

# The Final Concert

An Adventure for Lost Souls

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## Introduction

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Rather than presenting a series of events, this *Lost Souls* scenario describes a number of foes the players can interact with. These foes can be used in the context of the plot presented here, or in an adventure of the narrator's own design. Besides presenting information on two new supernatural foes (the janus bat and the succubus), this scenario also gives details on a number of human foes, including an evil medium. It also illustrates how a character's cause of death can become the basis of a complete adventure.

## Central Character

This adventure assumes the central player is a journalist whose cause of death was "Caught in rock star's slamming door." His Life & Death history should include "Friend mysteriously murdered."

## Background Story

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(Give a copy of this background story to the central player.)

The greatest media event of the 20th century is about to take place - Myronna, the hottest pop star ever to grace the airways will give her farewell concert in just 48 hours. Every journalist on the continent would give their eyeteeth to interview the sexy lady and take photos of her final performance, but she refuses to allow any media personnel to attend - this is to be an once-in-a-lifetime thrill, she promises, and no pictures or written records will be made. Persons who enter the concert hall will be thoroughly searched for cameras and tape recorders; recognized journalists will be escorted from the premises.

Fresh out of college, you've been newly hired by "The Daily Sun" to cover the story. Your boss, Sid Crasscroft, hopes that such a fresh face won't be recognized by Myronna's 'media police'. A tiny camera has been imbedded in your belt buckle and you plan on taking as many covert photos as you can - what a scoop!

You bribe a roadie to let you into the concert hall so you can find the best place to take pictures. As you're lurking around backstage you're startled to hear several voices heading your way! Could they be Myronna's bodyguards? Their reputation is such that you don't want them to find you, so you open the nearest door and step inside. Two figures stand and stare at you, mouths gaping. Your shock and surprise is just as great - then you remember that you're a journalist above all, and surreptitiously trigger your belt camera. Just then, one of the figures steps forward and slams the door viciously against your head. As your consciousness fades into oblivion you find yourself focusing on your last mortal vision: the uncostumed Myronna is definitely a man.... and you have the picture that proves it!

## Possible Vows

At this point, the player must make one or more ghostly vows based on his back-story. Some suggestions:

- I will not rest until I learn Myronna's true identity.
- I will not rest until I make sure that the photo has been published and Myronna exposed.
- I will not rest until I avenge my death.

Once the vow is made, the player leaves Limbo and travels back to earth as a spirit; he or she may invite any other ghostly companions to accompany him. The adventure begins at a bus station a mile from the concert hall. The body of the main

character has been left in a trunk at the station. It is 10 pm; the concert will begin in 2 hours.

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## The Bus Station

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The Bus Station is dirty and dank. It consists of a row of battered phones, a ticket booth (manned by Bobby) and a storage room filled with boxes, trunks and other bundles to be held or shipped on the next bus. Bobby frequently ducks into the back room with the luggage, where he checks on one trunk in particular.

### Bobby Bleckridge

Type: Innocent Person

Consistency: Material

Defense: Poor

WTL: 20

Abilities: Poor Strength, Inferior Intelligence

Appearance: Pimple-faced teenager approximately 17 years old. Wears an attendants' uniform.

Personality: Trusting and patriotic.

Motivation: To become an Eagle Scout.

Combat & Powers: Bobby cannot fight ghosts. Against people, he fights with his fists, doing (Defense vs Poor) x 1 damage.

Notes: Bobby was on duty when two roadies delivered a trunk containing the body of the central character. They told him that the trunk contained some of Myronna's costumes and personal effects, then they gave him a free pass for tonight's show if he promised to make sure no one messed with the trunk. Completely wowed, Bobby agreed. Now he's having some doubts. There's something very odd about the trunk. It seems to be dripping...

Bobby may be manipulated into opening the trunk, or the trunk itself may be opened via ghostly means. If Bobby discovers the body, he will be appalled. Calling over his friend, the night watchman, they will decide on a course of action.

### Billy Brown

Type: Innocent Person

Consistency: Material

Defense: Good

WTL: 20

Abilities: Good Strength

Appearance: Middle-aged Asian American, ex-cop. Wears security guard uniform.

Personality: Humorous and Greedy.

Motivation: To work 2 more years and retire in comfort. To uphold the law.

Combat & Powers: Billy cannot fight ghosts. Against humans, he uses his billy club for (Defense vs Poor) x 2 damage. If really in a tight spot, he'll use his .38 revolver, doing (Defense vs Poor) x 5 damage.

Notes: Billy has made friends with the slightly stupid Bobby Bleckridge. He loves regaling him with stories of shootouts and daring police raids. In truth, it's been some 30 years since Billy has actually seen any action on the streets. Still, he has the heart of the adventurer and may choose to investigate the death of the central character without police help. The glory and the attention would be worth it. If he discovers that the fabulously wealthy Myronna may be involved, he will do anything he can to approach her with a blackmail attempt. Billy will spot the ornate belt buckle on the corpse and take it as his own, telling the scandalized Bobby that "the dead don't care anymore." If he accidentally triggers the photo mechanism, he'll detect it due to the whirl of the parts. Once he finds the film and develops it, he will use the photo as a bargaining chip when blackmailing Myronna.

The players may use Billy and Bobby as pawns, though they can leave them to their own devices. At eleven pm, Billy and Bobby will head to the concert hall (Bobby gets in with his free pass, while Billy passes himself off as extra security).

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## The Concert Hall

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The concert hall is manned by large, surly roadies and cowed gibberlings. It has over 800 seats, a balcony area, a stage and a number of dressing rooms backstage. One large room is used as a rec room for the roadies, and it is furnished with couches, low tables and a TV and radio. The concert is filled with screaming teenagers, more than enough non-believers to give the players -3

columns on any attempt to use of a supernatural power while in view of the audience.

### Myronna/Myron

Type: Neutral Person

Consistency: Material

Defense: Passable

WTL: 20

Abilities: Great Agility, Good Intelligence

Appearance: Sexpot blonde in metallic skivvies

Personality: Coy and catty.

Motivation: Enjoys fooling the feds. Myronna is also pleased that his lifelong dream of a sex-change operation will happen soon. He is secretly in love with Gerard.

Combat: Myronna will revert to her street-smart youth if attacked and will defend herself with a stiletto for (Defense vs Passable) x 1 damage. If confronted by supernatural foes, her screams will immediately attract four cowed gibberlings to her defense. Gerard has given her an opal pendant which allows her to see and hear ghosts. She rarely wears it because Barkeley torments her when she does.

Notes: Myron Winklestein was a savvy trader in the drug market, but he had one dream beyond making tons of money - to become a woman. Unfortunately, the drug trade is a rather macho one, and he knew that his dream could never come true if he wanted to stay in the business.

Myron was famous for synthesizing new drugs from a variety of substances. He was considered one of the most skilled chemists of the underground. His fame lasted until the FBI captured him some three years ago in an elaborate sting operation. He mysteriously disappeared while in their care and no one has seen him since, until the central character snapped his photo without his Myronna costume.

While Myron was in his cell, an incredibly sexy woman appeared before him. Myron fell to his knees, wishing only that he was as lovely. The mysterious woman said she had been sent by a fan of Myron's skills, and that she would free him if he agreed to help her patron. Faced to choose between the woman's proposition and 50 years to life, Myron of course went with her. She enveloped him in her robe, her white flesh pressed against

him for a moment, and then he was no longer in his cell... he was standing in a pentagram in a basement room, and sitting before him was Gerard.

Gerard offered him a way to escape the feds and his drug dealing lifestyle. All he had to do was make a special formula from the special ingredients Gerard would supply. When the drug was finished, Gerard promised he would fly Myron to Sweden for the sex change operation he had always wanted.

Thus began Myron's service for Gerard. After he becomes a woman, Myron hopes to marry Gerard. Of course, Gerard has not made any such plans, and expects Myron to become one of his groupies. Myronna will turn against Gerard if it is proved that he cares nothing for her, but before then, she will do anything to make him happy.

### Gerard Purvis

Type: Evil Medium

Consistency: Material

Defense: Good

WTL: 22

Abilities: Great Agility, Good Strength Superior Intelligence

Appearance: Flowing black hair, piercing green eyes, haughty demeanor. The central character will recognize Gerard as the person who slammed the door on him, causing his death.

Personality: Cultured and clever, Gerard is very good at telling people what they want to hear. Myronna believes that he is her best friend, but Gerard could really care less. He will do anything to achieve his goals, even if it means sacrificing Myronna.

Motivation: To take over the world using any means possible.

Combat: Gerard carries a soul whip which drains (Defense vs Good) x 2 WTL from both the living and the dead. Gerard will generally avoid physical confrontations, but will defend himself readily if attacked. He wears a bat-shaped pendant through which he summons and controls the janus bat.

Powers: As a medium, Gerard can see and hear ghosts. He wears a ring which causes all supernatural powers used against him to be at -2 columns. He also has the following powers:

**Entrap (Use = 1):** When used on a lost soul, it has an effectiveness of (target's Will vs Great). If successful, the power forces the target to haunt the place where he was slain. The ghost cannot leave the local area until some condition set by the caster is met. Usually, the condition is such that the ghost must rely on someone else fulfilling it. The effectiveness of the power determines how difficult the conditions are to meet.

**Evil Eye (Use = 3):** The victim is at -2 columns on all rolls for (target's Fate vs Great) x 2 turns.

**Animate the Dead (Use = 8):** Causes one human corpse to rise up as a zombie for 20 minutes (see the Lost Souls manual for attributes). As long as the corpse remains in line of sight, Gerard has complete control over it. Otherwise, the zombie must be given a simple series of instructions to follow.

**Notes:** Gerard Purvis is an evil medium who has learned how to use demons and spirits to his own ends. For years he has been working to import ectoplasm into the real world in order to create a special drug - a drug which turns anyone whose skin comes in contact with it into a complete groupie, willing to do anything for Gerard. Because of its ectoplasmic base, the drug works equally well on humans as well as spirits.

The drug has finally been perfected and will be sprayed over the audience of Myronna fans during his/her concert. It is currently in a vat hidden among the rafters of the ceiling. The drug is so potent that only the death of Gerard will free the victims from their servitude. It is also given to Myronna's roadies in the form of gelatin capsules, but in weak doses - some are not even affected. The effect of a capsule usually wears off within a few hours.

At the peak of the concert, Gerard will send his captive janus bat to knock over the vat with the drug, releasing the hideous substance to pour over the audience of two thousand. In the meanwhile, his cowled gibberlings will act as his eyes, keeping him informed of any suspicious activity in the concert hall. If Gerard is confronted directly by the players, and things look grim for him, he will summon the spirit of Atilla the Hun to fight for him while he escapes.

## Roadies

Type: Neutral Person

Consistency: Material

Defense: Good

WTL: 24

Abilities: Superior Strength, Poor Intelligence

Appearance: Big, rough-looking fellows

Personality: Gruff and sullen.

Motivation: To protect Myronna from danger, real and imagined. To set up the show.

Combat: Roadies cannot fight ghosts. Against humans, they use truncheons that do (Defense vs Good) x 1 damage.

Notes: Roadies act as barriers to living persons more than ghosts. Brief conversations indicate that "something is up" and that "Gerard has some big plan." Some will speak of Gerard as spooky and weird, others will mention the strange power he seems to have over Myronna. A number of roadies have been drugged with the gelatin capsules, and will not speak at all.

## Cowled Gibberling

Type: Evil lost soul

Consistency: Incorporeal

Defense: Good

WTL: 16

Abilities: Great Agility, Good Strength, Poor Intelligence

Appearance: Small, powerful creatures which scamper in the darkness. They wear dark robes and their skin is pure white. They smell terrible and tend to chatter nonsensically at all times. The darkened corners of the concert hall are perfect hiding places for the gibberlings. There are two dozen lurking in the shadows.

Personality: Traveling in packs of two dozen, gibberlings prey on weakened spirits. They absolutely cannot stand light.

Motivation: To gibber, caper and attack weakened souls. They are Gerard's personal servants and act as spiritual guards. They keep him informed of any actions that might harm his enterprise.

Combat: Gibberlings strike with their long, bony fingers, draining (Defense vs Poor) x 2 damage.

Powers: If the gibberlings wish, the hideous noises they make can cause all characters coming within their local area to flee for (Will vs. RR) x 2 turns. The RR depends on how many gibberlings are present:

1-2	Inferior
3-5	Poor
6-9	Passable
10+	Good

### Janus Bat

Type: Evil entity  
Consistency: Semi-material  
Defense: Great (Poor when on the ground)  
WTL: 18

Abilities: Good Agility, Great Strength

Appearance: Human-sized, shiny black skin. In its normal state, the janus bat has the appearance of Siamese twins with two sets of wings. Joined at the buttocks, the janus bat is almost impossible to sneak up on in combat. The beating of its powerful wings can cause whirlwind damage. In this state, the janus bat cannot fly.

Personality: Alien and creepy.

Motivation: The janus bat is being held captive by Gerard. It cannot harm him directly, but would be grateful to anyone who frees it from his power (the janus bat is controlled by a tiny charm worn around Gerard's neck. It is bat-shaped and contains a drop of the janus bat's blood. If it is spilled, the charm is broken. Gerard's death will have the same effect. Anyone taking over the charm will be in control of the janus bat).

Combat: The janus bat carries a thick-bladed sword in each of its four hands. It can strike four times per turn, doing (Defense vs Poor) x 4 damage per attack. Or, it can use its clawed feet to tear at its victim's eyes, blinding the character for (Defense vs Poor) x 2 turns.

Powers: The janus bat can separate itself into two different entities for up to 20 minutes per day. The two halves can fly at astonishing rates. They are virtually blind, and use sonar to sense their surroundings. Their sonar can detect ectoplasmic entities as easily as material objects. They communicate telepathically. Both will be under Gerard's control.

Notes: Gerard will not use the janus bat on the main character unless he has no choice. He would

rather save it for a more important job - flying up into the rafters and knocking over the vat filled with the hypnotic drug. The bat is perched on a rafter high above the stage, and is almost invisible from the concert hall floor.

### Succubus

Type: Evil Entity  
Consistency: Dual  
Defense: Passable  
WTL: 35

Abilities: Good Agility, Great Strength, Passable Intelligence, Good Nature, Passable Alertness

Appearance: A very sexy woman. This illusion can last as long as seven days, if the demon wishes it. However, the demon cannot maintain its illusion of beauty while in combat. At that time, it reverts to a shaggy-haired creature with fangs and a serpentine tongue.

Personality: Sensual and Inviting.

Motivation: To drain the WTL from lost souls and living creatures. To do this, the victim must willingly embrace the demon. The demon enjoys tantalizing the living particularly, and may toy with them for many months before finally dispatching them. This succubus would love to make Gerard another notch on her belt, but he has managed to resist her advances. She has been summoned from the nether regions to assist Gerard, which she will do.

Combat: The succubus attacks with its whip-like tongue, which can cut a person to ribbons or drain a spirit of its life essence. Her tongue does (Defense vs Passable) x 2 damage. Any WTL that she drains is added to her own WTL, even allowing her to exceed 20 WTL. She is also endowed with long, sharp fingernails which do (Defense vs Passable) x 3 damage. If reduced to five WTL or less, the succubus will attempt to grab the nearest character (the player must roll Good on Agility to avoid her grasp) and then vanish back to the abyss from whence she came. The player must roll Passable on Will or else be drawn with her into the abyss.

Powers: The succubus has the following powers.

**Materialize (Use = 1):** The succubus can assume material form for up to a half hour once per day.

**Trance (Use = 3):** This power works only on males. For (Sanity vs Passable) x 2 turns, the victim can only stand and stare blankly.

**Aura of Death (Use = 2):** For 4 turns per use, everyone within 20 feet of the succubus loses 1 WTL per turn.

**Notes:** Gerard will summon the succubus once his gibberlings fail to stop the players. The succubus is a social creature, and will not attack the players outright. She will converse with them first, attempting to seduce the males one at a time (a player must roll Good on Will to resist her charms). This gives the players the opportunity to learn how Myron met Gerard, since the succubus was the one who brought them together.

The succubus is amused by Myronna's love for Gerard, and if she sees Myronna, she will sardonically reveal Gerard's contempt for the singer. The succubus' taunting may be just enough to turn Myronna against Gerard.

## Barkeley Finch

Type: Haunt

Consistency: Incorporeal

Defense: Poor

WTL: 16

Abilities: Poor Agility, Poor Strength, Great Intelligence

Appearance: Bearded man in his mid-forties, journalist.

Personality: Relentless and kind.

Motivation: Since his death, Barkeley has been striving to avenge his death.

Combat: Rather than fight, Barkeley will return to limbo.

Powers: None.

Notes: Barkeley is the main character's ex-journalism teacher, and the friend that was mysteriously murdered. Barkeley was writing a book about the underworld drug trade when Myron's thugs caught him snooping in one too many garbage cans. He has been bird-dogging Myron ever since his death, hoping to take his revenge. Since he has been in such close contact with Myronna and Gerard, he can fill in the players on any information they might have missed.

## Attila the Hun

Type: Evil Lost Soul

Consistency: Incorporeal

Defense: Great

WTL: 60

Regenerates: 5 WTL per turn

Abilities: Superior Bully, Awesome Ride, Great Brawling

Appearance: Attila is a short, barrel-chested man with dark hair and swarthy features. He is dressed in loose trousers and a padded cotton shirt. He wears a cap of leather and cloth and carries a sword at his side. Attila rides a short pony common to the Huns. He is quite fond of this beast and has nicknamed it "Little Bride."

Personality: Attila is a conqueror at heart and wishes to be feared and worshiped as royalty. He desires wealth for the women and fine horses it can buy. Though others view him as a savage, Attila is actually intelligent and clever. His sense of humor is sardonic and cutting.

Motivation: Summoned by Gerard, Attila seeks only to hack and slash the enemy. If Gerard is slain, Attila and his ten hordlings will return to their own plane of existence.

Combat: Attila can attack with his fine sword for (Defense vs Great) x 5 damage or his bow for (Defense vs Good) x 4 damage. He wears leather armor, which accounts for his Great defense.

Powers: Mongol Horde: Attila can make it appear as though a battalion of Mongol attackers is bearing down on the victim. The vision is so vivid that the whinnies of horses and the smell of dust is experienced.

Animal Magnetism: This power allows Attila to excite the passion of any woman who lays eyes on him. Unless she makes a Good Will roll, she will find him irresistibly handsome and charismatic, and will willingly accompany him to his tent.

## Mongol Hordlings

Type: Evil Lost Soul

Consistency: Incorporeal

Defense: Good

WTL: 30

Regenerates: 5 WTL per turn

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Abilities: Good Agility, Great Strength, Good Intelligence

Appearance: Sturdy Mongolian warriors.

Personality: Violent and noisy.

Motivation: To loot, pillage, and obey Attila.

Combat & Powers: They will fight with their scimitars and spears, doing (Defense vs Good) x 4 damage.

in helpful directions and to point out information they might have missed.

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## Possible Events

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The party will have to find a way to leave the bus station and arrive at the concert hall in time for the show. Characters must roll Passable or better on their Direction to determine where the hall is. On foot, the concert hall is about a one-hour journey.

If any party member possesses either Billy or Bobby, or if they can make contact with them, the journey may be a lot quicker. They both have bus passes.

Once the party has arrived at the hall, they will have to find a way in. All entrances are guarded by cowed gibberlings or roadies. Once inside, the party will over hear roadies talking about Gerard and Myronna, giving hints that there is more going on than there appears.

Before too long, the characters will be spotted by some cowed gibberlings, at which time Gerard will be made aware of their intrusion. He can also detect them through the eyes of the janus bat perched high above. Gerard will first send his gibberlings to attack. If they prove to be ineffective, he will send the succubus to drain the life energy from them. As a last resort, Gerard will unleash the spirit of Attila the Hun. If possible, this should occur during the concert, moments before the drug spills on the crowd. Although Attila and his hoard can only harm the other ghosts, the fans will be able to see and hear them - thus causing a general panic as the crowd tries to leave en masse.

The janus bat is crucial to Gerard's plan, as it has the power to fly above the crowd and dump the hypnotic drug on top of them. It should make its appearance rather late in the game. Even if the players discover that it's up there, they will still have to figure out a way of reaching it.

Barkeley Finch can make his appearance at anytime. His primary function is to direct the party