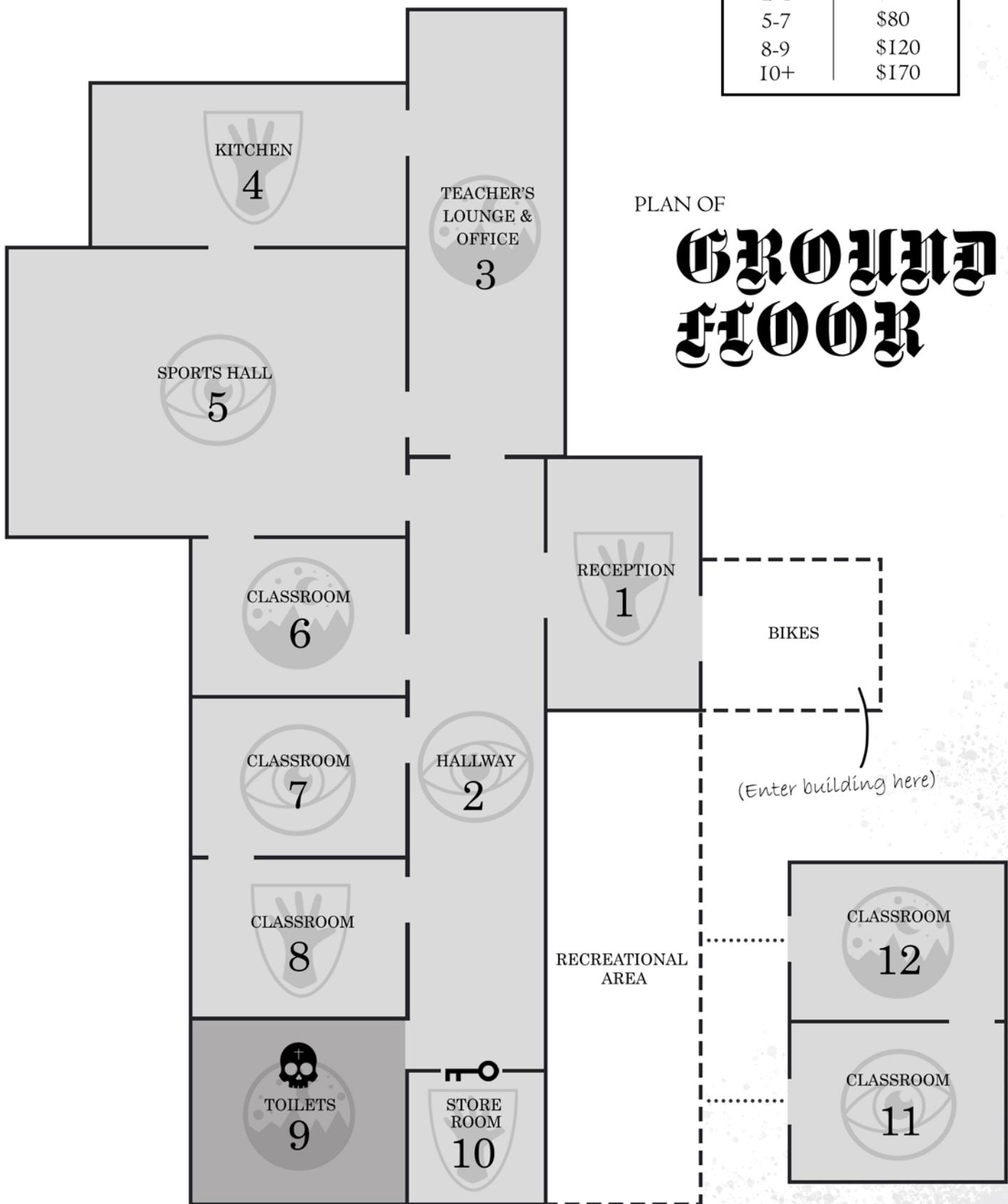


SILVERWOOD LIGHTHOUSE

PROPERTY DAMAGE	
I	\$5
2-4	\$20
5-9	\$30
10+	\$50



TWIN FALLS HIGH SCHOOL



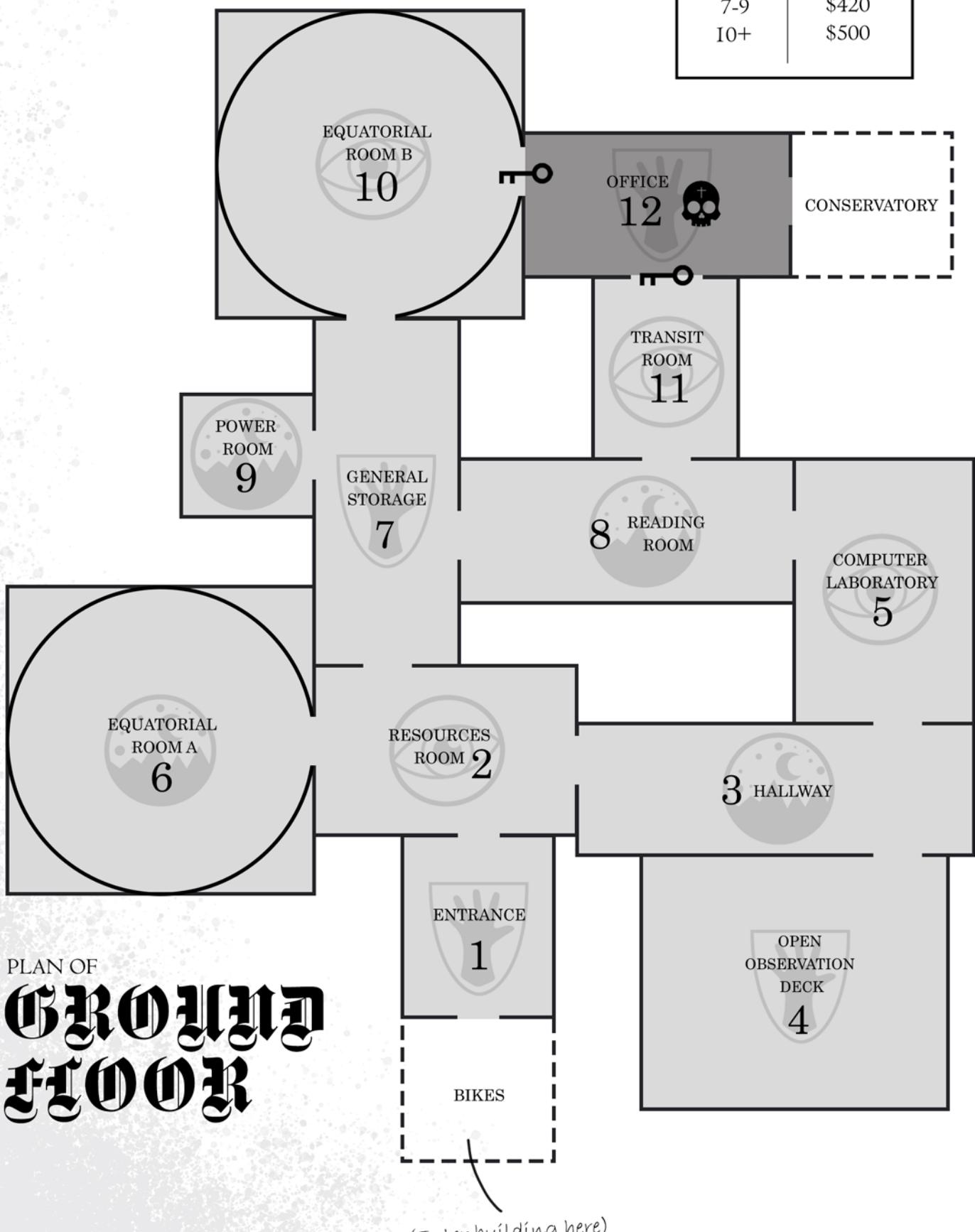
PROPERTY DAMAGE	
I	\$30
2-4	\$50
5-7	\$80
8-9	\$120
10+	\$170

PLAN OF

GROUNDFLOOR

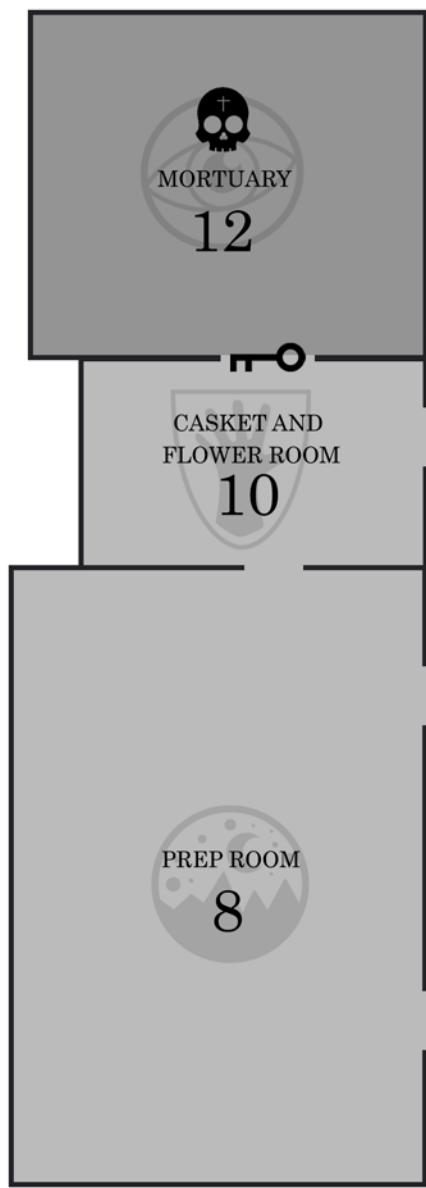
THE ASTRONOMICAL OBSERVATORY

PROPERTY DAMAGE	
I-3	\$80
4-6	\$260
7-9	\$420
10+	\$500

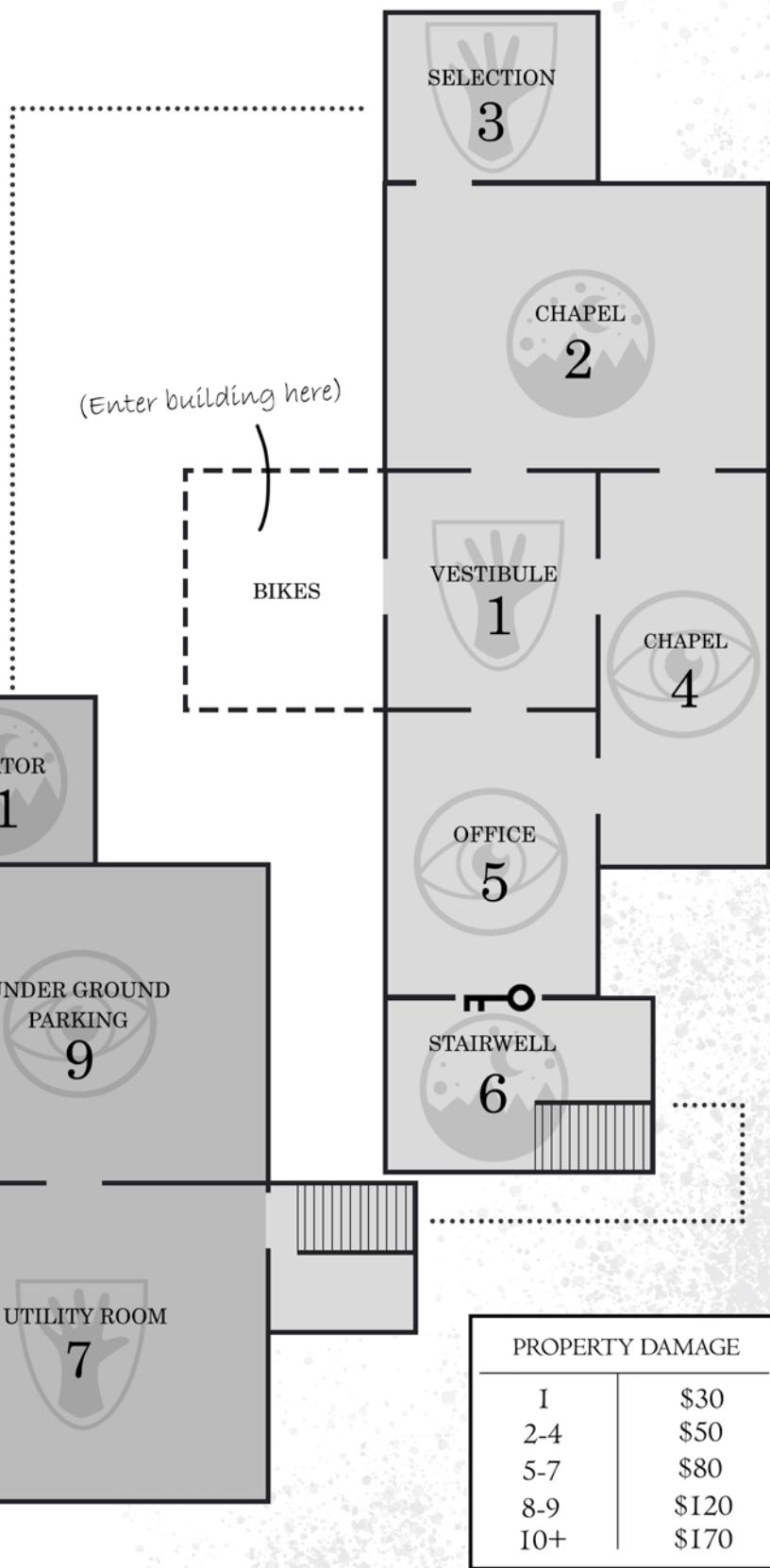


FUNERAL HOME

PLAN OF
B1



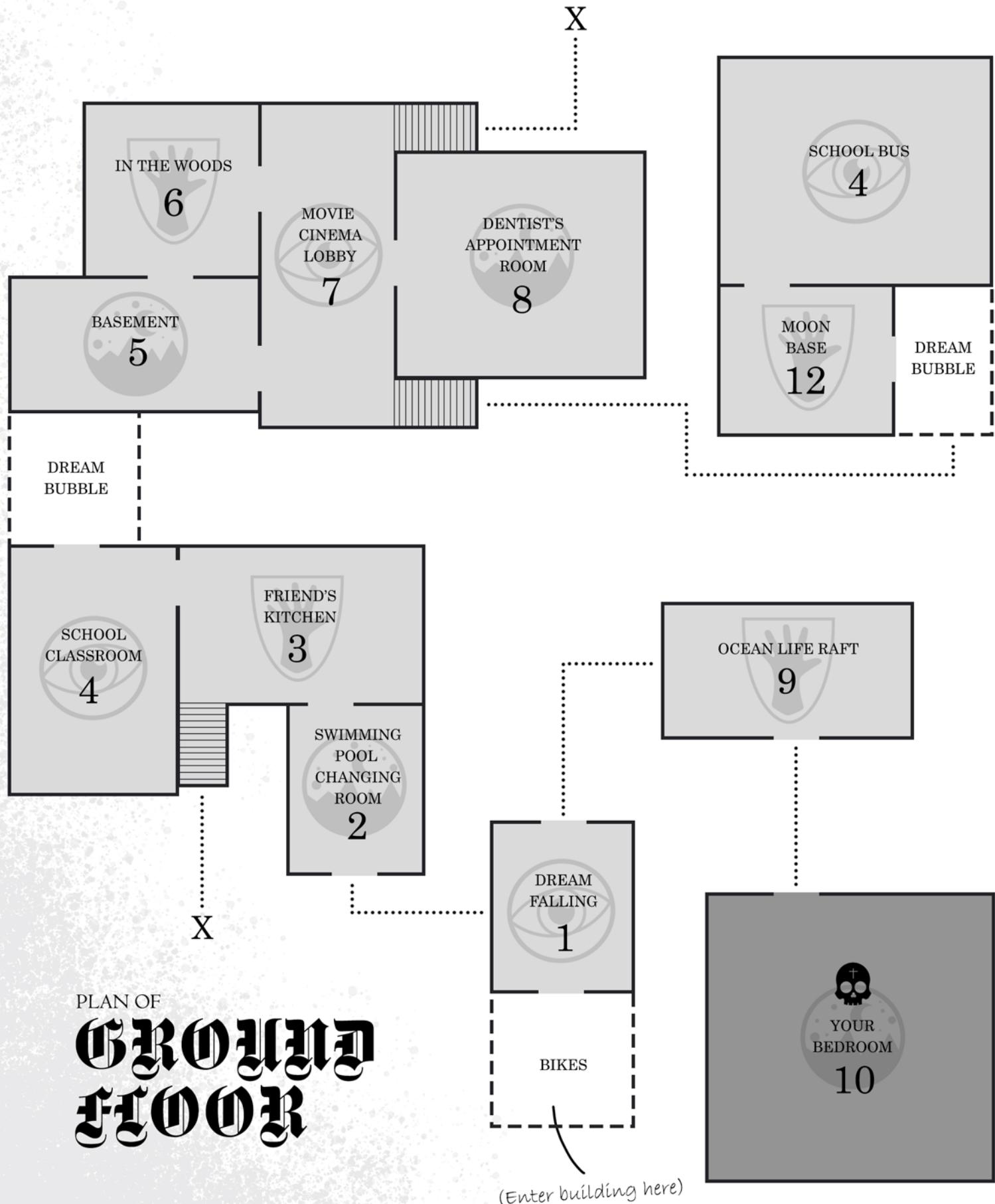
PLAN OF GROUND FLOOR



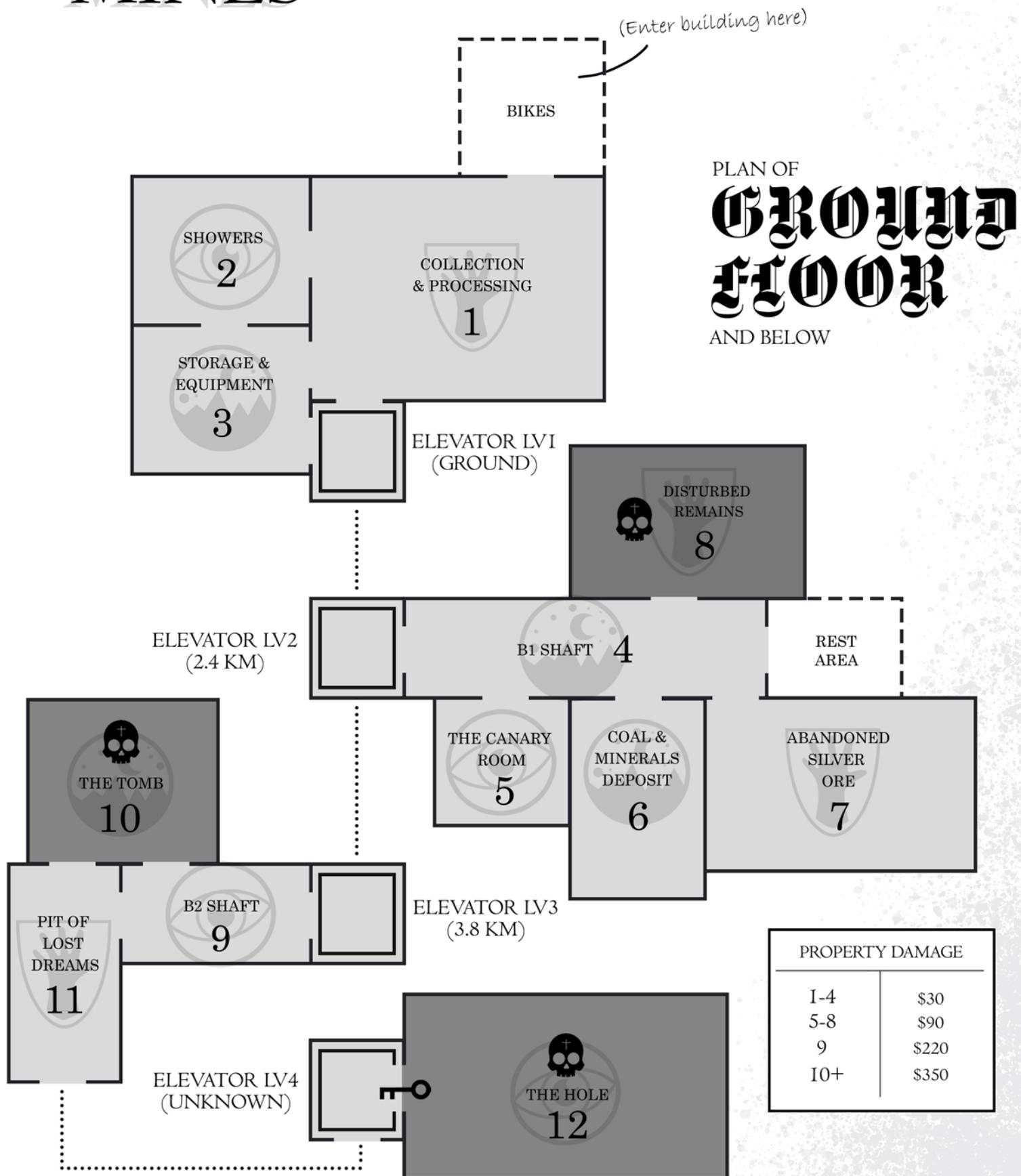
THE DREAMING HOUSE

PROPERTY DAMAGE

I	\$D6
2-5	\$D6 X D6
6-9	\$D10 X D6
10+	\$D10 X D10



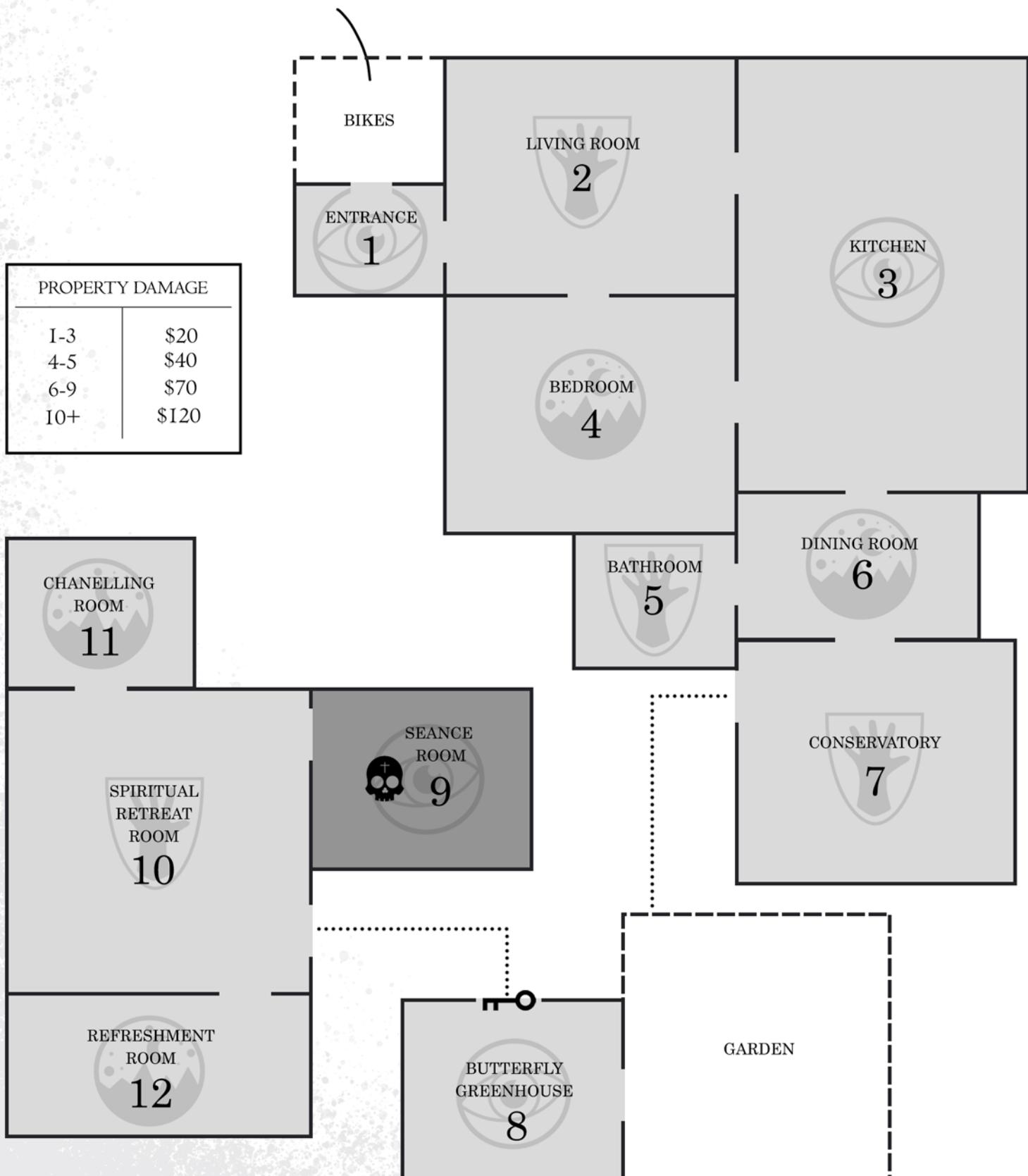
THE OLD MINES



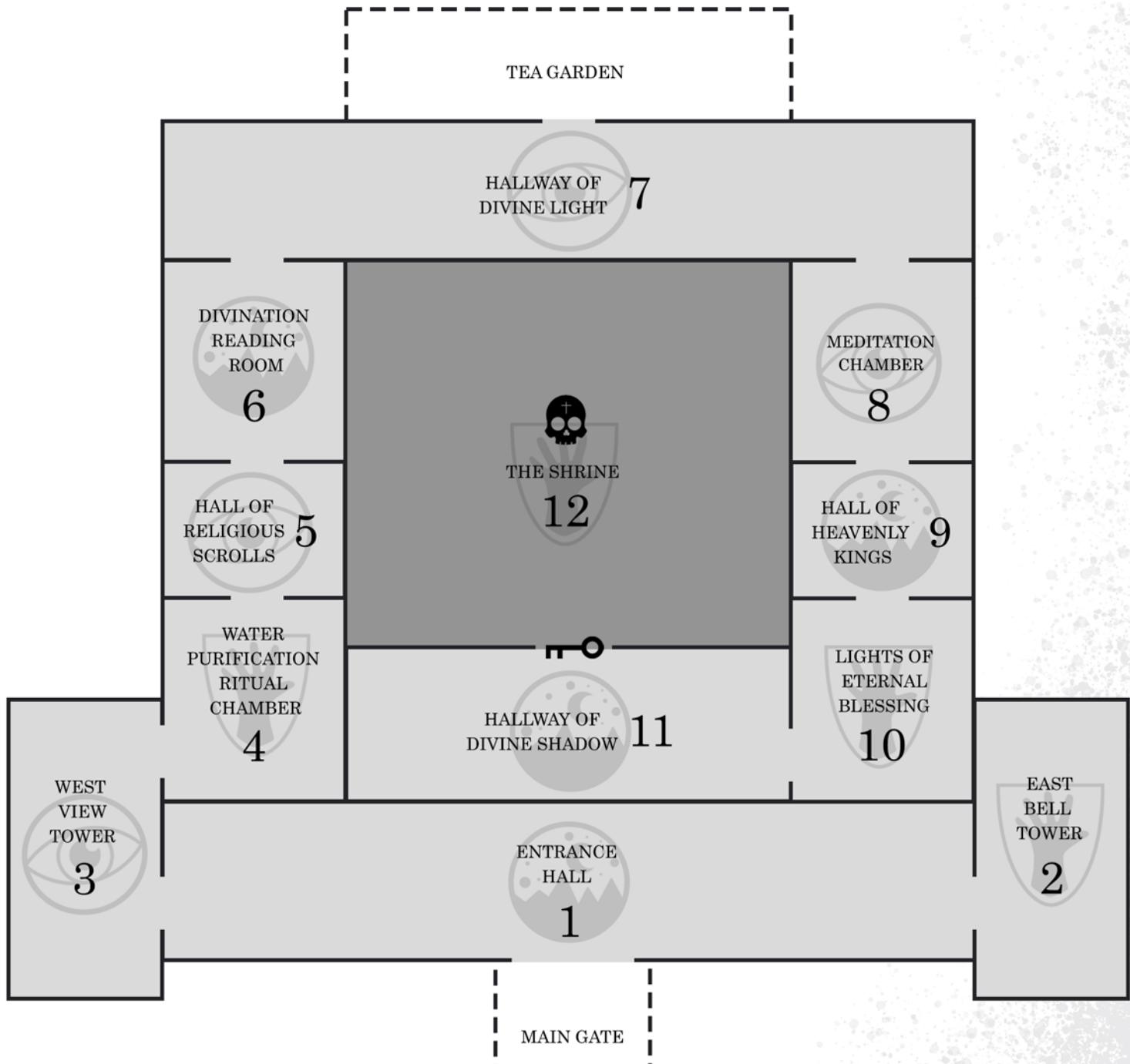
THE LOST HOUSE

PLAN OF GROUND FLOOR

(Enter building here)



THE TEMPLE OF DEATH



PROPERTY DAMAGE	
I	\$25
2-4	\$60
5-8	\$180
9-10+	\$300

PLAN OF
GROUNDFLOOR



THE GHOSTS

Are you troubled by strange noises that go thump in the night? Have you ever seen something that you couldn't explain? Do you have that feeling that something is following you? If the answer is yes, then you may have a ghost problem or even worse, an overprotective parent.

This chapter contains statistics and profile pages for all the ghosts that the kids could investigate, and try to banish. Use the following pages as a reference for each investigation.

According to internet resources, a ghost is the soul or spirit of a dead person or animal that can appear to the living. Descriptions of ghosts vary widely from an invisible presence to translucent or barely visible wispy shapes, to realistic, lifelike forms.

Ghosts are generally described as solitary, human-like essences, they are believed to haunt particular locations, objects, or people they were associated with in life. According to a 2009 study by the Pew Research Center, 18% of Americans say they have seen a ghost.

Western ghost lore is mainly centred around specific human individuals, and locations. This may be due to a changing of organised beliefs, new languages and mixing of European cultures. However, in many cultures around the world ghosts are still treated with caution, respect and fear of repercussion.

Many countries that have kept their native culture and language, either through isolationism, resilience or a return to traditional values tend to have fables with moral lessons for children and adults alike. Usually, these are of a much scarier subject matter and can be based on demons from other planes of existence, monsters in the mountains that eat children and animal spirits that possess women and lure men to their deaths. Timeless fears that lay deep within the human psyche.

In Ghost Club RPG, ghosts are first arranged in types. Some ghosts may have several of these types combined.

Ghost Type	Description
Ball of Light, Vapour or Mist	A ghost that lacks spectral energy will manifest as a light or vapour, even a moving mist containing sounds and voices of any insubstantial haunting.
Partial Apparition	A ghost form that has only partial body parts, an apparition may have only a head, an upper body, or just a pair of arms.
Repeating	A ghost which has obsessive repetitive behaviour patterns and will come back to manifest at a certain place or time.
Geo-Specific	A ghost which is tied to a specific location and cannot move away from it. It can form into solid matter and have a physical presence if powerful enough.
Geo-Roaming	A ghost that can move at will with no regard for mass or location.

Ghosts are classified within categories for identification.

Classification	Description
1	A mysterious light form and extremely hard to see. Interaction is difficult and usually they pose no threat unless provoked. Easily sensed by individuals who are spectral energy sensitive.
2	Anonymous Hauntings with a weak physical form but can use mind manipulation and voices to cause serious distress. Usually with mischievous intent and will defend itself with force if necessary.
3	A spirit that is lost on the ethereal plane, these ghosts can return to our plane of existence to carry out one final visitation or warning. Physically unable to manipulate anything too large or for a substantial amount of time, however, it may pass through solid matter. Usually found in dreams or mild possession.
4	Manifestations are usually focused on a specific time and space. These ghosts can physically manipulate objects in our world to attack or defend themselves with extreme aggression.
5	A strong distinct human form with a known identity, and with malicious intent. Takes pleasure in destruction and inflicting fear in humans. Can attack and defend itself but will gradually become weaker as it uses up more spectral energy.
6	These entities are fully formed manifestations, most often the result of highly charged emotions and made of pure spectral energy. They can have animal or human characteristics with a recognisable face, a solid mass. They are easily provoked into a rage of blind destruction.
7	Ghosts of animals, huge monstrous beasts or even demons. Proceed with extreme caution. Usually a unique solution is required to banish them and often it will seek to cause mass destruction and attack randomly.
8+	Mega-Spectres or Demonic Arcane Demi-Gods. End of the world stuff. They are creatures or beings of pure malevolence and are exceptionally powerful, exhibiting full control over their form. These are often identified throughout primitive cultures and historical texts. They can manipulate space, time and even thoughts. Extremely dangerous, there is no known way to banish them. Get out of town as quickly as possible.

UNCLE STAN'S GHOST GUIDE & PARANORMAL ALMANAC

Uncle Stan isn't your real uncle. He's an old homeless guy who lives under the bridge near the park.

Or maybe he works there. Clearing leaves and picking up rubbish. It's hard to tell. But you see him a lot, in fact, everyone in town knows him, or they have heard about him. Sure he's a little crazy and says some wild things, but lately, some of his mad ravings have started to make sense. One night, on your way back from school, you see his trolley and sleeping bag abandoned on the park bench. He's nowhere in sight. Looking down, you spot a small note that reads 'To the kid that sees them too. Yes, you reading this. I'm not crazy, I'm just like you. I gotta go, but one day I'll be back. Take this book, it will help you. It's dangerous to go out alone after dark!' For years you've seen him walking around waving his hands in the air, like a harmless lunatic whilst pushing an old shopping trolley filled with junk items, newspapers and old books, but now you realise the truth. He's been researching and documenting everything weird and paranormal in town.

He's been making a ghost guide, and now it's been handed down to you!

Class 1 ghosts:

Ghost Type	Classification	Supernatural Event	Banishment Items	Reward	Power Level	Attack Die
Wisp	Class 1, Ball of light	Dark rain Clouds Flickering Lights Mist or Fog Whispering Voices	Traffic Cone Salty French Fries Rainbow Torch Silver Fork	\$80	12	1D6
Ghost in the TV	Class 1, Electromagnetic Repeating	Heavy Lightning Storm Clouds Flickering Lights TV Static	Walkie Talkie Electromagnetic Field Recorder Yellow Marigold Goves Ghost Trap	\$100	14	1D6

Class 2 ghosts:

Ghost Type	Classification	Supernatural Event	Banishment Items	Reward	Power Level	Attack Die
Phantom	Class 2, Geo-Roaming	Heavy Lightning Storm Clouds Flickering Lights Temperature Drop	Infrared Thermometer Vintage Tape Recorder Unicorn Plushie Rainbow Torch	\$80	12	1D10
Ghost Cat	Class 2, Geo-Specific	Meowing Noise Flickering Shadows Cat Bell Dead Birds	Traffic Cone Fiery Poop on a Stick. Home-Made SEE Meter Silver Fork	\$80	12	1D8

Class 3 ghosts:

Ghost Type	Classification	Supernatural Event	Banishment Items	Reward	Power Level	Attack Die
Poltergeist	Class 3, Vapor	Moving Objects Temperature Drops Flickering Lights Heavy Lightning	Salty French Fries Infrared Thermometer Vintage Tape Recorder Bandana	\$120	16	1D12
Hundred Eyes	Class 3, Geo-Specific	Eyes in the Walls Whispering Voices Ectoplasm Blood from the Taps	Super Scary Mask Thermal Monocular Flash Charges Homemade Iron Firing Fireworks	\$140	18	1D10

Class 4 ghosts:

Ghost Type	Classification	Supernatural Event	Banishment Items	Reward	Power Level	Attack Die
Banshee Wolf	Class 4, Geo-Roaming	Screaming Cries Electricity Stops Smell of Sulphur Mist or Fog	Traffic Cone Home-Made SEE Meter Unicorn Plushie Ski Goggles	\$100	14	1D12
Boggart Giant Animal form (D6): 1. True Form 2. Snail 3. Slug 4. Frog 5. Toad 6. Cockroach	Class 4, Geo-Specific	Ectoplasm Bones Animal Footprints Foul Odour	Salty French Fries Fiery Poop on a Stick Super Crunchy Snacks Bear Tooth Necklace	\$120	16	1D8

Class 5:

Ghost Type	Classification	Supernatural Event	Banishment Items	Reward	Power Level	Attack Die
Dead Monk	Class 5, Geo-Specific	Sound of Chanting Smell of Incense Pots of Blood Unnatural Darkness	Cardboard Box Flash Charges Ghost Trap Homemade Iron Filing Fireworks	\$100	12	1D12
Christmas Regret	Class 5, Geo-Roaming	Dragging Chains Frost Smell of Christmas Pudding Christmas Bells	Sandwich of Perfection Rainbow Torch Reflective Sunglasses Flash charges	\$80	14	1D12

Class 6:

Ghost Type	Classification	Supernatural Event	Banishment Items	Reward	Power Level	Attack Die
Spider Wraith	Class 6, Geo-Specific	Cobwebs Storm Clouds Flickering Lights Clicking Noise	Silver Cross Raven Feather Box of Captured Sunlight Kaleidoscope of Farsight	\$100	14	2D8
No-Face / Yokai	Class 6, Geo-Roaming	Piles of Bones Rats Disgusting Smell Gold Coins	Cursed Electric Guitar Screaming Teapot Kaleidoscope of Farsight Bottled Chroma	\$120	16	1D20

Class 7 ghosts:

Ghost Type	Classification	Supernatural Event	Banishment Items	Reward	Power Level	Attack Die
Great White Shark Ghost	Class 7, Geo-Specific	Screaming Cries Raining Blood Large Dorsal Fin Half Eaten Animals	Dead mans blood Evil Eye Ghost Dagger Goldfish of Reincarnation	\$150	18	1D20

Class 8 ghost:

Ghost Type	Classification	Supernatural Event	Banishment Items	Reward	Power Level	Attack Die
Ecto-Lich	Class 8, Demigod	Heavy Lightning Echoplasm Rain Time Distortion Acoustic Vibrations	Lich's Phylactery Cursed Electric Guitar Box of Captured sunlight Umbrella of Perpetual Sunlight	-	22	1D20

THE WISP

The Wisp is an atmospheric ghost light seen at night. These phenomena are described as balls of orange or blue flame or light and have many names throughout the world. Will-o'-the-wisp, Ignis fatuus, Pixy-light, Spunkie, Min Min Light, Foxfire, or Hitodama are some of the most common. The Wisp is intentionally devious and is believed to be spirits of the dead, fairies, or a variety of other supernatural beings which resemble lanterns and attempt to lead travellers to their demise. They are generally observed around graveyards and bogs. Some folklore explains the phenomenon to be witches who transformed into these lights, whilst others refer to the lights as indicators to places where gold or hidden treasures are buried which can be found only with the help of children.



Power level

12

Attack Die

1D6

Reward \$80

Witching Hour Ability

At random, the Wisp lures 1 kid to become lost and confused.
Dropping 1 item, they must return to their bike immediately.

Classification

level 1, Ball of light

Supernatural Events

Dark rain clouds

Flickering lights

Drop-in temperature

Heavy mist or fog

Banishment Items

Traffic Cone

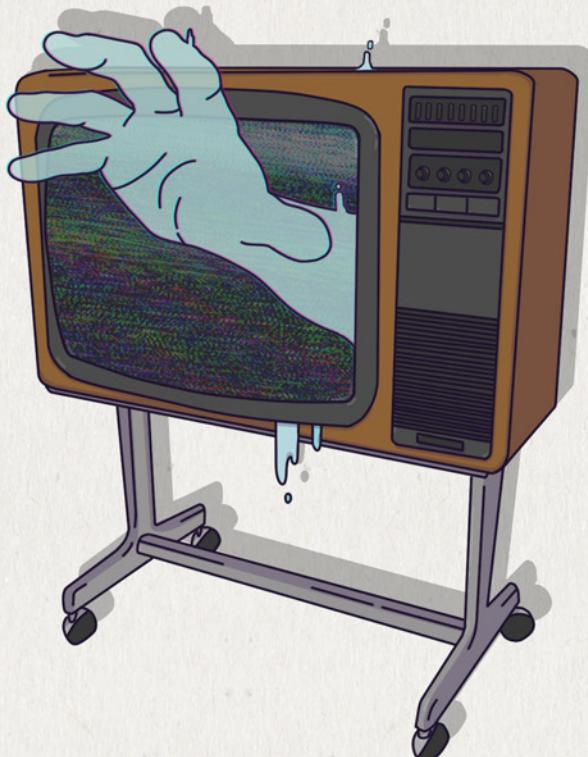
Salty French Fries

Rainbow Torch

Silver Fork

GH~~O~~ST IN THE TV

A powerful ghost can imprint on electrical objects, even when they're not turned on. The ghost's consciousness is carried into a new physical entity. Using the wires as a spectral conduit, the ghost can travel from object to object. Usually, a low frequency sound wave, known as infrasound. Electric ghost types are hungry for power, constantly seeking out more energy demanding equipment and main power lines. They can even flow through water if necessary, but can be tricked whilst seeking escape into an earthed electrical appliance, essentially trapping it. Digital ghosts are particularly dangerous if allowed to gain significant spectral power. It is rumoured, that they can copy themselves and even use cloud backup systems to spread across the mortal dimension.



Power level

14

Attack Die

1D6

Reward \$100

Witching Hour Ability

At random, Spectral hands grab 1 kid and cause 1d6 unblockable Fear points!

Classification

Class 1, Electro-magnetic Repeating

Supernatural Events

Heavy Lightning

Storm Clouds

Flickering Lights

TV Static

Banishment Items

Walkie Talkie

Electromagnetic Recorder

Yellow Marigold Goves

Ghost Trap

PHANTOM

A translucent and invisible presence of a dead person (or animal) that can appear to the living. If the person dies in a sudden or violent manner such as murder or suicide, and they have powerful emotions such as revenge, jealousy or hatred, the deceased being is believed to transform into a Phantom which can then bridge the gap back to the physical world. They feed on the energies of their victims during the night, giving nightmares in return. Similar to wraiths, they can manipulate their appearance but can not sustain the illusion for long periods of time. Unlike most other ghosts that are caught between worlds, these wretched creatures will slowly start to lose their human form, and mutate unspeakable horrors with limbs at twisted angles, and a mouth of long razor-sharp teeth. With each victim, they take a little more until they have finally lost all humanity and their minds. In this state, they are extremely powerful, dangerous and quite mad.

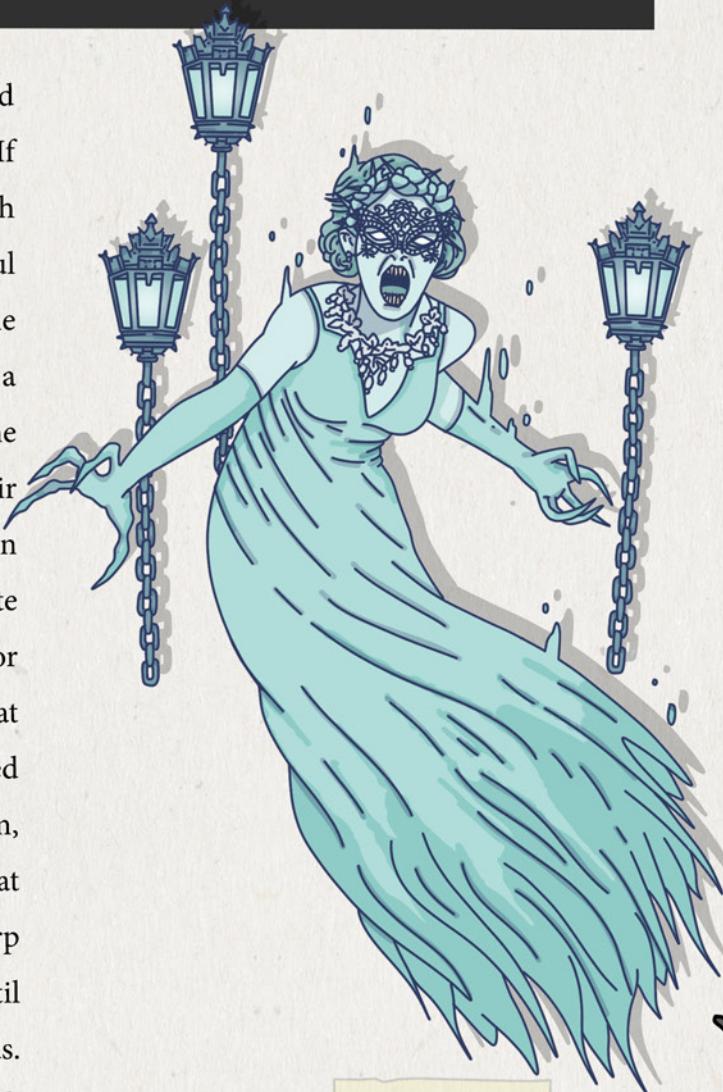
Power level

12

Attack Die

1D10

Reward \$80



Witching Hour Ability

The Phantom will mutate into an unspeakable horror! It will attack all kids inside the house causing 1d6 Fear points!

Supernatural Events

- Heavy Lightning
- Storm Clouds
- Flickering Lights
- Temperature Drop

Classification

Class 2,
Geo-Roaming

Banishment Items

- Infrared Thermometer
- Vintage Tape Recorder
- Unicorn Plushie
- Rainbow Torch

GHOST CAT

Ghost Cats are on their last life. It is widely acknowledged that cats have nine lives, but the last one is bound to the spirit world. Either seeking bitter vengeance or that last ball of yarn. When a cat returns from the dead, it's usually to haunt the previous owner for their wicked deeds. Flickering shadows and blood curdling meowing noises are a nightly occurrence with a soft cat bell ringing causing slow madness and insanity. Don't be fooled by their cute appearance, they have been known to cause massive property damage and can seriously wound and even maim ghost hunters.

But, if you can befriend one, they make awesome ghost pets!



Power level

12

Attack Die

1D8

Reward \$80

Witching Hour Ability

At random, 1 kid must pass a Bravery test or go mad. Madness results in a 'Terrified' status!

Supernatural Events

Meowing Noise

Flickering Shadows

Cat Bell

Dead Birds

Classification

Class 2, Geo-Specific

Banishment Items

Traffic Cone

Fiery Poop on a Stick.

Home-Made SEE Meter

Silver Fork

POLTERGEIST

An evil tempered spirit with a personal vendetta against a person or a place. The name translates directly from the German language as "noisy ghost", which indeed they are. These angry spirits are responsible for physical disturbances, such as loud noises and objects being moved or destroyed. They are capable of the movement or levitation of objects such as furniture and cutlery, or noises such as knocking on doors. They have traditionally been described as swirling black clouds, a light translucent fog moving through a room, and sometimes the faint outline of a figure. Some variation of poltergeist folklore is found in almost every culture, with the harassment and torment of their victims dating back to the 1st century, but most references to poltergeists became more common in the early 17th century. In a typical poltergeist outbreak, small objects are hurled through the air by unseen forces, furniture is overturned, whispering voices and a sudden temperature drop.



Power level

16

Attack Die

1D12

Reward \$120

Witching Hour Ability

Automatically causes 2d6 damage for each kid in the house.

Supernatural Events

Moving Objects

Temperature Drops

Flickering Lights

Heavy Lightning

Banishment Items

Salty French Fries

Infrared Thermometer

Vintage Tape Recorder

Bandana

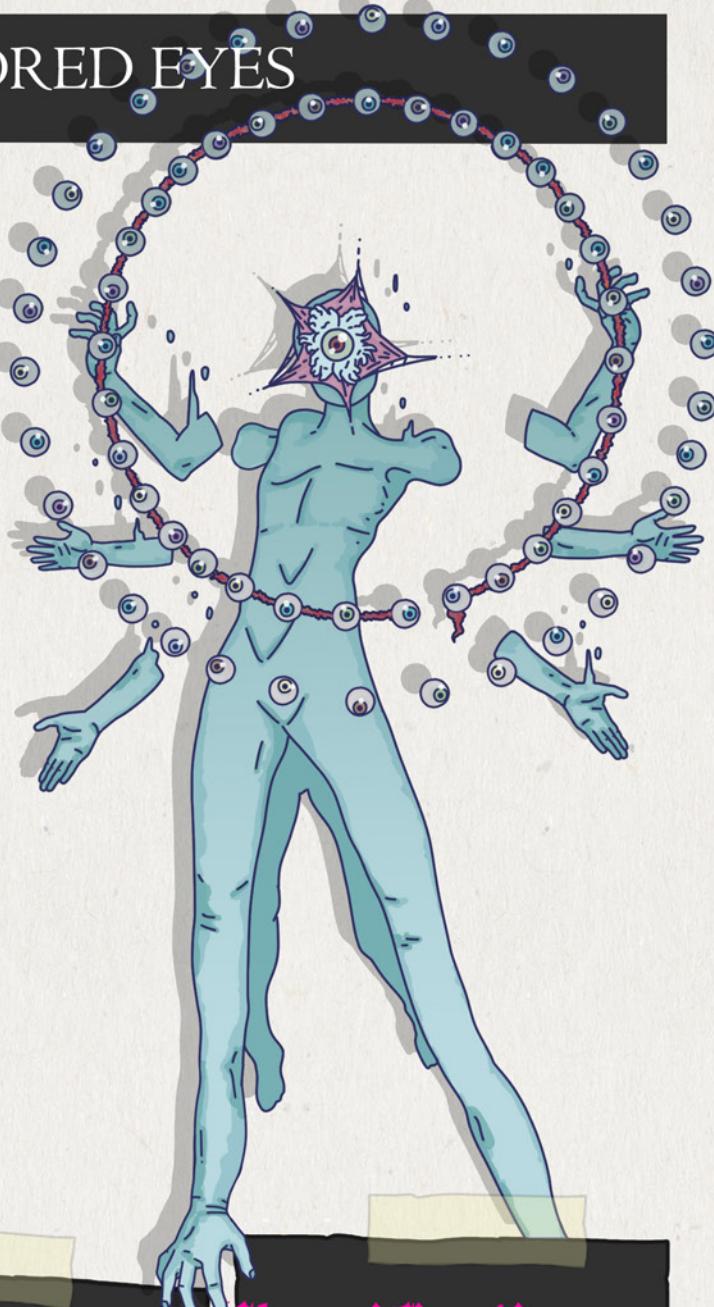
Classification

Class 3, Vapor

HUNDRED EYES

The Hundred Eyes ghost usually lives in walls, although they can also be found in wooden floors and stairs. They are considered to be one of the oldest inhabitants of haunted houses.

The only way to remove the spirit from the house is to either fill in all the holes or completely destroy the building and trap the ghost inside. The ghost itself has no eyes but has a powerful desire to see again. It takes the eyes of its victims before sucking the body dry, consuming as much liquid as possible to sustain its new eyes for several weeks. It often hides the dead body in the wall, literally entombing them forever. The only problem is, that without living blood, the eyes quickly shrivel and die, enraging the ghost and driving its dark desire to acquire as many new ones as possible.



Power level

18

Attack Die

1D20

Reward \$140

Witching Hour Ability

At random, the ghost plucks out an eye of 1 kid. All of that kid's attribute scores are halved for the rest of the investigation!

Supernatural Events

Eyes in the Walls

Whispering Voices

Ectoplasm

Blood from the Taps

Classification

Class 3, Geo-Specific

Banishment Items

Super Scary Mask

Thermal Monocular

Flash Charges

Iron Filing Fireworks

BANSHEE WOLF

A ghost spirit of vengeance, created through dark magic and wolves blood. These ghosts are a product of necromancy and black arts. A talisman controls the beast whilst another item is usually gifted to the victim during the day, or left in their house. The terrible wailing at night foretells the start of the hunt. The size of the banshee is another physical feature that differs between regional accounts, some accounts describe it as human whilst others more like a giant animal. They are usually found in the rural countryside, haunting small villages after being released or escaping from their master. These ghosts don't go down without a fight and you'll need more than a silver bullet to stop them.



Power level

14

Attack Die

1D12

Reward \$100

Witching Hour Ability

At random, the BansheeWolf will attack 1 kid, automatically causing 1d6 FPs. Each FP will increase the ghost's Power level!

Classification

Class 4, Geo-Roaming

Supernatural Events

Screaming Cries

Electricity Stops

Smell of Sulphur

Mist or Fog

Banishment Items

Traffic Cone

Home-Made SEE Meter

Unicorn Plushie

Ski Goggles

BOGGART

A boggart is a spectral creature that mainly inhabits fields, caves or marshes. They are malevolent in nature and are often attributed to evildoings such as causing accidents, feeding on domestic wildlife and even children. The boggart may also live in households that harbour ill will. Hiding in basements or garages, it will always follow the family wherever they go. Hanging a horseshoe on the door of a house and leaving a pile of salt outside your bedroom are said to keep a boggart away, for a short time. Folklore of boggarts is remarkably varied as to their appearance and size. This is due to the Boggart's ability to take the form of various animals and of course, more fearful creatures.

At the start of the investigation, the GM will roll to decide the Boggart's form. (D6: 1. True Form, 2. Giant Snail, 3. Giant Slug, 4. Giant Frog, 5. Giant Toad, 6. Giant Cockroach)

Power level

16
Attack Die
1D8

Reward \$120



Witching Hour Ability

At random, 1 kid must pass a Bravery test or get turned into a useless Boggart animal form for up to 1d3 turns!

Supernatural Events

Ectoplasm

Bones

Animal Footprints

Foul Odour

Classification

Class 4, Geo-Specific

Banishment Items

Salty French Fries

Fiery Poop on a Stick

Super Crunchy Snacks

Bear Tooth Necklace

DEAD MONK

Monk Ghosts are believed to have been false, corrupted, compulsive, deceitful, or greedy people in a previous life. As a result, they are afflicted with an insatiable hunger for a particular substance or object. Usually, this is something repugnant or humiliating, such as dead bodies or poop, although it really can be anything, however bizarre. In addition to having an insatiable hunger for an aversive item, Ghost Monks are said to have the power to project disturbing visions. When they occupy the same physical space as a human being, they can create powerful hallucinations causing the victim to eat on the ghosts behalf. Ghost Monks are invisible to the human eye, but some believe they can be discerned in certain mental states. They are described as human-like, but with sunken, mummified skin, narrow limbs, enormous bellies and a long thin neck. It's best to wear wellington boots when hunting this ghost. Things can get messy quickly.

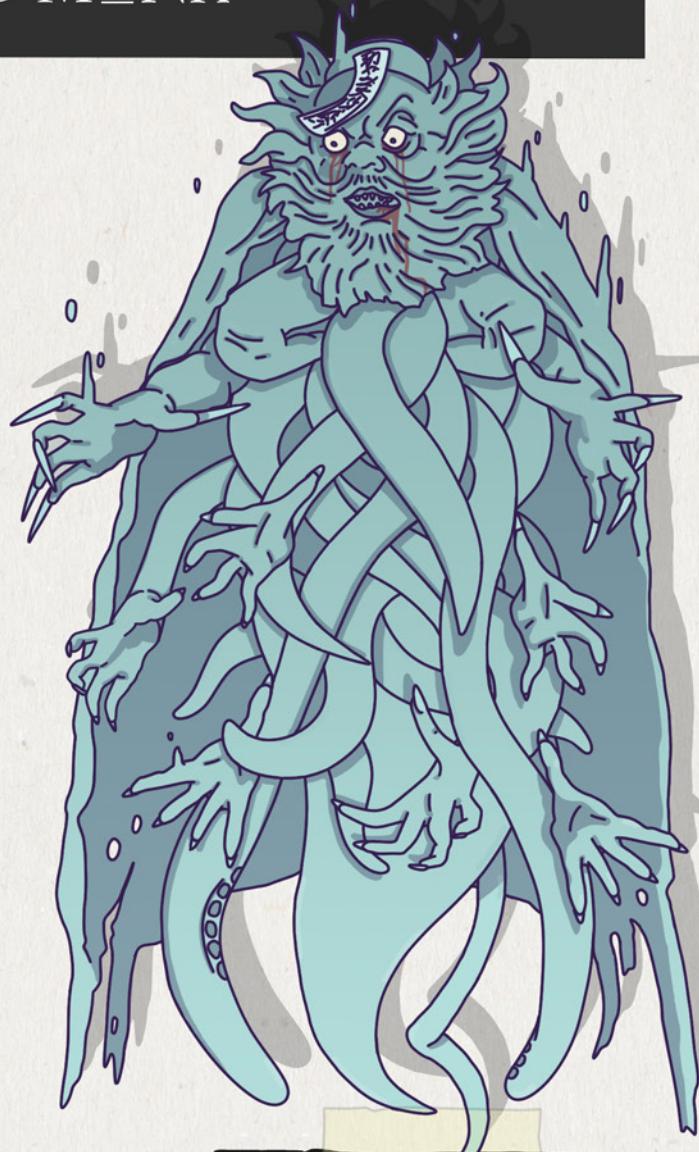
Power level

12

Attack Die

1D12

Reward \$100



Classification

Class 5, Geo-Specific

Witching Hour Ability

All kids must pass a Bravery test or suffer a 'terrified' status!

Supernatural Events

Sound of Chanting

Smell of Incense

Pots of Blood

Unnatural Darkness

Banishment Items

Cardboard Box

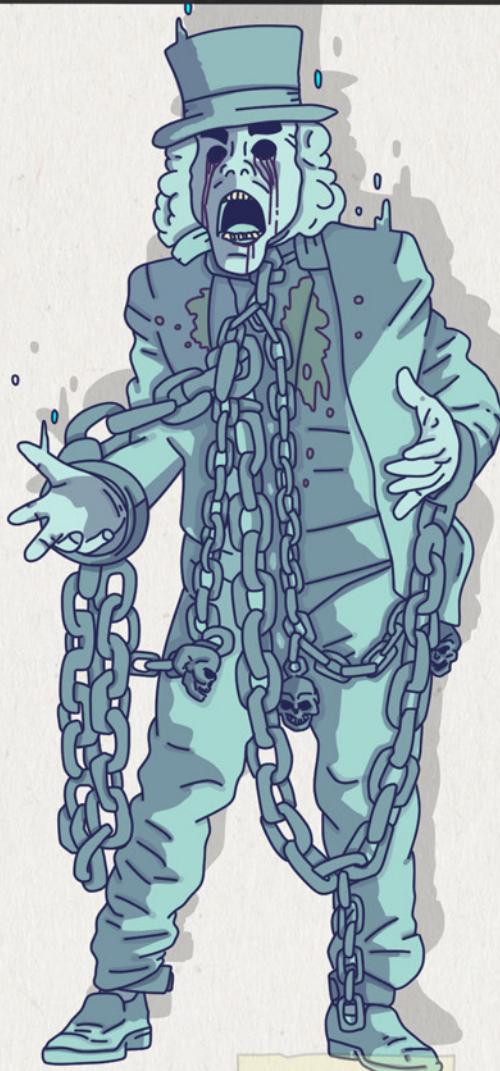
Flash Charges

Ghost Trap

Iron Filing Fireworks

GH~~O~~ST OF CHRISTMAS REGRET

Often referred to as a Humbug, this isn't the type of ghost you find in an old classic novel. Although it's not particularly dangerous, it can be a nuisance if not banished. This ghost is the result of a massive spike in negative spectral energy focused around the holiday festival. Often a time of reflection, dwelling on the failures and misfortunes of the year. This ghost is the embodiment of despair and regret, burdened with heavy chains of capitalist greed and unwanted social obligations. This ghost is known to take Christmas gifts from under the tree and replace them with coal, mud, live insects or even angry racoons. It draws its power from the cries of upset children, but a unified display of gleeful winter cheer could banish it for another year.



Power level

14

Attack Die

1D12

Reward \$80

Witching Hour Ability

At random, 1 kid is noted down on the Naughty list and can not use any items next round!

Supernatural Events

Dragging Chains

Frost

Smell of Christmas Pudding

Christmas Bells

Classification

Class 5, Geo-Roaming

Banishment Items

Sandwich of Perfection

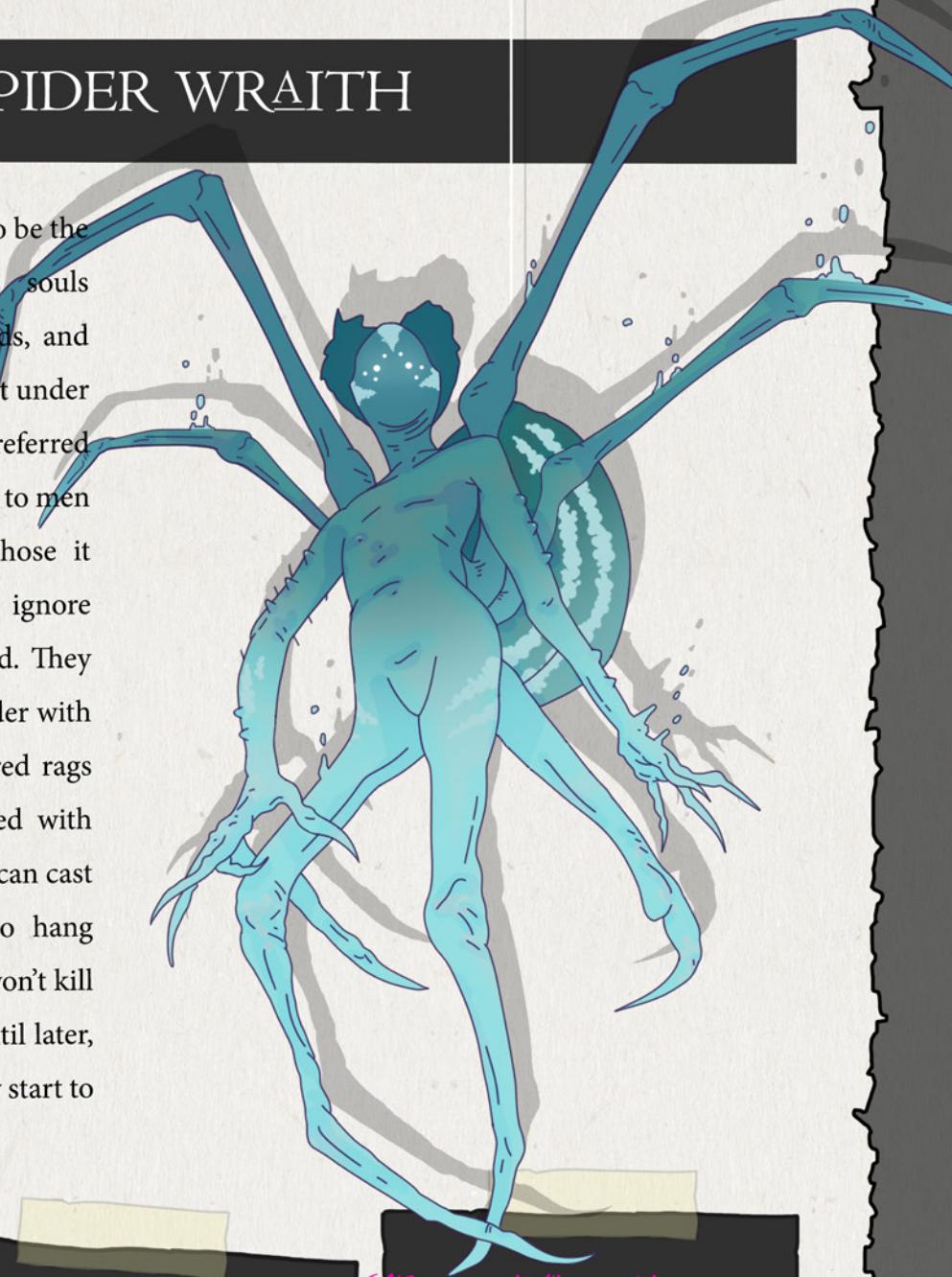
Rainbow Torch

Reflective Sunglasses

Flash Charges

SPIDER WRAITH

A type of ghost wraith who is said to be the embodiment of young women's souls scorned by their lovers or husbands, and have taken their own lives in a forest under a full moon. The Spider Wraith is referred to as an evil spirit, particularly cruel to men and will actively seek to harm those it encounters, however, it will often ignore women completely unless provoked. They are typically depicted as a large spider with humanoid figures, draped in tattered rags and are most commonly associated with haunted forests or log cabins. They can cast projectile spectral energy webs to hang from and trap their victims. They won't kill you straightway but cocoon you until later, the point is, you are alive when they start to eat you.



Power level

14

Attack Die

2D8

Reward \$100

Witching Hour Ability

All kids are tangled up in a cocoon of cobwebs. Pass an Ability test to break free. Kids may try to escape once per turn.

Supernatural Events

- Cobwebs
- Storm Clouds
- Flickering Lights
- Clicking Noise

Classification

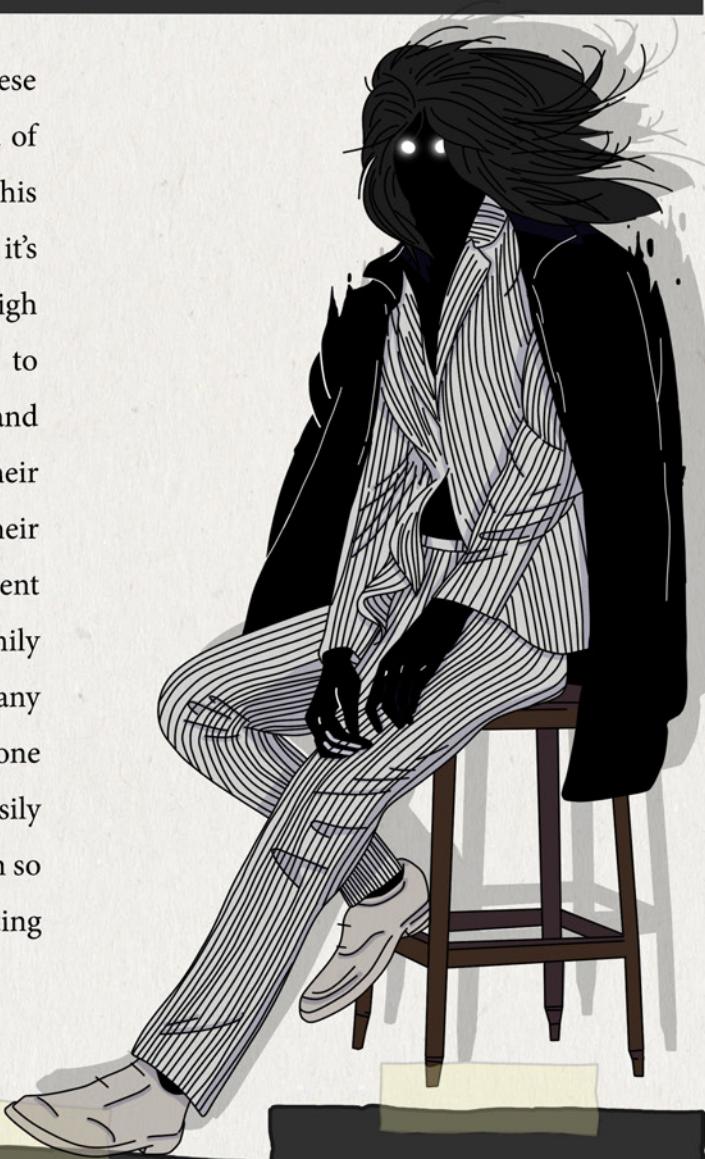
Class 6, Geo-Specific

Banishment Items

- Silver Cross
- Raven Feather
- Box of Captured Sunlight
- Kaleidoscope of Farsight

NO-FACE YOKAI

A Yokai is a supernatural monster of Japanese ghostlore descent. Its natural form is a cloud of thick black smoke, but they rarely stay like this and will only revert back to this form when it's trying to escape. They are empowered with high levels of spectral energy and the power to shapeshift. They are eclectic, audacious and always malevolent. They have no faces of their own, and often take on the appearance of their victim. They can then easily enter apartment buildings and consume the rest of the family without being disturbed. They have many different names and can hide within one appearance for hundreds of years. They can easily mimic other members of your ghost club team so it's best to stay together, or in pairs when hunting this ghost.



Power level

16

Attack Die

1D20

Reward \$120

Witching Hour Ability

The Yokai takes on the appearance of a kid. If any of the kids retreat to the bikes before sunrise, the ghost has escaped and the kids have failed the investigation!

Supernatural Events

Piles of Bones

Rats

Disgusting Smell

Gold Coins

Classification

Class 6, Geo-Roaming

Banishment Items

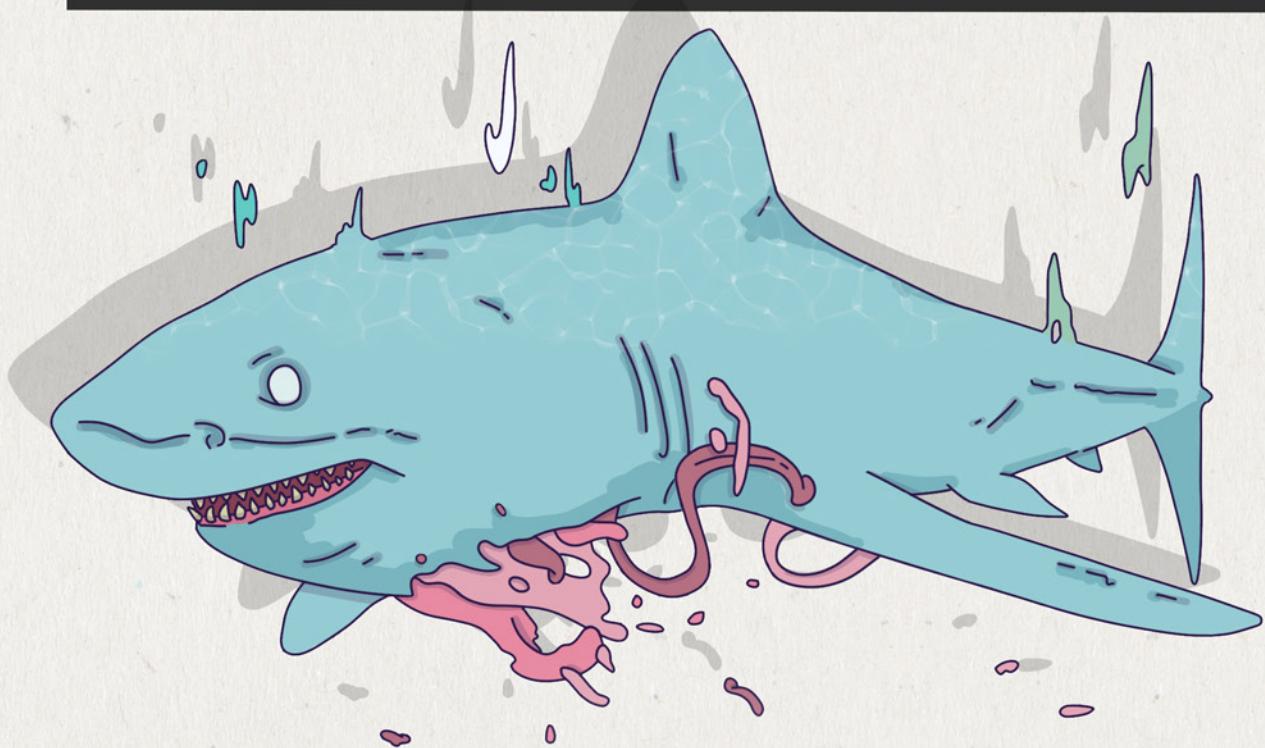
Cursed Electric Guitar

Screaming Teapot

Kaleidoscope of Farsight

Bottled Chroma

GHOST SHARK



Some forms of evil just won't die. This is an ancient and malevolent spectral sea creature. Roaming the deep depths of Silver wood Forest after midnight, this giant and deadly beast swims the skies in search of prey. The Ghost Shark can destroy a whole building and can easily tear a tree in half. Many hikers have met grizzly ends thinking they can hide, or climb a tree for safety. If you find shark teeth on the forest floor, or broken off and stuck in a rock, run! And don't stop until you are back on the main road!

Power level

18

Attack Die

1D20

Reward \$150

Witching Hour Ability

At random, the Ghost Shark causes 1d10 unblockable FPs to 1 kid, and causes 1d6 unblockable FPs to all other kids!

Supernatural Events

Screaming Cries

Raining Blood

Large Dorsal Fin

Half Eaten Animals

Classification

Class 7, Geo-Specific

Banishment Items

Dead man's blood

Evil Eye

Ghost Dagger

Goldfish of Reincarnation

ECTO-LICH

The Ecto-Lich is a powerful ghost of a dead spectral demigod. Worshipped in their previous life as a deity, and often hold power over lesser ghosts and will command them to do their evil bidding. An Ecto-Lich will not hide in one location for long, but once a dimensional gate has been opened, they will boldly step forward to lay waste and enslave their new world. Although they rarely venture into the physical realms, a few statues of it are scattered around the world. The Ecto-Lich becomes more powerful as it gains more followers, extending its influence and will. Spectral deities talk in riddles and can be sometimes defeated with clever wordplay. It's only the fate of the world, so no biggie. Retaining all their previous intelligence and supernatural abilities, these malevolent ghosts can bend space and time, causing chaos and madness just with a single gaze.

Power level

22

Attack Die

1D20

Reward \$-



Witching Hour Ability

At random, 1 kid simply vanishes. If they aren't found before sunrise they are lost forever!

Classification

Class 8, Demigod

Supernatural Events

Heavy Lightning

Ectoplasm Rain

Time Distortion

Acoustic Vibrations

Banishment Items

Lich's Phylactery

Cursed Electric Guitar

Box of Captured Sunlight

Umbrella of Perpetual Sunlight

Ghost Behaviour / Attack Chart

1	The Ghost moves quickly around the room, knocking over objects and causing D3 property damage. Objects go flying around the room and you have to dodge quickly to avoid injury. Make an Ability test or suffer 1 unblockable Fear Point. This action consumes 1 ghost Power Level.
2	The ghost seals all exits to the room with spectral energy. You are trapped and must spend your next turn to free yourself. This action consumes 1 ghost Power Level.
3	The ghost terrifies all kids in the room and each must pass a Bravery test or take 1 unblockable Fear Point. This action consumes 1 ghost Power Level.
4	The Ghost attacks you with a hideous bite, sinking its teeth into your arm. The wound isn't bad but the horrific breath makes you choke. It inflicts 2 Fear Points and consumes 2 ghost Power Levels.
5	The ghost blasts you with a foul stench. As you stumble backwards you cause D6 property damage! You have to quickly hold your breath to avoid passing out, make an Ability test or suffer D3 unblockable Fear Points. This action consumes 1 ghost Power Level.
6	The ghost glows with raw spectral energy and inflicts 1 unblockable Fear Point on all the Kids in the house, but also consuming 2 ghost Power Levels.
7	The ghost reaches out a rotting limb and touches the floor. The mark of decay spreads out quickly across the room causing D10 property damage. You have to quickly jump to higher ground to avoid injury. Make an Ability test or suffer 2 unblockable Fear Points.
8	The ghost slashes wildly around the room using sharp claws. It moves around the room smashing objects and causing D6 property damage. Make a Knowledge test to avoid its claws, or you immediately gain 4 unblockable Fear Points. This action consumes 1 ghost Power Level.
9	The ghost is getting annoyed with your presence here in the house, it moves quickly around the room smashing objects and causing D6 property damage. You're starting to get dizzy, as the ghost starts to make you sleepy. Make a Knowledge test to keep yourself awake or you immediately gain 2 unblockable Fear Points and immediately retreat back to your bike.
10	The ghost engulfs you, all you can see is blackness with a deafening scream of spectral energy. You feel your life energy being sucked out of you. Make a Bravery Test, followed by a Knowledge test or you lose 1 equipment item from your backpack and immediately gain 3 unblockable Fear Points! This action consumes d6 ghost Power Levels.

Continued...

Ghost Behaviour / Attack Chart

11

The ghost is burning with rage, ectoplasm crackles as if it were on fire. Striking the floor hard, it lets out a powerful blast of spectral energy. Inflicting 2 unblockable Fear Points and consuming 2 ghost Power Level

12

The ghost screams with raw spectral energy and inflicts 1 Fear Point on all the Kids in the house. The ghost also rejuvenates 3 ghost Power Levels!

13

The ghost gives out a shrieking wail that frightens everyone. It inflicts 3 Fear Points on all the Kids in the house, also consuming d6 ghost Power Levels.

14

The ghost is angered with your persistent investigating and attacks you with a powerful blast of putrid vomit. Inflicting 4 Fear Points, and consumes 2 ghost Power Level.

15

The ghost moves through the walls with ease slipping through the Ethereal veil. Attacking from any direction, it's incorporeal movement causes D6 property damage as it smashes objects. Make a Knowledge test to keep track of it's movements or you immediately gain 2 unblockable Fear Points. This action consumes 1 ghost Power Level.

16

The ghost uses a demonic growl to paralyse you to the spot. Unable to move you realise that this could be your very last breath. Your nose starts to bleed as you resist. Make a Bravery Test, followed by a Knowledge test or you lose 1 equipment item from your backpack, or immediately gain 4 unblockable Fear Points!

17

The ghost is truly horrifying to look at. Everything about it says run, leave this place and never come back. It inflicts 1d6 unblockable Fear Points on each of the Kids in the room, also consuming 3 ghost Power Levels.

18

The Ghost turns inside out, sprouting new long limbs protruding from its body like a spider or octopus. Its horrifying head has rows of sharp teeth inside. Inflicting 3 unblockable Fear Points on each of the kids in the room, also consuming 3 ghost Power Levels.

19

The ghost takes Possession of you! You are immediately moved to any location on the map, drop 1 equipment item from your backpack, and causes D6 Fear Points to everyone else in the room! This action consumes 2 ghost Power Levels.

20

The Ghost tries to eat you whole! As oblivion swallows you, you feel your life energy being sucked out of you. Make a Bravery Test, followed by a Knowledge test or you lose 3 equipment items from your backpack, or immediately gain D10 unblockable Fear Points!

Veronica Kobayashi

phantom



Ghost Club Rules

#1 DON'T TALK ABOUT GHOST CLUB.

#2 DON'T USE REAL NAMES, EVER!

#3 ALWAYS WEAR A MASK!

#4 CONTROL YOUR FEAR LEVEL.

#5 BE PREPARED FOR ANYTHING!

RUMOURS IN THE SCHOOLYARD

This Chapter has a few short stories set in Twin Falls and some background narrative ideas to help you create your perfect adventure investigation.

These stories can be read to players before the investigations and act as background and inspiration. This is a great opportunity to find out what scares your players and make any necessary changes, give them plot hooks which better suit the individual players and make a memorable impression.

Perhaps there are clues hidden within the text or some vital piece of information that will aid players later in their time of need, and maybe even help plan for future investigations.

But most of all, it's about having spooky fun.



THE MISSING KID

It was a normal Monday morning at school, the sky was grey and cloudy but it hadn't rained. The bell rang and everyone made their way into classes for registration as usual. Edgar said hi to his friends, took out his communication books and handed them in, he knew he was going to be in trouble because he never gave his book to his parents to sign over the weekend. But, that's when he noticed that Daniel was missing.

Miss Janet said his name twice before looking up and then marking him absent before continuing. She was a little relieved he wasn't in school today, the day would be a little easier for her. He'd recently joined the Ghost Club and was eager to make an impression. He was a rebel, a tough kid who didn't follow the rules, he made them. Or so he said. Last week he was telling the team about a house he had found that he thought was haunted by a powerful ghost. He said that if we could take it out, we would be heroes and the reward money might be enough to buy a new bike or even a TV. That had piqued everyone's interest.

But where was he? Maybe he'd been stupid enough to try it by himself. Edgar waited till lunchtime and then met up with his other friends in the schoolyard. Everyone was asking questions and giving their own ideas on what happened. But it all turned serious when the police arrived, and Miss Janet asked everyone to come inside individually to answer some questions.

Of course, no one knew for sure what happened. But Edgar and the others lied, all the same, telling the police they had no idea where he was, which was partly true. But they all decided that they needed to check out that house. Tonight.

After dinner, as the sun started setting, Edgar rode across town to the house Daniel had described. It was over on the Eastside and looked like a mess. The walls were crumbling and the gate had a padlock on it but it had been smashed open. Brown dead grass filled the yard. The front door was slightly open and it was pitch black inside. There was graffiti on the side of the house, it was Daniel's nickname. He'd been here all right. The team needed to be careful entering this place, they weren't prepared to fight a ghost, they just needed to find out what happened to their friend.

As they walked up the garden path towards the door, and up the creaky steps, they were about to go in when suddenly there was movement from inside. The door quickly swung open with a sudden bang and something came out. An unspeakably horrible thing. Thin and dressed in rags with a distorted face of an animal. Its eyes glowing and teeth dripping red. It reached out a hand to try and grab Edgar but he jumped back with nothing but gut reaction. Everyone was screaming now as they ran for their lives back down the garden path. Never look back, that was a golden rule. But Edgar couldn't help himself, within a quick glance he saw that the creature was chasing him, and gaining distance fast.

Running hard, the team quickly separated in panic. Slipping through the gate everyone escaped, but Edgar. The thing had grabbed him by the rucksack and was holding him tight as it passed through the gap behind him. Crying out and struggling he fought back but it was no use. The creature was too strong.

"Hold still!", cried the creature. "I aint gonna hurt ya."

Paralysed to the spot, Edgar realised that he recognised that voice. Watching in disbelief as the creatures face was unbuckled, he saw it was just a mask!

"Uncle Stan!" Edgar blurted out.

"The one and only, young master Edgar. I thought you kids knew better than this, are you trying to get yourself killed?" He replied.

Edgar looked embarrassed and explained why they were there.

"That's unfortunate, but you know that this stuff is real. There are consequences and sometimes things go bad. Especially if you don't follow the rules. As for the ghost, there was one, but it's gone now. A free-roaming Banshee, big sucker too. It will be back. Ghosts like that need to eat twice or more in a year."

"Daniel was eaten!" Edgar said in horror.

"He was stupid and didn't follow the rules. The rules are there for a reason. Rule number three. Always wear a mask on haunted ground. Make sure your team remembers this. If a ghost sees that you're human, they'll attack right you away. They can follow you home and it's all over. This way, we have a chance, we have time to investigate the house and find the right items to banish them." Uncle Stan said.

"We'll wear a mask next time." Said Edgar with an unspoken promise.

"Good kid, you've got a lot of potential. Don't go messing it up by getting killed. I won't always be here to protect you." Uncle Stan said whilst putting a hand on Edgar's shoulder.

They said their goodbyes and Edgar regrouped with this team in the treehouse later that night.

Taking out a black marker pen he underlined rule three.

Always wear a mask.

THE FACE THIEF

The word in the schoolyard is that the house at the end of 5th street is haunted. It's a creepy-looking building that was built over a hundred years ago. The Peabody Family has always lived there, well, until his wife died and then he became a recluse and eventually moved away altogether. But some stories say that he didn't move, whilst others say that his wife didn't die. But one things for sure, the family resemblance over the generations is uncanny. They all looked the same, pale skin and dark sunken eyes with jet black hair.

Technically, the house isn't abandoned as it was never sold. Its deeds are still under ownership, but the widower hasn't lived there for over a decade. It's been empty for as long as you can remember. The other kids tell spooky stories about a ghostly fog that gathers there at night and how you can hear the cries of animals trapped inside. But it's not the stories that put people off the house, it's the horrible smell.

When the neighbourhood pets start disappearing, including Zara's pet cat, Mr Cuddles, she's had enough. It's time to get the team together.

Meeting at the abandoned house that night, the team came prepared and of course, everyone was wearing a mask.

Zara was the leader of the North gang, they called themselves the Wolves. She wore a golden wolf mask and her nickname was Alpha.

Walking up to the house, it was already dark. "Masks on, no names" reminded Zara to the Team.

Everyone let out a wolf howl that echoed into the night as they entered the house.

Inside the Entrance Hall, the air was cold. It is a large house that was in disrepair. The room was mostly antique wood and a large red carpet covers most of the floor. They were worn and holes were showing. A large portrait of Mr Peabody hung on the wall, it could be the current owner or even his father. The family all lived together in the house for many years. There was a broken grandfather clock leaning against the wall. It was once a sign of wealth but it's too rotted to be worth anything of value now.

"Bones, find a place to put this Banshee ectoplasm." Said Alpha.

"How about here, theres a small hole behind the portrait painting." Replied Bones.

"Perfect, heres the coin too. Minted in 1852. That will do the trick." Said Lucky as she flipped the coin to her teammate.

"Are you sure this will work?" Asked Takedown.

"Sure, it's one of my own inventions. I've done it loads of times and it's never failed. The ghost we are hunting will sense the ectoplasm from the Banshee spirit. The age of the coin will misdirect it into thinking it's hundreds of years old, and therefore very powerful." Replied Alpha

"And that's good for us, how?" Takedown asked with a shrug of his shoulders.

"It's good because the ghost in this house will be cautious. It'll buy us time to find out what we are up against." Said ThunderFox.

"Just remember to collect that coin before we leave. My dad will literally kill me if he realises it's missing." Remarks Lucky.

"Keep moving and follow me." Ordered Alpha.

"Moving into the living room, it was dark and smelled of damp mould. It was an impressively large room with tiled flooring. It would have been the central room for parties and social gatherings. Now, it was all mouldy and dusty with white sheets over all the furniture, but it did have a strange scratching noise."

"Shhh. Do you hear that? Some sort of scratching behind the walls." Said Bones.

"Do you think that's the missing animals?" replied Takedown.

"That's not the kind of animals we want, the whole wall cavity must be filled with them. Hundreds of rats, there's probably a nest somewhere close by." Said Bones

"It's under us. This whole place is on top of a grave pit. People and animals alike. Nothing smells worse than the smell of dead bodies." Said Alpha grimly.

"How do you know, just what is it you haven't told us this time?" Said ThunderFox dryly.

"Just a hunch, nothing solid. I did some research at the library on public records. The house deeds, bank accounts, signatures are all legal but the handwriting is identical. Either we're dealing with a vampire or a Yokai." Said Alpha

"A vampire, are you serious, you can't be serious right?" Mumbles ThunderFox

"Relax, a vampire would never live in a dump like this. It's a Yokai." Smirked Bones.

"What's a Yokai?" Takedown said in a whisper.

"A Yokai is a Japanese word for a faceless ghost that looks like a human. Typically described as having spiritual or supernatural abilities, with shapeshifting being the most common trait associated with them." Said Lucky

"Yokai can steal the face of its victim for a short time. I'm guessing Mr Peabody is one. He married a human wife, who was probably enamoured by this wealth and did not know his real identity until it was too late. She must have had quite the surprise. She was then his unwilling accomplice, luring and capturing other people to their deaths and then taking their faces to impersonate the victim for a short time to take their possessions." Explained Alpha shaking her head.

suddenly, a tall figure appeared in the doorway.

"Not just their possessions, their family members too." Said Mr Peabody with a smile full of small sharp teeth.

"Now!" Screamed Alpha.

The ghost team rolled into a defensive position, huddled together, they threw firecrackers filled with salt and iron filings. The small explosions of black powder are enough to light the room up with flashes of white light, as the salt and iron mixture hit Mr Peabody he let out a blood-curdling scream before escaping through the kitchen.

"Don't let him leave the house, Lucky and ThunderFox go back to the Hall and then through to the study. We'll go through the kitchen. If you see him, Radio your position immediately." Said Alpha as she sprinted forward.

The other side of the house was quiet, the entrance hall was as they left it. It was getting seriously cold and dark in the house. Pulling their hoods up, Lucky and Thunderfox moved quickly using their flashlights. The study room was impressive too, it was Mr Peabodys own personal library. It was filled from floor to ceiling. Two large reading chairs occupied the centre of the room. They both were ready to fall apart and hadn't been used for a long time. Some of these books must be over a hundred years old. Unfortunately, the years of decay had damaged them beyond salvage and had made most of them completely unreadable. The cabinet in the back of the room was filled with large glass jars.

Checking their homemade S.E.E. meter and electromagnetic field recorder, they confirmed the room was empty. Mr Peabody wasn't there.

"The study is clean, he's not here. Moving forward into the Dining Room. Over" said ThunderFox into her radio.

"Copy, the kitchen is a mess, but no sign of Peabody." Over replied Bones.

"How's the temperature with you guys. It's really getting cold over here. We must be getting close, over" Said ThunderFox

"It's a little higher than freezing, I left a handprint on the window and..."

"Cut the chatter you two. He's close. Stay focused and ready." Interrupted Alpha.

As the team rejoined in the Dining room, they looked around. Mould and dust covered the room but that was to be expected. However, footprints on the ceiling weren't. Taking a photo for evidence, the flash momentarily blinds everyone. Rubbing her eyes, Alpha briefly sees Mr Peabody appear and then savagely strikes Takedown across the chest.

Grunting in pain, he flew backwards across the room and narrowly missed ThunderFox before smashing into a large table leg. The table is old and full of rot, the blow definitely breaks some ribs but it's the oak table itself that is the problem. Crashing down and collapsing upon itself, it slams into Takedown's leg. He screams in pain as Bones leaps to his aid and lifts the table off him.

Not wasting the opportunity of distraction, Lucky takes out her pocket knife and throws it across the room. It spins in the air quickly and hits the frayed rope on the wall, it splits instantly and suddenly the chandelier drops from the ceiling, smashing down with glass shattering everywhere as it crushes Mr Peabody underneath. Having destroyed his physical body, the Yokai abandons it and escapes up through the ceiling in its ephemeral ghost form. A mass of dark black smoke.

"Is everyone OK?" Shouted Lucky

"I'm ok, but Takedown is hurt. He needs medical attention. His leg is broken" said Bones.

"Damn it, Bones, help get him to safety. If everyone else is good, we need to go. Peabody is upstairs" replies Alpha.

Wrapping his leg in a towel to stop the bleeding, Bones helps Takedown out of the room. They slowly make their way through the Entrance hall but lose their footing. Stumbling sideways, Bones reaches out his hand to the grandfather clock for support, leaving a dark streak of blood behind before leaving the house.

Rushing upstairs, the staircase cracked under their weight. Fortunately, it didn't collapse on them. They heard the cries of animals locked in a room directly ahead. Unlocking the door and pulling it open, the room was filled with some of the missing animals from the neighbourhood. They immediately threw themselves into the open space and fled down the stairs, and out of the house. Looking around the room, it's truly horrific. This must have been where he devoured his victims and left the others as prisoners. This was where the smell was coming from. It was so bad that everyone covered their mouths instantly. Suddenly, something rubbed against Alpha's leg. It was her cat, it was still alive!

Picking him up carefully, she stroked him until he was purring. Searching the other rooms, it was obvious the Yokai wasn't there anymore.

"It's not here, it must have shapeshifted and escaped with the other animals." Said ThunderFox.

"Damn it. Well, it won't be back here now that it's lair has been discovered, and it's food supply has escaped. I bet it's probably heading back into the mountains." Said Lucky.

"We failed then." ThunderFox replied to Lucky as she gave back her old coin.

"Well, it wasn't a complete failure. We still got Mr Cuddles back." Alpha said with a smile.

But she wasn't too sure, she didn't remember Mr Cuddles having such yellow eyes.

LIBRARY OF THE DEAD

Have you ever noticed that your town Library opens and closes at strange hours?

This is also true for the library at Twin Falls. The hours of sunrise to sunset are strictly adhered to by all the Librarians. Once the sun sets the doors are closed, boarded up and locked tight. Nobody is allowed in or out until the next day. The Librarians simply claim they are only following the town's code of public conduct and a tight budget restriction won't allow them to participate in evening community service events. But, you know differently.

The rumour on the schoolyard is that the Library was built on an old burial pit, used during the great plague. Before that, it was sacred land for the indigenous people of the area. Now, it's a cursed land. Every night, the spirits rise up and enter the Library searching for revenge and whatever they can eat. They are hungry for human flesh.

The doors are locked tight every night, not to keep people from getting in, but to stop whatever is in there from getting out. Pray that you never get locked inside by mistake.

THE SILVERWOOD CONDUIT

A lighthouse is a tower designed to emit light from lamps and lenses to serve as a navigational aid. Usually marking dangerous coastlines, hazardous rocks, and a safe entry into harbours. Once widely used, the number of lighthouses around the world has declined due to electronic navigational systems. But what would you do if you found one in the middle of the forest?

That's exactly what happened in 2003 when two telecom engineers were dispatched to check on a mobile phone tower. After driving around for several hours they eventually admitted that they were lost. Stretching their legs, they got out of their van and headed away from the main road. The old map they had was printed in 1989 but it was obvious that they had taken a wrong turn near Silverwood Forest and now were going around in circles.

Tired and frustrated, the phone reception was too weak to connect a call. Deciding to climb one of the taller trees for a better look at their location, and hopefully a better network signal, one of the engineers started to climb.

Breaching the treetops, the forest stretched out as far as the eye could see. Far below was his colleague looking up at him, but to his surprise, there was a giant white lighthouse not too far away.

Quickly climbing down, the pair of them set out on foot through the forest to the lighthouse. They reached it in under two hours, but quickly wished that they hadn't.

A dozen human skeletons were scattered around the tower and several rusted vehicles were parked close by, they looked like they had been there for decades. The vehicles were all vans, identical to theirs back at the road and the rags around the skeletons also resembled their own uniforms.

Starting to panic they fled. After an hour of running they should have been back at their van, but instead they arrived back in the clearing with the lighthouse.

This must be some sort of joke, they thought. But it wasn't. Terror had started to take hold of them. Deciding to climb the lighthouse, they entered the side door and ran the steps up to the beacon platform at the top. It was emitting an ethereal silvery light that was almost impossible to see in the daylight. Stepping out onto the viewing platform, high above the ground they saw something so startling that they both lost grip and fell over the side, and down to their deaths below.

In the distance was a van, identical to theirs, turning in circles, clearly lost and heading that way.

Narrative Ideas for the perfect background story

	Investigation ideas
1	A secret garden, walled off from the public, is cursed. Three monstrous statues triangulate a conduit portal to the ghost dimension and they must be destroyed.
2	Trapped in the Old Well, spectral ooze is rising and the air is running out. Fear is all you have left.
3	A ghost artefact at the Observatory must be destroyed before the dimensional seal is broken.
4	The circus is in town, and the adults are being replaced with ghost doppelgangers.
5	The entire city is having the same nightmare and is driving people to madness.
6	Sinkholes into the ghost dimension are swallowing houses, people and pets.
7	A strange mist covers the town at night. The cries of the dead can be heard whispering all around.
8	There are new stars in the sky at night. Its an omen of a planetary conduit opening. The coming of a mega spectre has been foretold.
9	A kid at school has been bragging about a weird coin that he found. He says he can summon ghosts to do his bidding.
10	Ghost dinosaurs are coming out of the tar pits at the National Zoological garden.
11	Gnomes in the Garden Centre are being possessed by evil spirits. They must be destroyed before they escape!
12	An earthquake reveals an enormous cave under the town with a doorway carved into the rock. This could be one of the seven seals to the ghost dimension.
13	Silverwood forest has a strange lighthouse hidden somewhere within it. It's said that time is in a temporal loop. Once you enter, you can never leave.
14	The lighthouse in Silverwood forest uses a holy relic to project a beam of invisible light, keeping the town safe from spectral energy. But now it's got a crack in it and needs to be repaired.
15	Silverwood forest is haunted by an apex predator. An evil spirit in the form of a great white shark swims the sky at night looking for its next victim. The only way to destroy this creature is to find its bones and destroy them.
16	The construction of a new building downtown reveals a buried temple with bodies in the walls. It won't be long before the ghosts start to rise.
17	The old guest house near the mountains is in serious trouble. A disturbing phone call to the sheriff's department claims that dead spirits are coming out of the walls!
18	A floating house is slowly drifting away from the town. People say it's an urban myth, but you've seen it. Yesterday it landed on the outskirts of town in the forest and its spectral energy readings are off the scale!
19	A pale green light is coming from the sewer drains. Soon the entire city will be flooded in spectral ectoplasm. Find the cause and unblock the drains before its too late!
20	Children all over town are saying that their bedroom walls have eyes, watching their every move. They are being haunted, but what's it looking for?
21	A ghost has been causing chaos in the residential areas by controlling the weather. Huge electrical storms are destroying property and starting fires.

More narrative Ideas for the perfect background story

	Investigation ideas
22	The weird house on 4th street is changing inside, doors open into new rooms that have doors within doors. This place is a spectral maze with an animal ghost seeking your death. The only way to make it out is to use a ball of string to guide you. Just pray that you have enough to stay alive!
23	The old lady next door has started acting strange, shes placing small ceramic cups throughout her property. She tells people its for the cats, but you know shes feeding ghosts. But the question is, why?
24	A residential house in Asia Town is full of antique puppets, the only problem is, one of them is host to a ghost.
25	The wind is changing direction daily, and its getting worse. The towns people say its a storm coming but you know different. Someone has been removing the stones of the dead.
26	Wherever you go, it feels like something has its hands-on your shoulders pulling you down. Maybe the last banishment you performed didnt go entirely to plan
27	You keep seeing small balls of floating lights everywhere you go. Nobody else can see them, so one day you decide to follow them up to the Distillery. Hundreds of floating lights are being pulled to this area and then captured in strange mechanical apparatus. Someone is harvesting spectral energy.
28	The old Abandoned house creaks and moans in the night. The surrounding plants are wilted and wild animals avoid it. Clearly, something supernatural is happening inside there.
29	A popular food truck outside school is selling ghost food. When kids eat it they turn into animals. Unfortunately, you found this out the hard way. You'll have to find enough clues to return to your human form or be transformed forever.
30	The Twin malls shopping centre is built over an ancient seal. A conduit for spectral energy and a limitless source of power for spirits. The ghosts will be coming. Defend the mall and find a way to close the energy source.
31	A Saturday movie trip to the Cinema turns into a horror show after you return home and notice you've got two shadows! Which one is real and what is the other thing following you around?
32	The mines are all closed. The town's people say they dried up and moved on, but you know that's not true. Deep down in the catacombs, ghostly white-eyes peer out of the darkness.
33	Something is breaking spectral seals across town trying to start a full convergence event. Only one seal remains before the end of the town!
34	A spinning compass at midnight can only mean one thing. A dead demon has been resurrected. Kids are saying that all the liquid has been sucked out of dead bodies. It's time to find this demon ghost and banish it!
35	Blacked out vans and strange men in suits have been spotted across town. Clearly, a government agency is running an operation. But are they here to help, or to stop you?



INVESTIGATION #1

THE HOUSE AT THE END OF 5TH STREET



Starting the Investigation (Read the following aloud)

'The word in the schoolyard is that the house at the end of 5th Street is haunted. It's not abandoned but the widower hasn't lived there for over a decade. It's been empty as long as you can remember. The other kids tell spooky stories about a ghostly fog that gathers there at night and how you can sometimes see the lights flickering from inside. The reward money seems pretty reasonable to tempt you into taking a look, and it seems a good place to start refining your ghost hunting skills. You have arrived at the house, secured your bike and are preparing to enter the property.'

'As a solo investigator or a small team, this one should be a walk in the park.'



A Wisp

What ghost is haunting this location?
(Do not read aloud or tell the players yet)

Read out the following statements after the investigation has finished, depending upon the results:

Success

Investigation Success (Read-aloud)

'Excellent work, you found enough clues to discover the truth about the ghost. The house has been owned by the Peabody family for hundreds of years, and is built over a burial pit. The father was possessed by a 'Yokai' faceless ghost, who would eat his victims in the house and then dispose of them. He was eventually driven away by a gang called the Wolves, but a Wisp ghost was later drawn to the location to feed upon the negative spectral energy still residing in the house.'

Banishment Success (Read-aloud)

'Congratulations, you did it. You banished the Wisp ghost! The reward money is transferred into your bank account as you ride home on your bike as the sun rises. Creeping into bed, you can hardly sleep. You're now a professional ghost hunter, you'll have to charge more for the next investigation!'

Failure

Investigation Failure (Read-aloud)

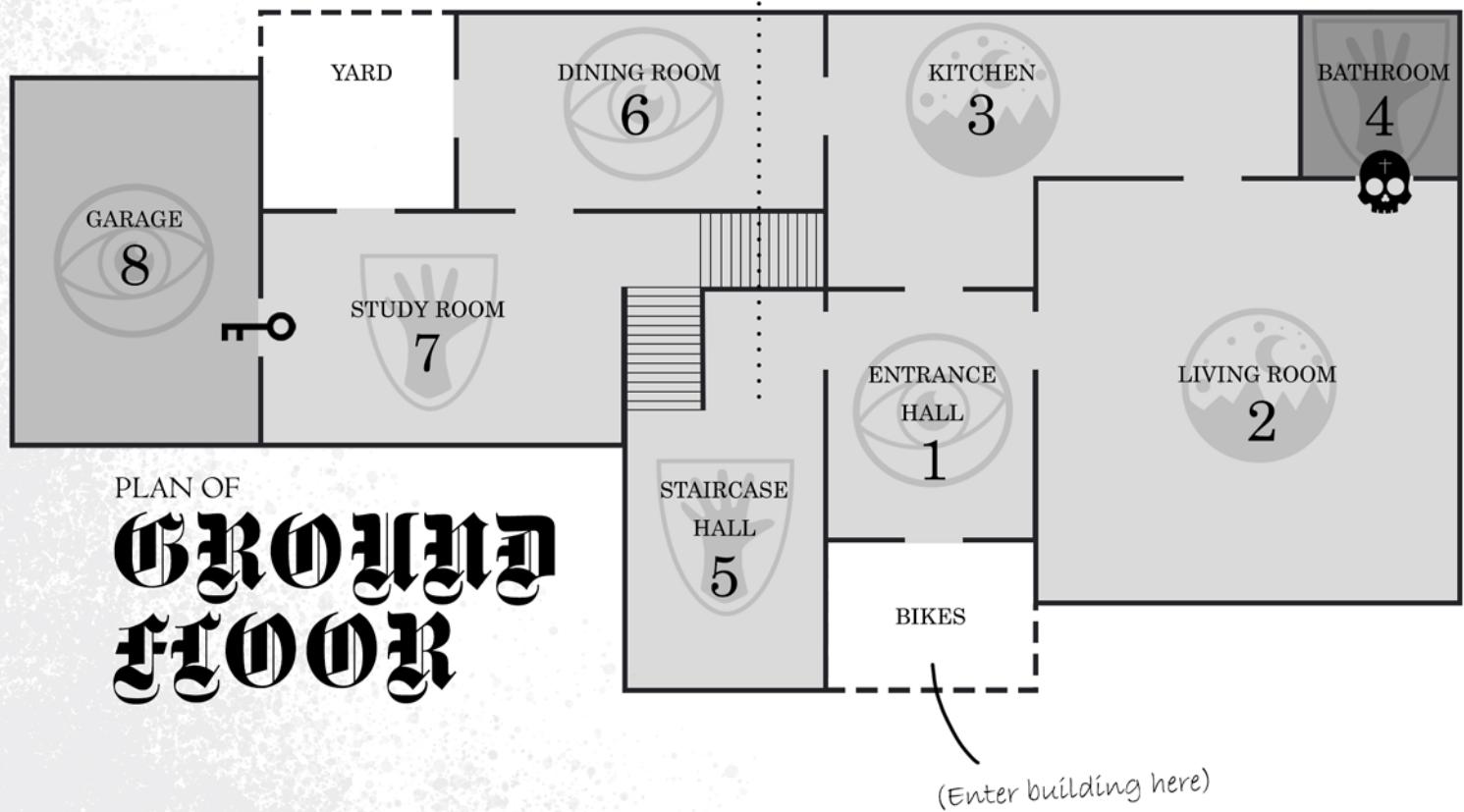
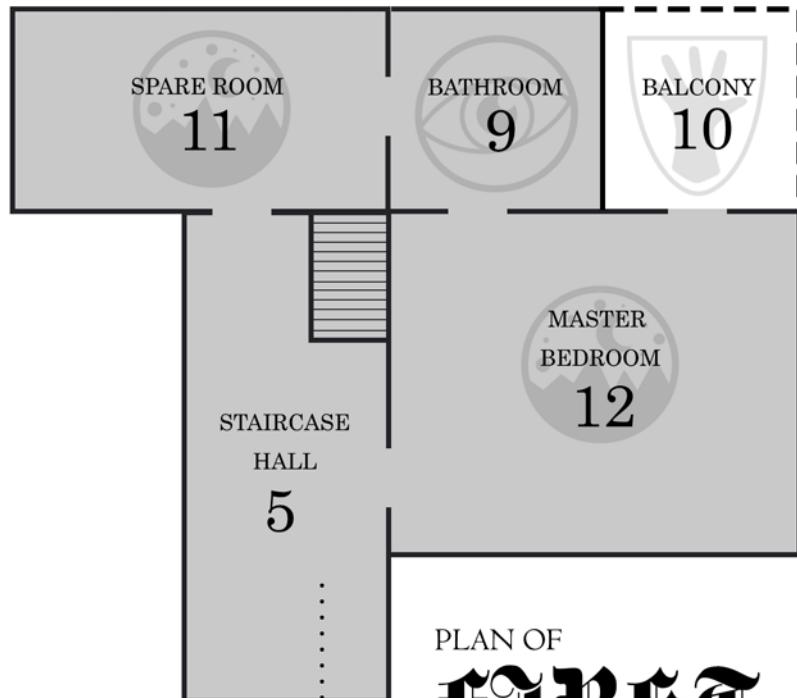
'Better luck next time, you failed to find enough Clues to discover the truth behind the mystery. The house will remain connected to the spectral ley lines in the city. Ghosts may continue to use this conduit to return to this plane of existence.'

Banishment Failure (Read-aloud)

'The sun starts to rise and you realise it's too late, the investigation is over and the ghost has escaped. You make your way home before anyone in your street is awake. Sneaking into your bedroom, you find a note. It reads 'Don't sweat it, kid, ghost hunting is hard work. Keep training and try again when you're ready. Maybe some new equipment will come in handy. I hope this helps.' You find \$60 in an envelope. Who is this mystery benefactor you wonder as you fall asleep.'

THE HOUSE AT THE END OF 5TH STREET

PROPERTY DAMAGE	
I	\$50
2-5	\$80
6-9	\$100
10+	\$150



Room 1	The Entrance Hall The Entrance Hall is large and mostly made of antique wood, the carpet is dusty and a huge painted portrait of an old scowling man hangs on the wall. Once this place would have looked majestic, now it just looks like it needs redecorating. A tall grandfather clock leans against the opposite wall, it's made from old dark wood, there's a small streak of dried 'blood' on the front of the clock face.
Room 2	The Living Room The Living Room is dark and smells of mould. The windows shake with heavy rain outside as dark rain clouds gather above. White dust covers are used on all the furniture and 'rats' run and hide in the shadows. Large scratches on the wall make you feel uneasy.
Room 3	The Kitchen The Kitchen is a mess. It appears whoever was working here just suddenly left. The cupboards are all open and the room is full of thick dust on all the work surfaces. What draws your attention is that there appear to be fresh handprints on the windows, on the inside...
Danger Room 4 	Downstairs Bathroom An old bathroom, the door has kept out most of the dust and mould. It's in good condition for how old the house is, but it's super creepy 'dark'. This room seems to just swallow the light into a black void, it's almost like something is keeping this room shut on purpose. Pass a Bravery test to continue, or suffer D3 unblockable Fear Points! The tiles on the walls start to fly off, cracks in the walls start to burst open with debris flying everywhere revealing an old wooden box containing something useful. A large spectral force is trying to break through and take it before you do. Pass an Ability test to avoid the shattering tiles and grab the wooden box, or suffer an instant 'terrified' effect and run from the house screaming, dropping all your loot. Congratulations you've found something very special.
Room 5	The Staircase Hall The Staircase is large and covered with thick carpet. Unfortunately, most of this has decayed with time and now it's worn and thin, the staircase wood is beginning to rot away and every step you take makes a creaking noise so loud it's impossible to sneak around.
Room 6	The Dining Room The Dining Room has a large table in the middle. One leg is broken and it slumps to the side. The chandelier lights have fallen and smashed, along with a large mirror that was behind the drinks cabinet. The floor is covered with an old brightly coloured rug, the 'irregular patterns' and shapes almost look like they are moving, or is it all in your head?

<p>Outside</p> 	<p>The Yard</p> <p>The patio has large cobblestones and a beautiful wooden trellis with peeling and chipped green paint. The plants and roots are reclaiming this area but it's outside of the house and you feel safe here. There's a ladder coming from an above room down into the yard, but it looks like it needs to be lowered first.</p>
<p>Room</p> <h1>7</h1>	<p>The Study Room</p> <p>Someone's personal library, filled with books from floor to ceiling. The years have not been kind and most are totally unreadable. Water damage has stuck the books together and it makes searching difficult. An open cabinet contains several bottles of giant venomous 'snakes' preserved in a thick formaldehyde solution.</p>
<p>Room</p> <h1>8</h1>	<p>The Garage</p> <p>Turning the key and pushing hard against the door, it finally creaks open. This room was locked for a reason and you intend to find out why. The house owners took the car in their escape but the room is filled with storage shelves and boxes. There's a thick black mark across the floor. You're pretty sure it's oil from the missing car, but then how did it get on the walls too?</p>
<p>Room</p> <h1>9</h1>	<p>The Bathroom</p> <p>The upstairs bathroom is larger but the smashed window has allowed the room to be destroyed with wind, rain and plants. The room is covered with dust and broken objects. Cobwebs cover the corners of the room and exceedingly large and hairy 'spiders' sit ready to jump at their next meal and watch you with interest.</p>
<p>Room</p> <h1>10</h1>	<p>The Balcony</p> <p>The balcony is still part of the house and overlooks the back gardens. The ground feels very far away and it seems unnaturally 'high' up for an outside balcony. Is this the ghost messing with your head? But, it's a good place to rest if you like, however, remember you're not completely safe unless you exit the house completely.</p>
<p>Room</p> <h1>11</h1>	<p>The Spare Room</p> <p>The spare room is damp and impossibly small. It doesn't seem right at all compared to the rest of the house. Something is wrong with this 'enclosed space'. Filled with old papers, cardboard boxes and an old mattress. It looks like something is written all over the walls but it's too old to read. It looks like someone was imprisoned here and the smell is so disgusting that you want to be sick.</p>
<p>Room</p> <h1>12</h1>	<p>The Master Bedroom</p> <p>The room has seen better days and most of the room is empty, the bed has collapsed and cupboard doors have broken off their hinges. A large painted picture of a great white 'Shark' hangs on the wall above the bed. It's very unpleasant to look at and every time you glance at it you could have sworn it's moved a little. Picking up a photo frame from the floor, and rubbing the dust away, you see a happy couple smiling with the house in the background. Taped to the back of the photo frame is a bronze key with a small label that says 'Garage'.</p>

INVESTIGATION #2

THE LIBRARY OF THE DEAD



Starting the Investigation (Read the following aloud)

'The rumour in the schoolyard is that the Library has a ghost problem. It was built on an old burial pit, used during the great plague. Before that, it was sacred land for the indigenous people of the area. Now it's a cursed land. Every night, the spirit rises up and enters the Library searching for revenge and destruction.'

'Your ghost hunting skills still need some work, but you're prepared to banish this ghost no matter the cost. After all, what's a town without a library?'

'You have arrived at the library, secured your bike and are preparing to enter the property.'

'As a solo investigator or a small team, this one should be challenging but not impossible.'

A Poltergeist

(Do not read aloud or tell the players yet)
What ghost is haunting this location?

Read out the following statements after the investigation has finished, depending upon the results:

Success

Investigation Success (Read-aloud)

'Great work, you found enough clues to discover the truth about the mystery. The Library is being haunted not only because of the sacred land that it's built on, but because an ancient book is currently being held there. The book was cursed by an evil spirit and all that take ownership will have their nights plagued by the malicious Poltergeist.'

Banishment Success (Read-aloud)

'Fantastic, you did it. You banished the Poltergeist ghost! You are quickly gaining notoriety amongst the other ghost hunters and bringing street-cred to your gang. The reward money is transferred into your bank account as you ride home on your bike as the sun rises. Exhausted, you fall asleep in your bed, school tomorrow is gonna be a killer!'

Failure

Investigation Failure (Read-aloud)

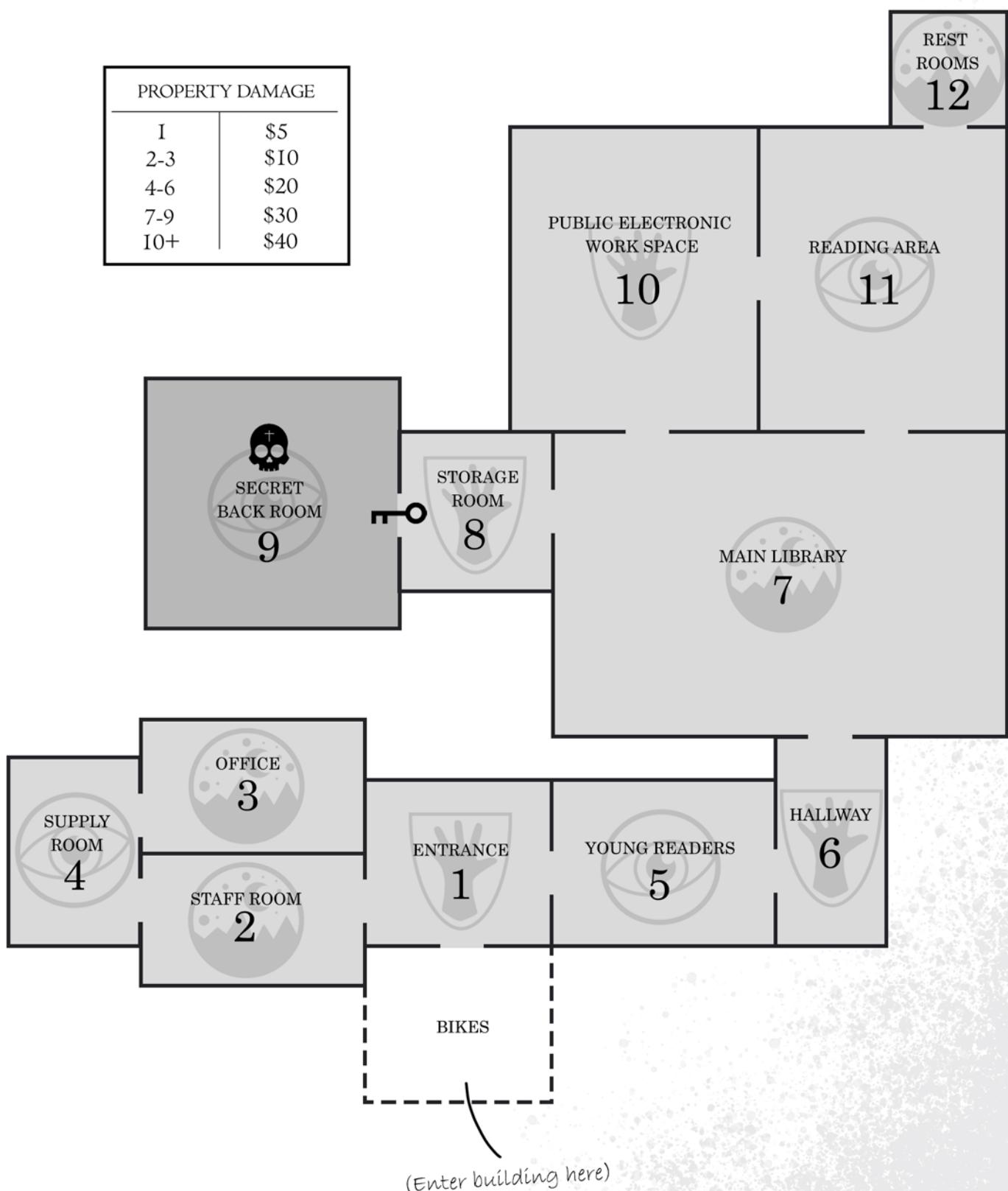
"Ah shucks, better luck next time, you failed to find enough Clues to discover the truth behind the mystery. The Library will remain connected to the spectral ley lines in the city, and the terrible shrieks of delight at midnight will only serve to cause you torment and shame.'

Banishment Failure (Read-aloud)

'The sun starts to rise and you realise it's too late, the investigation is over and the ghost has escaped. You were so close, and then it went so wrong. Silently cycling home, you sneak into your room. Outside on your window sill is a note. It reads 'The agency is in town. Be cool kid, and don't talk to the suits. They'll be at your school tomorrow. Keep training and try again when you're ready. Buy yourself something to help. Good luck' You find \$80 in an envelope. A mystery benefactor is watching you closely, but why?'

THE LIBRARY OF THE DEAD

PLAN OF
GROUND FLOOR



Room 1	The Entrance The building entrance is new, with large glass doors and electronic scanners for those inclined to help themselves to some books. In the last few years, the building has had extensive renovations building upon the old foundations laid down when the town was first built. Having a spare key has opened the main doors and deactivated the security alarm. It's a typical library entrance with clean carpet and a service counter at one end. The return books box is overflowing, it looks like they are very understaffed or preoccupied with something else.
Room 2	The Staff Room The staff room is older than the rest of the library and must have been part of the original structure. The air feels cold and there's a chill. Wet condensation is building up on the inside of the window. The seats are old and worn with a large coffee table covered with scratches and dents. It's pretty old too.
Room 3	The Office The office is a surprising mess, books are piled up high on the desks and hundreds of scribbled notes lay scattered everywhere. On a large board is a map of the town with string connecting several locations. It looks like the Library manager has been involved with dark occult activities and is mapping the city spectral ley lines. (<i>Searching the office will reveal a key for the Secret Back Room.</i>)
Room 4	The Supply Room The supply room is clean and well maintained. The overhead light is powerful and bright. You can feel the heat coming off the old bulb. Several large boxes of sealed books are pushed against the wall, a stack of printer paper boxes and several large crates of ground coffee make moving around this room difficult and claustrophobic.
Room 5	Young Readers The overhead lights flicker but won't fully come on, and the corners of the room are in complete shadow. The blue carpet is clean and there are lots of seats around the room. It's a great section of the library that you have a soft nostalgic spot for. You remember coming here on school trips when life was simpler, and it was just fun to be out of the classroom.
Room 6	Hallway The hallway is almost in complete darkness, the lights refuse to work and the floor feels uneven and creaky as you walk over it. It has the smell of cleaning chemicals and old musty air. The walls are aligned with portrait photos of previous librarians and black and white photos of the town. As you walk down you swear that the pictures move. They are watching you.
Room 7	Main Library The room is large. This was the original library and you can see parts of the stone wall which would be as old as the town. This room has a history of being haunted and tonight is no exception. Several books go flying off the shelves in your direction. A low giggling laugh can be heard behind you. (<i>Searching the room will reveal a secret compartment in one of the old walls. Something has been taken which once was locked away. If you can find it, maybe it will help your investigation.</i>)

Room

8

Storage Room

As you open the door, the smell hits you in the face. Something must have died in here. Maybe a cat or a raccoon because it's terrible. You want to be sick. The room is large enough to have several boxes, one of which is marked 'Lost property' and a few black bin bags thrown in. On the far wall is a large bookshelf with hundreds of books ready to be organized and put back into public circulation.

Danger Room

9



Secret Back Room

You turn the key and press hard against the old door. As you push, you feel the handle twisting the other way, something is trying to keep you out. As you struggle harder the door suddenly gives way and you stumble into the room with a rush. The room is empty, nobody is in here but you!

Pass a **Bravery test** to continue, or suffer D3 unblockable Fear Points!

A large table has several books about harnessing spectral energy with occult items, rune protection, opening hell gates and using ley lines as conduits. On a wall-mounted board is a photo of you and your friends. Written under it is the word 'Potential'. As you move closer, the room starts to shake violently, the light suddenly dims and it gets icy cold. You feel something touch the back of your head.

Pass an **Investigation test** to grab the book of rune protection and draw the correct symbol on the floor or suffer an instant 'terrified' effect and run from the house screaming, dropping all your loot.

Congratulations, you are safe for now and you've found something very special on the table.

Room

10

Public Electronic Work Space

The room is modern and clean. The dark red carpet is new and the library clearly has a good grant system to maintain such a room. Several computers are on and running a diagnostic check over the evening. As you look closer you don't recognise the writing on the screen. It looks more like occult symbols calculating something.

Room

11

Reading Area

The reading area isn't in the best of conditions and the seats are old and uncomfortable. You presume this is on purpose to get people out of the library faster. It's dark and cold, but what's worse is that something is written on the wall with blood. 'Which once was stolen must be returned!' A shiver runs down your spine. You have a strange feeling you're being watched.

Room

12

Rest Rooms

The public toilets are clean but there's a terrible smell. The floor is wet and it's cold. The water pipes rattle and it sounds like the room is moaning. Nearly all the sinks have a leak and are slowly overflowing with dark brown muddy water. Only the emergency light is working and the little light it emits is barely enough to see. It's pretty dark and not somewhere you want to hang about in. (*The missing book can be found here. If it is returned to the Main Library the players will find a clue.*)

INVESTIGATION #3

THE HAUNTED MANSION



Starting the Investigation (Read the following aloud)

'The word in the schoolyard is that the old haunted Mansion has been sold. It's listed as one of the oldest buildings in town, but nobody will go near it. It's the type of place that kids dare each other to go into but nobody really does. Horrible cries can be heard at night with a sound that no human could make. Outside there are hundreds of dead birds, whatever is inside is clearly aggressive and territorial. The reward money seems just enough to get that new item you've wanted so badly. It's tempted you into having a look, it's not like you can't leave if things go bad?'

'You have arrived at the mansion secured your bike and are preparing to enter the property.'

'As a solo investigator or a small team, this one should be like riding a unicycle whilst playing ping-pong.'

'A Ghost Cat'

(Do not read aloud or tell the players yet)

What ghost is haunting this location?

Read out the following statements after the investigation has finished, depending upon the results:

Success

Investigation Success (Read-aloud)

'You found enough clues to discover the truth about the ghost. Exceptional work! The previous mansion owner had a son who was given the kitten as a gift from his uncle. Unfortunately, the boy passed away shortly after (some say to foul play) and the cat was left to roam the halls. When the owner sold the property, the cat was abandoned and locked in the boy's old room to perish.'

Banishment Success (Read-aloud)

'Yes, you did it.! You actually banished the Ghost Cat! It was very cute, but a little monster if you got on its bad side. The new Mansion owner, (and uncle of the previous owner) is extremely pleased and the reward money is transferred into your bank account immediately. The sun is starting to rise and it's time to get back home. As you settle down into your bed and drift off to sleep, you could have sworn you heard a soft meow from inside your room.'

Failure

Investigation Failure (Read-aloud)

'Dang, you failed to find enough Clues to discover the truth behind the mystery. The Mansion will remain connected to the spectral ley lines in the city. Ghosts will continue to use this conduit to draw spectral energy and haunt new locations on this plane of existence.'

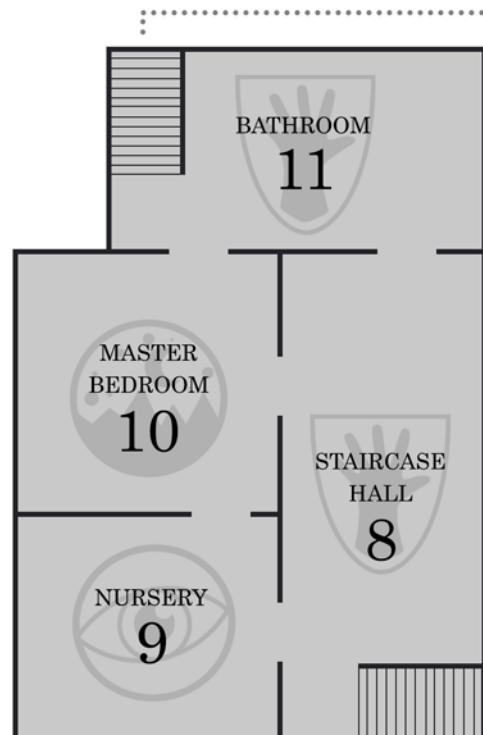
Banishment Failure (Read-aloud)

'The sun starts to rise and you realise it's too late, the investigation is over and the ghost has escaped. Sneaking home, you meet Uncle Stan in your garage. "Not going well from what I hear, but don't let that get you down. Maybe some new items will help." He hands you \$100 before waving goodbye. You didn't succeed this time, but at least you now know who your mystery benefactor is.'

THE HAUNTED MANSION

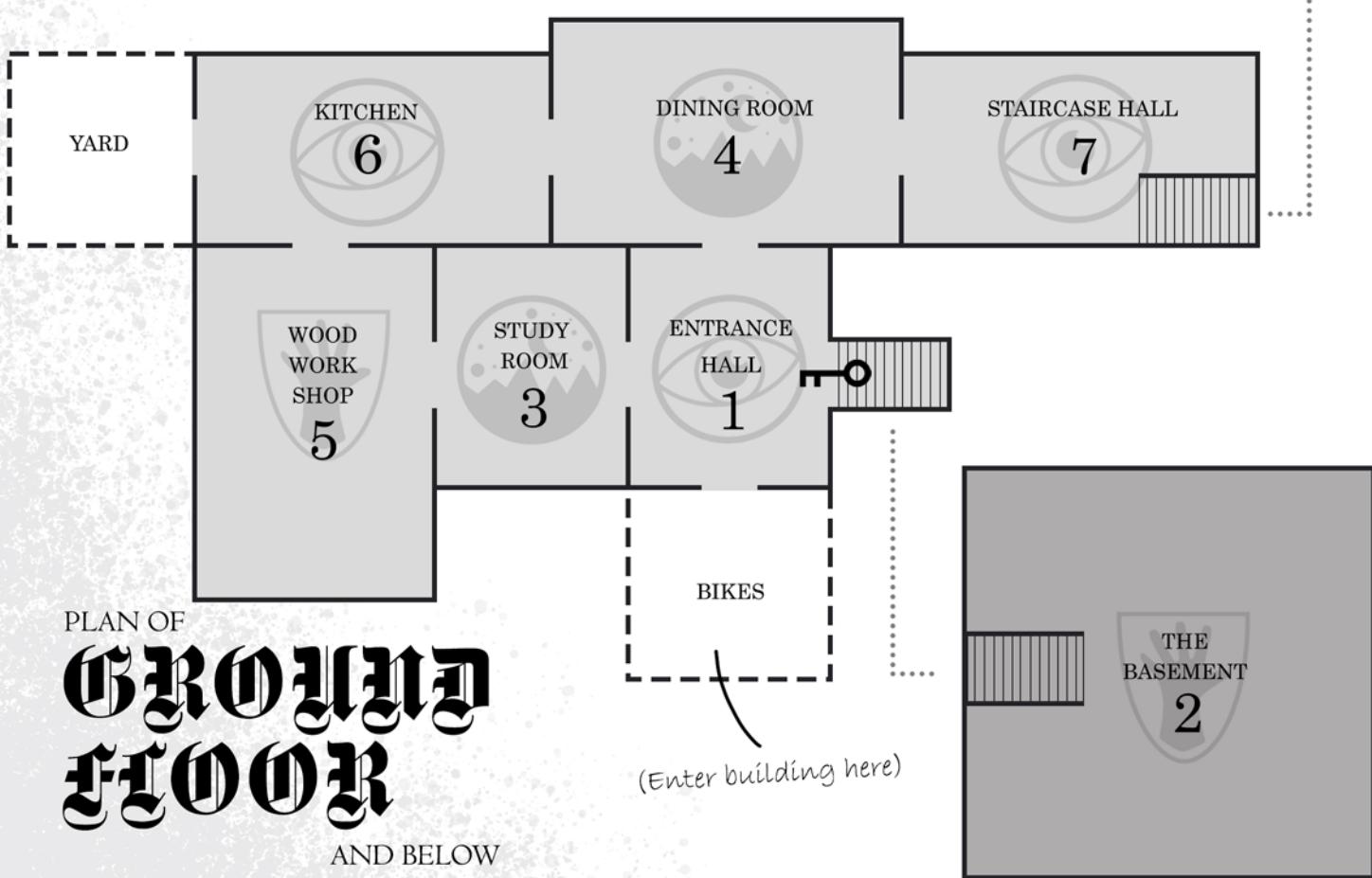
PROPERTY DAMAGE

I	\$20
2-8	\$40
9	\$60
10+	\$100



FIRST FLOOR

AND ABOVE



Room 1	<h3>The Entrance Hall</h3> <p>The Entrance Hall is large and dark. As you creep through the open door, you feel an ominous presence warning you to keep out. A large thick carpet covers the room. Unfortunately, most of this has decayed with time and now it's worn and thin, the wood is beginning to rot away and every step you take makes a creaking noise so loud it's almost impossible to sneak around. A large portrait of a young boy hangs on the main wall.</p>
Room 2	<h3>The Basement</h3> <p>As you turn the key a shriek can be heard from within. The basement window has been smashed and the wind howls outside. The basement is old and is in need of immediate repair. Mostly filled with dark black rainwater it's impossible to search without getting wet. The water comes up to your chest and is icy cold. However, there are a lot of boxes on storage shelves above the waterline. <i>(If a player searches here they will find a music sheet.)</i></p>
Room 3	<h3>The Study Room</h3> <p>The study room would have been once a place of marvel and scientific research. The dirty walls have mounted photo frames and wooden shelves containing many research books and encyclopaedias. A large table has several old jars containing all sorts of samples and various other things. A large leather chair is old and well worn but covered in dust. Nobody has been in this room for years, yet the scratch marks covering the furniture looks fresh.</p>
Room 4	<h3>The Dining Room</h3> <p>The Dining room is grand. It's scary how exactly this room has been preserved. The wall-mounted antique lights glow dimly. The green wallpaper is exquisite and looks very expensive. The chairs are comfortable and the long table has been set for service. At the end of the room is a working piano, if only you knew the right notes to play. <i>(If players find the missing music sheets and return to play the right notes they'll find a clue.)</i></p>
Room 5	<h3>Wood Workshop</h3> <p>The workshop is dark, cold and wet. It has a very unpleasant feeling to it and the sharp tools hanging from the ceiling look particularly scary. The window is smashed and glass is scattered across the floor. The workshop has been cleared of anything valuable long ago. The room is dusty but smells like fresh blood, yet no matter where you look you can't find anything that would suggest anything died in here. <i>(If a player searches here they will find a key for the Basement.)</i></p>
Room 6	<h3>Kitchen</h3> <p>The kitchen is mostly in ruins. Two of the walls are caved in and nearly all the cupboard doors are missing. Several large rats make their escape as you enter the room. Dirty pots and plates are piled up in the sink and it looks like the water was cut off long ago. The room is dark and a light mist can be seen around the edges. A horrible rotten smell is coming from the cold oven. You want to open the door to find out what's behind it but you know it's not really a good idea. <i>(If a player searches here they will find a music sheet.)</i></p>
Outside 	<h3>The Yard</h3> <p>It's a welcome treat and you take the opportunity to rest and gather yourself. The grass is going brown but at least the tree still looks alive. The tree Sap is an unusually dark red liquid though, which makes you wonder what is buried beneath you?</p>

Room

7

Staircase Hall

The lower Staircase Hall is damp and the wooden panelling is rotten and full of mould. The rug is disgusting and soggy wet with rain water. Water damage marks all the walls with yellow stains. The wooden floorboards creak noisily under your feet as you enter the room.

Room

8

Staircase Hall

The upper Staircase Hall is even worse than the lower, the rot has completely destroyed part of the staircase and several steps are missing. It's unnaturally dark and there's a weird echo which doesn't sound right. It's almost like something is mimicking you.

Room

9

The Nursery

The nursery is literally falling down around you. Painted walls are crumbling and the ceiling has several holes in it. A small spindly tree is growing about the room and its dark roots are spread across the floor. Damp and small water puddles are collecting in the corners of the room and it has a horrible musky smell. The remains of a dead animal are decomposing on the nursery bed. (*If a player searches here they will find a music sheet.*)

Room

10

The Master Bedroom

The room has been recently renovated. The door was sealed tightly to keep out intruders but it doesn't appear to have been locked. The air makes a rushing sound as you open the door with a low groaning sound. All the furniture is handmade and painted with beautiful and elaborate designs. It seems like someone has grand plans for this building's redevelopment. (*If a player searches here they will find a music sheet.*)

Room

11

The Bathroom

The ceiling of the room has holes in it where water had been dripping down. The room is still damp with mould and fungus growing over everything. The paint on the walls is almost black with spores and it's difficult to breathe in here. The exposed light bulb is dim, flickering and barely hanging by its wires. The cast iron bathtub is filled with putrid-smelling water and a thick layer of scum on the surface. Probably not the best idea to put your hand inside.

Danger Room

12



The Attic

As you make your way up the old wooden steps they creak and moan with every step. It's extremely dark but not as cold as the rest of the house. Large spider webs cover the corners with a thick layer of dust. As you peer into the darkness you can see several large cargo crates covered with old linen sheets. Suddenly, several birds fly at you in surprise. Stumbling backwards you're in danger of falling back down the ladder.

Pass a **Bravery test** to steady yourself and continue, or suffer D3 unblockable Fear Points!

You continue searching around the room not noticing the thick spectral fog filling the room. As you make your way into a clearing you find yourself in an old dead forest. However, the trees seem alive with spectral energy and they start to reach down to grab you with claw branches. You must find your way out of the forest and escape.

Pass an **Investigation test** to safely find your way back to the Attic or suffer an instant 'terrified' effect and run from the house screaming, dropping all your loot.

Congratulations you've found something very special.



We will find you.

Chapter 6

QUICK REFERENCE

PHASES OF PLAY

1. PLAYERS TURN & GM TURN / 2. SUMMONING THE SPIRIT / 3. BRAVERY CHECK! /
4. BANISHING THE GHOST / 5. ENDING THE INVESTIGATION

MOVEMENT AND SEARCHING

Each kid has two actions each turn. Once a player has used both actions and their turn is finished, they must roll the D6 Ghost Die. Also after each room movement, unless they held their breath, foreiting their 2nd turn.

INVESTIGATION TIME

Investigations start at 7 pm and could last up to 6 am. Once you have enough Clues you may summon the ghost. The Witching hour is at 3 am and Ghosts can use their special ability.

OVERSTAYING YOUR WELCOME

Each turn, starting on the second hour of investigation, all kids inside the house will gain 1 unblockable Fear Point.

ROOM REQUIREMENTS (INVESTIGATION DIFFICULTY)

The GM will tell the kid the difficulty of the room to investigate and which attribute to test against.

SEARCHING

Roll the number of D6 dice equal to the number of unused Fear Points and combine with your attribute level. If your score is higher than the room requirement level, you've succeeded and the GM will tell you what you've found based on your success.

CHROMA STATE / CHROMA FOCUS

For each additional 6 rolled, add 1 to your combined score or use it to build Chroma Focus.

SPECTRAL ENERGY EVENTS

These are usually more intense spectral encounters and usually one of the only ways to find Banishment items and Clues.

BANISHMENT ITEMS

Banishment items are how players attack the ghost, these are items that can be found during the investigation and are essential for damaging the ghost.

CLUES

Trying to solve the investigation mystery is crucial to summoning the ghost. Kids find clues whilst investigating rooms. Failing to find enough clues within the investigation time will result in an instant game over!

FEAR POINTS

An indication of how scared a kid is, how many dice they will roll and if they will flee from the house in a 'Terrified' state.

BRAVERY CHECK

Roll the number of D6 dice equal to the number of unused Fear Points and choose the highest number from one single die and then add their Bravery attribute level. If your score is equal or higher than the requirement level, you've succeeded.

SNACK TIME

Spend one action point and remove 3 Fear points.

DANGER ROOMS

Marked on the map with a skull, these rooms are more difficult but give higher rewards and better equipment for individuals who can complete them.

PROPERTY DAMAGE

Rolling a 1 means Property Damage. Whilst testing attributes only, not Bravery. Property damage is combined at the end of the investigation. It can be ignored by sacrificing the roll of a 6 at any time, even if the damage was done in a previous turn.

BANISHING THE GHOST

Each Banishment Item causes 1d6 damage to the ghost's power level. If the Banishment score combined with any modifiers are equal or higher than the Ghost's power level, you have succeeded!

Welcome to Twin Falls.

Population of 102,865 (Living). For a long time now things just haven't been right in your town. Sometimes it's a strange disgusting smell, or maybe just the light outside looks weird. But whatever it is, it keeps you awake at night.

You started asking questions to your parents and teachers, but you got one-to-many odd looks. Friends didn't want to hang out with you anymore. They just didn't see it.

Your parents believed you were getting mixed up with the wrong sort of kids or playing too many video games. Maybe it's both, but probably not.

But, It's not every day you see a ghost on the school bus.



By Andrew Dowell