

THE LAST NIGHT IN THE MOUNTAINS

by Elly Matthews

“Here in the Blackwell Mountains, there’s a long history of mysterious phenomena and strange disappearances. Some of the locals attribute this to the mountain’s unforgiving terrain and inexperienced campers, but there could be another, more sinister reason. After all, these mountains are home to a gruesome legend, a malevolent ghost some call ‘Wolfskin’. But are these legends true? I’m Neil Kay, and I’m here with my team to find out for certain. Welcome to Phantasm Hunters.”

It’s been four days since you filmed that intro, and three days since Neil went missing. The police have called off the search and your permits to be on the mountain run out tonight. Looks like it’s all on you to find him, and hopefully the truth behind this ghost story.

What’s the game again? A tabletop game for five ghost hunters, on the search to find a missing friend and just maybe a ghost.

Seriousness Leaning serious, but humour is welcome

Genre/Setting Modern Day in a US Mountain Range

System System Lite, Mildly FATE Based, no prior knowledge required.

Movie rating M15+, Strong Language, Adult Themes, Supernatural Themes.

GM Style Single GM, especially one happy to improvise.

System Reference

FATE Lite

Rolling a Stat

Roll four fate dice. Add each + to your score, subtract each -. The final result will be the roll.

For example: Rolling a stat of 4, you roll two +s, one blank, and one -. The end result would be 5

$(4 + 2 - 1)$

Using Chips

If you have a relevant aspect (or can reasonably tie what you are doing to an aspect you have), you can use it to **either** add 2 to a result, or to completely reroll the dice.

You can also spend a chip to have an item that might be relevant to an aspect, or to do something that would be relevant to that aspect.

You can also spend a chip to 'compel' someone else's aspect to make them act on that aspect as relevant. They do not have to accept the chip, but if they do, they have to roleplay accordingly.

Receiving Chips from the GM

The GM can give you chips for good roleplaying, clever solutions, or simply amusing them. These chips have no strings attached, but are entirely up to the GMs whims.

The GM can also compel an aspect the same way a player can, but to refuse a compel you must spend the equivalent number of chips.

Joanna Williams
Assistant Director/Researcher/Medium

I always thought I'd be a sceptic. But it turns out it's hard to be the voice of reason when **you know ghosts are real**. I found that out about a week before we started filming in the Blackwell Mountains. That whole shoot was a disaster. Hell, **I'm the only one of us who left that mountain alive**. It's been three months, but I can't let the rest of them know that. **I have to pretend that everything's fine, and it's only been three days**. Otherwise they'll just freak out again, forget everything and they'll never move on.

Sorry, I should start earlier. Six months ago, some friends and I started up a Youtube project, a ghost hunting show. I always liked studying ghosts and their stories, though I didn't really believe in them. Pretty stupid, right? Things were going okay for a few months, then Geoff gets in his head that we could get a cable deal. I didn't think there was much chance, but he managed to find a producer who was interested if we could find something big. All of a sudden he has me and Michael looking into some story about a ghost called 'Wolfskin' in the Blackwell Mountains, and booking tickets.

A week before we were supposed to leave, I find out in spectacular fashion that I can see ghosts. Most frequent of which is Rowan. He's supposed to be my 'spirit guide' or something. It's still a bit hard to wrap my head around, but he can talk to and interact with ghosts in ways I can't. I can still talk to them, but I can't touch them. He can, I guess because he's a ghost too. Once I worked out I wasn't cracked, he explained that the two of us are sort of a team to help ghosts move on to the next world, whatever that is. I'm not sure how it works entirely, **but somewhere in my head, there's a gate to whatever comes after**, and Rowan's the link between me and the ghosts. As a result, he's pretty closely linked to me, and can't travel far.

That week was kind of a mess. The first ghosts we dealt with had all died violent deaths, but it seems **people who die peacefully don't leave a ghost**. Usually, the trauma of their death leaves them a mental wreck, too. **They'll forget things they don't want to hear, and if you push them too hard, they can sort of panic, and then you have to start all over again... if you can find them**. There's a way of doing these things, though. **Find out how the ghost died, help them become aware of their death, and try giving them some closure so they can move on**. At least, that's how I've found it works so far.

After dealing with these ghosts, I was in a pretty fragile place, and almost bailed on the shoot in Blackwell until Annie and Michael had convinced me otherwise. The shoot was a wash, though. There were tech problems, the weather was horrible, and things just kept going wrong. After wrapping on our third day, we headed back, but Neil decided to stay back for a bit with one of the cameras. He didn't come back that night.

We reported him missing, but the local sheriff's office could only get a small search group together. The first day we didn't find anything, and after the second day the search was all but called off. Rowan was no help, insisting that we should get back home and deal with the ghosts there. At the end of it, Geoff decided we would go back to the mountains again the next day, and search on our own.

Then, at 2AM on the second night, Rowan woke me up by shouting until he got my attention. He said he'd heard something, and I'm sure that if he could have he would have dragged me out of bed. There was something there alright. **It was Neil's ghost**. I was in shock, but somehow, Rowan and I managed to move him on. But that was a breaking point. I couldn't handle it anymore, and that night I packed my things, caught the first bus leaving town in the morning. When I got home, I took what I

could and moved halfway across the country, Rowan shouting at me for running away the whole time. I didn't care. I had to get away.

It took a month before Rowan was able to convince me to go back to actually helping ghosts, and it was a slow experience. Even during that time, I avoided associating with people and kept as quiet as I could. On the upside, the hours for dealing with ghosts tend to be unsociable anyway.

Despite that, someone managed to find me. About a week ago, I got an email from Annie and Michael's mother. I had never checked, but apparently none of them returned from Blackwell. I didn't respond. I couldn't. I'd left them there, and they'd been gone for three months. The best I could do was return to the mountains, and hope for the impossible.

Unfortunately, about three days ago, I found all three of them, or at least their ghosts. They still seem to think it's the day I left. Rowan and I have tried several things, but nothing has worked. So we're trying something desperate. None of their bodies had ever been found, nor had Neil's. I'm not sure whether finishing the Blackwell shoot or finding Neil will be what gives them closure, but I have to try. **I have to help them move on.**

Rowan's my spirit guide. Of course, that's a bit hard to explain, so **we're pretending he's my boyfriend.** Since he's a ghost, other ghosts tend to see him as a normal person. He's some would-have-been star from the silent movie era, but never ended up making it big. Either way, he knows more about actually dealing with ghosts than I do, but he's been doing this for a while. He seems to have had a few previous mediums, but he doesn't talk about it much.

I'd known Annie since college. We've been friends for a while, even if we didn't share too many courses. She was more interested in film work than research, but we still got on pretty well. She mainly got into this whole mess due to Michael and me. **Maybe if I'd stuck around, she wouldn't be dead now.**

Michael was Annie's older brother, and was even more interested in the ghost stuff than I was. He was also a history major, and we met through one of the courses. He was the first on board when Geoff decided to try and make the show, and he convinced me and helped convince Annie to help out. **I wish I'd talked him out of it.**

Geoff was a friend of Michael's. He was never into the ghost stuff as much, but he came up with the idea of the show. He wanted to flex his directing muscles, and seemed happy to work with Michael's passion. He was also the one who got wind of the potential cable deal. **If only that deal had never come up.**

Neil was one of Michael and Geoff's friends. He was an actor, and Geoff talked him into hosting. He was likable, and friendly. He died. I'd rather not go into it further.

The Wolfskin ghost is the reason we got into this whole mess. I don't want to think about it, but it might be relevant. It's a story of a humanoid looking ghost that skins its victims, but that seems to be mostly local mythology. The origins seem Native American, but the myth only started after the local Native American population were wiped out by settlers. The area has also had a strong trade in animal pelts, so it could just have been started by someone scaring the locals with a, well, wolf skin on their head, but there's nothing in the records either way.

PHANTASM HUNTERS!

Joanna Williams

Assistant
Director/Researcher

Aspects

Harsh Realist

Get it Done Now, Deal
With it Later

Sink or Swim

The Voice of Reason

Just The Facts

Joanna Williams
Assistant Director/Researcher/Medium

Secret Aspect

Survivor's Guilt

Aspects

Harsh Realist

Get it Done Now, Deal With it
Later

Sink or Swim

The Voice of Reason

Just the Facts

Stats

Athletics: 2

Strength: 2

Willpower: 4

Sneak: 3

Awareness: 4

Technology: 3

Knowledge (Ghosts): 4

Spirit Medium: 3

Deception: 3

Rowan Cartwright
Visitor/Pretend Boyfriend/Ghost

It never ends, does it? You'd think I could catch a break, but no, I'm still around even though **I've been dead for nearly a hundred years**. Still, could be worse. I could be one of those ghosts that can't remember anything, or just freaks out and can't cope. And hey, how many people can say they've seen the world keep moving on for a hundred years, and still have my looks? Damn few, that's for sure. Just would be nice if my current partner could keep her head in gear, but I can't blame her that much. **I'm just going to have to keep my cool, play along, and get these ghosts moved on.**

Let me fill you in. Back in the 20s, I was all set to be the next Doug Fairbanks. Don't tell me you don't know who Douglas Fairbanks is!? The guy was Zorro! Whatever, the important thing is I was going to be big. I had a few small parts and then I was getting all geared up for my first feature when something goes wrong with the lighting rig and BAM, I'm splattered all across the floor. Next thing I know, I'm in the backwoods with some freaked out kid staring at me like I just appeared out of nowhere. In fairness to him, I kind of had.

Anyway, after a few years of trying to work out what the hell is going on, we sort of find out by accident that the kid has the ability to help ghosts move on, and I'm part of the way that happens. **He had some kind of portal to beyond in his head, and I was how other ghosts get in.** Long story short, after about twenty years, he takes a bullet serving in WWII, kicks the bucket and I find out that the helping ghosts move on thing seems to run in the family. And so do I. Cut to about three months ago, when the old guy I'm working with finally runs out of time, and it turns out I get shunted along to his granddaughter. And she really didn't take it well.

Turns out she's helping out on some 'ghost hunting' TV show, but she doesn't really believe in the things. Guess I proved her wrong. I give her the full initiation, like how **folks who die peacefully don't end up sticking around** which means that the sort of ghosts you end up with tend to be messed up in some way. **They'll block out anything they don't want to hear, and if you try to force the point, they lose it, you lose them, and you have to hunt 'em down and start all over.** Still, it's easy enough if you know what to do. **Work out how the ghost died, get them to realize they're dead without pushing too hard, and then get them some closure.** Do that, and that's most ghosts done. **No idea why it won't work for me.**

So, we go to deal with a few ghosts in the area. None of them went out in particularly pretty ways, and Jo - that's the granddaughter - wasn't coping. I figured hey, press on, she'll sort it out. Maybe it was a bad idea in hindsight. After a week, she ends up going off on this ghost hunting trip to some Blackwell Mountain range, and I'm on her back about how there are real, actual ghosts around here that need help. **So maybe I fritzed up the camera a bit by being around.** Yeah, okay, that was kind of petty, but newer stuff tends to stop working around ghosts. And maybe I was seeing if I could turn up on camera still. A guy can hope, right? I mean, sure, **an aware ghost like me can't really interact with the living world**, but I've seen some of the unaware ones do some crazy things.

After a few days of this, they decide to give it a wrap and we can finally get back to doing our jobs. Except one of the kids on this trip, their handsome host Neil, decides to stay back late and try and find something, then he doesn't come back. And yeah, I guess I was a bit of an ass when I was telling her we should head home instead of looking. A few days later, in the middle of the night, I'm killing time outside the hotel until Jo decides to wake up, and then I hear something moving about. I bust in, and **there's Neil's ghost, clear as day.** I somehow manage to wake Jo up, and well, things get a bit messy from there. Jo's in shock, and I'm trying to steer her around while we try to work out what happened. The gist I get is that something tore host boy apart, pretty damn brutally. A mountain

lion, maybe? The guy is remarkably easy to move on, though. **It's like he'd worked out he was a ghost himself somehow**, and we didn't have to do much.

Saying that the whole thing was a bit much for Jo would be a bit of an understatement. She packed up and got to the other side of the country as fast as possible. The fact that I was giving her more than a little lip about it can't have helped. Again, hindsight. After about a month, she finally gave in and decided to give the whole 'helping the dead thing' another go. She even seemed to be settling into it. And hey, that worked for me.

Then, what, a week ago, she gets this letter, and we're back off to the Blackwell Mountains. It turns out none of her friends actually made it back from their trip. And then a couple of nights ago, we get confirmation. They're ghosts alright, and they just aren't going anywhere despite our best efforts. Jo's got some plan in her head that **we act out the night as it was supposed to go**, and hope that gives them closure. It's worth a try. It'd help if we could find their bodies, too. **Either way, I've got to help her keep it together**. She's had to send one of her friends on to the other side, three more aren't going to make things better. This one isn't just the job, I suppose.

Jo, or 'Joanna' as she prefers to be called, is a medium. She's also my latest partner in the prestigious world of helping the dead to the other side. She's also had a pretty rough time of it. I'd like to say I haven't contributed, but that'd be a lie. She's the gateway to the great beyond, and I'm the one who gets the ghost there. She's also the only living being I can really interact with, but even physical interaction is pretty limited. **I can only touch her while transferring a ghost along**. For the purposes of interacting with the other ghosts, **I'm pretending to be her boyfriend**. Let's hope I can keep it up.

Annie's the camera girl of the group. She's dead, and she doesn't know it, and so she thinks I'm human. She's also kind of cute, not going to lie. She and Jo seem to have been friendly, and despite being dead, her confidence in her tech seems to have given her something relating to it in death. Unaware ghosts, am I right? Anyway, I don't get the chance to meet many ladies in my position, **what's a little flirting going to hurt?**

Michael seems to be some kind of ghost nut. Man, imagine if he realized he was one. It might blow his mind. Or he could freak out. He seems real big into the whole ghost stories thing, though. He also seems to have known Jo for a while, might even be a little sweet on her, though I don't think it's reciprocated. Poor guy. Like the other ghosts, he seems to see me as a living person.

Geoff looks like the director. I can see it in how he acts and presents himself. But hey, I know how to work directors. How else do you think I got the big parts? It wasn't just this pretty face. I hear he's the one who booked this whole trip, so it's at least a little bit his fault. But hey, he has a little directing talent, and even seems to be able to influence things around him a little, though he doesn't know it. Hell, he even seems to like me a little.

Neil's the poor bastard who died first. He was a solid actor too. I don't even know what he was doing on a little show like this. **Jo might have been a little sweet on him, but since he died, she shuts down any mention of him.**

The 'Wolfskin' Ghost is some crazy local legend. If there really were a ghost that powerful around here, I KNOW I would have seen it coming a mile off.

PHANTASM HUNTERS!

Aspects

Rowan Cartwright

A Real Charmer

Visitor

The Camera Loves Me

Insubstantial

Well-Travelled

Old Fashioned

Rowan Cartwright

Visitor/Fake Boyfriend/Ghost

Secret Aspect

Jaded Ghost

Aspects

A Real Charmer

The Camera Loves Me

Insubstantial

Well-Travelled

Old Fashioned

Being a ghost, you can get about anywhere you want, but physically interacting with the living is impossible, and exerting strength on the dead is still difficult. You also have a tendency to passively interfere with technological things.

Stats

Athletics: 5

Strength: 0

Willpower: 3

Sneak: 2

Awareness: 2

Technology: 0

Knowledge (Ghosts): 4

Spirit Guide: 4

Actor: 4

Michael Harper
Head Researcher

I really did not expect this week to go this badly. **I keep telling myself that I'm sure Neil's okay, but it's been three days.** He's tough, but I would have expected to hear something. The mountains are a big area, though, and the Sheriff's department are calling off the search today. But I'm not going to stop looking, with or without the search party. **We're going to find Neil, no matter what.**

How did it even get to this? Hell, this is what happens when I get too caught up in research to think of whether what we're doing is a bad idea or not. I need to stop and concentrate. Okay, so, I've been into ghosts and stuff since I was a kid. I guess you could call it my passion. So when my best friend Geoff comes to me with this idea to do a ghost hunting show, I don't take a lot of convincing. I mean, sure, a lot of those shows are fake as hell, but I mean, Phantasm Hunters would be different. We'd show our research, and **we could show the real deal.**

Sure, it took convincing a few people. So I manage to get Joanna on board - she's nearly as much of a supernatural freak as I am - and with her help I convince my sister Annie to help with the camera work. And while I'm getting them on board, Geoff convinces Neil to host, getting a whole team together. So we do a few shoots around town - a condemned old mansion, the old park, all the usual haunts. Sorry, couldn't resist. Anyway, we post these up on YouTube and we get some solid viewers, and a few jerks saying it's all faked, but that's how it is. Sure, we still need to get something definitive on camera, but I figured we'd get it soon enough.

But just as I'm looking up another local ghost, Geoff calls to tell me to look up something big, and he doesn't care where it is. It's a bit out of the blue until he tells me why, though. It's because he's got a serious looking cable deal lined up, but they need a serious pilot. He says he'll take care of everything else, as long as I find a ghost.

It takes me a little while, and then I hit on the perfect hunt. There's a seriously old story about a ghost called 'Wolfskin' that's been reported in the Blackwell Mountains area. Sure, it's a few hours away, but Geoff said he'd have it under control. So I call up Joanna and get her searching for it... **even if I might have told her it was Geoff's idea.**

Anyway, my head's so deep in the research that I barely notice the time fly. I mean, sure, **Joanna missed some research meetings**, but that happens, right? And I guess I was just too focused on the mythology and stories. It didn't seem that long until we were on our way to find the Wolfskin.

But when we got to the shoot, well... how it went depends on how you look at it. If you look at it from a technical perspective, it went awfully. The weather was terrible and storming, we had technical difficulties galore, and it looks like the studio types had saddled Geoff with a bunch of ridiculous pieces of 'ghost hunting equipment'. Sure, a few of the things in there might have worked, but most of it was crap. And Annie kept having trouble with her camera, which she swore shouldn't have happened. Trails were terrible and muddy, bridges were creaky and shaking. Neil missed his lines, Geoff had to stop and start filming, and Joanna seemed totally distracted. From that perspective, the shoot was a wreck.

But if you look at it from another perspective, there's no way this was coincidence. The camera not working, EVERY route we took a disaster? This much going wrong means one thing: **There's definitely a ghost around.** That's the only sane explanation.

A couple of days ago, after we wrap for the day and go to head back to the hotel, Neil says he's going to check on something and catch up with us. The guy knows how to handle himself, so I don't see anything wrong with it.

But the next morning, he hasn't made it back to the hotel. We split up and look around town, but we can't find him, and no one in town has seen him. At that, I start to worry. Geoff went off to report it to the Sheriff's office while Annie, Joanna and I went out to the mountains to look for him. A few hours later, there was a full search and rescue party out there with us. And we found nothing.

And the next day, there was no sign of him. And it was the same yesterday. **And this morning we get news that the search will be called off at nightfall today.** I can't just give up like that. Once the search party has gone, we're going back up the mountain. We're all in this together, so we're not leaving someone behind.

Annie is my younger sister. She's a film student, and great with a camera, so I asked her to help out with the show. I know she doesn't really believe in ghosts, so imagine what her face will be like when we find the real deal. She can be a bit of a brat, but she's reliable and probably a bit more grounded than I am.

Geoff is my oldest friend. I've known him since I was a kid, and we've been pretty inseparable. Sure, our interests don't always converge, but we're still friends. I know he's never been as much into this stuff, but he still seems pretty gung-ho about this, and he's made a great director. **He's really shaken up about Neil being missing, but he's trying not to show it.** Hell, I think I only noticed because I know him so well. He's great at hiding this sort of thing.

I've known Joanna since college. She and Annie are best friends, and I met Joanna while we were studying similar topics. She's almost as big a mythology and supernatural nerd as I am, but she always seemed to view them more as stories. I guess she always acted as a counterpoint to my enthusiasm. **I... kind of have a bit of a crush on her, but I got shot down and that was the end of it.** Hell, I don't even know if she remembers me asking, and it's probably best if I don't bring it up.

It'd be awkward given Rowan, Joanna's new boyfriend, has turned up. I guess he's come to help with the search, maybe help Joanna cope. I never figured he was her type, and they don't seem especially close. I dunno, there's something off about the guy, but I can't place it. **Maybe I'm just jealous.**

Neil's a friend of mine and Geoff's. He's an aspiring actor, and had been hosting the show. He's been doing a damn good job, too. Despite that, though, he's a pretty skilled outdoorsman. But the fact that he hasn't turned up yet isn't good. I would've thought he'd have turned up by now. That said, I don't know if everyone else would appreciate my other theory...

That's that the Wolfskin got him. I've done a lot of reading on this ghost, and it seemed to turn up in local mythology after settlers drove out the local Native American tribe. It's named that because it looks like a humanoid wearing a wolf pelt. Some people attribute some local disappearances to it, and it's often used like a bogeyman. Some other stories also tie it to the death of a local governor hundreds of years ago, but it's hard to find anything concrete. Not a lot of records about it.

PHANTASM HUNTERS!

Aspects

Michael Harper

True Believer

Head Researcher

Font of Ghostly
Knowledge

Overly Enthused

Well-Researched

Loving Brother

Michael Harper

Head Researcher

Secret Aspect

The Ghost is More Important

Aspects

True Believer

Font of Ghostly Knowledge

Overly Enthused

Well-Researched

Loving Brother

Stats

Athletics: 3

Strength: 4

Willpower: 2

Sneak: 3

Awareness: 2

Technology: 2

Knowledge (Ghosts): 4

Knowledge (Blackwell): 4

Researcher: 4

Annie Harper
Camera/Technician

I've had some bad weeks, but this is a real cluster fuck. I thought this week would be straightforward enough, but now **Neil's been missing for three days**. The sheriff's department are calling off the search today, but we can't just stop looking, even if **I don't like our odds of finding him**. This is all so messed up, I need to sit down and work things out.

Okay, so, my name is Annie Harper, I'm a film student, lead and only camera on a ghost hunting show, and I'm apparently recording myself to stop myself from flipping out. Hell of a way to introduce a bit to camera, right? May as well do this properly if it helps keep me calm, I guess.

So, where do I start? I guess about the show. So yeah, a few months ago, my brother Michael and my best friend Joanna come to me and tell me they have an idea. It turns out Geoff--who's been hanging around with Mike since grade school--has talked him into doing this web show thing, 'Phantasm Hunters', and they needed someone with some actual filming experience. I mean, they've always been into the whole ghost thing, so it's not that weird, and I figure I could probably use some of it for my degree, so I say yes.

What I didn't expect was that it'd go so well. I mean, it's not a huge success, but we've got a couple of thousand dedicated followers on Youtube, and people seem to like it. Part of that's due to Geoff actually having decent directing chops, and part of that is due to Neil, another of Geoff and Michael's friends. He's an amazing host. Between the five of us, we actually had a pretty decent thing going.

And then out of nowhere, Geoff says he's got a shot at some cable deal lined up! I mean, seriously, our crappy little internet show actually going somewhere! There's just one catch, though: We need something seriously good for the pilot. He finds some big spooky ghost story out in the mountains somewhere, and my job is to get things ready on the tech side. And that's a pain in the ass.

So, a few weeks of getting things ready, pulling favours from friends, and somehow scraping enough together for a new camera, and then things get a little weird. **Joanna's not turning up to production meetings, and Neil's sneaking off occasionally**. He's still turning up, but he's not totally focused. And this is the week before we leave! I'm starting to worry things aren't going to work out, but when the time comes to make the trip out to Blackwell, everyone's there.

And that's when the problems started. The weather was seriously out to get us from the start, I swear. It was stormy and windy, which is great for atmosphere but terrible for shots. Every track we tried to go through was utterly waterlogged, and the bridges seemed fragile as hell. Then some member of the local wildlife got into our food supply, and worst of all I SWEAR someone was screwing with my camera. I mean, it was wet, but **there was no way my camera should have been that problematic**. And don't get me started on the 'ghost hunting' things Geoff had brought along. I guess they were part of the deal, but they looked like a lot of crap to me. I mean, heat signatures and sensitive sound recorders are one thing, but one of them looked like a voltmeter with some antennas stuck to it. The rest weren't much better.

After three days, we've got fuck-all footage and no sign of a ghost. I'm ready to write this whole thing off as a train wreck, and I get the feeling most of the rest of us are too. We decide to head back to town for the night, but Neil says he's going to catch up with us later. The next morning, we find out he hasn't come back to his hotel room. We split up to check around town, and there's no sign of him. As situations go, this is pretty freaking bad. Geoff goes and reports it to the Sheriff's office,

while Mike, Joanna and I headed out to the mountains to see if he was still out there. A couple of hours later, there's a full search and rescue squad out there. That's when it started to sink in how serious this all is.

After the whole day searching, there's no sign of him. It's fucked up. So the next day, we go out again, and there's still nothing. And yesterday, well, after a day of searching the Sheriff's department decide that **at nightfall today they're calling off the search.**

Like hell we're going to give up that early. Today the plan is simple: once the rescue workers give up, we'll go out searching ourselves. It's a bit risky, but it's what we decided. I don't know if we'll have a better chance than a full search team, but we can't just give up, right?

Joanna is my best friend. We've known each other since our freshman year, and been friends for a long time. She never seemed as much of a believer in the ghost stuff as Michael is, **but that seems to have changed.** It's also a little weird that she never told me she had a boyfriend, since I thought she had something for Neil. It might explain why she's been so distracted, though. But it's weird, when I checked on her room this morning, she didn't respond at all. Maybe she's more shaken up by this than I thought.

Michael is my older brother, and a total believer in the supernatural. It's a little ridiculous, but hey, he's my brother, and I love him. He's known Joanna nearly as long as I have, and Geoff and Neil even longer. Sure, we argue a bit, but we get on well enough. I just kind of wish he didn't have a crush on my best friend, it just makes things awkward. Especially since Joanna doesn't feel the same.

Geoff is Michael's oldest friend. Seriously, those two have been hanging around since grade school. He's a dork, but he's the sort of dork I can get along with. And despite it all, he's a great director. I'm kinda surprised he never decided to push more for it before. He's also the one who had this idea to go out to the Blackwell Mountains, though, so not all his plans are great.

Rowan is Joanna's new boyfriend. He apparently drove out here to help with the search, and give Joanna a bit of moral support, but only arrived today. He's certainly handsome and charming enough, but I don't entirely buy it. There's something a little artificial about him. And the two of them barely ever touch. I know Joanna's shy, but Rowan doesn't seem the sort to avoid public displays of affection.

Neil's one of Michael and Geoff's friends. They only met a few years back, but the three of them have been thick as thieves. And he's a good presenter, and genuinely friendly. I really hope he's okay.

The Wolfskin Ghost is the crazy myth Geoff's got us following. Personally, I've seen approximately nothing to show there's a ghost here, but Mike seems to think it's the real deal. Honestly, I couldn't care less about it right now, finding Neil is way more important than some dumb ghost.

PHANTASM HUNTERS!

Aspects

Sceptic

Annie Harper

The Lens Captures
Everything

Camera/Technician

The Technician

Behind the Scenes

Reliable Sister

Annie Harper

Camera/Technician

Secret Aspect

We're Too Late

Aspects

Sceptic

The Lens Captures Everything

The Technician

Behind the Scenes

Reliable Sister

Stats

Athletics: 3

Strength: 3

Willpower: 2

Sneak: 4

Awareness: 4

Technology: 4

Knowledge (Ghosts): 1

Cameraperson: 4

Technician: 4

Historical Society Interview Raw Footage

Neil: So, how long has the Wolfskin been haunting your town?

Historical Society Representative: Well, we don't call it a haunting, but the Wolfskin story has been around for centuries. It's hard to tell exactly when it started, but a few incidents seem to coincide. After tensions with a local tribe, the governor had ordered the tribe wiped out, and he in turn was killed by a survivor who seemingly disappeared. About a decade after that, several young men were killed by wolves in the mountains.

N: What about the reports of the Wolfskin 'skinning' its victims?

HS: Well, there was a string of trappers who were found with their skin missing, but that was initially assumed to be running foul or a bear or some such. But then someone said they heard tell of someone with a wolf's head, and the Wolfskin legend goes running. Those mountains have always been treacherous, but after that people were attributing every death up there to the so-called ghost.

N: And what about yourself? Do you believe in the Wolfskin?

HS: Oh of course not. It's a dangerous mountain, people die. The whole ghost story is a load of nonsense.

Director's Notes: Geez, could we have gotten a take that didn't involve her pulling apart the entire premise? See what you can do with this.

Geoff Swift
Director/Producer

Fuck. Fuck fuck fuck fuck FUCK! This whole thing is a massive disaster. **We've got to find Neil.** He's got to be alive. Christ, I hope he's alive. **Three days missing out there is too long.** And the damn search is getting called off. Fucking hell, if we don't find him he's going to die out there! **And this is all my damn fault!** Okay, calm down. **I need to at least seem like I'm holding it together or I'll just make things worse.**

Alright, keep it together, Geoff. Hell, this was supposed to be our big break. We were turning a little internet ghost show into an actual cable TV gig. I mean, this whole thing started because my friend Michael was into ghosts so much, and I realized that maybe a little more could come of it. So I got Michael on board, and then he got Annie - his sister - to do the camera stuff, and her friend Joanna agreed to help with the research. So I talked Neil into helping out and doing the host stuff. I mean, god knows the rest of us couldn't.

And then, through some freak occurrence we end up taking off a little on YouTube, a couple of thousand regular followers over a few months. I figure that's where it's going to end, but out of the blue, a month ago I get a phone call requesting an appointment with one of those documentary channels. I figure, what's the harm?

It turns out that they want to pick up Phantasm Hunters, but they need a full pilot. I agree in a heartbeat, and next thing I'm telling Michael to find the most solid lead he's ever grabbed, and I don't care where. Well, he comes through with this Wolfskin thing out in the Blackwell Mountains halfway across the country, and I'm pulling in favours and getting everyone else ready.

But as we get closer to the time to shoot, I get a list of weird things I have to include in the pilot. Some dodgy looking crap supposed to be ghost detectors that were, judging by how hard Annie's eyes rolled in her head, obviously a load of crap. I figured maybe we could try and work around them. And on top of that, **Neil was missing production meetings to go to auditions.** I found out because the production company wanted to know what he was like to work with. **I told them the truth, and he's almost certainly got the part, but I haven't told him I know.** But I decide to keep quiet; I figured he'd tell me when he's ready, but he still hadn't said anything by the time we'd left for Blackwell.

So we get to the shooting and things just keep falling apart. The weather was out to get us, everywhere we tried to go was covered in mud, or the only bridge there was collapsing. The stupid studio gear looked as fake on film as I expected, for the few shots we could get where Neil didn't forget his lines or Annie's shiny new camera kept working for a full scene. Or the ones where I didn't have to call cut because what lighting we had suddenly went wrong, or something just went... I don't know what to call it, but the shoot just felt wrong. It was just a mess.

So after a couple of days of this, I just decide to call cut on it for the day to go back to the hotel and see if we've got something to work with, but Neil decides to stay back, saying how he wanted to try something. I'm still a little pissed about him not telling me about the other auditions, so I just fucking let him. All I can think is he must have been trying to salvage the shoot to make up for it, even if it didn't occur to me then. God damnit.

By the next morning, Neil hasn't come back to the hotel. We split up, search around town. There's nothing, no sign of him, and no one has seen him. So the others go out to the mountain to look for him, and I go to the Sheriff's office to report him as a missing person. I expect the usual 'they need

to be missing for 24 hours' spiel, but instead the Sheriff's office are mobilizing a full search party straight away. And then they tell me why; **according to their records, no one missing on that mountain has been found alive after a few days.** Whether it's the wildlife or the terrain, the place is just fucking inhospitable. But they don't mention those damn statistics anywhere! Fuck! I should never have agreed to this.

It's been two days since then, and **they're going to have to call off the search at nightfall** because it's getting too dangerous. And the fact that as far as the Sheriff's Office are concerned, Neil is already dead. I don't give a damn. I need to find Neil, so we're going back out tonight. **I am not letting my friend die because of my stupid fucking mistake to come out here!**

Michael is my oldest friend. I've known him since we were kids, and we've hung out together almost as long. Sure, I never quite got his obsession with ghosts, but the amount of research and the like he did showed he knew what he was talking about. **But without that obsession, we wouldn't be in this mess.** Fuck, I just thought I'd be finding something that'd put a friend's skills to use, not this. Christ.

Annie is Michael's little sister. I've known her as long as I've known Michael. We're not hugely close, but she's dependable, and she knows what she's doing. No wonder she's doing so well in her film course. Her work is probably half the reason the show got where it did. We may not always see eye to eye, but she knows what she's doing and I respect that.

Joanna is one of Michael and Annie's friends. She knew Annie from college and Michael from the whole ghost stuff. Usually she also helps keep Michael's head out of the clouds. She loves the mythology, but doesn't believe it's all real. Or...didn't. I dunno. She seems to be a bit different. But damn it, I wish she'd been doing her devil's advocate thing during the meetings for this trip.

I have no fucking clue who Rowan is, but he's apparently Joanna's boyfriend. He agreed to come up to help with the search, or something. I don't care, the more help the better. And I feel like a bastard for thinking this, but the guy looks like he lives in front of the camera. Once we find Neil, and I tell him not to worry about this show and he can go onto his next gig, Rowan might make a good replacement. Fuck, I shouldn't be thinking like this, but maybe it gives me a little hope.

Neil's a close friend, and god damn it he had better still be alive to stay that way. I talked him into doing the hosting gig, telling him it'd be good for his audition reel. Now he's got a gig for a serious drama he was keeping secret, and I have to make sure he gets to it. **It's my damn fault he's out here. I can't just do nothing and let him not come back.**

The Wolfskin is Michael's latest obsession. It's some bullshit ghost and right now I don't give a fuck about it.

PHANTASM HUNTERS!

Aspects

Geoff Swift

People Person

Director/Producer

The Consummate
Professional

In the Director's Chair

Responsible

First In, Last Out

Geoff Swift

Director/Producer

Secret Aspect

This is My Fault

Aspects

People Person

The Consummate Professional

In the Director's Chair

Responsible

First In, Last Out

Stats

Athletics: 4

Strength: 3

Willpower: 3

Sneak: 3

Awareness: 3

Technology: 2

Knowledge (Ghosts): 2

Director: 4

Deception: 4

SPOOKHUNTERS!

Blackwell Pilot Shooting Schedule

Day 1	
12:00 – 16:00 – Town Library	Interviews with Historical Society Vox Pops
17:00 – 20:00 – Lower Mountain	Twilight Shots of Mountain Scout Locations
Day 2	
09:00 – 14:00 – Lower Mountain	Daylight Scenes Cave Scenes Pieces to Camera
15:00 – 18:00 – Town Library	Additional Interviews
19:00 – 22:00 – Lower Mountain	First Round of Night Shooting Pieces to Camera Night Vision Shots
Day 3	
10:00 – 15:00 – Lower Mountain	Remaining Daylight Scenes Reshoots as Needed
17:00 – 19:00 – Lower Mountain	Twilight Scenes Pieces to Camera
19:30 – 22:00 – Upper Mountain	Second Round of Night Shooting Night Scenes Pieces to Camera
Day 4	
10:00 – 14:00 – Upper Mountain	Daylight Scenes
18:00 – 23:00 – Upper Mountain/Summit	Night Shooting
Day 5	
10:00 – 12:00 – Town Library	Any interview reshoots
13:00 – 16:00 – Upper and Lower Mountain	Any day reshoots
17:00 – 20:00 – Upper and Lower Mountain	Any twilight reshoots
20:00 – 22:00 – Upper and Lower Mountain	Any night reshoots Summation to Camera

Michael Harper
Revelation

I'm a ghost. Fuck. I mean, I always loved reading about them, but I'm a ghost, and that means I'm dead. **I've been dead for three months, and Joanna and Rowan knew the whole time.** Still... I guess that's not that weird if **Rowan's a ghost too. And Neil's already long gone.** This is... a lot to take in. **But I'm not going anywhere without Annie or Geoff.** Not a chance. **And we need to make sure this doesn't happen again, not to anyone.** And... **we should probably make sure Joanna is okay.** But I don't know if this is just about us. Ghosts are real, alright. I wonder... is the Wolfskin really such a monster? Or is it just trapped like the rest of us? And why is Rowan stuck here as well? **Of course I end up with a whole bunch more questions way too late...**

**Annie Harper
Revelation**

....So that's how it is, huh? **Michael, Geoff and I died three months ago?**
Fucking hell. And **Joanna and Rowan knew all along?** Not that surprising given **Rowan's a ghost too.** This just... sucks. Not that that's enough of a word for it. **Either way, I'm not moving on without the other two.** That's not all. **I need the truth of what happened, and to make sure it doesn't happen to anyone else.** And... **I need to make sure Joanna will be okay. That's more important than anything.**

Geoff Swift
Revelation

Fucking hell, I'd thought I'd prepared for the worst. Not even fucking close. **I'm dead. Annie's dead. Michael's dead. Neil's dead. Even that new guy Rowan is dead! Joanna's the only one of us still alive!** And Christ, she's been dealing with it for the past three months, trying to get us to move on from... whatever the hell we are now. Ghosts? Fuck. At least Neil's not still stuck around... **I need to make this right.** I don't know how, but I do. **I need to make sure this doesn't happen to anyone else.** And, fuck, what else am I supposed to do? **But this is my fault, not anyone else's. They need to know that. And I need to make sure the others move on too.** That's the least I can do to clean up this mess. **And make sure Joanna isn't dragging this around either.** The director's supposed to take care of this stuff, right?