

The Pineville Horror

An Adventure for Lost Souls

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Central Character

The central character is a male Average Joe with the cause of death "Dropped radio into bathtub while soaking." His Life & Death history should include "Lover responsible for your death."

One of the players must choose to run the central character. That player receives a copy of the background story.

How you introduce the central character to the other lost souls will depend on which Sanctum the players have chosen.

Limbo: If the players have chosen Limbo as their Sanctums, then the central character simply appears in their cosmic waiting room, another soul mate with unfinished business.

Focuses: If the players are inhabiting focuses, then the central character is in his wedding ring, which has been sold online and is now in the same location as the focuses of the other players.

Domains: The central character does not share the same graveyard as the other lost souls. The central character is buried in Potter's Field, no doubt far from the other lost souls. Because each situation is unique, you and your players will have to figure out how the characters come together if they are using domains.

Background Story

You remember the night you died like it was yesterday. You were coming home from your in-laws, a two hour drive through the mountains. Maybe you should have listened to your wife and stayed on the highway, but with traffic backed up behind an overturned logging truck, you thought taking the next side road would get you home faster.

The rutted road led into the forest, the canopy of trees blocking the moonlight. Eventually your

headlights washed across a cyclone fence, the first outpost of civilization you had seen in miles. Beyond the fence squatted the rusted carcasses of ruined cars, a sort of Sargasso sea of automobiles. Lily wanted to stop at the junkyard and ask for directions, but thoughts of banjo playing, inbred mountain men spread through your mind, chilling you to the bone. You thought it would be better to go on.

Your headlights cut a narrow swath of comfort through the darkness. To the sides, in the thick of the pine trees, you thought you glimpsed pale forms, but when you pointed them out to Lily, they were gone. Lily said you had been driving too long, and maybe she was right. How else could you account for the white figures shambling in the dark?

The wrenching of metal against the underside of your car snapped your attention to the road. Stopping to assess the damage, you found a metal pipe with one end buried in the dirt road, its point sticking up at just the right height to tear out your oil pan.

Lily argued that you should walk back to the junkyard and ask for help. But you thought they were probably the ones who buried the pipe here. You drove forward despite the glowing red engine light. The road had to lead somewhere, didn't it?

The engine was grinding by the time the trees on either side fell away. Through the smoke pouring from under the hood you could see a few shacks clustered in the moonlight, their backs to the encroaching forest.

The engine locked up just as you pulled in front of the Pineville Bed & Breakfast. Lily frowned at you and predicted you had done thousands of dollars of damage for no good reason. She was mad, but you were too happy to have reached safety to care.

The boarding house was run by a woman named Danielle Flynn. She rented you the rooms in back for a reasonable fee, and even offered to give you and your wife a free haircut and manicure in the morning as a special service.

You and Lily retired to your room to argue in hushed voices. Lily complained about the car, and then turned her complaints to the room itself. She said she felt like someone was watching her, which was absurd since the curtains were drawn and the door shut. After awhile Lily stopped talking to you. She went so far as to pretend to be sleeping, although she hadn't even undressed.

Sensing you weren't welcome in the bed with her, you went into the adjoining washroom to take a bath. As you were soaking in the tub, almost dozing off, you heard movement in the bedroom. Looking up, you saw Lily walk into the bathroom carrying the radio. You smiled and thanked her; a little music would help prevent you from falling asleep in the tub and drowning yourself. Without speaking, she plugged in the radio, turned it on, and pitched it in the tub with you and the water.

The pain lasted longer than you would have guessed before your heart stopped and you floated free from your body. Your burnt shell looked swollen in the steaming water. Lily stared blankly at your body for a moment, then walked into the other room, laid down on the bed and closed her eyes.

A swirling tunnel opened above you. Though you wanted to stay, the void would not be resisted. It engulfed your spirit, drawing you to Limbo.

Starting the Adventure

Once the central character has reviewed the background story, the player must make one or more ghostly vows based on the back story. Some suggestions:

- I will not rest until I learn why Lily killed me.
- I will not rest until I kill Lily for destroying me.
- I will not rest until I regain Lily's love.
- I will not rest until I let Lily know I forgive her.

The other players who wish to accompany the central character must also make ghostly vows not to rest until accomplishing something specifically related to the adventure.

Using Graveyard Shift, the central character can now take the group to the scene of his death (the Pineville Bed & Breakfast).

Graveyard Shift

Should the central character attempt to use Graveyard Shift to go to his final resting place, the attempt fails with the interesting results described below. None of the other characters will accompany him.

The central character feels pain like never before. Candlelit flickers against the rough planks of a ceiling. Through the pain, he realizes he's lying on his back on a hard surface. A heavy table perhaps—or a stone altar. Blood drools from his mouth.

Shadows dance around him. He can't turn his head or move at all. As the pain builds again into another crescendo, he glimpses a shadow with horns and monstrous wings, or is it a cape? The shadow raises a dagger in one hand and a squirming lump in the other. Insanely, the knife comes down and the lump squawk like a chicken.

The shadow is Papa Zebulon, who is attempting to raise the central character's body as a zombie slave.

The central character must roll once on the Sanity Table due to the pain. He also loses 1 WTL per second that he remains in his body. He may attempt to use graveyard shift at any time to flee, but it will take (Will vs Great) seconds before he actually escapes.

After returning to the rest of the group, the central character will be badly shaken. He'll feel a strange pull that is trying to draw him back to his body. As the adventure progresses, the pull will become increasingly stronger.

Should the player decide to succumb to the pull, he will return to his body and start losing WTL again. Each time the victim is drawn to his body, give him a little more information about Zebulon's shack, the altar on which he lays, and Papa Zebulon.

Pineville

Pineville grew up as a logging town, but as the mills shut down, it became virtually a ghost town. It now survives on the few tourist dollars that trickle in. Because of the epidemic that struck two years ago, there are more women in Pineville than men. This abundance of unattached women has made the town popular with young men.

Pineville Bed & Breakfast

The players appear in the bathroom of the room Danielle rents to tourists. The bathroom door is open to the adjoining bedroom.

Through the window over the tub, the players can see a sheriff's patrol car parked outside. The uniformed sheriff is talking with Danielle, but the players cannot hear what's being said through the closed window. As incorporeal beings, the players cannot open the window without using a supernatural power.

As the players enter the bedroom, a strange incorporeal creature will crawl out from behind the television. It's body is the size of a baby's, but is as white and puffy as a maggot, trailing its twisted little legs. It raises itself on two stubby arms and turns its head toward the players.

Its head is nothing more than a huge eye. It turns its gaze on the lost souls and under the intensity of its stare their ectoplasmic skin begins to flake away and float off like mist. A unpleasant pressure soundlessly vibrates in their ears.

Baby Watcher

Type: Evil lost soul

Consistency: Translucent ectoplasm

Defense: Poor

WTL: 10

Appearance: A maggot-like baby with an eyeball for a head.

Personality: None to speak of.

Motivation: The watcher is the spirit of a baby that has been twisted by Papa Zebulon's magic into a sentry for Nathan Seedling. It watches the

occupants of the room, transmitting the information to its master. It summons the Inhabitor to possess anyone who catches Nathan's fancy, which is what happened to Lilly.

Combat & Powers: The baby watcher can gaze at up to four players at a time if they are close together. If the players spread out it can only gaze at one at a time. Its gaze does (Defense vs Passable) damage.

It can also summon the Inhabitor as needed, which it will do upon seeing the players. The Inhabitor will arrive through the door (it can pass through material objects) at the start of the third turn of combat.

The Inhabitor

Type: Evil lost soul

Consistency: Vaporous ectoplasm

Defense: Good

WTL: 20

Appearance: A quick moving bundle of wispy tentacles. The Inhabitor is mostly a blur, but if focused on it's clearly the cadaverous head of an adult woman surrounded by shadowy tentacles that sprout from her head like hair.

Personality: None.

Motivation: To defend the watcher. The Inhabitor can also enter the body of a living person and take control of them. The Inhabitor is under instructions from Nathan Seedling to bring strong men or beautiful women to Nathan.

Combat & Powers: It can lash out with its tentacles for (Defense vs Passable) x 2 damage.

Getting Out of the Bedroom

Once the watcher and the Inhabitor are disposed of, the characters will still need to get out of the bedroom. Opening a closed door will require a supernatural power. If the players are having trouble figuring a way out, you can always have Danielle and the sheriff come into the room, leaving the door open. The door leads to a hallway; to the left is the open door to the back yard and to the right is the Danielle's living room. The players can explore her house if they want, but they will find nothing of interest.

Danielle and the sheriff are discussing the death of the central character. The sheriff wants to search the room again, but Danielle is resisting. She says, "It was just an accident. It wasn't the flu," as if this sets the whole thing to rest.

The sheriff is suspicious because this isn't the first death at the bed and breakfast. He mentions "That woman with the baby." Danielle finally relents and lets him in.

The two continue talking while the sheriff gives the room a quick once over.

Danielle knows nothing about the supernatural creatures that haunt her bed and breakfast.

Danielle Flynn

Type: Good person

Consistency: Material

Defense: Poor

WTL: 10

Skills: Great Interrogate.

Appearance: An attractive blonde woman of about 30.

Personality: Friendly and talkative.

Motivation: To learn new rumors she can spread at her restaurant. No one in town believes her gossip.

Combat & Powers: Danielle cannot fight ghosts.

Notes: Danielle knows the following information which may be of interest to the players. Remember, lost souls will have to use supernatural powers to communicate with living characters.

1. On the night of the murder, she remembers fixing dinner for her guests, but she fell asleep before taking it to them. She must have been more tired than she realized.

2. She was awakened by Lily ringing the bell at the front desk. Lily calmly explained that she had found her husband dead in the tub. Her placid manner reminded Danielle of someone in shock. Danielle called Sheriff Rudy Russell, who asked Lily to come to the police station with him. Before leaving, Lily paid her tab, saying she would not be back. Danielle didn't blame her for not wanting to spend another night in the room where her husband had died.

3. Danielle's own husband died two years ago when a strange sickness struck Pineville, killing most of the male population between 16 and 30. Women, children, and the elderly were immune. The epidemic lasted only a month, and now strikes only occasionally, hitting mostly male tourists. A victim of the disease becomes weary, exhausted, and dies within 24 hours. The people of Pineville call the sickness the "24 hour flu." The only person who ever recovered is Larson Barnes, who lives at the junkyard.

4. Secret: Danielle offers a free haircut and manicure to every tourist who stays at her lodgings. She sells the hair and fingernails to Mamma Barnes for \$50 a set. She doesn't know what the Barnes matron does with them. She never had a chance to collect the clippings from Lily or her husband.

Sheriff Rudy Russell

Type: Good person

Consistency: Material

Defense: Good

WTL: 25

Skills: Good Aim, Great Brawling, Great Strength, Superior Stamina.

Appearance: A red-necked country cop. His gut protrudes over his gun belt and his cheek is always crammed with tobacco. Rudy is the only lawman in Pineville.

Personality: Drawling and down-to-earth. He'll firmly disbelieve any supernatural events even to the point of absurdity.

Motivation: To enforce the law.

Combat: Rudy cannot harm ghosts.

Powers: Because of his intense disbelief in the supernatural, any supernatural power used in Rudy's presence is at -2 columns. It is this natural resistance to the supernatural that has enabled Rudy to survive in a town riddled with the paranormal.

Gear: A .38 revolver, handcuffs, a four wheel drive jeep.

Notes: 1. When Rudy questioned Lily the morning after her husband's death, she explained what happened in a dull monotone. It seemed like an accidental death; her husband had been listening to the radio when it fell into the tub with him. Lily had fallen asleep right after dinner and

had slept through the whole thing. Rudy noted her home address and told her he would contact her if he had any further questions.

2. Lily paid to have her husband buried at the local cemetery. She said she was too upset to deal with it anymore (the central player may want to take a Ghostly Vow not to rest until his body rests in his family plot). Hap, the gravedigger, planted the body yesterday in Potter's Field. No one attended the funeral.

3. The last time Rudy saw Lily she was driving off with Larson Barnes in the tow truck. The next day, Larson told Rudy he had repaired the car and sent her on her way home (Note: Larson lied).

5. In his office, Rudy has the half melted radio that killed the central character. The tuning dial is still fixed on the dead hiss between stations. If this is pointed out to Rudy, he'll become suspicious. Why would the dead man have been listening to static? He'll start searching for Lily to bring her in for questioning.

Potter's Field

Potter's Field is a small cemetery in a clearing that has been used by the local inhabitants for over a century. Among the tombstones is a run down shack where Hap the caretaker lives. If the players search out the central character's grave, they will find a small wooden cross with his name, but it is clear that no grave has been dug there.

Hap the Gravedigger

Type: Neutral person

Consistency: Material

Defense: Good

WTL: 20

Skills: Poor Agility, Superior Strength, Poor Intelligence.

Appearance: A grizzled, gray haired man with a craggy face and unkempt whiskers. Under his shirt, the scars of claw marks cut cross his chest.

Personality: Hap is an alcoholic who fears his misdeeds will be discovered. Andrew, the Graveyard Guardian has been haunting Hap, making him a nervous wreck. The two of them are locked in a perpetual feud.

Motivation: To get drunk and to drive Andrew away.

Combat: Hap can use his whip to flog ghosts for (Defense vs Poor) x 3 damage. He often chases Andrew around the graveyard, cracking his whip and shouting obscenities.

Powers: As a gravedigger, Hap has developed the ability to see ghosts (although he cannot hear them like a medium can). Four times per day, he can cross himself, which forces any ghost in the local area to leave the graveyard for (Will vs Good) x 30 minutes or else suffer incapacitating pain for an equal length of time. Since Andrew cannot leave the graveyard, he is especially at risk.

Gear: A shovel, bullwhip, and a flask of cheap whiskey.

Notes: 1. Hap has been selling corpses to "a man who lives in the woods." (Zebulon). After the mourners have left a funeral, Hap digs the body back up. A gaunt worker picks up the body in a wagon, paying Hap \$50. Only relatively fresh bodies are accepted.

2. Hap met the man in the woods only once at the start of the epidemic, when many of the townsfolk were dying. Hiding his face inside a hood, the man from the woods explained how Hap would serve him, and when Hap agreed, the man raked his chest with a clawed hand. Hap thought he had been killed, but through the rips in his shirt, he saw the wounds were already turning into scars. Hap has done his best to serve the man in the woods ever since, drowning his guilt and fear in whiskey.

3. Hap never bothered to bury the central character's body since there were no mourners at his funeral. He sold it last night. Lowering his voice, Hap will add that he's positive the worker who picked up the corpse was someone who had been buried three weeks earlier.

The Graveyard Guardian

Type: Neutral lost soul (haunt)

Consistency: Incorporeal

Defense: Passable

WTL: 20

Skills: Passable Agility, Good Strength, Good Intelligence.

Appearance: Like other haunts, Andrew has pallid skin and dark shadows beneath his eyes. His neck still bears the rope burn where he was hanged for chicken stealing back in 1877. He wears clothing from the period of his death.

Personality: Vindictive and vengeful. He's angry at the men who buried him in Potter's Field first, making him the graveyard ghost. Why couldn't they have buried someone else first? Andrew will never forgive even the slightest offense.

Motivation: To keep out evil spirits and demons, and to expel Hap from the graveyard. Out of spite, he'll try to drive out other spirits as well, unless they convince him they can somehow help him get rid of Hap.

Combat: Each turn, Andrew can hurl an ectoplasmic hangman's noose at his target. A spirit must roll Passable on Dodge to avoid having the noose close around his neck. If the Dodge roll is failed, the character takes (Defense vs Great) WTL damage each turn until the noose is loosened. A character must roll Great on Strength to break the noose, or else cut it with an edged weapon and a Good attack roll. Once the noose is removed, it vanishes.

Powers: Nightmare (Use = 1): Each night, Andrew uses this power on Hap. He'll not use it on anyone else.

Message (Use = 5): Andrew can make 15 letters appear as though written in blood. The letters last up to one hour.

Glimpse of Death (Use = 2): Andrew can use this power on any reflective surface. It lasts for two hours, or until someone looks into the surface. The victim will see himself as he would look when dead. It causes the victim to lose (Sanity vs Good) WTL and he must roll on the Sanity Check table (see Chapter 6).

Notes: Andrew Potter was the first person buried in Potter's Field, and so he is doomed to guard the cemetery forever. He's the only spirit here. He knows that the souls of those Hap has sold have not found rest. Andrew doesn't really care -- if he's trapped on earth, why shouldn't the others be as well?

Hap's Death

If Hap tells about the man in the woods, the next day he'll be found locked in his shack, spread across the sheets like a gutted fish. The claw marks on his chest will be opened wide. Sheriff Rudy will chalk it up to a wild animal attack.

Barnes Junk Yard

The junk yard is surrounded by a barb-wire cyclone fence. Pine trees grow right up to the fence. The yard is overrun with chickens, mangy dogs, and scabby cats. This menagerie will kick up a ruckus if any spirits venture inside the cyclone fence. Within the yard, the players will find Lily's stripped car.

There is a lot of scrap iron in the yard, which offers unique protection from spirits. At the yard's center is a five room hovel where the family lives. The bathroom is in a shed out back.

The Barnes family consists of Mamma Barnes (the family matriarch), Katrina (the widowed wife of Mamma's son Bart), and her children Larson, Mary Sue, Hank, Zeke, Bonnie Rae, and Lou Anne (aged 18, 12, 10, 6, 4 and 2). All are very superstitious. While at the junk yard, the players will overhear Hank telling Zeke that Hap the caretaker digs up corpses and eats them. Hank says he knows its true because he was out late one night looking for Old Yellar when he saw Hap digging up a body from the graveyard.

Mamma Barnes

Type: Evil person

Consistency: Material

Defense: Passable

WTL: 25

Skills: Poor Agility, Inferior Strength, Poor Intelligence, Great Cunning.

Appearance: An old woman with a fright-wig of white hair. The black wart on her chin sports three black hairs. She bears the scars of claw marks across her breast.

Personality: Cagey, and very superstitious.

Motivation: To protect her children and serve Zebulon. She will try to prevent players from speaking to Larson.

Combat: See powers, below.

Powers: As a witch, Mamma has the ability to hear ghosts. She also has these powers:

Ghost Vision (Use = 4): Allows her to see ghosts for 30 minutes per use.

Evil Eye (Use = 3): The victim (who Mamma must be able to see) suffers -2 columns on all rolls for (Fate vs Good) x 2 turns.

Chill Touch (Use = 4): For 6 turns per use, Mamma's touch does (Defense vs Poor) x 4 damage to ghosts.

Contact Higher Being (Use = 1): Mamma can gain 3 yes/no answers from supernatural sources.

Notes: The matriarch of the Barnes family, Mamma has been practicing witchcraft for most of her life. About two years ago, her son Bart was claimed by the 24 hour flu. Soon after, despite her best wards, her grandson Larson also fell ill. Using her arcane powers, she learned that a soothsayer called Zebulon had just moved into town. Realizing this was his black magic, Mamma sought him out and made a pact. She would become his follower if he would spare her grandson. Zebulon agreed, and marked her with his claws.

Mamma Barnes pays Danielle for the hair and fingernail clippings of tourists and makes them into wax voodoo dolls. Every few days, a zombie comes from Zebulon to collect the dolls.

Mamma Barnes will reveal none of this. If forced to through some supernatural power, she will suddenly clutch her chest and fall over dead, the old claw marks bleeding rich red blood.

Larson Barnes

Type: Neutral person

Consistency: Material

Defense: Good

WTL: 30

Skills: Inferior Agility, Good Strength, Feeble Intelligence.

Appearance: A big, slow moving young man. He wears a red kerchief tied over his mouth like a bandit, and he refuses to touch anyone's hands.

Personality: Stupid and slow witted. He almost died during the epidemic two years ago, and no

longer associates with others much for fear of contamination.

Motivation: To stay healthy.

Combat & Powers: None.

Notes: 1. Larson will claim that he bought Lily's totaled car and she must have used the money to buy a bus ticket home. If pressured, he'll admit that Lily asked to be let out at the fork in the road that leads to the Seedling estate. He asked about the car, but when she didn't seem interested, took the car home without paying her. He hasn't seen her since.

2. Larson knows that Mamma Barnes makes "devil dolls" and gives them to the pine cone pickers. He's seen Nathan's unhealthy workers in the forest at night, gathering pine cones in the pitch black.

Seedling Plantation

There are about fifty zombies on the Seedling estate. These zombies are in various states of decay. The freshest tend the grounds, shelling pine cones and keeping visitors out. The others remain in the woods, picking pine cones.

At the house are Gloria the maid, and Harrietta the cook. Harrietta is married to Peter the handyman, and both are loyal family retainers who will protect Nathan. Gloria is Harrietta's teenage daughter. She trusted with Nathan on occasion, but he threw her over for Lily. She is jealous of her, and might possibly help the players. Gloria wears a cheap turquoise ring, which was given to her by Nathan. None of the servants have any protection against lost souls.

Peter can usually be found at the barn, supervising the zombies. Like Nathan, he has a whistle with which he controls the zombies. With the ropes hanging from the rafters (used to hoist barrels), the barn makes an excellent setting for a fight with the zombies.

Nathan Seedling

Type: Neutral person

Consistency: Material

Defense: Passable

WTL: 20

Skills: Passable Agility, Good Strength, Great Intelligence.

Appearance: A black haired man in his early forties. His wing shaped eyebrow reach almost to his temples. He wears a small black goatee.

Personality: Greedy and selfish, Nathan is interested in only his own desires. He'll stop at nothing to gain what he wants. So far, he has not committed murder, but he is willing to cross that line (and thus become evil).

Motivation: To have his way with Lily.

Combat: His .45 revolver does (Defense vs Passable) x 6 damage.

Powers: Amulet that allows him to see ghosts. He has 4 doses of a powder that, when hurled in a room, causes all spirits in the local area to become material for (Dodge vs Great) x 2 turns. He has 2 doses of a powder that causes blindness for (Stamina vs Poor) minutes, and 1 dose of a powder that causes sleep for (Stamina vs Poor) hours. These powders must be thrown on a single target.

Gear: In his vest pocket, Nathan carries a small locket containing a strand of Lily's hair. So long as Nathan carries this locket, he can mentally control Lily. The locket only works for Nathan. If he loses it, Lily can be verbally controlled by anyone making a Passable Bully roll.

He also has a whistle which he blows to control the zombies about the plantation.

Notes: Nathan became infatuated with Lily while watching her through the eye of the watcher in the bed and breakfast. Using the Inhabitor to control her, he forced her to murder her husband and come to him. He is now using voodoo doll (in Zebulon's possession) and a locket of her hair to control her. The whistle does not work on her.

Nathan refuses to have her killed and made into a full zombie. He likes her the way she is: warm.

Nathan met Zebulon during a business trip to Bolivia. Zebulon was in hiding, and promised Nathan prosperity if he would help him get into America. Nathan held up his end of the bargain, and in return Zebulon provided tireless workers who needed no sleep or food, and who Nathan would never have to pay. Nathan finds Zebulon distasteful, and loathes the walking dead who work on his estate, but enjoys the profitability. If he could control the zombies without Zebulon, he would gladly send the old shaman packing.

Lily

Type: Good person

Consistency: Material

Defense: Poor

WTL: 18

Skills: Poor Agility, Poor Strength, Passable Intelligence.

Appearance: A lovely blonde woman in her early twenties.

Personality: Lily currently has no will of her own. She walks in a trance, and if questioned, she will answer as Nathan would want her to. She says she is happily in love with Nathan. Actually, she is under his complete mental control as long as he carries the locket with her strand of hair.

Motivation: Whatever Nathan wants.

Combat & Powers: None.

Notes: Unlike the other zombies, Lily is still alive. The players must disenchant the voodoo doll Zebulon is carrying in order to break the spell. Until then, Lily will resist being taken from Nathan and will say that she is his now. If she is taken from Nathan before being freed, she will try constantly to return. Nathan will always know where she is, and will send zombies to free her.

It only takes a Good Medical roll to determine that Lily isn't dead. She's cold, and hardly breathing, but still alive in a trance-like state.

Zombies

Type: Neutral creature

Consistency: Unnatural

Defense: Poor

WTL: 30

Abilities: Poor Agility, Good Strength, Pathetic Intelligence

Appearance: Pale men with skin that smell of rancid meat. They are dressed in rags.

Personality: None. They mindlessly obey the whistled commands of Nathan and Peter, the handyman. At any time, Zebulon can take over the zombies mentally and control them directly. Anyone else must roll Great on Will to command a zombie to do what he wants, and Zebulon or Nathan can easily countermand the order.

Motivation: To process pine cones and kill interlopers.

Combat: Because they are unnatural, zombies can physically harm lost souls. They attack with their ragged claws, doing (Defense vs Poor) x 2 damage.

Powers: On a Good Occult roll, a player will remember that if a zombie is fed salt, he will instantly realize that he is dead and will run screaming to Potter's Field and bury himself in the soft earth (Since Lily isn't a true zombie, this will have no effect on her).

A Fresh Corpse

While at the Seedling farm, a wagon arrives, bearing a coffin sized crate which contains a fresh corpse (perhaps of Hap or Mamma Barnes). The wagon is taken to Zebulon's shack. This event should be used when you are ready to lead the players to Zebulon.

Zebulon's Shack

The shack is surrounded by tombstones. This is where Zebulon buries those zombies that have decayed too far to work. As the players approach, four skeletons claw their way free from the earth and attack (see Chapter 11: Non-Player Characters). In the shack is where the players will most likely confront Zebulon for he never leaves his shack; he uses his zombies instead.

Desk: Contains a scroll written in blood. It reads: "The unawakened must be laid on a velvet covered altar and bathed in a lotion created from cleansing spices. When the moon is exactly at it's mid-point, a silver dagger must be plunged into the throat of a sacrifice. The blood is drained into the mouth of the unawakened, the incantation is made, and the dead shall rise as your servant." This is the ritual Zebulon uses to create zombies.

Bookshelf: Here is a collection of fifty voodoo dolls, one for each zombie, with silver needles in their vital organs. There's a box containing the unharmed dolls of Nathan's servants and Nathan himself, as well as several townsfolk. If the dolls are destroyed, it will mean a painful death for the townsfolk, Nathan, and his servants.

Altar: Carved of stone covered with velvet, with a silver dagger laid atop it.

Table: Holds assorted spices (used in preparing the powders Nathan and Zebulon use), and the lotion mentioned in the scroll.

Zebulon

Type: Evil person

Consistency: Material

Defense: Great

WTL: 40

Skills: Great Agility, Good Strength, Great Intelligence, Superior Cunning, Great Alertness.

Appearance: Zebulon has the black hair and swarthy complexion of a Latin American. He wears Incan robes and gold armlets. Across his shoulders, he wears the hide of a black panther. He is in his early fifties.

Personality: He'll arrogantly boast about how he's going to convert all of the townsfolk into his followers and then spread his evil throughout the country.

Motivation: To turn everyone in Pineville into zombies.

Combat: Zebulon wears enchanted iron panther claws which do (Defense vs Poor) x 4 damage to material and incorporeal opponents. His protective charms and amulets give him a Great Defense versus both physical and incorporeal foes.

Powers: As a medium, Zebulon can hear ghosts. He also has the following powers:

Private Hell (Use = 5): Transport the target to his own private hell for (Strength vs Great) x 5 minutes.

Power Shield (Use = 3): For 12 turns, Zebulon is immune to all supernatural powers.

Time Stop (Use = 1): Stops time for everyone except Zebulon for 2 turns.

Distort Reality (Use = 1): Negates one action that just happened.

Gear: He carries in an inner pocket a voodoo doll made from Lily's hair, fingernails, and bits of her clothing. If this doll is destroyed, Lily will die. The doll must be disenchanting by Mamma Barnes or by a player rolling Superior on his Occult skill (a roll of Feeble or worse means the doll is destroyed and Lily dies).

Notes: Zebulon is a South American on the lam from his own people. He practices the forbidden rituals of the Blood Path, which advocates the killing of humans in the search for power. Zebulon

can give his zombies mental orders simply by concentrating, and can directly control the actions of up to five zombies at a time. Zebulon uses Mamma Barnes' voodoo dolls to kill tourists by stabbing their dolls with a silver needle. He then buys the bodies from Hap and turns them into zombies at his shack. In his shack, Zebulon has a doll prepared for Nathan and the rest of the people at the estate. If they cause him any trouble, he will kill them all.

Recognizing Zebulon

Papa Zebulon is an infamous figure in occult lore. A player seeing him or hearing his name who makes a Good Memory roll may make an Occult roll to see how much he knows:

Passable Papa Zebulon was the leader of a cult in South America three or four years ago.

Good He and his group of 100 followers lived in a camp in the jungles of the Amazon, where they performed Blood Path rituals. His followers took a vow of silence, and never bathed.

Great During one of their midnight rituals, all of his followers were destroyed by an earthquake. Papa Zebulon was driven into exile by the government of Bolivia.

Superior Papa Zebulon was greatly feared for his ability to turn his enemies into his slaves. Bishop Catterall, who formally denounced him, was later seen serving as Papa Zebulon's manservant.

Awesome Almost everyone who opposed Papa Zebulon either died or disappeared. Of those who disappeared, some were later reported as being among his followers in Bolivia.