

Night of the Headless Biker

An Adventure for Lost Souls

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Background

The ghostly halls of Limbo are an eternal mystery, even to those who dwell here. Some of the doors you know. They lead to the rooms of your friends, domains like your own which have been sculpted by their personalities, revealing secrets you wish you never knew.

Meeting in the waiting room is much less embarrassing. But even that grows old. Listening to the same stories over and over again, reading the same magazines, watching the same shows on a television that only seems to receive reruns from twenty years ago. The magazines are equally old, and never hint at current events. A new face would be a blessing.

Which is why you prowl the halls, looking for a way out of Limbo . . . a door your Mentor has forgotten to lock, or a passage leading to one of those Outer Planes you've heard so much about. Paradise sounds like a nice place to visit, if for no other reason than to break up the monotony.

It was in the halls that you first saw the pimply youth. He wore a black t-shirt with the words, Horror Haven written on it in blood red. His face and torso were marred by gaping wounds, but the young man didn't seem bothered by his disfigurement.

"Hey, dude," he called in greeting. "Am I in Hell?" From his grin, you thought he enjoyed the possibility. You informed him that while some might consider this Hell, it was officially Limbo.

"Sounds boring," the youth observed, with greater sagacity than you gave him credit for.

You asked him his name, and how he had come to Limbo.

"Name's Paulie. Guess I got here the usual way, by kicking the bucket. There anything to do around here, or is it all like this?"

You guided him to the waiting room, where your so called soul-mates sat on overstuffed chairs. You never could believe this sorry crew was cosmically linked to you. By the time you reached the waiting room, Paulie had grown faintly translucent. His ectoplasm trailed after him like a wake of smoke.

Paulie flopped on an old bean-bag chair and adjusted the knobs on the battered TV set. "Cool! Can ya get Monster Vision on this thing? Does being dead screw up the reception? How come it's in black and white?"

Paulie turned out to be a typical teenager, obsessed with horror movies and gory special effects. It was all he could talk about. The others gathered around him, as curious to meet a newcomer as you were. They bombarded him with questions about sports and world events. Your soul-mates always did have trouble letting go of their earthly obsessions.

Paulie grew annoyed at the interrogation. "Jeez, do you people always pick on the new guy like this? I'm the one who just died. What about my questions? Like, what did I do to deserve this place?"

You asked Paulie to tell you about his death. If he still had unfinished business, that would explain everything.

"I was watchin' the Midnight Monster Movie on cable -- they had a triple Bruno Bonfield film fest! Anyway, it was pretty late by the time the movie I had been waiting for came on. It was The Chopper Doctor with Sally Kincaid. Boy, is she stacked! Anyway, I'm watching the classic bathtub scene when the doc bursts through the door with his bone saw and tries the old chop-chop action on Sally, only this time the Doc comes chargin' off the

TV right at me! Isn't that weird? It wasn't even a 3D movie. And then I went through this tunnel and next thing I knew I ended up here."

Your face registered your surprise. The Chopper Doctor came out of his television and killed him?

"What, does being dead make you stupid? That's what I said. The Chopper Doc got me. Can't say it was such a bad way to go for a horror fan like me." Paulie groaned and held his head. His body was now transparent, and tendrils of ectoplasm drifted from him in all directions. "What's happening? I taste salt water and feel sand under my legs. Where am I going?"

A tunnel of light opened beneath Paulie, sucking him into its maw. The last shreds of his ectoplasmic body ripped from him, and you saw the spark of his lifeforce spinning into the vortex, dwindling on its way back to Earth.

What new form of flesh would Paulie find himself plunged into? Would he be a bathing beauty reclining in the sun of some Hawaiian beach? Or would he be a crab scuttling across the sand? Having met him, the latter seemed most likely. You shuddered, knowing your fate was just as repulsive. You needed more Karma to escape this cycle of rebirth, and that meant setting things right on earth.

A boy killed by a character from a movie. Surely an evil, supernatural force was loose in the world. It presented you a definite opportunity to gain some Karma, and thereby avoid Paulie's fate.

The tunnel of light remained open, beckoning. A hint, perhaps, from your reclusive Mentor? To find out, all you had to do was make a ghostly vow and step into the tunnel.

Possible Vows

At this point, the players must make ghostly vows based on the back story. Some suggestions include:

- I will not rest until I learn what killed Paulie.
- I will not rest until I stop Paulie's killer.
- I will not rest until I avenge Paulie's death.

Once the vows are made, the characters can step through the tunnel of light. After a brief, psychedelic trip they find themselves standing on the shore directly behind a beach house. A crab scuttles into the darkness under the porch.

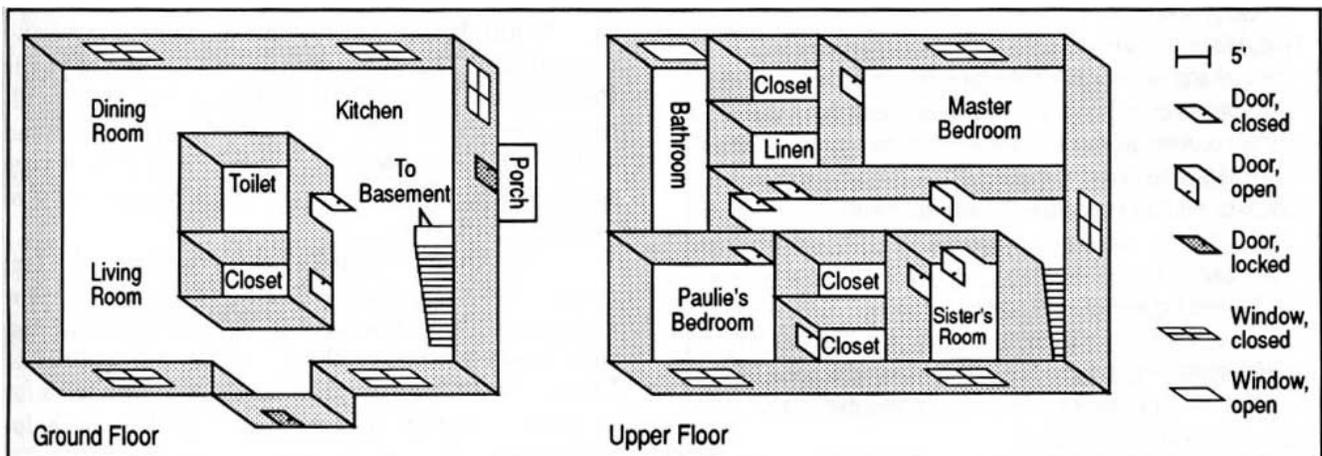
The characters are standing in direct sunlight, and the shadows of the porch offer the only protection. It is two in the afternoon on Friday, June 21. The adventure now begins.

Beach House

This is the home of Paulie's family. There is a break in the latticework under the side porch, leaving an opening big enough for a lost soul. Under the porch, there is an open window that leads to the basement of the house.

The house (see map below) is decorated with expensive furniture. Dying funeral flowers clutter the kitchen; otherwise the house is clean and well tended.

There is a large pile of mail on the dining room table. Paulie's family left town immediately after



his death, and the next door neighbor is caring for the house. The top letter on the pile is from Horror Haven and has a special sticker on it reading, Supporter of WCH! It will take a supernatural power to open the letter. Inside is a check for \$210 and a note (see sidebar 1).

1. Letter on Table

Dear Mr. & Mrs. Peters,

I was very sorry to hear about what happened to Paulie. He was a real good kid and a good worker. I've enclosed his final check, and all of us at Horror Haven will miss him.

Yours truly,
Tad Bradford

Paulie's Bedroom

This room contains a bed, dresser, portable TV and a desk with a Macintosh computer sitting on top. Clothing, magazines and books about special effects and make-up are scattered around the room. Posters of famous monsters adorn the walls. Dried blood stains the walls and furniture. A number of items of interest are in this room:

Photograph: A picture of a pretty young woman sits on a nightstand. It is inscribed, To Ghoulman, with Love, Missy. The picture is not unusual except for the fact that the girl is sporting vampire fangs.

The Computer: A neon post-it stuck on the computer reads, OLUSA:Keyword:Horror. An Online USA manual is nearby, giving instructions on how to use this popular online service. It will take a supernatural power to turn on the computer and manipulate the keys. Paulie's computer is set up to automatically sign on; no password is needed. Using the keyword Horror brings up the Horror Fans bulletin board. The last few messages are of interest (see sidebar 2).

2. Online USA Messages

From: LadyFang

Re: The passing of Ghoulman

I don't know how to tell all of you, but Ghoulman is gone. A burglar broke into his house and Paulie must have caught him in the act. I can hardly believe it. The really sad thing is, now he'll miss the WCH. I don't know if I should go without him. It just doesn't seem right.

From: Warlock

Re: LadyFang's loss

Gee, Missy, I'm sorry to hear about Ghoulman. He was a nice guy and would have gone far in the f/x business if he had gotten a chance. I think Ghoulman would have wanted you to go. After all, the WCH only happens once every ten years - you don't want to miss it. Think of it as a sort of tribute to Paulie - I do. Hope to see you there.

From: LadyFang

Re: Something weird

I saw a man lurking outside my window. He was bundled up like something out of a horror movie. He disappeared when my sister came into my room. Do you think he's some creep in town for the Con?

Monstro Magazine: A Monstro Magazine lies prominently on the bed. Dated several years back, one of the features listed on the cover reads, Chopper Doctor is a Real Cut-up! Inside is a graphic picture of the "classic" bathtub scene, with the caption, Bruno Bonefield slices up the scenery as Chopper Doc. The magazine gives a review of the movie (see sidebar 3).

3. Movie Reviews

Night of the Headless Biker (1957) This lost film was banned by a group of parents and clergymen for being "inherently evil." Rumored to be Bonefield's most terrifying performance, it has not been seen in over fifty years.

Faustos the Devil (1962) An early film by the Master of Menace, Bruno Bonefield. He plays a devil tempting young women to sell their souls for love. When spurned by the voluptuous Virginia (Sally Kincaid), Faustos goes into a rage and tries to strangle her. Will her fiancé Roland arrive with the Sacred Rune Cross in time to stop the murderous beast?

Faustos the Devil is the first teaming of Bonefield and Sally Kincaid, who went on to star with him in over 21 horror films.

The Pharaoh's Curse (1965) This is a movie about a Pharaoh who defies his gods by falling in love with a slave. He gives her a royal ankh necklace, the Egyptian symbol of life. To punish him, the high priests murder the woman, bake her heart, and feed it to the unsuspecting Pharaoh. When he learns of their treachery, he vows revenge. The terrified priests overpower him and mummify him alive. Centuries later, an unscrupulous archeologist raises him from his tomb by lighting a torch steeped in incense. In the ensuing struggle, both the archeologist and the Nameless Horror are burned to death in a fire started by the torch.

Farmer Felix (1978) This popular series, featuring a homicidal skull-faced farmer with a pitchfork, spawned a Saturday morning cartoon and a line of comic books. Farmer Felix, singing "with a stab stab here and a rip rip there" is still Big Moon's most successful venture into mass marketing. Farmer Felix was ultimately decapitated by a scythe in Farmer Felix Buys the Farm.

Wrath of Mordo Part II (1979) Incarcerated in Lake Morose Asylum at the end of Part I, Mordo the Magician re-assembles his man-made monster out of the parts of fellow inmates and sends him to seek revenge on the cruel asylum administrator. Creepy Kelvin (Bruno Bonefield) is at his most terrifying as he cuts his way through one blood drenched scene after another. The ending, with Creepy Kelvin clinging to the sheer cliffs of Lake Morose, is a real heart stopper! Will Mordo risk lacerating his hands to pull his creation to safety, or will he let him plunge to his destruction in the awful waters of the lake? Watch Wrath of Mordo Part II and find out!

October Nightmare (1982) The Man in the Mask returned four times in this annual horror-fest from Big Moon Productions. An escaped convict dons a different costume each episode before unleashing his diabolical bloodlust upon the unsuspecting co-eds of a small college town. In the final installment, Werewolf's Lust, he is shot down by a policeman who has wisely loaded his gun with silver bullets. Either the silver bullets or the flagging revenues did the trick; this time, the Man in the Mask did not return.

Chopper Doctor (1984) Chopper Doctor is a movie filled with ghoulish delights. Surgeon Paul Peterson (Bruno Bonefield) is attacked by vicious space aliens on his way to an emergency operation. With his mind completely warped, the doctor goes on a killing rampage, massacring his way to the Horroway Hospital where his patient awaits. It seems that the President of the United States has been injured in a car accident -- and only the Chopper Doctor has the skills to save him! With the love and good sense of his girlfriend Molly Majors (played by scream queen Sally Kincaid) the doctor is returned to his normal state just in time to operate. But is he really cured? Only the sequel will tell!

The Ankou

As the players ponder their situation, three gaunt figures meld through the door. They wear gray robes and two of them carry scythes. The tallest has long white hair.

“Paul Jason Peters?” he reads in a wavering voice from a list in his hand. “Which one of you is Paul Jason Peters?” If told that Paulie has already departed, the lost soul will shake his head sadly. “Oh, I knew that I would never be a very good Ankou. This is the fourth youngster I’ve missed this week.”

The Ankou is a title conferred upon the last person to die in a parish during the previous year. For a year, it is his duty to call on the dead and take them wherever they wish to go, usually to Limbo. See Chapter 11: Haunted Vehicles for more information on the Ankou and his two helpers.

The Ankou can tell the party about three other teenagers who have died recently under mysterious circumstances:

Rosanne Chambers: Strangled while shopping at a video store.

Kip Johnson: Bled to death after seeing a midnight movie at a seedy theatre.

Adam McDunn: Run through with a pitchfork while reading a comic book at a bus stop.

The last death happened just that morning. If asked nicely, the Ankou will take the lost souls to one or more destinations in the city. Most likely, the party will wish to examine the places where the other deaths occurred.

Bus Stop

The bus stop is a semi-enclosed shelter of tinted glass with a bench inside. It is wide enough to accommodate four people comfortably. Lost souls can stand inside it without harm from the sun.

The bus stop has been roped off and there are two detectives working at the scene. A chalk outline of a body is drawn on the sidewalk, and splashes of blood have pooled in the cracks. The detectives are bagging and tagging evidence, including a pitchfork and a comic book.

The pitchfork has four curved prongs, each of them extremely bloody. It appears to be completely normal in every other respect. The pitchfork is a dual object. If touched by a lost soul, it will become incorporeal, disappearing from the sight of the living. If it is released, it will re-appear as a material object.

The comic book has been bagged and is lying on the bus stop bench. The title reads, *Farmer Felix Buys the Farm!* The cover depicts a horrible skeleton dressed in coveralls and a straw hat skewering a hapless victim with a pitchfork. The credits read, Based on the Big Moon Productions character, *Farmer Felix*^a.

The two detectives talk about the serial killings they’ve worked on lately, filling the party in on the fact that this is the latest murder, and that the strangling at Mondo Video was the first.

As the players examine the evidence, a man-like figure approaches. The detectives will take no notice, since the creature is an Upior in incorporeal form (see Chapter 7: Supernatural NPCs). This evil entity is perfectly comfortable in the sunlight. Dressed in riding breeches and carrying a whip, the Upior approaches balefully. “The pitchfork belongs to the Master,” he hisses. “You best let me have it.”

If the players attempt to stop him or speak to him, the Upior will use his whip to drag the lost souls from their hiding place in the bus stop and into the searing sunlight. Remember, the two detectives will be able to see him if the Upior assumes material form.

The Upior will not leave without the pitchfork. If he retrieves it, he immediately vanishes. Otherwise, he will fight until destroyed. If captured, the Upior will say, “The Master wears many faces. No one knows his true name. You may have stopped me, but you cannot stop him from achieving oblivion.”

The Alley

Trash bins line the brick walls of this shadowy alley behind the Broadway theater, and garbage spills over into an unappealing mess. Molding posters are heaped in a pile along with popcorn boxes and snippets of film. There is a mound of a half dozen pumpkins rotting in a corner, slowly decaying in the June heat.

A chalk outline of a body is next to the pile of posters. The top-most posters advertise *October Nightmare* and *October Nightmare Part IV*:

Werewolf's Lust. The first shows a buxom woman screaming at the sight of a machete-wielding man wearing a Dracula cape and fangs. The second is similar, though the woman is now wearing a brunette wig and the menacing figure sports a werewolf mask. The starring actors of both films are Bruno Bonfield and Sally Kincaid and the film company is Big Moon Productions.

As the lost souls examine the alley, the vampiric pumpkins in the corner begin to glisten and sweat blood. Slowly, they will rumble forward, blocking the only exit before attacking. See Chapter 7: Supernatural NPCs for more information on Vampiric Pumpkins.

Mondo Video Store

Mondo Video is a small, hole-in-the-wall shop between a delicatessen and barbershop. The store is open to the public, and the lost souls may enter along with a patron.

Inside, the store looks perfectly natural, except the outline of a body has been taped to the carpet. It's located in the horror section, next to a display of movies from Big Moon Productions. The horror section is in a back room.

Laura, the young woman behind the counter, was working alone late last week, and was getting ready to close when she heard a gurgling from the horror section. She crept back to find a teenaged girl lying on the carpet, her eyes bulging and her tongue protruding. Her lips were blue, and her hands clutched at her neck. Laura ran to help, but she couldn't stop the girl from choking to death.

Laura recognized the girl as Rosanne, a teenager who often came in to rent bad horror films. She had arrived only fifteen minutes earlier, and was the only customer in the store. A copy of *Faustos the Devil* lay on the carpet next to her -- she must have been holding it when she swallowed her gum and began choking.

The police came to take the body away and the store was open for business by the next day. The owner, Ron Peters, kept the tape outline on the floor in the hopes that it would scare up some extra business.

Laura knows nothing about horror movies, personally preferring slapstick comedies. The *Faustos the Devil* videotape is on the shelf with the other films from Big Moon Productions. The front

shows a horned, demonic creature strangling a buxom woman dressed in white. The back, like the other tapes, contains a brief synopsis of the movie (see sidebar 3).

Horror Haven

The windows of this shop are painted black, and lost souls can easily roam around the store without threat from the sunlight. The shop is crammed with racks of masks and other horror paraphernalia, including books, magazines and models. A prominent display case shows three models, each about one foot tall. The first is labeled *The Nameless Horror*; it is the figure of a mummified male figure. The second is labeled *Chopper Doctor* and shows a man in a surgeon's mask wielding a bone saw. The third figure is that of a man with twisted features, wearing a ragged black coat, slouched hat and two large hooks where his hands should be. This one is labeled *Creepy Kelvin*.

Two posters on the wall may attract interest (see sidebar 4).

4. Posters at Horror Haven

WCH is Here!

June 21 - 24 at the Civic Hall.

Special Midnight showing of the long-lost classic, *Night of the Headless Biker*. Autographs by Shock Queen Sally Kincaid! Tickets on sale at the Horror Haven NOW!

LadyFang makes custom vampire teeth for reasonable prices.

Call 555-6699. Ask for Missy.

A character who peruses the book rack will find one called *Bonfield: The Man and his Movies*. It has pictures of Bonfield in various guises, a picture of Sally Kincaid in happier days and a listing of all his films, along with a synopsis of each, all repetitiously familiar (see sidebar 3 *Movie Reviews* on page 5). It also has a biography of Bonfield (see sidebar 5). Strangely enough, there is no picture of Bonfield out of character.

5. Biography of Bruno Bonfield

Bruno Bonfield (true name unknown). Born 1920, died 1987. Along with Karloff and Lugosi, Bonfield was one of the finest actors dedicated to the horror genre. He appeared in a number of early classics, including "Madness has No Heart," "Grieve No More" and "Cecily, Sweet Cecily," all stories in the Gothic tradition. He was famous for creating and applying his own make-up.

When horror films began to decline in popularity, Bonfield was forced to be less selective about his roles. By 1957, he was at Big Moon Productions, an independent film company specializing in teenage exploitation films. Bruno Bonfield is credited with keeping Big Moon liquid from the 50s, when he performed in the now lost *Night of the Headless Biker*, to the 80s when Big Moon Productions began making straight-to-video horror movies, many of them starring Bruno Bonfield.

Despite the critical scorn heaped upon his later movies, some fans believe that *Chopper Doctor*, *October Nightmare* and *Wrath of Mordo* are excellent examples of the "splatter" sub-genre of horror films. Bonfield married starlet Sally Kincaid in 1967. She starred with her husband in 21 films before his death at the age of 67. He died on the set of his final movie, the unfinished *Aliens from Hell*, a film rumored to contain his most stirring performance ever.

There are three people in the shop when the characters enter. Jimmy Taylor is stocking the shelves. He is a heavy set young man of 17 with greasy black hair. He wears a WCH t-shirt which depicts a malevolent looking skull on the front and on the back, WCH June 21-24. Shy and bumbling, he really brightens when the conversation turns to horror movies.

Tad Bradford, the proprietor, is in his late 30s. He has a gentle demeanor and wears a Horror Haven t-shirt along with a WCH button. Mildly interested in horror and science fiction, Tad is first and foremost a businessman. He is a master of the soft sell.

Richard Tandy is a pasty-faced man with long blonde hair and a nose ring. He wears a black leather jacket over his narrow shoulders. Though in his late twenties, Richard still lives in his mother's basement. She gives him a weekly

allowance so he can indulge his passion for movies, computers and horror collectibles. Richard is one of Tad's best customers. Although Richard carries a switchblade, he doesn't know how to use it.

As the players explore the shop, they will overhear Richard speaking to Tad.

"How much fer the Chopper Doctor model, dude?"

"\$157.99 plus tax," Tad replies, "Would you like me to take it out of the case?"

"A hunnert an' fifty-eight bucks! Jeez, that's kinda rich fer my blood. But it would be worth it to have a model of Bruno Bonfield in his greatest role. Man, that's the coolest movie I ever ran at the Broadway."

Tad quietly removes the model from the case and places it in front of Richard.

"If Bonfield were alive today, he'd be a living legend. I can't believe he did all his make-up himself." Richard pauses to look at the model more closely. "It's great, but I'd have to save fer a month to be able to afford it. His widow must be making a fortune offa these things!"

Tad replies, "I don't think so, Rich. Bonfield's characters are all owned by Big Moon Productions, so his wife doesn't get a penny for licensing them. In fact, I heard she's pretty hard up, and has been forced to act in schlock films just to make ends meet."

Jimmy interrupts: "Hey, after I put these old horror role playing manuals in the recycling bin, can I go to the convention? I gotta be there early if I'm going to enter my Creepy Kelvin mask in the special effects competition. If I win, I'm gonna donate the money to a charity in Paulie's name."

"Sure thing, Jim," says Tad, "I hope you win. Paulie would have liked that."

In the Basement

Moments after Jimmy goes into the basement, the door slams and his screams are heard upstairs. As Richard flees out the front door, Tad grabs his .38 revolver from under the counter and races for the basement door, only to find it locked by supernatural means.

If the lost souls are in the basement when the attack on Jimmy occurs, they can try to protect him. Otherwise, they will most likely enter too late to save him.

The basement is small. There is only one entrance at the top of the stairs. The floor is littered with boxes of horror knickknacks and the only light comes from a bare bulb hanging in the middle of the room. A bucket catches water dripping from a leaking pipe. Over Jimmy's body stands Creepy Kelvin (see sidebar 8), who stepped from behind some boxes to slay the stockboy.

Creepy Kelvin fears water, and if the basement is flooded, he will lose the power to regenerate. If the characters flee, he will not chase them.

Missy's Home

Missy's mother and sister are out grocery shopping, leaving Missy alone in their two bedroom apartment. She can be found in her room, preparing to change from her white uniform and into a revealing vampire costume. A long black wig lays nearby. Missy is studying to become a dental assistant, and makes fangs on the side to help supplement her income. She wears a necklace in

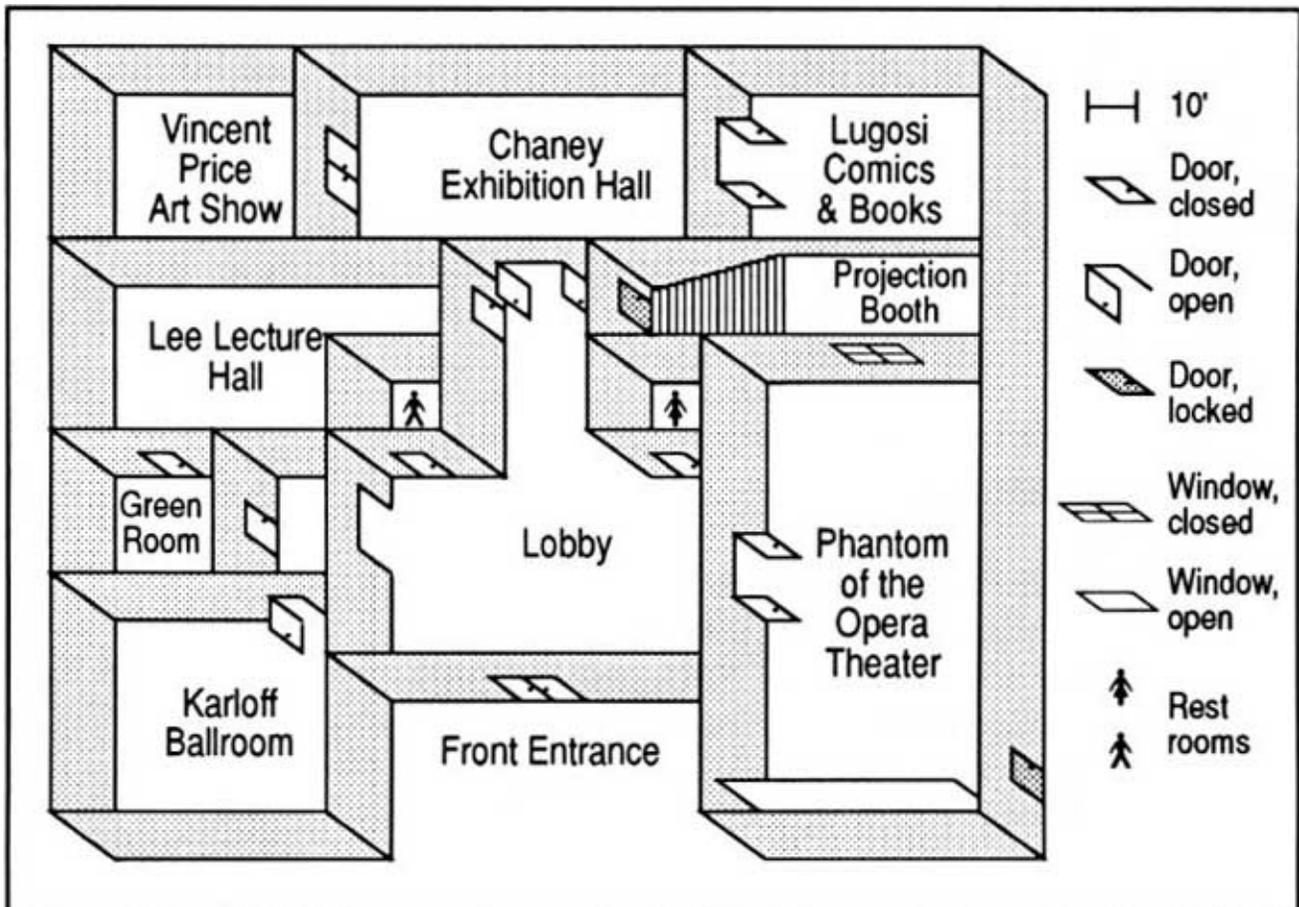
the shape of an ankh.

Missy's room is much like Paulie's, only tidier. Horror books and magazines are scattered around the room, along with posters of her favorite horror heroes. A poster of Bonefield's The Pharaoh's Curse hangs prominently over her bed.

Before long, the power will flicker, and then go out. Missy will be left in half-darkness when the Nameless Horror shuffles in (see sidebar 8). As the Nameless Horror descends on Missy, she will shriek, then collapse because of the mold smell. Unless the players save her, Missy will be killed. The Nameless Horror will not pursue the lost souls if they flee.

Convention

Downtown, a banner hangs outside the Civic Hall proclaiming, The World Convention of Horrors: Largest in the World! June 21-24. A number of people mill about the doors, mostly young men in their late teens. Many are dressed as



their favorite monsters (see the map on the facing page).

Lobby

There are a number of people just inside the entrance, waiting patiently in line to get their nametags and program guides from the convention coordinators.

As the players stand around trying to determine which way to go, they are approached by a young man wearing a nametag which says, "Scooter." He says enthusiastically to one of the party members, "Hey, cool costume! You really look like a ghost! Whaddya use, latex?"

Scooter

Type: Good Medium

Consistency: Material

Defense: Poor

WTL: 10

Skills: Good Folklore, Good Memory, Feeble Alertness

Appearance: A 12 years old boy, with thick glasses, dark hair and a slight, stooped posture. Scooter wears a red baseball cap adorned with devil's horns, identifying him as a convention gopher. He has a number of fliers in his hands.

Personality: Restless, chirpy and eager to please. Without his glasses, he is virtually blind.

Motivation: To enjoy the convention.

Combat: Absolutely powerless against supernatural entities (and material beings, too, for that matter).

Powers: Scooter feels akin to ghosts, monsters and the undead. His father, an optometrist, created extra-strong glasses for him. The glasses allow him to see ghosts, and his latent medium powers permit him to hear them as well.

Notes: Scooter can tell the party where rooms or people are. He'll note that Big Moon Productions has turned the Convention into a Bruno Bonfield festival. Scooter is preparing to post notices promoting tonight's showing of Night of the Headless Biker. Scooter will not believe lost souls who tell him they are really ghosts, and will attribute any supernatural events to tricks of his bad eyes.

Karloff Ballroom

The room is a mass of people, many of them in costume. There is a snack bar along one wall and two punch bowls on the other side. Such favorite hits as, "Monster Mash" play loudly from a tape deck. A bored volunteer checks badges at the door.

Godzilla Green Room

The door is guarded by a beefy volunteer with a nametag reading Ross Brickett. A thin kid whines, "When is Sally gonna do autographs again?" The volunteer replies, "Ms. Kincaid is restin' after her talk. She'll be signing autographs later in the lobby."

The guest room is crammed with a couch, coffee table, magazines and a couple of lamps. A prop sarcophagus from The Pharaoh's Curse rests against one wall. It is empty.

Sally Kincaid sits on the couch, drinking the last of a bottle of whiskey. She is slightly tipsy, but still in control. Sally is a well-preserved woman in her mid-fifties. She was once extremely pretty, and still has a voluptuous body. However, hard drinking and bad luck have made her cynical and a little hard. She is dressed in her slip and robe, having flung off her constricting "Vampyrette" dress.

All Sally wants is to get through this god-awful convention, pick up her paycheck and blow town. She misses Bruno terribly, and the convention has filled her with longings for him, which is why she's drinking after a year and a half on the wagon.

If the lost souls communicate with Sally, she'll be too drunk to be frightened. She will tell them that every day she receives tons of mail about her husband. "His memory is kept alive even today, though I bet he's turning over in his grave because of it. He never wanted to be known as a horror actor. This was all embarrassing to him. I'm glad he's out of it now." She will extol his gentleness and sweet manner. "People thought he was a monster, 'cause he always played one, but he was really a lamb." Sally will admit that she's hit tough financial times and wouldn't be here if she didn't need the money.

There is a picture of Bruno without his make-up tucked in her handbag.

After a few minutes, Ross Brickett, the volunteer, enters the room, locking the door behind him. He hands Sally a package, and says in a deep voice, "Compliments of the convention coordinators, Sally." She opens it and exclaims, "Peach brandy, my favorite! Bruno and I would always toast one another with peach brandy before our final scenes!" She gulps it down at once, and immediately drops into a faint. Ross then lifts her and dumps her inside the sarcophagus propped against the wall.

Ross slowly turns and looks at the lost souls, "If you know what's good for you, you'll leave now. All he wants is oblivion. Would you deny him his final wish?"

Ross Brickett is actually an Alp (see Chapter 7: Supernatural NPCs). His main objective is to get Sally into the sarcophagus. This done, he will try to escape.

If the lost souls manage to open the sarcophagus, they will find that Sally is missing (she is now secreted in the Projection Booth). If any lost souls climb inside the sarcophagus, they will hear a faint buzzing, but nothing will happen to them, since the transporter only works on material beings.

Lee Lecture Hall

A sign on the door reads Christopher Lee Lecture Hall, Lecture in progress.

Once inside, the lost souls will see a number of people attentively listening to the speaker, a bearded man who looks faintly like Santa Claus. He has gadgets on a table next to him. A placard on the stage reads Professor Barney Stills on Ghost busting.

The Professor can be heard talking ". . . and these machines are my own invention. They are used to detect and trap ghosts. Let me demonstrate. . ."

The professor will turn on his Afterlife Amplifier. With this he can hear, very faintly, the voices of ghosts. Of course, his audience views this as a ventriloquist trick. If the lost souls try to communicate with the professor via this machine, he will grow excited, and turn to his Ghost Trap.

The Ghost Trap draws ectoplasm into a small cube. The professor is capable of sucking up to three human-sized creatures into his trap. Lost

souls must make Good Strength rolls to resist. This will work on Bruno or Ross as well, as long as they are in incorporeal form. If any ghosts find themselves trapped in the professor's machine, they can only escape if the machine is turned off.

Chaney Exhibit Hall

This room is full of dealers hawking their horror wares. There are booths with videos for sale, models, costumes, posters and more. A salesperson near the door is doing a brisk business in gold ankh necklaces similar to the one worn by Missy. "Get your genuine, Pharaoh's Curse slave girl necklace! A symbol of love to be worn forever. Only \$24.95."

In the room's center is a gleaming Harley Davidson motorcycle with a number of young men standing around gazing at it with reverence. There is a sign posted in front of it (see sidebar 6).

6. Motorcycle Sign

Motorcycle ridden by Bruno Bonefield in the classic film *Night of the Headless Biker*. In the 1950s, this film was considered to be so "inherently evil" that a band of parents and clergyman signed petitions to have it banned. Thought to be lost for many years, *Night of the Headless Biker* was recently found and restored by the Movie Museum Archives of America.

Big Moon Productions

The largest booth at the convention is run by Big Moon Productions. The film company is promoting their newest thriller called *Kitty Cat Killers*. Lance McBride, the white haired director, producer and owner of Big Moon sits at the booth, signing autographs and selling video tapes. Posters of Bruno Bonefield's movies adorn the walls. A glass cabinet displays a number of props used in Bonefield's biggest hits (see sidebar 7).

7. Movie Props & Cards

Scroll of Exothoth from Night of the Headless Biker (1957)

Sacred Rune Cross from Faustos the Devil (1962)

Torch from The Pharaoh's Curse (1965)

Scythe from Farmer Felix Buys the Farm (1978)

Water cannon from Wrath of Mordo II (1979)

Revolver and silver bullets from October Nightmare (1982)

If the party manages to speak to Lance without scaring him, he can tell them that Bruno Bonefield was a gentle man who always wanted to be a Shakespearean actor. Lance was eager to have such a name-actor grace his films. "I didn't pay much, but I was the only guy in town who'd hire him. I mean, no one was makin' monster flicks, and they didn't want him for nothin' else."

Lugosi Literature Room

This small room is devoted to vendors selling books, comics and other horror reading material. The book, Bonefield: The Man and his Movies can be found here. It contains a biography of Bonefield and descriptions of his movies (see sidebars 3 and 5).

The Vincent Price Art Show

A sign on the door reads, Art show set-up today. Doors open to the public tomorrow. Paintings and drawings of ghastly monsters, beautiful vampires and handsome demons adorn a series of panels in this room. Joan Fargo is setting up the last panel, which contains an original rendition of Bruno Bonefield in his role as the Man in the Werewolf Mask from October Nightmare IV. She is dressed in an exact duplicate of Sally Kincaid's Vampyrette costume. She absentmindedly pushes her vampire teeth into place as she hangs the portrait.

A man with dark wavy hair, a full mustache, and a black cape stands before the picture

scrutinizing it. This is the ghost of John Wilkes Booth (see Chapter 9: Famous NPCs).

"I dare say these illustrations are not at all to my liking," Booth remarks to the characters. If asked why he's here, Booth will explain, "I'm here to watch a fellow actor take his final bow. It promises to be quite a show, even if most of the performers are amateurs. Still and all, watching Northerners perish is always an enjoyment. There are so few entertainments for the famous. Sometimes, even I bemoan my fate." Booth will not explain any further, saying, "I refuse to upstage a fellow thespian."

Phantom of the Opera Theatre

The theater is richly decorated with red curtains and murals depicting the signs of the zodiac. The many seats are usually empty.

Projection Booth

Empty film cans and reels are scattered on a small table. A projector, threaded with the film Night of the Headless Biker, dominates the room.

Richard, the young man from the Horror Haven shop, is crumpled in the corner. His lifeless body bears wounds that exactly match those found on Paulie. In his pocket are the keys to the booth.

A sarcophagus has been placed in one corner; it matches the one in the Godzilla Green Room. If Sally has already disappeared from the Green Room, she will be found unconscious in the sarcophagus. If revived with a Passable Medical roll, she will recall drinking her peach brandy. Feelings of love and security that she hasn't known for years overwhelmed her, only to vanish when she awoke.

The Climax

While the lost souls explore the convention hall, a voice on an intercom intones, "The World Convention of Horrors is pleased to present Night of the Headless Biker in the Phantom of the Opera Theatre. Please be seated in five minutes. No one will be allowed to enter or leave the theatre during

the show.” Hundreds of fans press toward the theatre in a rush.

The projector starts by itself. Even if the players have already destroyed the film, the title credits of Night of the Headless Biker will appear on the screen in ghostly black and white. The cheers and whistles of the audience reverberate throughout the convention hall.

Bruno starts his final rampage as the Headless Biker atop the motorcycle in the exhibition hall. He uses his supernatural powers to bar all the exits so one can escape the slaughter as he rides through the building, slaying all those he sees with his chain.

If Bruno is killed in his Headless Biker incarnation, he will scream and disappear into fragments of ectoplasm. A few minutes later, he will reappear as Faustos the Devil to continue his attack. Like all good monsters, he’s never quite finished. As each of his guises is slain, he will take on the appearance of his next famous character, proceeding in chronological order (see sidebar 8).

When he’s not being distracted by the player characters, Bruno slays 1 attendee per turn. There are 500 people in the convention hall. For every 50 that he kills, his rate of regeneration drops by 1 point.

The only person Bruno won’t kill is Sally Kincaid. He teleported her to the projection booth to keep her out of harm’s way. If confronted by Sally, he will go ectoplasmic and bolt through a wall (using his ability to pass through solid matter). He’ll try to avoid her at all costs.

Once he is out of monster guises, Bruno will appear as himself. After what the players have gone through, his final guise will be almost pathetic. “Behold my final performance,” he cries. “Once all of my fans are gone, my films will be forgotten. No one will ever again call me monster. I shall have my peace, and walk the earth no more.” Bruno will fight to the finish, until either he or his fans are destroyed.

Karma Awards

Karma should be awarded throughout the adventure completion of Ghostly Vows. Some possible rewards:

- +1 for destroying the Upior
- +1 for destroying the Vampiric Pumpkins
- +2 for rescuing Jimmy at Horror Haven
- +2 for rescuing Missy at her home
- +1 for destroying Ross the Alp
- +1 for every 100 convention-goers saved
- +1 for destroying each of Bruno’s guises

8. Bruno Bonefield

Type: Evil Lost Soul

Consistency: Dual

Defense: Great

WTL: 30

Skills: Superior Entertain, Good Persuade, Great Conceal, Superior Stealth

Appearance: Tall, thin man dressed in slacks, white shirt and a tie. He is about 65 years old, with graying hair and brown eyes. Wears a nametag reading "William Upton," Bruno's true name.

Motivation: To kill all his fans so he can be reincarnated at last. Since famous people are kept "alive" by the love and adulation of their fans (see Chapter 9: Famous NPCs), Bruno has existed in the Afterlife for many years, longing for release. He has decided to end it all by dispatching his fans in one fell swoop.

Combat: In his normal guise, Bruno does (Defense vs Poor) damage with his fists.

Powers: In all his incarnations, Bruno has the following abilities: Dual consistency, Great Defense, and he can regenerate up to 10 WTL per turn. When incorporeal, Bruno can pass through solid objects. He can supernaturally shut and lock any and all doors in a building. Bruno will appear in the following sequence of guises:

The Headless Biker: A heavy-set man wearing a black leather jacket, happy-face t-shirt and jeans. He will use his heavy chain to do (Defense vs Great) x 3 damage. Each turn the Scroll of Exothoth is read aloud to the Headless Biker, he

takes (Passable vs Languages) x 3 damage. This damage cannot be regenerated.

Faustos: A horned, demon with cloven hooves and fiery eyes. He crushes the throats of his victims, doing (Defense vs Passable) x 4 damage. The Sacred Rune Cross does x4 damage to Faustos, and those wounds cannot be regenerated.

Nameless Horror: A tall, molding mummy. It smashes its victims with its bony arms, doing (Defense vs Good) x 4 damage. The Nameless Horror smells pretty bad. Anyone who gets a whiff of it will fall unconscious for (Stamina vs Poor) x 3 turns. Fire does x3 damage to the Nameless Horror, which cannot be regenerated.

Farmer Felix: A skull-headed man in overalls. He carries a pitchfork, which does (Defense vs Great) x 4 damage. Scythes do x4 damage to Felix and cannot be regenerated.

Creepy Kelvin: A man with a twisted grin, wearing a floppy black hat and coat. He has razor-sharp hooks instead of arms, which do (Defense vs Great) x 3 damage. When drenched in water, Kelvin cannot regenerate.

Man in the Werewolf Mask: A man dressed in tattered clothing wearing a plastic werewolf mask. He does (Defense vs Good) x 3 damage with his machete. Damage from silver weapons cannot be regenerated by the Man in the Werewolf Mask.

Chopper Doctor: A man dressed in a surgeon's gown, wielding a bone saw. He does (Defense vs Good) x 3 damage with his bone saw. The Chopper Doctor is immediately destroyed if faced by Sally Kincaid (or a believable facsimile).