

Forever Halloween

A Halloween Ghostbusters adventure
adapted from the Real Ghostbusters episode,

“When Halloween Was Forever” by Michael J. Straczynski

Adventurized by Jason J. Patterson, Oct 24, 2013



A group of about half a dozen people, from executives and employees, to joggers and homeless, are gathered around to see what happens, as you enter the evacuated building. Just as reported, you shortly see two small, hyper creatures tearing through the place, smearing slime all over the walls and knocking over furniture and generally being a pair of pains in the posterior.

GHOST	Br	Ms	Mv	Co	Pow	Ect
Furbite	1	2	4	2	2	5
Hairbull	2	1	3	2	2	5



Summary

The Lord of Night, Samhain, has been brought to the USA and your fair city, by accident, and unleashed upon the nice folks by a pair of hench-goblins. His plan is to bring about eternal night – eternal Halloween!

ANOTHER EASY JOB

Having vanquished yet two more nasties, you are once again assaulted with questions outside the Historical Society, asking if your franchise looks forward to Halloween, as it tends to generate more jobs for you.

Opening Scene

The story opens on a new job at a local multi-story landmark-historical society; busting a small round furry gremlin that's mostly mouth, and a green, mop-like ghost with two red horns. Both will be surprisingly difficult, compared to usual busting gigs.

Back At Ghostbusters Headquarters

The GB have a short bit of time to relax and get their bearings and perform any research they want, before it is time to head to the next section of the adventure.

Opening Narration For Players

“Spectral activity seems to have grown recently, so much that it looks like it will severely start cutting into your free time, even if it nets you some additional dough. A duo of what sound like minor semi-solid manifestations are your current targets for this job at the four story Historical Society building, which is also a local landmark.

You arrive and shoo off as many people as you can before you set up your official Ghostbusters barricade, while being hounded by questions from a local TV reporter, about how long you expect it to take, how difficult it's likely to be, and other things you couldn't know yet.”

Brains/Research

- * PKE readings have been increasing all across the city all day. If compared to recent readings, it seems they have been increasing steadily for over a week.
- * Ancient ruins from 7th century Ireland arrived two weeks ago for display in the local museum.
- * The relics date back to Halloween's origin, brought to the US by Irish/Scottish immigrants, as legend has it, as part of a deal struck between Druids and Netherworld demons.

GM Info

* Activity started at the local museum in which the relics are housed; the ruins attracted goblin type ghosts that freed Samhain from a stone inner structure.



* Various strange things begin to manifest late in the afternoon of October 31; clock faces and other objects become animated, gargoyles fly overhead, etc.

Trick or Treat!



The Ghostbusters Headquarters doorbell rings, as it has done a few times already today, under the fingers of early trick-or-treaters or pranksters. Your secretary rolls her eyes and growls as she gets up from her desk to answer the door.

“Oh my goodness,” she begins in a bored tone, but her voice becomes more animated as she finishes her spiel, seeming to be genuinely impressed.

“What great costumes! Those are really terrific,” she says, and grabs a handful of cheap foil-wrapped chocolate bonbons and pitches some into each of the sad brown sacks carried by the the children, who are dressed in generic but creative goblin costumes.

The little faces look into the bags silently, staring at the obviously unwanted bon-bons; you can almost hear the disappointment in their very souls. A moment later, the secretary is blown backward by a huge gust of wind that knocks her completely off her feet, and she lands against the front of her desk, stunned. The door slams closed uncannily fast as you hear the muffled tittering of the two departing trick-or-treaters.

Investigating the Goblins



* PKE meters directed toward the fled goblins (who are out of sight by the time anyone gets to the door) or their previous positions at the door indicate very faint psychokinetic energy signatures, as well as residual ectoplasmic traces on the front step.

An errant pass of a PKE meter by the door indicates a marked increase in general PKE activity in the city, which might point to a city-wide manifestation, which would suggest a mass of hauntings and ghost encounters, but there have been no phone calls for over an hour.

Massive amounts of visible ghosts and spectral energy darting all across the darkening city sky indicate a worsening trend for the citizens.

The phone lines only respond with a humming hiss; if followed up on, they've been dead for a couple of hours.



GM Info

* Samhain is calling all of the ghosts to himself, gathering an army on the roof of an abandoned hotel within a block of the museum where he entered this world. He intends to enact his plan to make Halloween night last forever!

Time Waits For ... Some Things

As the early evening arrives, ghosts and supernatural creatures continue to harass people all over town, prompting the need for the GB to be called out (or go out on their own as their civic duty) to engage in one or two busting scenes, before continuing on.

[Insert busting scene if desired] + See Spookmaker



Brains/Perception

After either the above busting session or enough player activity to consume several hours, the GB notice their watches are not keeping the right time. After consulting other timekeeping devices and a quick bit of astronomical and/or internet investigation, it turns out the clocks are right, but time is wrong.

“Your bodies tell you that you've been out on the streets, stemming the flow of ghosts wandering the city, without even denting a fraction of them, for at least five hours, but watches and other devices insist you only just left HQ an hour ago.”

Halloween Night

An errant news report informs the GB: “Night is spreading, with dark clouds appearing all over the world, Europe, Asia and South Africa, causing darkness in opposing places at same time, where it just can't happen!”

Brains

Conclusion, if time continues to slow at its present or an accelerated rate, by midnight, it will be Halloween forever.

Where'd You Learn To Drive?

A car with giant purple monster controlling it from its position on the car's roof appears, driving crazily near the GB or their HQ, cackling and gibbering like a loon as it takes corners dangerously and a young man narrowly avoids being hit.



Presumably the GB will chase or fire on the car and its driver, causing the car to crash expensively but harmlessly into the grill of a flatbed truck with some sort of large tarp-covered device behind the vehicle's cab.

Coincidentally, this area is near the museum, and this truck, and four others like it on different streets nearby, belong to the museum, each bearing (once a tarp is removed) a small-car-sized spotlight, used with the others to highlight the museum for grand exhibitions, illuminating it to visible for miles. The lights can be connected to each other with cables and although the usual power connector is a highly specialized affair, it is possible to adapt city electric or even a proton pack to power the lights, at least briefly, for a very inventive and clever Ghostbuster.

The Goblin Lord of Night

The big purple creature attempts to flee the scene of the wreck on bouncing, awkward bipedal steps, but streams from proton packs will pull the creature back toward the GB. Before anyone can throw a trap, however, a large section of red brick wall drops without warning from the sky, landing between the creature and the GB, cutting off the proton streams long enough for the ghost to escape, right before the wall continues its inevitable fall, towering toward the GB, who must make Moves checks to avoid it!

An incredibly tall and lanky pumpkin-headed creature in flowing drab-brown robes looks down on the GB from a nearby three story building roof, lowering his arms, presumably after the completion of whatever ritual or activity was required to hurl a wall between the GB and the escaped spectre.



"Why are you bothering my little ones?" asks the gourd-headed thing in thick Irish brogue, its body over eight feet tall, floating slightly above the roof of the building.

If fired on, he acrobatically flits and floats to another position on an adjacent roof, and says in a perturbed tone, "I repeat: why are you bothering my little ones?!" He points a clawed, elongated finger at your group. He replies to any answer with a sickly greenish-black energy bolt, directed at the speaker.

"These children - all things of the night - are mine, on this night more than any other – for I am **Samhain**. I am Halloween!" (remember the Irish voice)

"Trapped in stone for so many centuries... I have come to give my gift of eternal night, eternal Halloween... eternal me!" he laughs, and fires another arcane ebon bolt. He seems to remain as much in the shadows as possible.



GM Info

Samhain is susceptible to bright light, including strong flashlights, and he will flinch away as though stung, and flee by flying away, if possible. If exposed to strong light and unable to flee, he is injured and weakened. As soon as this is discovered, the city suffers a blackout, ruining any plans depending on city power.

The creature has been tracking reports from his "little ones" all night, about the Ghostbusters, and has left his "base", an abandoned hotel about a block from the museum where he entered this world, to come see and confront the group of meddlers himself.

Brains/Research

* Samhain is an unstoppable, primal force of nature, being night and darkness. Halloween was originally called "The Feast of Samhain", as part of the Druid's Bargain.

* At various times during this initial (and futher) meetings between Samhain and the Ghostbusters, allow Brains or Perception Checks for characters to notice Samhain flinch and blink and make pained expressions, especially during any proton streams thrown at him, even if they don't hit him. How or if any characters conclude that he has an aversion (or worse) to light is up to the GM. Eventually the Goblin Lord of Night will flee into the night sky, leaving the Ghostbusters another brief bit of breathing room.

Grand Theft Ecto

If the GB have not decided to use the museum's flatbed trucks with lights, or even if they have, a group of goblins and ghosts have a hankering for some joyriding, so will soon be seen driving some of the flatbeds from the museum to Samhain's hotel haunt, as recklessly as possible with small trucks weighed down by such cargo. The ghosts are easily distracted and incited by taunts and can be lead to inadvertently position the lights around Samhain's fortress; they will also attempt to run down any GB they see.

The trucks can be immobilized with Moderate Difficulty, even with a well-aimed steam, and the flatbed trailers can also be shot loose, to coast into position at the foot of Samhain's fortress.

See the Spookmaker if necessary

SAMHAIN'S FORTRESS

Gargoyles and ghosts, their bodies glowing with eerie spectral energy, are seen circling the top of a tall building, an abandoned hotel by the looks of it; Samhain's base.



COMBATING SAMHAIN



One example plan is to arrange the five large, heavy spotlights into place, accompanied with a portable generator or proton pack.

If the GB attempt to confront him head-on, Samhain prevents his minions from accosting the GB, and allows them to approach, on the roof if they so desire, as he likes to verbally fence with his victims.



"You have been very, very bad. Picking on such poor, innocent creatures." he mocks. "Surrender your weapons and accept your fate, and you will be assimilated into my army of night." he offers.

Sufficient bright lights and spotlights directed at Samhain will destroy him, but that isn't necessary, as lesser exposure to light will stun and weaken him enough to be susceptible to the proton packs. When this happens, he can be trapped, and the other ghosts are vacuumed into the same stream, or otherwise dissipate into nothingness, their essence removed from the physical objects, as the unifying force helping keep their forms intact is now nullified.



Samhain, Goblin Lord of Night

Physical, Intelligent

Traits

Brains:	5
Occult	
Muscles:	5
Menace	
Moves:	7
Hong Kong Dodge	
Cool:	9
Orate	
Power:	12
Ecto Presence:	15



Special Abilities

Flight	PKE Analysis
Proton Immunity (L)	Control Mind
Summon Pests	Terrorize

Weaknesses

- Defense Cracker (Strong Light)
- Inhibitor (Strong Light)

Spookmaker (Ghost Generator)

This will allow you to quickly create random ghosts, either completely at random, by rolling 2D6 to determine the Toughness, or general power level of a ghost, or by picking a Toughness, and rolling indicated dice for various stats.

2D6	Toughness	POW	ECTO	Br/Ms/Mv/Co	AP
3	Pushover	1D2	1D3	1D3	1
4-5	Day's Work	1D2+2	1D6+3	1D3+3	3
6-7	Tough Nut	1D2+4	1D3+9	1D3+6	4
8-9	Dangerous	1D3+6	1D3+12	1D3+9	4
10-11	Demon Class	1D3+9	1D6+15	1D3+12	6
12	Superghost	1D3+12	1D3+21	1D6+15	9

(Pow)er = Energy used for Powers; analogs to Moves or Muscle
(Ecto) Presence = Vitality and difficulty to subdue
(A)bility (P)oints = Potency or arsenal of Special Abilities

Special Abilities

While you have at least 2 "unspent" AP, roll 1D20 + 1D6.
D6: 1-3 = Lesser Ability (1 AP); 4-6 = Greater Ability (2 AP).
Find the 1D20 roll on the Lesser or Greater Ability list below.
Repeat the above until you have 0 or 1 AP left (a Lesser Ability).

Most Abilities are described starting on page 63 in West End Games' Ghostbusters International RPG booklet.

Wind Gust: The ghost may use this ability to buffet one or more characters backward forcefully with wing flaps or breath up to 30 meters away – the further away the target, the more likely other objects and people will be affected. Victims of Wind Gust must make a Muscles or Moves Check vs. Difficulty 12 or be hurled backward a number of meters equal to 2D6 minus the character's Muscle. Use the Universal How Much Chart for possible injury.

1D20	(L)esser Ability	(G)reater Ability
1	Creature Feature (L)	Animate
2	Dematerialize Self	Control Mind
3	Flight	Creature Feature (G)
4	Frog n' Prince (L)	Dematerialize Object
5	Materialize	Dimensional Transfer
6	PKE Analysis (L)	Frog n' Prince (G)
7	Murphy (L)	Growing
8	Physical Immunity (L)	Invisibility
9	Poltergeist (L)	Make Illusion
10	Possess	Murphy (G)
11	Proton Immunity (L)	Physical Immunity (G)
12	Shrinking	Poltergeist (G)
13	Slime	Proton Immunity (G)
14	Slumber	Read Mind
15	Teleport	Summon Pests
16	Wind Gust	Terrorize
17-19	1 Mundane Skill	2 Mundane Skills
20	+1 Lesser Ability	+1 Greater Ability

Mundane Skills

These are what living Ghostbusters characters might have as Specialty Traits, but a ghost possesses one or more.

For each Mundane Skill, roll 1D20 + 1D6.

D6: 1-2 = Brains Talent (includes Physical, Social Science)
3 = Muscles Talent
4 = Moves Talent
5-6 = Cool Talent

Find the 1D20 roll on the appropriate Talent Chart.

BRAINS TALENT CHART

1D20	Brains Talent	Physical Science	Social Science
1	Acute Hearing	Astronomy	Accounting
2	Acute Smell	Biology	Anthropology
3	Acute Vision	Botany	Bureaucracy
4	Alchemy/Herbs	Chemistry	Business Admin.
5	Artwork	Computer Tech.	Criminology
6	Highly Literate	Ecology/Environ.	Demographics
7	Local Info	Electronics Tech.	Education
8	Mechanical Repair	Geology	Geography
9	Occult	Hydrology/Wetlands	History
10	Photoshop	Math and Logic	Internat'l Affairs
11	Poetry	Medicine	Law
12	Pop Trivia	Metaphysics	Library Science
13	Puzzles	Meteorology	Linguistics
14	Surfin' the Net	Oceanography	Media Commun.
15	Survival	Paleontology	Military Science
16	Tabletop Games	Physics	Philosophy/Theo.
17	Tracking	Quantum Science	Polit. Sci./Gov't.
18	Writing	Toxicology/Nutrit.	(Para)Psychology
19	Physical Science	Weird Invention	Sociology
20	Social Science	Zoology	Women's Studies

OTHER TALENT CHARTS

1D20	MusclesTalent	Moves Talent	Cool Talent
1-2	Bare Knuckles	Crack Shot	Acting!
3-4	Bear Wrestler	Dancing Fool	Con
5-6	Hack and Slash	Expert Outfielder	Gamblin' Man
7-8	Lift and Tote	Gleaming the Cube	Haggle
9-10	Like a Fish	Hong Kong Dodge	Irresistible
11-12	Like a Monkey	Marathon Runner	Lounge Lizard
13-14	Menace	Prodigal Musician	Orate
15-16	Wrecking Crew	Quickdigits	Raise Kids
17-18	Power Eating	Sneaky Devil	So Darn Likable
19-20	Tough as Nails	Stunt Rider/Driver	Streetwise

Intelligence: Roll 1D6. 1-3 = Mindless/Animal Intellect
4-6 = Intelligent

Manifestation: Roll 1D6. 1-3 = Physical (Basic Traits)
4-6 = Ectoplasmic

Weaknesses: Roll 1D6. See page 68 in GBI booklet.

1 = Backlash
2 = Defense Cracker
3 = Inhibitor
4 = Motivator
5 = Secret Fear
6 = Secret Goal