

The Ghosts Betwixt Mission Guide

Teaser –Pleasant Springs Star Newspaper Clipping (a separate doc included in the game; the first thing the player sees when opening the game)

PLEASANT SPRINGS, Mo. (November, 1, 1989) -- A local property known to locals as Worlds of Terror was investigated Monday for animal cruelty.

Pleasant Springs Animal Cruelty Task Force investigator James D. Richards followed up on a complaint of a "rotten smelling odor" and a "lifelike squirrel corpse" found by a patron Saturday in the swamp room of the commercial haunted house.

Richards investigated the local business but found nothing incriminating.

Owner of World of Terror, Gary "Papa" Bennert, said the odor and squirrel corpse were artificial and just part of their yearly effort of "haunting up the scares and the stains in your underwear," familiar to many as their company slogan.

The Bennerts have previously been investigated for animal neglect, unsafe work conditions, and child labor laws, and have been sued multiple times for injuries sustained while traveling through the property's acres of haunted attractions.

They have never been convicted of any of these charges.

STORY BEGINS HERE (PERHAPS ON THE FIRST PAGE OF THE RULEBOOK?)

October 1993 – Hole 13, Pleasant Springs Disc Golf Course

A pre-teen boy extends a drive too far right and watches his disc sail over a rusted metal fence into the adjacent farmhouse's backyard.

"You don't know your own strength, Richie!" reacts the other boy in the wheelchair.

Richie cringes and jogs over toward the property while his brother, Maddox, follows. Richie leaps half way up the chain-link fence and crunches down into the dead grass on the opposite side. As he casually walks over to his purple candy-plastic disc, he hears the opening creak and closing crash of an old screen door.

"You're on private property, son. Come with us," growls an approaching disheveled man in a saturated white tanktop.

"Hey, I'm just getting my disc," Richie replies.

"Oh, well then. Let me show you the way," the man says before aggressively lunging for the boy.

Maddox desperately watches as his brother is hurried inside the farmhouse backdoor. Just before any words escape from his mouth, he wisely catches them, realizing he remains undetected. Maddox returns to the gravel road and makes the nearly five-mile trip home as fast as his arms will allow.

The front door busts open. “Mom! Dad!”

Maddox’s father Bill, mother Joan and sister Avelynn gather around the cluttered kitchen island as the panting boy exhaustingly explains what happened.

“Wait. You mean those weird folks with the haunted house in their basement? You’re sure?” his father asks in a panic.

Bill sprints to the phone, getting tangled in the cord, and dials the police. No answer. He calls again, and again is met with just ringing. He slams the phone back on the receiver.

“Tell me this is another one of you and your brother’s jokes...Maddy?”

Joan scoops up the keys to the family van. “You kids stay here. We’ll be right back...with Richie.”

“No way!” Avelynn yells. “I’m coming too.”

“Likewise,” Maddox responds.

“Absolutely not!” Bill yells. “It’s too dangerous.”

“Exactly. Too dangerous for just two of you. Richie is our brother. We ARE going,” Avelynn demands.

“...Everyone, grab what you can find,” Joan says. “Meet at the van in two minutes.”

Consult the Starting Equipment section

THE GHOSTS BETWIXT – MISSION GUIDE 1

Bennerts’ Farmhouse, 1st Floor

The family quickly collect any makeshift weapons they can find laying around their home, climb into the family van and speed through the cool evening toward the once beloved haunted house.

As the vehicle approaches the monstrous farmhouse, the tires slow to a crawl and the headlights flick off. They quietly sneak past the garage shoddily labeled Worlds of Terror and around to the East wing of the house. Avelynn notices a small open window leading inside. They exchange nods and begin helping one another inside with one thing in mind—finding Richie.

Mission Setup

Starting Map Tile: 1A – Add one door. The other doorway is obstructed.

Hidden Room Map Tile: 9A

Fate Tokens

Map Tile Tokens: 1A, 2A (x2), 3A, 4A, 5A, 6A, 7A

Door Tokens: 5 regular, 1 locked

Treasure Tokens: 3 randomly drawn

Ambush Tokens: 2

Surprise Event Tokens: 2

Monster Tokens – 1 (2) 2 (2) 3 (1) 4 (2) 5 (1)

Trap Tokens:

- Rat Trap (x2)
- Bear Trap (x1)
- Taser Trap (x1)

Monsters

- Monster Group 1: Bennert Lackey (1)
- Monster Group 2: Guard Dog (1), Bennert Lackey (1)
- Monster Group 3: Guard Dog (2)
- Monster Group 4: Rabid Ferrets (2)
- Monster Group 5: Rabid Ferrets (2), Rolling Pin Lady (1)

Objective 1 – Find the Door to the Basement.

- Draw the Locked Door Token during the Drawing Phase.
- In the Map Tile for which it was drawn, add a Locked Door to a wall unoccupied by a doorway during the Placement Phase. Resolve after the Combat Phase, if applicable.

Objective 1 Complete:

“There,” Avelynn points toward an unassuming door. “We are coming for ya, bro.”

Objective 2: End an Exploration Phase with at least one family member adjacent to the Door to the Basement.

Objective 2 Complete:

From beyond the door, the family hears strange, unaccounted for sounds, quiet chanting and unnerving giggling. But the door won't budge, even after several solid kicks to the door handle. Footsteps and shuffling from the floor above draws each of their attentions.

“There is only one way to go,” Bill says while looking at the ceiling. “Hold on buddy. We will be back for you.”

As the family turns away from the basement door, two disheveled men barge into the room.

“There. Fight and kill,” the less ugly one says.

The family nervously clutches their crude weapons and exchange glances. A quick nod is shared as they charge into battle to save Richie.

- Spawn 2 Bennert Lackeys adjacent to the doorway from which you entered this room.

Objective 3: Defeat the Bennert Lackeys

Objective 3 Complete:

“Quick. Take their weapons,” Bill exhaustingly demands as he wipes the sweat from his brow. “Probably better than what we got.”

As Bill picks up one of the crude, cracked weapons, his hand slowly begins to twitch, then vibrate, then shake...violently, until it clanks back on the ground. Bill looks at his hand, stunned.

“Dad, something is...off. I can feel it,” Avelynn says. “I wouldn't touch anything else these...people... have handled.”

Mouth agape, Bill stares into the palm of his hand, dumbfounded.

Objective 4: Find and enter the first available spaces of the Staircase Room (8A) during an exploration phase.

- Add **Objective Token: Map Tile 8A** to the Fate Bag.
- If Fate Bags are split, combine all tokens, add Map Tile Token 8A, and re-split the Fate Bags.
- When 8A is drawn, remove any Fate Tokens already drawn for this room (except Treasure Tokens). The Drawing Phase for this room ends immediately.

Objective 4 Complete:

“Well I’ll be, mine ears haven’t deceived me. We *do* have a couple a folks lost here in our humble haunted house.”

An imposing sweaty man in a white tank top and fogged-over glasses slowly descends the staircase. He scratches his ear.

- Spawn Eustus Wade Bennert in a random space adjacent to the stairs.

“Did ya’ll accidentally take a left out of the swamp room? No worry—happens all the time. We still needin’ to fix that exit. Follow me kind folk n’ I’ll get you safely back on the road. Lemme first grab you a couple of free passes for next ti...”

“We’re here for our SON,” Joan cries. “We know damn well he’s downstairs. Open. The. Door. NOW.”

He takes a bite out of a crunchy bone-shaped cookie.

“Sweet sugar lips, why so gloom? Such a gorgeous night...for a gorgeous lady I might add.” The man wipes his brow and removes his glasses. “Sure, we can go down there. Me and my friends here will show you around.”

The man’s snarls turn into two quick whistles. Dual pitbulls descend the stairs behind him. All three begin to growl.

“<snarl> Name’s Eustus Wade Bennert, my lady. And I’ll be the last gentleman of the fine Midwest you’ve the pleasure to meet.”

- Spawn 2 Guard Dogs adjacent to either side of Eustus.
- Randomly spawn 2 Large Rat Traps.
- Add a door to the open doorway. The mission may continue to be explored, but death penalties remain.

Objective 5: Defeat all Monsters

Objective 5 Complete:

The man crumbles to the carpet, as the sweat continues to drip from his matted hair. Each family member looks on in disbelief, remaining motionless other than their rapid, heavy breathing.

Joan is the first to move. She quickly searches the unconscious, heavily perspired body for a key, but comes up empty. She quickly wipes her hand off before giving the limp body one last kick to the kidney

region. Each family member takes a few short breaths and briskly march up the staircase toward the dimly lit second floor.

Bonus: Draw twice from Common Equipment Deck

Bonus: Gain bonus experience: All remaining HP is worth 1 XP and FP 2 XP. Split XP as you wish among any FMs.

Treasures

- 1. \$2, Orange Juice, Bennert ID Badge Monster Trophy
- 2. 1 Draw from Drop Deck
- 3. 1 Draw from Item Deck, 1 Fruity Bears
- 4. 1 Milk, 1 Orange Juice
- 5. \$2, 1 Draw from Common Equipment Deck
- 6. 1 Orange Juice, 1 Fruity Bears
- 7. 1 Talent Book, 1 Buttered Popcorn
- 8. \$4, Dog Collar Monster Trophy
- 9. 1 Draw from Common Equipment Deck
- 10. 1 Draw from Books Deck

Surprise Events:

1A. The family hears odd noises in the bathroom. Roll a D6 to see where it's coming from:

d6 result	Event
1-2	The sink begins shaking as a fountain of black liquid sprays across the bathroom, causing a random family member to gain Blind .
3-4	The closed toilet seat slowly rises as three wet red-eyed Rabid Ferrets emerge and ambush the family.
5-6	The shower curtain opens and a nude Bennert Lackey quickly covers himself with a towel and tries to escape. If they choose to let him escape, do nothing. If they decide to confront him, spawn one Bennert Lackey.

2A. Small trickles of blood begin dripping from the ceiling. If Joan is active, she is **Lightheaded** by the unnatural site.

3A. A drawer opens and its contents slowly rise. Two large steel serving spoons spin through the air toward the family. Draw two Target Tokens that indicate who are attacked by the possessed silverware. One of the targets (player's choice) is saved at the last second by an unseen force. The other hero is hit and gains **Bleed 2**.

4A. The family discovers a cozy den with a lit fireplace and warm cookies. While they wisely decide not to eat the suspicious treats, one random active member of the family is reminded to remain cautious for trap and gains **Concentrated**.

5A. The family overhears an oppressive male voice outside of the window demanding a Worlds of Terror employee to clean up the “the room behind the bookshelf.” Immediately add a door to a wall without a doorway—it leads to the hidden room (map tile 9A) if the family has yet to find it.

6A. Dining Room – An antique dusty chandelier gently sways to and fro. Things are eerily quiet. The family braces themselves, but nothing happens. Each active family member recovers 1 FP, as they are able to take a collective breather.

7A. There’s a knock at the front door. Do you answer it? If yes, roll a D6: 1-2 = a passerby noticing a disturbance – Upon seeing the house, he’s too scared to help, but he does provide the party with an item. Draw from the **Item Deck**. 3-4 = An out of breath Bennert Lackey barges in. Spawn 1 Bennert Lackey adjacent to the front door. 5-6 = A lost diminutive hooded creature who’s as surprised to see you as you are it. It runs away but drops something useful. Draw once from the **Common Equipment Deck**.

9A. Storage Room – Spawn 4 Rabid Ferrets. After Combat Phase...

Piles of junk, and what appears to be some antiques, litter the secret room. Does the family investigate some of the boxes? If so, roll a D6:

d6 result	Event
1-2	Something bites a family member’s hand, and it’s now bleeding! A random family member gains Bleed 2 .
3-4	A wadded up 5 spot —not too shabby! Gain 5 Bennert Bucks.
5	A common piece of gear. Draw once from the Common Equipment Deck.
6	A self-help book. Draw once from the Book Deck.