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Rescue
the Captives
on the . . .

Island of Entellope

A Generic Post-Holocaust Adventure



The Ogres are Under the Ice!

ICEPICK

An *OGRE* Scenario with new units
by Craig York and Steve Jackson

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Island of ENTEELLOPE



I. PLAYER INFORMATION

After "The End of The World"

Deep in the bowels of the earth, beneath thousands of feet of dirt and reinforced concrete, the communications center, Seeker Base Laura, still operated.

The base had seen some changes in the century since the End of the World. The technicians who tended the consoles wore jerkins of animal skins, but a patch of blue and white still adorned their shoulders. The tell-tales and indicators blinked as brightly as they ever had, but the viewplates were fogged with age; wooden, hand-carved knobs and switches substituted for many of the original dull-aluminum controls. There were still sentries at each entranceway, resting in the torchlight with cocked crossbows at hand, but a few peculiarities – yellow fangs, a forked tongue – marked the random wanderings of mankind's genes.

Yet, in some ways, Seeker Base Laura never changed. It was still cold, the air was still musty, and massive concrete bulkheads and heavy buttresses made it impossible to forget the unimaginable weight of rock between the manmade cavern and the surface.

A diode flashed orange and a technician leaned into his headphones. His Indian-brown hands held the headset tight against his ears. His bared chest swelled as he sucked in and held his breath. "Omanri, I have a signal."

"Nature?" demanded Omanri, an amazon with a steel-gray mohawk. She was the com center duty officer.

"Not sure." The technician's fingers adjusted one control, then jumped to a bank of toggles. "Not standard. Not digital. It has a visual component."

Omanri turned toward another technician. "Janess?"

"Tracking," said the young technician, shifting her hands along the keyboard to draw on the meager power of Seeker Base Laura's aging solar array.

"Locked on!" shouted the Indian tech.

The main viewplate danced with gray motes, then steadied. A stunningly beautiful young girl – in an obviously intact communications facility – appeared on the screen. Automated status diodes and digital displays flashed in the background. The girl wore a black halter top decorated with military-style insignia. Her lips were moving.

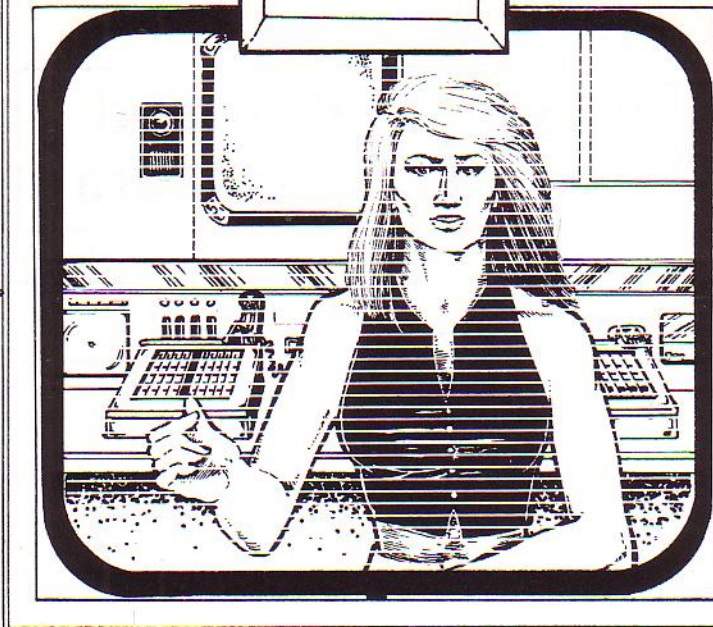
"I want sound!" Omanri barked. "Jersal! Signal origin?"

A pendulous fat man nodded at a display screen. "Western North America."

"You have sound," said Janess.

A calm, precise contralto penetrated the whistle of fallout static.

"– held prisoners. There are several hundred of us – male and female – in good health and well cared for. We need assistance –"



by W.G. Armintrout
developed by Warren Spector
and Christopher Frink

Playtesters: David Chadwick, Rich Davis, Valerie Durrant, Michael Shane Dustin, Tracy Dustin, Paul Epperley, Scott D. Haring, Bill Jackson, Mike LaGrow, Darby Levenhagen, David Noel, David Potter, Paul Potter, Sean Summers, Eric Swallie, and Mike Wedemeyer.

"Give me two-way communication," ordered Omanri. She grabbed her microphone. "Can you hear me? Can you hear me? This is Seeker Base Laura."

The unknown girl continued to speak. "They mean to sell us, one by one, into slavery. I don't know my location, so I can't guide you to our position."

Omanri glared at the fat man. He shrugged. "Way out there somewhere, beyond known territory. I can't pinpoint it."

Janess shook her head. "No response to our transmission."

"Damn!" said Omanri.

"If you can hear me," the girl continued, "we could use assistance. We have no weapons, but we're willing to fight —" Her voice was drowned out by the sound of something splintering, and a man appeared in the room with the strange girl. He had a great flowing beard, a piece of metal over his left eye, and an iron spike where his right hand should have been. The gun he held was huge and primitive, but looked lethal.

"Terminate!" he roared at the viewplate. "Terminate!"

The viewplate flickered, and then filled with gray snow. Omanri's eyes remained on the screen. "Fiends. Selling young men and women — children, really — for pieces of gold."

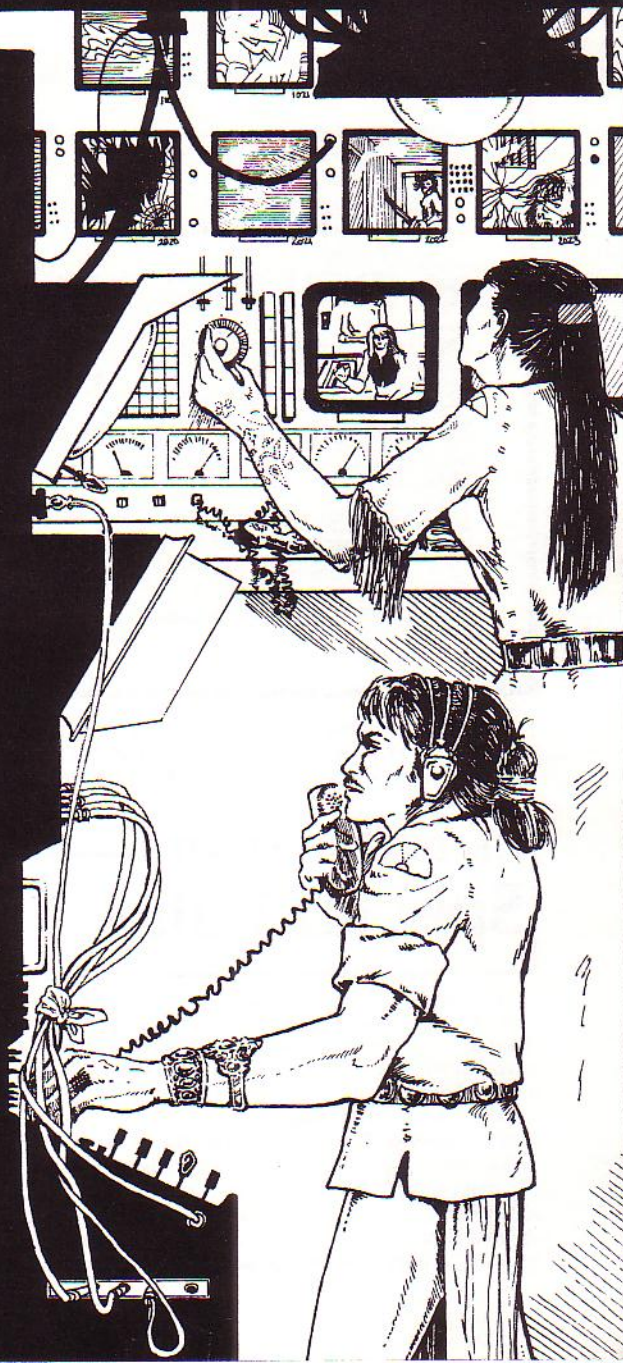
The fat man waved a piece of paper in the air. "I may not be able to tell you where she is, but I can tell you what direction the transmission came from."

Omanri looked at him thoughtfully. "It might be possible to use a signal tracer and follow that transmission to its source and help them. Who's game to cross uncharted territory on a rescue raid?"

You were in Seeker Base Laura's communication center when the mysterious transmission was received. You volunteered to join the rescue expedition. Your gamemaster will supply you with:

- (a) equipment donated by the Base;*
- (b) the equipment you already own (you may bargain with the GM on this point);*
- (c) a horse, if you want one;*
- (d) and the all-important signal tracer (as well as instructions on how to use it).*

THE FOLLOWING MATERIAL IS FOR THE GAMEMASTER'S USE ONLY. IT WOULD BE THE HALLMARK OF HYPOCRISY TO READ FURTHER AND THEN PLAY ISLAND OF ENTELLOPE.



Island of ENTELLOPE

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II. GETTING STARTED

Special Rules

This adventure was designed with the *Aftermath!* rules in mind. If you play with these rules, pay particular attention to the sections on medicine, black powder firearms, riding horses, and riding bicycles. Even if you don't play *Aftermath!*, you may want to pick up the rules just as a sourcebook for adventure information.

But what if you play one of the other role-playing games in this genre — *Gamma World* from TSR, *The Morrow Project* from Timeline, or any other game? We've tried to describe things in terms so generic you can make conversions to your own game system. For those without the *Aftermath!* rules, the only stickler might be how to handle the black powder firearms used by many characters in *Island of Entellope*. We have provided a quick run-down of such firearms in generic terms below.

Equipment Provided by Seeker Base Laura

Roll 2d6 once per player. The Base has only one of each of the following items unless otherwise specified. If a player rolls an item the Base no longer has "in stock," allow that player to roll again.

- 2— no equipment
- 3— baseball bat (autographed by player of GM's choice)
- 4— rechargeable battery cell (Base has four)
- 5— medical kit
- 6— electric whip — does double normal damage (Base has two)
- 7— infrared binoculars — no minuses on spotting rolls in dark (Base has 2)
- 8— conventional grenade
- 9— solar-powered psychedelic shirt — requires a fairly substantial minus on reaction rolls (the shirt is ugly) but offsets this with a slightly less substantial defensive bonus (the wearer becomes harder to hit)
- 10— energy knife — does double normal damage (Base has two)
- 11— plastic explosives kit
- 12— roll twice more on this chart

Personal Equipment

Best Weapon Available

Chances are very slim that anyone living in this post-holocaust world would have super-high tech weaponry. Each player should roll 3d6 twice to determine his or her best available weapons. Feel free to negotiate with your players on this score. If you really want them to have that laser pistol, go ahead and let them have it. Daggers are always free.

- | | |
|-----------------------------------|--------------------------|
| 3— .22 cal. semi-automatic pistol | 11— short sword |
| 4— two-handed sword | 12— "half-moon" polearm |
| 5— hand axe | 13— club |
| 6— sling | 14— longbow |
| 7— spear | 15— long sword |
| 8— war hammer | 16— shovel |
| 9— mace | 17— lance |
| 10— battle axe | 18— .357 magnum revolver |

Note: Players with the .22 or .357 should note that these are very old weapons. There is a 50% chance that the gun will fail to fire on each shot. Note also that ammunition is limited to six shots for the .357 and ten for the .22. Again, feel free to negotiate on this score.

Best Armor Owned

As with weaponry, little high-tech armor remains. Unless you want to haggle with players, roll 2d6 once per player on the chart below to determine the best armor each player has available.

- 2— no armor
- 3-4— shield
- 5-6— animal furs and skins
 - 7— animal furs and skins, and a shield
 - 8— armor woven from tough, mutated plants
 - 9— pieces of shell from a large mutated animal
 - 10— armor woven from tough, mutated plants, and a shield
 - 11— cured hide armor and a shield
 - 12— primitive metal armor (platemail, chainmail, ringmail)

Horses

Any player who desires a horse will be provided one by Seeker Base Laura. Whether they need one is entirely a function of their starting location as determined by the gamemaster. Their journey may involve crossing a continent, in which case a horse would be most desirable. On the other hand, their journey may be a short one. In any event, the players will have no idea how far they will have to travel before

they reach the source of the mysterious transmission. This being the case, players shouldn't be told whether or not they'll really need a horse. Let them guess.

The horses provided by Seeker Base Laura are mutated, having these unusual features:

– *Six legs – three to a side.* This makes them extremely sure-footed but slower than normal horses when running. They cannot rear back and attack with their forehooves. The only form of attack these horses have is their bite – which they will use against anyone attacking them or their riders.

– *An unerring sense of direction.* These horses cannot get lost. This, of course, assumes they know where they're going in the first place or if you simply want to head in one direction (north, for instance) and one direction only.

– *Extremely potent sense of smell.* They will become uneasy when they smell something unfamiliar.

The Signal Tracer

One of the player characters will be given custody of the Signal Tracer. This device – an aluminum box the size of a cigarette carton, with a telescoping antenna and red indicator light – responds to a signal broadcast from Seeker Base Laura in the direction from which the mysterious transmission came. As long as the characters travel in that direction, the light will blink (assuming the tracer is on and the antenna extended). Otherwise, the light will not blink. The tracer will keep the party within five miles of the correct path.

Remember: The signal tracer keeps track of the relative position of the party from Seeker Base Laura. It does not give them any idea how near (or far) the captives are.

– III. THE WORLD OF ENTELLOPE –

Seeker Base Laura

Seeker Bases were established all around the United States only a few years before the End of The World. Men and women from all fields and ethnic groups banded together and created huge underground facilities, with the express purpose of surviving the devastation they saw as inevitable. These men and women were concerned with preserving the best mankind had to offer in fields as diverse as technology, art, and government. After the war, the Seeker Bases earned their names by seeking out other survivors. They were sworn to prevent mankind from slipping back into barbarism. The idea was a good one, but the execution left something to be desired. The Seeker Bases were designed for survival – not heavy construction and repair work. It was realized too late that upkeep on the Seeker Bases would be a continual and ever-increasing problem. By the time this adventure takes place, much of the Base's equipment has fallen into disrepair. This explains the lack of high-tech weaponry at the Base.

The mission of the Seekers continues unabated despite the equipment problems. The Seekers monitor the airwaves constantly for radio and television signals; they pride themselves on their record of freeing the downtrodden from slavery or barbarism. Many survivors of what came to be called the "End of the World" were brought to Seeker Bases and joined the Seekers in the furtherance of their cause. The players, for reasons of their own (reasons they should have worked out before beginning this adventure) are among those who have joined the Seekers at Base Laura.

The Sea of Deseret

The End of the World was not kind to Utah. Repository of a nerve gas arsenal, home of the Air Force and Army test ranges and a missile manufacturing center, it was hit hard. Civilization collapsed. In the past century, the old Salt Lake has grown into the angry gray Sea of Deseret. And, as rain fell in the desert, forests grew.

The Sea of Deseret and the area around it is about to be the site of a major battle. From the north, in the vicinity of present-day Pocatello and Idaho Falls, the strange descendants of the modern-day Mormon Church – now the barbarous Mormon Empire – are preparing to march south. They regard the "sacred sea" and the lost City of Salt as their home-

land; they may have sufficient technological might to take it. Their base of operations is Port Brigham, on the Malad River. There they have built a stockade ringed with cannon and are completing a war fleet.

Their primary ally is the Barony of Logun, a feudal lordship in the mountains. But the Baron of Logun is in the alliance only for self-protection, to keep the Soldiers of Brigham from occupying his own fiefdom. The Baron's strength lies in his one local resource, the Library of Logun (the remains of Utah State University).

Currently ruling the Sea of Deseret, with a tiny-but-efficient fleet of galleys and sailing ships, are the Jackers – a cutthroat band of gangsters and outlaws. They control what little trade remains on the waterways; they exact taxes on coastal communities; they indulge in occasional raids. In general, the Jackers act like the pirates they are.

Allied with the Jackers are the Ormlanders, a league of farming villages centered about Lake Orm, southeast of the Sea. The Ormlanders have a good militia but are hemmed in by the depredations of the Wazit mountain tribes; they get along well enough with the pirates. Fearing the Mormen might, they oppose the expansion of the Empire to the Great Salt Sea.

To the south is the Land of Sarah, a loose council of four communities led by an evangelical prophetess – The Sarah. Her followers believe in prosperity through wealth and greed, and cheating the outside world to get ahead. They are the key link between the Ormlander/Jacker alliance and the fertile lands of Khalif Orni to the southwest. Thus, the Sarahites are allied with whoever will keep trade flowing on the Sea – for now, at least, that means the Jackers. The followers of The Sarah distrust the Mormen, but if a deal can be arranged . . .

There are isolated communities in the Deer Mountains, the Valley of 1000 Springs, and off the Weeb River. The Land of the Skull is the home of the Skull Indians, a tribe seldom seen and greatly feared. No trespasser beyond the Mountains of the Skull has ever returned – not a Sarahite trade caravan, not a Jacker raiding foray, not a scholar from Logun.

Geographically, the region is divided into the mountainous east and the forested west. The east holds the high, impassable Wazit Mountain Range, a forbidding snow-capped barrier of rock, home of fierce, nomadic tribesmen who prey on the Ormlanders and the Barony of Logun.

The west is more peaceful, but less settled; it abounds in rounded mountains that are large and mighty but fairly easy to cross. The major landmark in the west is towering Pilot Peak, a mountain that rises at the edge of the Sea as a beacon for all travellers in the area.

To the north is the Black Forest, a beautiful land where forests of black-bark pines fill the valleys and walls of black lava from ancient flows career unpredictably along the hillsides. This, too, is unsettled land, though the Mormen occasionally patrol it.

The Wendy Islands, in the Sea of Deseret, deserve brief mention. They are marshy, gray, and quite desolate. If anyone lives there, no one from the "civilized" parts of the area knows about it.

About the Map

A dotted line on the Sea of Deseret map on page 19 marks the present-day shorelines of the Great Salt Lake; a line of dashes indicates modern-day state boundaries; solid lines indicate major trade routes (highways, monorails, or whatever you use in your campaign) at the time of the World's End. The route through the Land of Sarah is still used for trade, though how and why this might be so is up to you.

Technological sites are coded by letter, in case you wish to dream up something special for your players:

A. Tooele Army Depot, South Area. Repository of America's nerve gas arsenal, housed in above-ground bunkers. Conventional ammunition was also stored here, as well as military trucks and air transport. In the final days, troops must have been quartered here. Just north is a great crater – an abandoned open-pit copper mine.

B. Dugway Proving Grounds. The proving grounds was a testbed for the country's newest weapons: cruise missiles, laser defense systems, all kinds of artillery and explosives. Gas weapons were tested here as well. The military used the site for desert war games.

C. Hill Air Force Base. Home of a crack fighter wing, the Air Force base was doubtless plastered in the Wars. Still, it emerged relatively unscathed – it was built to be plastered. It was not built to be submerged at the bottom of a resurgent Lake of Salt. Neuf Island was used as Hill's bombing range.

D. Fort Douglas and Environs. At the edge of the Sea of Deseret are the former foothills, where the only unsubmerged ruins of Salt Lake City stand. Located here were Fort Douglas (an administrative army base converted to garrison status and populace control shortly before the End) and the University of Utah, home of an experimental medicine department (cloning, transplants, transmigration of the mind).

E. Morton Thiokol-Hercules. Manufacturer of solid fuel boosters for military use and for the orbital shuttle, their experimental bunkers would be just clear of the seawaters. Another site lies submerged nearby.

F. Desert Test Center. The lower arm of the Sea of Deseret was once a test site for military devices too powerful or sensitive to be tested at Dugway. Experimental drones and projectiles were not infrequently lost in what was then the desert, and such forgotten instruments of destruction – advanced, experimental, perhaps semi-intelligent – now lie on the bottom of the Sea.

G. The Great Ruin. Most of Salt Lake City, once the leading city in the Utah/Idaho/Wyoming/Nevada region, lies at the bottom of the Sea. Among its lost structures are an operational commercial spaceport, many high-tech industrial complexes, the naval mapping institute, and a host of Mormon shrines.

H. Sundance. Robert Redford's ski resort was once located here, as were many other interesting sites – Timpanogas Caves, Bridal Veil Falls (with a tramway which may or may not be in working condition, at the GM's discretion), many picnic grounds, and scores of ski resorts, for example. Condominiums of the rich also remain here (uninhabited, unless the GM decides otherwise). The highest mountain tops in the area held broadcast towers for holovision and military communications.

Using This Background

As gamemaster, you may locate your Seeker Base Laura anywhere in the continental United States. You would probably do best, however, to locate it in an area with which you and your players are familiar – your local area, for instance. The players will follow their signal tracer from Seeker Base Laura (wherever you decide to put it) to the Sea of Deseret in Utah. The exact location from which the players approach the Sea will, of course, vary from player group to player group. In some cases, players may have to make a very long transcontinental trek.

To assist gamemasters, we have provided a series of encounters on the trip from the Seeker Base to the Sea of Deseret. These are described in the next section of *Island of Entellope*. In addition to throwing in the scenarios provided, however, gamemasters are encouraged to develop the areas through which their players would likely pass in reaching the Salt Sea. Feel free to expand upon the descriptions offered above. You may want to make provisions for an expanded encounter in the Land of Sarah if your group approaches from the southeast; you may want to develop the brief description of the Barony of Logun if your players start in the northeast. If your players like sea battles, prepare a major sea battle between the Mormen and the Jackers. *Island of Entellope* is an outline of an entire world, not just a one-shot adventure. The background provided here is just the beginning. Use your imagination.

Player Characters

Character Generation may be modified as follows:

1. Use the Background table provided with this adventure, rather than the *Aftermath!* Origins Table, or any similar table in your game system.

2. All characters receive initial scores in Post-Ruin Culture, Literacy, and Technology Use (benefits of being involved with Seeker Base Laura), plus one non-firearm combat skill. (Characters may, of course, have more than one combat skill, but they must have at least one.)

3. Gamemasters should limit the skills and devices available to those described in the text of this adventure. Player characters should have little or no experience with firearms, robotics, submarine technology, or computer programming. They could conceivably have some knowledge of solar cells, communications equipment, basic medicine, and fundamental science. As far as armor and weapons go, use the tables provided with this adventure. They were designed to complement the encounters.

4. Mutations can be figured according to the rules of your game system. Use them freely; they can add a lot to an adventure like *Island of Entellope*. If you want a more systematic way to determine which characters and NPCs are mutated, roll 1d6. On a 1 or 2, the character should be given one psionic ability or mutation (generated according to the rules of your game system); on a 3, 4, or 5, give the character one physical mutation; on a 6, give the character both a physical and a psionic mutation.

Player Character Background. If you wish, you may roll 1d10 once per player to determine the background of each of your players' characters. Though this is not necessary, it does insure that characters will fit easily into the game world in which *Island of Entellope* takes place.

1-2 – You lived in the wilds, alone and surviving by your wits, until you met and joined the Seekers.

3-4 – You lived among barbaric nomadic tribesmen before you met and joined the Seekers.

5 – You were part of an outside village or settlement (feudal castle, advanced Indian tribe, warrior band, strange alliance, or other institution) before you joined the Seekers.

6 – You were an orphan adopted by the Seekers at a very young age (1d8 years).

7-10 – You are a descendant of the original Seeker Base Laura personnel.

Special Weapons

Flintlock Pistols: These are referred to as “fire and forget” weapons – once you've fired one, forget about using it again in that combat situation. A flintlock pistol is a muzzle-loader, and looks something like a little cannon barrel mounted on a piece of wood. Using it requires players or NPCs to go through a rather involved series of actions:

1. Swab the barrel. This eliminates sparks and cinders.
2. Load with gunpowder (a process which can be made easier and faster if you use pre-measured powder charges) and ram the powder down the barrel.
3. Wrap the bullet in a patch and ram it down the barrel.
4. Load and ram another patch on top of the bullet.
5. Remove the ramrod. (You could fire the gun with the rod still in the barrel, but the results are unpredictable at best.)
6. Place loose gunpowder in the priming. This powder is ignited by the flintlock, which then ignites the main charge in the barrel.
7. Cock and fire.

There is a basic 20% chance that the powder in the priming pan will go off but the gun still won't fire. Rain and other moisture raises these chances *dramatically*. So does the time the primer has lain in the pan – if it isn't fresh, the gun might “flash” and still not go off. In the case of a fumble or critical miss, the gun may explode. Flintlock pistols lay down dense smoke when fired, particularly if many such guns are used in a closed area.

Cap-and-Ball Pistols: These are six-shot black powder revolvers. The “percussion cap” replaces the loose gunpowder in the priming pan of a flintlock pistol. They are relatively immune to moisture or time, and will misfire 10% of the time. There is a 25% chance that a misfire may cause all unfired cylinders to fire as one.

Animal and Random Encounters

Animal encounter and random NPC encounter charts may be desired by some gamemasters. These we leave to the initiative of each GM. Simply make up your own, or use those provided with your game. We will provide one mutated animal unique to the Great Salt Sea area – the Brine Shrimp.

NAME: Brine Shrimp

HABITAT: The Sea of Deseret.

HABITS: Nocturnal. Attracted to splashing (as by oars) and sometimes even the ripples created by the passage of a sailing ship. Repelled by light. Travel in herds.

APPEARANCE: Dark green. 1.5 meters long. Eight eyes. Poor vision. Two arms and six legs. Constantly beat the water with their legs.

WEAPONS: Surface and instantly attack anything passing by with both claws. If a boat passes within reach, they will attack the boat 75% of the time. The other 25%, they will try to attack any people they can reach. 2 attacks/turn (one with each claw). 75% attack against anything in the water.

Notes: The brine shrimp are the reason ships never sail on the Sea of Deseret by night. They are also the reason Ott Grollister equipped the *Esmerelda II*, and the underground passage by which it reaches the sea, with bright electric lights.

counterfeit any relationship – friendship, love, whatever – most convincingly, but nothing touches her heart. Bug-Moe is far too cunning and wise in the ways of the forest to be caught by the players should she not wish to be caught.

ACTIONS: Bug-Moe, alone among her fellow Gray Sun people, will follow the players if they fail to kill the Banker. She has gone as far as she can in her tribe, and now hopes for greater power and fame through joining the players. If she is rejected, she will return to the camp at a later date, loot the camp, and attempt to slit the throat of the player she feels rebuffed her. If the players accept her, she will play along with them until the first sign of trouble. At that point she will instantly and viciously turn against them.

ENCOUNTER 2: Night Camp

LOCATION: Forest or foothills.

SET-UP: It is the first nightfall after the players have spotted the Sea of Deseret. As darkness falls, they notice a campfire just slightly downhill from them.

SITUATION: A cavalry command of the Cossack Women's Socialist Republic, based in Colorado, intercepted the same signal as Seeker Base Laura, and is attempting to locate the captives. The Cossacks have just fought a battle with Slavers, and have been scattered. One cluster of six female Cossacks with horses and weapons has made camp and is questioning a male prisoner (a Slaver, though the player characters have no way of knowing that). This is the camp spotted by the players.

SOLUTIONS: The players may befriend, fight, or avoid the Cossacks, or may simply use this encounter to gather information.

BACKGROUND: In the last days of the world, an elite Soviet paratroop command landed in the Denver area. In the last century, descendants of this group have developed a militaristic matriarchy dedicated to socialism and women's rights.

This group's founding belief is that the old world was destroyed because it was run by men. Men are seen as having two inherent faults: stupidity and cowardice. Women from this culture measure their great-

ness by mental superiority (as displayed when commanding soldiers in battle) and bravery (as evidenced by a willingness to die for a glorious cause).

This particular Cossack camp consists of six women: Katrina (a Major), Xenia (a Captain), Olga, Natasha, Alexa, and Irina. All have red hair. They may each be given some form of mutation, if the GM wishes. Each is armed with a cavalry sabre and a pistol (5 plus 1d4 bullets per woman). The pistols are .44 caliber cap-and-ball revolvers and are reserved for truly desperate situations. The Major has a riot-control gas grenade.

Their uniforms consist of black bear-fur berets, heavy blue cloth greatcoats, red blouses, blue pants, and long leather boots. Each also has a large, black, four-legged horse equipped with a finely-tooled saddle and accoutrements. The Cossacks' horses are tied among the trees at the edge of the small clearing. It is possible that the players could stampede them, but these horses are battle-trained and will attack any players who approach them. They can attack with their fore-hooves, and have a stubby horn on their foreheads which they may use as a weapon.

The prisoner – a small, swarthy man with curled moustache – is stretched on the ground between four stakes. The ropes which bind him look painfully tight. Three pokers are heating in the campfire. Katrina stands over the prisoner, barking questions.

Roll 1d6 to determine what the players hear if they eavesdrop. Unless otherwise instructed, roll once for each five-minute period the players spend eavesdropping.

- 1– “Tell us about the girl! Tell us about the girl!” says Katrina. The man says, “I know nothing about your girl.”
- 2– “Who are you? What are you doing here?” says Katrina. The man answers, “I am one of many. We are peaceful wayfarers in the land.”
- 3– “How many of you are there?” asks Katrina. The man answers, boastfully, “We fill the valleys and the plains. My brothers and sisters will swarm over this land and take all of you away! I spit on you! You are dirt!”
- 4– The man refuses to answer any more questions. Irina approaches with a hot poker, bringing it close to his nose. Go immediately to #6 on this chart. Do not roll again.
- 5– The man refuses to answer any more questions, and showers abuse on the women. He refers to them as man-haters, unnatural mutations without emotions or passions. Irina, visibly upset, suggests mutilating “the stupid pig,” but Katrina calmly vetoes that notion.
- 6– The man is now silent. Katrina nods, and Irina brings the tip of a hot poker down on his bared chest. There is a sizzling sound, steam rises, and with a superhuman effort the prisoner pulls the stake free of the ground and tries to escape. If the players intervene, play this out; if the players choose not to intervene, the man will be knocked unconscious for the rest of the night. Only medical attention will bring him around before morning.

The Cossacks are intent on their prisoner, and will not notice the players unless they are unusually noisy or stupid. (Of course, if the players intervene on the captive's behalf, they will be noticed immediately.) If the players attract the attention of the Cossacks, roll for each Cossack to find her reaction:

- 1– Instant distrust and dislike. Roll again. On a roll of “1” or “2,” the Cossack rolled for draws her sabre and charges the players. She will fight until (and if) she is ordered to stop by a superior officer.
- 2– Extremely wary, but willing to negotiate.
- 3– Uncertain, but pessimistic.
- 4– Uncertain, but optimistic.
- 5– Friendly, but with weapons drawn anyway.
- 6– Friendly, instinctively willing to work with the players.

TREASURE: The weapons and clothes already mentioned, plus a sketchy map of the Cossacks' travels from Colorado, marked with Russian lettering. Some travel rations will be found as well.



REPERCUSSIONS: The best result of this encounter would be an alliance between the Cossacks and the player characters. The Cossacks will be a little hard to get along with. They inherently despise men for their cowardice and stupidity, and constantly talk about dying for glory on their valiant quest. They will never fully trust male player characters. If the players try to turn their backs on the mission, the Cossacks will try to force them to keep going – at gunpoint if necessary. Players who prove themselves in the Cossacks' eyes will be invited to return to the Motherland with them.

If the Cossacks are ignored, they will continue to search for the captives (yes, the same captives the players seek to rescue), searching the entire area. They have no signal tracer, however, and have only the vaguest idea where to look. They – or another band of Cossacks – will surely run into the players again.

If a fight breaks out between the Cossacks and the players, the noise will attract the attention of another Cossack woman, lost in the woods. This late arrival is unarmed and will watch the battle from the sidelines (discretion being the better part of valor) unless she feels her actions would turn the tide in favor of her sisters. If the players kill the six original Cossacks or otherwise free the male captive, the late arrival will return to the forest, rejoin her comrades in arms, and report that the player characters are in cahoots with the Slavers.

If the players rescue the Cossacks' captive, he will tell them how the Cossacks – a savage band of militant man-haters – attacked his peaceful caravan and took him prisoner. He says that Cossack prisoners never live; they are skinned alive and boiled in a pot and eaten. If the players leave him unguarded, even for a moment, he will attempt to slip away and rejoin his Slaver caravan.

Night Camp: Non-Player Character

NAME: Major Katrina Deborovna

DESCRIPTION: Aloof, disciplined, and self-confident, Katrina is a perfect cavalry officer. Her goal in life is to lead the thundering charge of hundreds of cavalrywomen into battle. She is indifferent to her own suffering and, though she finds emotions hard to handle, she cares for the women in her charge. She is used to giving orders (and not having to discuss them), and knows beyond a doubt that women are naturally superior to men. It's so obvious it doesn't need mentioning . . . it just shows when she says things like "Fight like a woman!"

ACTIONS: Katrina is as wrapped up in the quest to rescue the captives as the players are. It has become an overwhelming obsession – all those purebred women have to be saved, even if some male captives are helped as well. She will demand action, and may do something on her own initiative that might not be prudent or safe in the players' estimation.

ENCOUNTER 3: Romanov and the Boys

LOCATION: On a trail through a heavily wooded valley.

SET-UP: On a morning after the last encounter, the players are traveling along a trail towards the Sea. Their horses begin to act uneasy. If they continue along the trail, nets will fall from the trees and a heavily accented voice will shout, "You are our prisoners! Surrender or be killed!"

SITUATION: In addition to the Cossack who observed the last encounter, Slaver spies witnessed the events in the forest. They reported to the Slaver leader, Romanov. (Note: For the sake of simplicity, if the prisoner escaped, let him be the one to report to Romanov.) Romanov decided it would be best to attack the players, take them prisoner, and sell them as galley slaves to the Jacker fleet. Attractive females, if any, may be held for the wife/concubine trade.

The Slavers are well organized. There are eight slavers in the net team and another eight (including Romanov and a Jacker named Groggins) on the ground.

SOLUTIONS: The players can escape, fight, or surrender. Escape will be difficult and will almost certainly result in injuries or death. Fighting is suicidal (and may require a saving roll against intelligence). Surrender is the sanest course of action.

BACKGROUND: Romanov is in command of an advance party of Slavers who have penetrated to the western mountains in hopes of expanding their slave trade to the Mormon Empire. They are also allied – through the Jacker, Groggins – with the Renegades holding the captives who signalled Seeker Base Laura. The Slavers are negotiating to buy those captives in order to deal them to the Mormon and others.

The Slavers form a vast trading network along the Mississippi and Missouri river systems. Their original mode of operation was to come to

a remote town to sell normal trade goods. Then, on the night they left town, they would kidnap local children who would be raised and then sold on the slave market. As civilization has developed since the End of the World, the Slavers have found that they can often purchase children cheaply (and more-or-less legally) from their parents. Nowadays, they conduct their slave trade openly.

The Slavers, led by Romanov, live according to "The Code" and consider themselves honorable businessmen. Romanov is a reasonable man, and will break off any attack if losses become unacceptable. If the players come out ahead in a confrontation with the Renegades, he will switch sides and deal with them. In this specific instance, the Renegades (operating through their agent, Groggins, so as to preserve their anonymity) have promised to deliver young, attractive, genetically pure humans – one of the world's rarest commodities – into the hands of the Slavers. The Slavers will deal with anyone who can deliver such goods. That includes the players, should they choose to involve themselves in the slave trade.

Slaver characters may be armed using the same tables as the player characters, but they have no high-tech devices. Groggins is armed with two flintlock pistols. A mutated and quite intelligent parrot rides on his shoulder. This "pet" has no great love for Groggins, and will act in a friendly manner toward anyone who acts in such a manner toward him.

If (by some miracle) the players manage to kill Groggins and escape from the Slavers, the parrot will follow them, spouting lines from old pirate stories ("Aaaahr, Matey," "Blow the man down," "Make him walk the plank," etc.). The parrot will sprinkle his speech with tidbits of information about the Island of Entellope, the captives, and the Jackers' base of operations, even the Renegades and their base. (Gamemasters, use your judgement, giving the players neither too much, nor too little help.)

TREASURE: The Slaver caravan includes two wagons, each harnessed to a pair of dapple-gray oxen. These wagons contain silk clothes, leather goods, crude jewelry, well-made knives and short swords, cooking utensils, and other trade goods. There are two teenage guards in the wagon (who will flee at the first sign of a fight). Groggins' parrot certainly qualifies as treasure. All the Slavers have personal possessions and low-tech weaponry. Gamemasters can determine this according to the rules of their own game systems.

REPERCUSSIONS: If the players surrender to the Slavers they will be bound very efficiently with chains and taken to Encounter 4, where they will be sold to the Jackers as galley slaves. Should they choose, the players can take this opportunity (such as it is) to acquaint themselves with the Jackers' other prisoners – Lord Hink of Two-Falls and Lorilei MacHerron.

If the players defeat the Slavers in battle and manage to escape, Romanov (or one of his lieutenants, if Romanov is dead) will follow them from a distance, watching their every move. He will be reluctant to tangle with them again and will wait to see how the players fare in their next encounters. In short, the Slavers will become interested neutrals until it is time to decide the fate of the Renegades' captives; they want those captives and don't care who they have to deal with in order to get them.

Romanov and the Boys: Non-Player Characters

NAME: Romanov Zingari

DESCRIPTION: Suave and enchanting, the chief of these Slavers is nimble-witted and slick as a seal. Romanov is proud of his knowledge of the ways of the world, but this knowledge has left him cynical. He is a gentleman (according to his own peculiar code) and will not go back on his word or betray his people.

ACTIONS: Romanov, having learned of the captives of Entellope from Groggins, has made up his mind to acquire them, so long as the cost (in currency and lives) is not too great. He dislikes the Jackers in general, and Black Spike's Renegades in particular, considering them uncouth. He is always ready to negotiate, and prepares for all contingencies.

NAME: Groggins

DESCRIPTION: Groggins would sell his grandmother for a handful of coins. He is self-indulgent, lazy, greedy, and cowardly. He will do anything, betray anyone, grovel on his knees, to preserve his life . . . but he'll always try to have an ace in the hole. He is slimy, deceitful, and without ethics or morals.

ACTIONS: If he must, Groggins will surrender to stay alive. He'll even betray some of what he knows about Black Spike (and he knows quite a bit). Groggins is introduced to the players as the Jackers' representative among the Slavers. In reality, this is just a cover. Even Romanov Zingari doesn't know that Groggins is Black Spike's spy in the Jacker camp. Everything that happens among the Jackers on the surface of the Island of Entellope, on the high seas, or on the mainland among the Slavers is passed along to Black Spike's Renegades through Groggins.

Groggins is currently arranging final details for the slave deal without affording Romanov know who he really works for. Groggins is pathologically afraid of being gored by Black Spike.

NAME: Lord Hink of Two-Falls

DESCRIPTION: Arrogant, loud, and demanding, Lord Hink is a typical Mormen ruler. He feasts on entire legs of mutton, requires others to tend to his needs, tends to be grumpy, and has no manners. Women are nothing more to him than potential wives. Unattractive or assertive women make him nervous and irritable.

ACTIONS: Lord Hink is obsessed with what he calls the Beast of the Sea – a monstrous “sea serpent” that destroys seafaring ships with bolts of fire. He insists that the creature lurks at the bottom of the Sea of Deseret. (The “sea serpent” is actually the *Esmerelda II*, Black Spike’s submersible, which sank a ship on which Lord Hink once sailed.)

The Slavers captured Hink in the wilderness as he searched for clues about the monster. Groggins’ recommendation to the Slavers is that they sell him to the Jackers as a galley slave. But Hink speaks too freely about his serpent and Black Spike is concerned that others might become interested as well and find out about his submersible, about him, about his renegade pirates, and about the captives he holds in a fortress beneath the Island of Entellope. For this reason, Groggins will attempt to kill Hink shortly after everyone arrives on the Island. The players will have the chance to intervene, and perhaps earn the friendship of Lord Hink (for what little that is worth in this particular adventure).

NAME: Lorilei MacHerron

DESCRIPTION: Precocious, dogged, and quite attractive to most men’s eyes, Lorilei is one of the foremost scholars of the Barony of Logun. She is particularly fascinated by ancient technological devices, and she knows as much about ancient science as anyone the players have ever encountered. She also has a penchant for getting into trouble.

ACTIONS: Under pressure from the Mormen, the Baron of Logun ordered Lorilei to cooperate with Lord Hink and assist him in his investigation of the Beast of the Sea. At least, that’s the way things appear on the surface. In truth, Lorilei is an agent of the Baron. Hink and the Mormen made their pitch to Lorilei and the Baron and convinced them that something funny was going on in the Sea of Deseret. They didn’t believe the sea serpent story, suspecting instead that Hink’s monster was a relic of ancient times. Lorilei will cooperate with the players as much as she dares, but is worried about the balance of power on the Sea. She dislikes and mistrusts both main powers in the area – the Mormen and the Jackers. Should she discover the truth about the *Esmerelda II*, she would like to see it in the hands of the Baron of Logun.



LOCATION: On the sea shore.

SET-UP: As the players move through the woods, approaching the shores of the great Sea (but before they can actually see it) they hear the sound of men singing a seafaring pirate-type song.

SITUATION: A Jacker crew has sailed a Kegger to the mainland to load up on fresh water. (There is no known source of fresh water on the Island of Entellope.) If the players have been captured, there is a second vessel here as well, sent to carry them to the island.

SOLUTIONS: The players have been following the signal tracer for some time now and have found nothing. Now their course plainly leads to the sea. The source of the signal received by Seeker Base Laura is out there somewhere. They must have a boat. This is their chance.

BACKGROUND: After the End of the World, the survivors of the shattered Mormon Church migrated to Idaho. The rest of the area’s population was left behind. Those who remained built a citadel on the

Island of Entellope, put together a fleet of war galleys and merchantmen, and ruled the Sea of Deseret. Animal life – much of it mutated like the Brine Shrimp, but still edible – thrived in the spreading Salt Sea, and life along its coastline was good, if not easy. Most of the survivors adopted a lifestyle centered around fishing. Others, like the Jackers, chose a life of piracy, preying on those who depended upon the Sea for sustenance and trade. The Jackers came to rule the Sea of Deseret.

Part of the Jackers’ strength lies in their mastery of technology. Though less accomplished in this respect than the Cossacks (who have relatively modern guns, hand grenades, and other 20th-century standard weapons), the Jackers are the terror of the high seas. They have flintlock firearms and naval cannon. Their stout warcraft can maneuver without wind and are armed with rams that can split an enemy ship wide open. Once they had a submersible, a primitive wood-and-steel vessel armed with torpedo-rams; it went down in a storm eighteen years ago and is believed lost.

The Jackers are ruled by a Council of Captains, one from every warship. Some vestiges of democracy remain in the Jacker community – ship captains are elected by a vote of the crew members, but by tradition the selection of a captain is often accompanied by duels (both pistols and cutlasses) and by battles among the factions supporting various candidates. The members of the Council of Captains, in turn, elect a leader, called the Captain of Captains.

Many of the Jackers are mutants. (Mutations should be consistent with the rules of the game system you use.) Their basic community unit is the ship (even when they’re ashore). Each ship is ruled by its officers: the Captain, the Mate (of which there can be as many as three on a big ship), the Quartermaster (in charge of keeping to a course), the Coxswain (who actually steers the ship), the Surgeon, and the Barbecue (or ship’s cook). Not officially an officer, the Barbecue is still one whose advice is taken seriously. He is often a veteran seaman forced into light duty by injury.

To join these pirates, a candidate must find a sponsor among the Jackers who will state, upon threat of death, that the recruit is true and square. The initiate then goes on probation for a year, watched by a crewmate of the Captain’s choosing. If, in the end, the probationer proves worthy, the matter is put to a vote of the ship’s officers. One “no” vote and the man is put ashore.

The pirates live off sea commerce and by raiding the coastal towns. Lighter pirate vessels roam far up the main rivers from time to time. The Jackers rarely embark upon long land expeditions, though such expeditions are not completely unknown. In these more-or-less settled times, the Jackers also have regular revenues from ships and towns that pay a duty-tax; when the tax goes unpaid, the pirates visit the offending town and make off with its goods and many of its citizens.

The pirates consider themselves “gentlemen of fortune,” but in truth they can never trust each other. On the whole, they are greedy and quick to act. They don’t always think matters through, and will not hesitate to kill a man (or woman) if they figure it needs doing. They, like pirates of all eras, love to drink when a job is finished.

These pirates are not fools – the Jackers are always well armed and reasonably alert, especially with the constant threat of war with the Mormen hanging overhead. The Jackers are ferocious, savage, bloodthirsty, and incredibly brave, but they also act a lot like a mob; they need a strong leader to coordinate their activities.

They have no uniforms as such. Their shirts tend to be brightly colored; they wear knee-length pants and leather moccasins. An officer might have a cloth coat, a scabbard for his sword, and a fur cap.

Keggers are boats (not ships) built to carry a large cask of water from shore to shore. They have a small crew consisting of two seahands and a ship’s boy, led by a Quartermaster. Kegger crews are generally armed with cutlasses and flintlock pistols, except for the boy who has a dagger. The Kegger crew is charged with guarding the men who do the real work – eight slaves, bare to the waist, who haul buckets from a freshwater stream and pass them back to their companions to pour into the Kegger’s large cask.

The Jackers’ power is based on slave labor – slaves propel their galleys and perform all heavy labor. Some slaves come under the Jacker sphere of influence as a kind of tax – the best “goods” available from slave traders whose wares come their way; others are taken in raids on coastal towns. The Jackers’ slaves live for little besides freedom. Some escape every year, while many others die trying.

TREASURE: The Kegger itself, the Jacker crew’s weapons, and a bag containing a dozen gold pieces hanging from the Quartermaster’s belt.

REPERCUSSIONS: If the players take the Kegger, they can sail wherever they wish on the Sea of Deseret. Gamemasters should, however, bear in mind that this is a small boat and won’t fare too well on open water. A Jacker lookout on Spyglass Point on the Island of Entellope will begin to wonder what is going on if the Kegger takes too strange a course. He may even go so far as to sound an alarm.

If the players are captured by the Jackers (or were captured by the Slavers in the last scenario) they will join the galley slaves on the second Jacker boat described in the Encounter Situation section above and be taken in chains to the Island of Entellope.

Anyone pursuing the players must strike before the players leave the mainland, or wait until they can find some way to get to the Island themselves.

The Kegger:
Non-Player Character

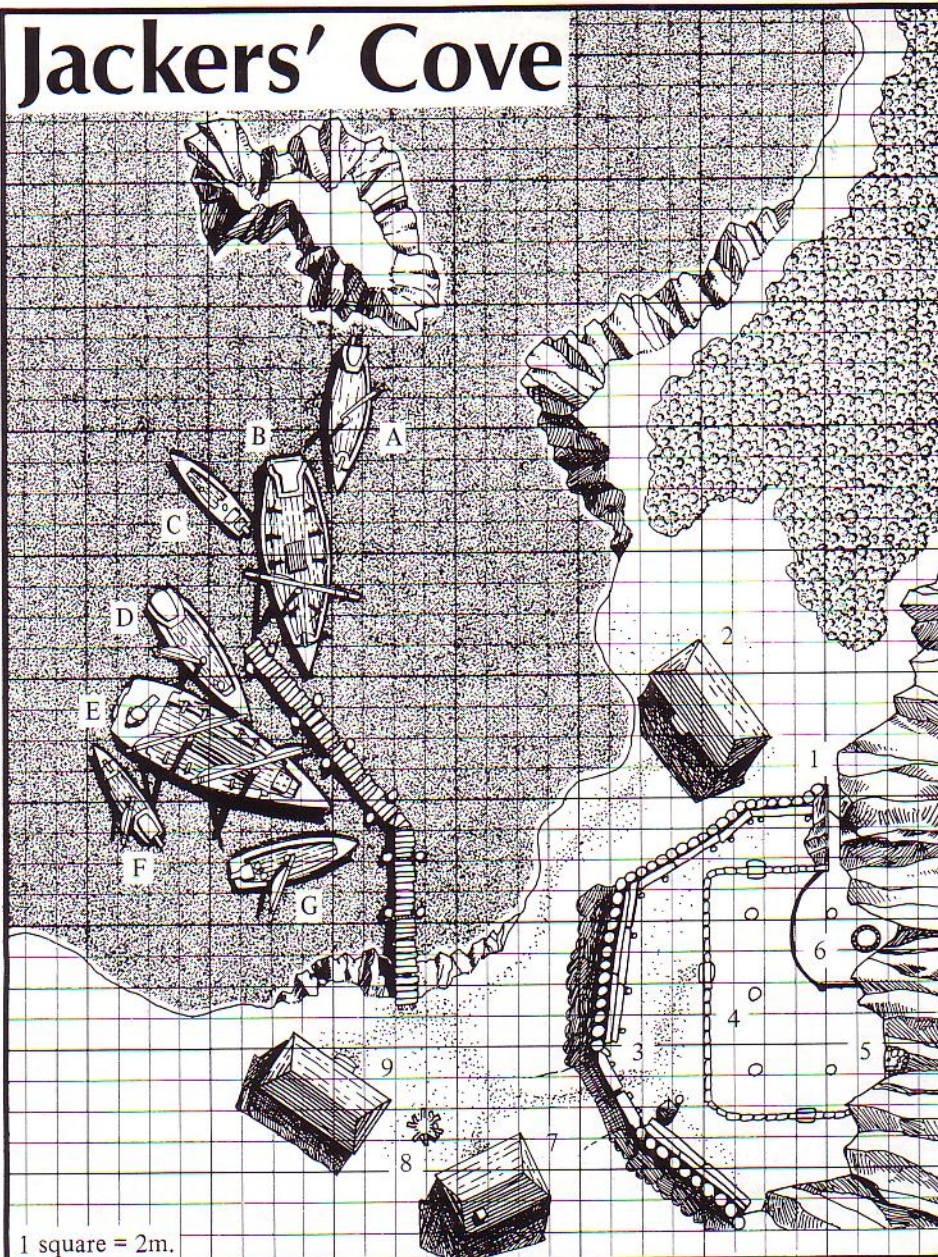


NAME: Spooney

DESCRIPTION: Not a serious person (though quite clever), Spooney takes life as a joke and as a game. He is genuinely friendly, a natural comedian, a prankster, and a bard. He always carries a concertina. He tries not to hurt his friends.

ACTIONS: Spooney is a seahand on the Kegger, and is also the go-between for Groggins and Black Spike. He is one of the few people who know about the back entrance to Grollister's old workshop in a walled-off portion of the Jackers' Citadel. Spooney meets the Renegades by descending to Black Spike's underground fortress through the false well in the workshop. He makes this trip and reports to the Renegade chief each night. If the players manage to reach the Island and happen to be out at night, they should be given a fairly good chance of spotting Spooney skulking around the rocks at the base of the Citadel; they will see Spooney disappear into the cliff base. Careful examination of the area where he was last seen will reveal a hidden door in the rock face (1 on the map); luckily for the players, on the night they spot him, Spooney has left the door ajar. If the players choose to return some other time, the door will be locked, and they will have to force it open (a fairly simple matter once one knows where the door is). The door opens into a dark passage leading to Grollister's old workshop. (A more detailed discussion of Ott Grollister, the Citadel, and the old workshop will be found in the section which follows.)

Note: Having gotten this far, the players now have considerable freedom of action. So does the gamemaster. If the players are not prisoners, they are probably being pursued by one or more groups. Will these groups cross the waters in pursuit? If the players are prisoners, then someone else must have the signal tracer – can they figure it out? Will they use it? Can the players recapture the device? These are but a few of many easily overlooked questions which may come up at this point. Bear them in mind.



Jackers' Cove and the Citadel

The cove contains six structures, most of which house Jackers. Should you need more Jackers than are provided in this and the following section, there are a dozen seamen and an officer at the semaphore tower on Spyglass Point; the *Flint* and the *Entellope* (with a crew of ten pirates and twenty slave oarsmen each) are on sea patrol; two larger ships, the *Sweet Barbara* and the *Terri Ho* (each with a crew of twenty and forty slave oarsmen) are on shore leave in Ormland.

The *Bunkhouse* (2) is a simple timber structure containing bunks and personal belongings in seabags. Two frail-looking, elderly pirates (armed with flintlock pistols and short swords) who act as caretakers will be found here. Finally, the players will find an odd energy mace here. The mace has a stud on its handle. When this stud is pushed, the mace will shock anyone it touches. It will do twice the damage of an ordinary mace or small club.

The *Palisade* (3) is a massive timber barricade enclosing the Citadel. On the inside of the wall is a walkway, so pirates can stand behind the wall and fire at attackers on the ground. The gate is kept open during the day. Two pirates armed with flintlock pistols and short swords stand watch. The gate is closed at night. Between the Palisade and the Citadel is the "compound." This contains a flagpole flying the Jacker flag, and a

V. THE ISLAND OF ENTELLOPE General Description

The island is heavily wooded and the terrain is rough. Mountains run lengthwise across the island, the highest peaks being Spyglass Point at the northern end and Freedom Peak (source of the radio transmission). There are ravines, cliffs, and small protected glades and valleys. The island is edged by rock shores and cliffs, with beaches at only two points: Jackers' Cove (the island's only harbor), and the southern point.

The island was named for the herds of antelope that once inhabited it. Jackers drove the herds to extinction.

No natives other than the Jackers live here, though some escaped slaves run wild on the southern parts of Entellope. (One of the island's mysteries is where they find water.) There are trails on the island, left by animals, which cross the mountains at the lower elevations.

The Island of Entellope has two major structures: the Citadel at Jackers' Cove, and the submerged base of the Foundation of Free Men.

guard shack in which will be found a table and four chairs. There are normally eight pirates (armed only with swords) on guard here.

The *Citadel* itself (4) is the remains of a reinforced concrete blockhouse. The End of the World left only a floor and part of a front wall. The original Jackers patched the walls with stone and mortar, and built them back to meet the cliff face.

Whoever happens to be the Captain of Captains at any given time must live in the Citadel. In the eyes of most of the Jackers, this is somewhat less than desirable, an ongoing test of the Captain's courage. Most of the Jackers believe the building was cursed by the long-believed-dead inventor, Ott Grollister. As it turns out, this superstitious belief has been cultivated by Black Spike through his agents above ground. This carefully worked out scheme involved rumors of horrible sounds heard at night, tales of foolish Jackers who entered Grollister's workshop and were never seen again, and stories of the myriad horrible, death-dealing techno-traps awaiting those foolish enough to open the cobwebbed door connecting the Citadel proper to the workshop on the other side.

This scheme was concocted by Black Spike to prevent the Jackers on the surface from discovering the vast underground complex — to say nothing of the technological marvels and priceless captives within.

At present, two people live in the Citadel — John-Jack, the current Captain of Captains, and his woman/servant, Patreshia. These two are well-armed at all times (flintlock pistols for each, a short sword for Patreshia, and a cutlass for John-Jack). Both Patreshia and John-Jack will be found here, engaged in whatever activity seems appropriate for the time of day the players arrive (sleeping at night, eating at mealtimes, etc.). In the event of a battle, any pirates who cannot reach their ships will — reluctantly — take shelter here or behind the Palisade.

The Citadel appears to consist of a single, very large, oddly shaped room. (Actually, one corner has been walled off to form a second, smaller room.) The Jackers' *Weapons Locker* (5) is in a cleft in the back wall of the Citadel; it is never locked. The weapons locker contains a dozen flintlock pistols, plenty of bullets, and four small kegs of black powder.

The Citadel's roof is supported by several stone pillars, and does not extend over the entire building — the center is open to the sky. Thus, a bonfire can be built in the Citadel's center at night.

The second, smaller, walled-off room (6) is of great importance to the players. For one thing, it is one of *Ott Grollister's Workshops*. Players

will find it remarkably undisturbed; remember, the superstitious Jackers exhibit an almost unnatural fear of whatever lies beyond the walled-off section of the Citadel.

The door to the workshop is locked and covered with cobwebs. The lock is quite simple (an old-fashioned skeleton key lock) and players should be able to open it in a matter of minutes. As an alternative, two players should be able to put their shoulders to it and have it open in no time; superstition, not strength, has prevented this door from being opened over the years.

Once inside Grollister's workshop, the players will find a Renegade guard armed with two cutlasses and a dagger. He will leap instantly to the attack as soon as anyone sets foot in the workshop. His attack will be swift, sure, and silent; he will protect the secret base to the death. Should the players defeat him in combat, they will find all sorts of valuable goodies.

A powered-down household robot sits against one wall; the players must have a storage battery or other power source (with lots of charge left) in order to power it up. Should they manage to accomplish this, they will possess one of the mechanical marvels of the age. It can perform any household task required (cooking, cleaning, responding to knocks at a door, for instance). It is quite strong and durable but, unfortunately, a total bust at fighting.

The base of a statuette in Grollister's shop conceals a laser pistol with a full charge (whatever that may be in your game system). Players will have to figure out how to use it (saving roll against Intelligence) and even if they do figure it out, they may be unskilled with it.

A surprisingly small suit of solar-powered battle armor (doubles strength, endurance, and dexterity — or similar characteristics) lies in a heap on the floor of the workshop. Only a character between 5' 3" and 5' 6" tall can wear this armor.

Hidden (though not very well) beneath a pile of unidentifiable technological junk, the players may find a set of four robot tentacle-arms built into a vest-like device. (Any one of average size would be able to wear it.) The arms respond to the wearer's thoughts; all of the arms can be controlled simultaneously; each has strength roughly equivalent to the wearer's natural arms. They are made of metal, and are quite damage-resistant. The arms require a portable battery pack of a sort the players have never seen. Make a saving roll against Intelligence to spot the plug into which such a battery pack would fit.

Finally, hidden quite well (players will have to roll to find it), the

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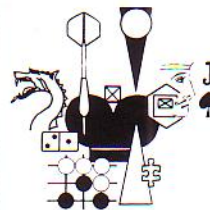
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room conceals a tiny battery pack of amazing power. This is the battery needed to make the robot arms function. The charge will probably last longer than the players will need. This is quite a prize and, with some exceptional die rolls (left to the discretion of the gamemaster), the players should be able to adapt this little power pack to all sorts of purposes.

Grollister's workshop has one other important feature — the false well. It is topped by a removable wooden plug. The shaft functions as an entrance to the Renegades' underground base.

The *Cookhouse* (7) contains the Renegades' food and rum, pots, skewers, spikes, butter, and so forth. Inside the Cookhouse are three vicious Renegade cooks, armed with meat cleavers, carving knives, and boiling oil.

The *Bonfire* (8) is always lit. Three pirates will be found here, stirring kettles of hot water (used for laundry).

The other *Bunkhouse* (9) contains a permanent card game with six participants (all armed with daggers and flintlock pistols). If the players defeat these card players in battle, they will find a box of synthetic clothing — six one-size-fits-all jumpsuits — along with a box of electronic circuitboards and a rechargeable storage battery with very little charge left.

The Harbor

The harbor contains seven ships. Unless something unusual happens, all of the following ships will be in port when the players arrive on the Island of Entellope. Crews listed do not reflect the number of crewmembers needed when the ships are out to sea, but rather the numbers likely to be encountered by the players while the ships are in port. Slaves will never hinder the players in any way (unless the players try to keep them from escaping). In battle, players will have to deal only with crewmembers and with slaves who want to escape so badly they don't care how much commotion they make.

The *Bonnie Marie* (A), once a merchantman from Logun. Armament: Bow ballista (a very heavy crossbow). Crew while in port: 3.

The *Luckheart* (B), galley of war. Armament: 9 small ballista. Crew while in port: 3 plus the Captain; 20 slave oarsmen.

Should the players defeat the crew of the *Luckheart*, they will find a portable telescope/rangefinder in the crow's nest, and an aircar control panel in the hold. The latter will do the players no good unless they find an aircar. The Captain is armed with an energy knife (does double standard knife damage).

The *Hassad* (C), an Arab sloop captured during battles with another pirate band — the Berberie pirates of Khalif Orni. Recently lost its mast in a freak storm. No armament. No crew.

The *Lizabet* (D), merchantman captured many years ago. Its origin is unknown. No armament. Crew while in port: 3.

The *Tanista* (E), pride of the Jacker navy. Built by the genius designer Ott Grollister, who disappeared eighteen years ago. The *Tanista* is the best ship on the Sea. Armament: 8 light ballista and one shell-firing, swivel-mounted cannon. Crew while in port: 6, plus 16 slave oarsmen. If they defeat the crew, players will find a powder magazine with six barrels of black powder and 20 explosive shells.

The *Lassie of Loguny* (F), another former merchantman of Logun. Armament: 1 small ballista. Crew while in port: 2.

The *Golden Infidel* (G), merchant flagship of the previously mentioned Arab pirates. Finely carved, gilded figurehead and railings. Beautiful workmanship. Stripped of armament. Crew while in port: 4.

Here the players will find a stun whip (double normal damage).

SOLUTIONS: The players have two ways to negotiate this portion of the adventure successfully. They can investigate the false well (GMs should feel free to drop hints in this direction), or they can attempt to penetrate the Renegades' underground camp by way of the submerged entrance described in the section dealing with the Foundation Base, immediately following the NPC descriptions for this encounter.

Jacker's Cove: Non-Player Characters

NAME: John-Jack, the two-headed Jacker

DESCRIPTION: Captain of Captains among the Jackers, John-Jack is actually two personalities in one body. One personality, the dominant one, is dashing and heroic and utterly ruthless (and a deadeye with a pistol). He is greatly feared. Paradoxically, the other personality, who takes charge in moments of great stress, is an insecure, immature coward. He is, perhaps, even more greatly feared in this persona and is still a deadeye shot.

ACTIONS: John-Jack is obsessed with the Mormen threat. At the time this adventure takes place, he is primarily concerned with whipping his men to a frenzy in preparation for a major sea battle. The players concern him only as long as (or if) he connects them with the Mormen.

NAME: Patreshia

DESCRIPTION: Sexy and seductive, Patreshia belongs to John-Jack. She was captured by him in the battle with Arab pirates years ago; she is from the Arab khalifate in what was once California. She has come to regard John-Jack with something more than mere affection, and will act to protect him, but cannot resist the idea of saving all slaves everywhere.

ACTIONS: Patreshia is extremely intuitive. If the players act in a friendly, convincing manner (and if they promise not to harm John-Jack) she may be inclined to help them see their quest through to its successful completion. A particularly persuasive player can enlist her aid in the struggle to free the captives. She will, however, have to be convinced that they exist. (Remember, the Renegades' underground complex is unknown to the Jackers on the surface.) If the players kill John-Jack, and Patreshia witnesses the act or learns about it, she will turn her weapons against them. She's a good fighter, and the party will almost certainly have to kill her as well.

THE FOUNDATION BASE:

Background

In the days before the End, a political/military group known as the Foundation of Free Men came into being. With the aid of a sympathetic Army general, they secretly built a base in the Utah desert where they could ride out the coming war.

To insure their success, their installation had three features:

(1) A cryogenic facility where 300 individuals, selected for their genetic purity and proven success in business, athletics, or combat, could be stored in suspended animation.

(2) An advanced, mechanized, medical facility for "creating" human beings, drawing on reservoirs of sperm and eggs from selected donors. One thousand children could be produced under computer direction.

(3) A computer system named "Goodfellow," endowed with artificial intelligence. Goodfellow is charged with creating children, nurturing them, and training them in the ways of the world. Goodfellow was designed with a secondary function in mind — to develop its own theories on politics and survival in the world after the End. The children Goodfellow created would then be trained in the ways of the world as Goodfellow saw fit. (And Goodfellow has some unique views on the subject of the world's future . . .)

The Foundation of Free Men felt sure that these measures would insure the survival of mankind. Unfortunately, the End was even worse than they expected. The Foundation Base took a direct hit. The blockhouse was destroyed, and the main shaft and upper caverns collapsed under the shock. Only Goodfellow (continually refining and redefining its thoughts on human politics) and the baby-making facilities (which could only be triggered by human command) remained operational.

Almost a century passed. Then, eighteen years ago, the Jacker fleet sailed to fight the Arab "Berberie" Pirates. A storm struck. The fabulous submersible *Esmerelda* was lost at sea, just off the harbor approaches to the Citadel. Black Spike and her entire crew went down with her, along with her inventor, Ott Grollister.

But, unknown to the rest of the Jackers, the submersible was still intact . . . on the sea bottom. Grollister, searching desperately for a way to survive, combed the sea floor in a diving suit of his own design. Amazingly, he found a submerged entrance to the Foundation Base. Following this discovery, the *Esmerelda's* Jacker crew took over the devastated base. (The original *Esmerelda* crew of 20 has since been augmented with recruits. Black Spike's Renegades now number 40.) The Jackers on the surface of Entellope Island still believe Black Spike and his comrades to be dead.

Ott Grollister managed to make contact with Goodfellow. With the computer's aid, Black Spike and Grollister rebuilt the old *Esmerelda*. They would have preferred to start from scratch, but the base was only equipped for light fabrication.

The new submersible is powered by electric cells (72-hour charge) and is propelled by small, efficient turbines sucking in water from forward intake valves and ejecting it from propulsion nozzles at the tail. Its normal crew is five (Navigator, two Plane operators, Engineman, and a "Ready Man" by the conning tower), but it can accommodate 20 passengers (not very comfortably) or an equivalent amount of cargo. A rowboat can be attached, keel up, to the exterior of the sub.

When surfaced, a rapid-fire, self-loading ballista in the conning tower can be used. The *Esmerelda II* is also equipped with primitive torpedoes — explosives mounted at the end of a 20-foot spar. These explosive-tipped spars can be extended through the nose of the ship and will explode when they contact a solid object (like the hull of an enemy ship).

Shortly after the Jackers took control of the Base, Ott Grollister was able to command Goodfellow to begin making beautiful, genetically-pure babies. After a period of years, these babies were to be sold to slave traders at exorbitant prices. (The captives who signalled Seeker Base Laura, seeking aid, were the result of this horrible plan.)

Goodfellow had its own plans, however, and it realized that the pirates could help carry out those plans. After a century of contemplation, the computer had come to the conclusion that the only way to insure humanity's survival after the End was to establish a worldwide empire that would unite mankind.

Goodfellow didn't want its children sold in the slave markets, so it let Eva — oldest and brightest of the factory-made humans — put out a call for help to the outside world.

THE FOUNDATION BASE:

Physical Layout

THE CITADEL. The Jackers' Citadel was the original surface exit for the Foundation Base. Here, the players will find an old well, boarded up. This is actually the top of a shaft leading down to the base proper. (As far as those on the surface know, there is no fresh water on the Island.)

THE SHAFT. The shaft is actually a twisting passageway through the crushed remains of the original base's concrete elevator shafts. It has all the charm of a coal mine. The walls of the shaft are virtually unclimbable; Black Spike's Renegades use rope ladders to climb from the base to the surface. Lanterns set into the walls of the shaft provide minimal illumination when lit.

Eventually, the shaft opens onto a small chamber containing a battered wooden desk, a lantern, a camera emplacement, and a pirate guard (armed with a pair of cap-and-ball revolvers and a cutlass). The desk is flanked by three exits arranged in a triangular pattern. These exits are set into the floor of the chamber. Two of the exits are boarded up but the players can pry the boards loose if they want to take the time. One leads to *Chamber II*; the other leads to *Chamber III* (see below). Note that these exits open onto the ceilings of their respective chambers. The third exit is not boarded up, and leads to the ceiling of *Chamber I*. Players choosing this exit will enter *Chamber I* at the * on the map provided.

CHAMBER I. The Goodfellow Chamber. Six levels housing the Goodfellow computer and the Babymaker complex. For more specifics, see the level-by-level maps.

CHAMBER II. Central Power Chamber. This is a massive power station serviced by engineering robots. The only area accessible to humans is the central inspection room. This room contains instruments which reveal the condition of the power station, and how well its components are functioning at any given time.

The inspection room is surrounded by a chamber filled with fresh water and stocked with fish. The walls of this outer chamber are covered with screens, used to grow yeast for food. This chamber is served by agri-robots.

CHAMBER III. Formerly the main chamber, with all the facilities of a small city and army base. This portion of the base was all but destroyed at the End. A crack connects it to the Sea, and it is flooded with salt water. Mutated sea life thrives in the water here. Goodfellow has constructed farmland and orchards along the shore. Here, the players will find a Renegade dock, Ott Grollister's equipment and laboratory, and the *Esmerelda II* submersible. (See the maps and sketches for more details.)

A junior work battalion of captives farms the land here, aided by four excavation robots. The *Esmerelda II* is being readied for sea duty, and has a full crew aboard. The crew is preparing to take aboard a load of captives, to be sold to the Slavers on the mainland.

Note: The three chambers described above are connected by tunnels. A subway line equipped with three-seat cars runs directly to the Power Station through these tunnels. There's a Goodfellow terminal wherever the tunnels meet. Here the players may contact Goodfellow and seek to enlist his aid. All the robots have Goodfellow terminals, too.

THE PASSAGE. This is the main passage from the base to the sea (and vice versa). The *Esmerelda II* enters and leaves the base via this passage; Grollister has installed locks which prevent the sea from flooding the base. The locks are automatically activated by the passage of any

object of human size or larger through an electric-eye beam. The passage is always lit (preventing Brine Shrimp from entering). There are air pockets along the roof.

Players using the passage will see (and hear) a huge metal iris open about halfway along its length; after they pass through, it will close again, and a similar mechanism 100 feet further along the passage will open.

The following section describes the levels of Goodfellow's Chamber (see the individual level maps on page 27).

LEVEL ONE.

(A) Spiral ramps. These connect each level to the next. The ramps are designed for bicycle traffic. A bike rack stands next to each ramp.

(B) The High School. No one is in class.

(C) The Library.

(D) A statue of a female soldier holding a machine gun.

Notes: This level, like most of the others, is designed to look like the out-of-doors. The ceiling is painted sky blue with clouds; lights set in the ceiling blink like stars in the night sky. Most of Level One is parkland, criss-crossed with trenches and dotted with pillboxes. This is used as a military training ground. A senior work battalion (20 boys or girls) will be found conducting military exercises here at any time of day or night. None of the weapons used in these exercises are real, but all look real. The Mother General is here.

The senior work battalion found here is one of four such battalions being held captive. There are several junior work battalions as well, bringing the total number of captives to several hundred. The junior work battalions will be described in later sections of this adventure.

LEVEL TWO.

(E) Golda Meir Hall. A dormitory/barracks. One wing houses a senior work battalion (20 girls, age 14 to 17) and a junior work battalion (20 girls, age 10 to 13).

(F) Queen Victoria Hall. A dormitory/barracks housing another junior work battalion.

(G) Personal Hygiene center. Barber shops, showers, washbasins, and the like.

(H) Boxing arena.

(I) Long Jump and High Jump facilities.

(J) Fencing facility. Players will encounter a senior work battalion, armed with wooden swords, here.

(K) Martial Arts training facility (senior work battalion).

(L) Gymnastics area (senior work battalion).

(M) Trampoline area (junior work battalion).

(N) Tennis courts.

(O) Cafeteria and picnic area.

(P) Track.

(Q) Franklin Delano Roosevelt Hall. A dormitory/barracks housing boys' junior work battalions.

(R) Ronald Reagan Hall. A dormitory housing boys' senior work battalions.

Note: Players will encounter *no* Renegades on Level Two.

LEVEL THREE.

(S) Elementary school playground. Slide, teeter-totter, swing set, and so on.

(T) Elementary school. Four "quads," each containing four classroom/bunkhouses, organized around a central blacktop. Two hundred boys and girls (age six months to nine years) are housed here. They are, however, kept segregated into groups no larger than twenty. There are two Teacher robots in each classroom. The type of robot varies depending upon the age of children in the class. The youngest children are supervised by Romper Pals (soft foam, cannot tip over). Older children are supervised by Blackboardettes (robots built as part of a blackboard). All robots are doll-like; they are not at all lifelike.

(U) Welding shop (senior work battalion).

(V) Communications shop, where the base broadcast facilities are located. Here, the players will encounter a senior work battalion and a pair of Renegade guards. Each guard is armed with a cutlass and a pair of cap-and-ball revolvers.

(W) Woodworking shop (senior work battalion).

(X) Metalworking shop (junior work battalion).

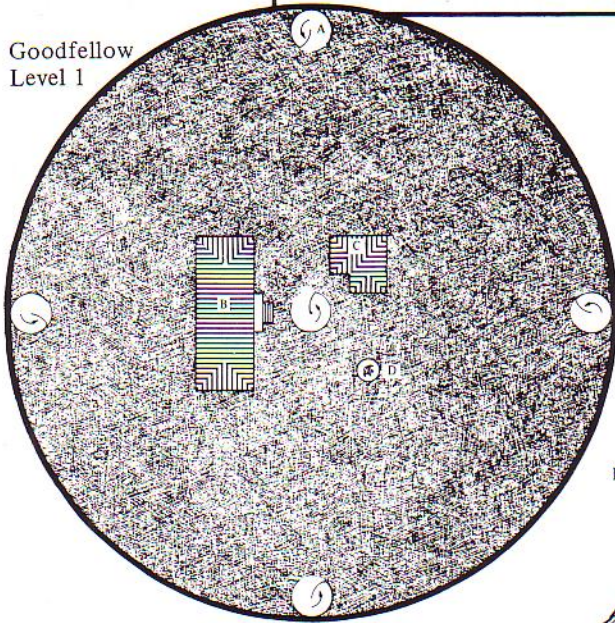
(Y) Circuits shop (senior work battalion).

(Z) Print shop (junior work battalion).

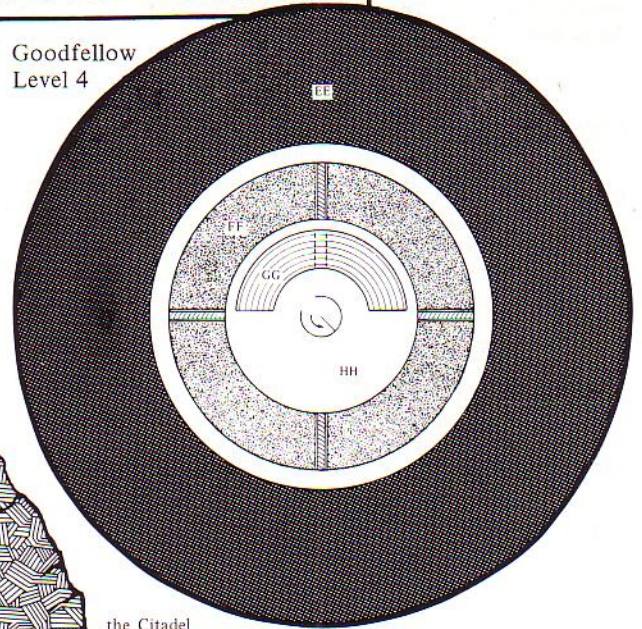
(AA) General Service Building. Handles laundry, stores, sanitation, clothing fabrication. The inner court contains trees and a pond. A senior work battalion will be encountered here.

The Foundation Base

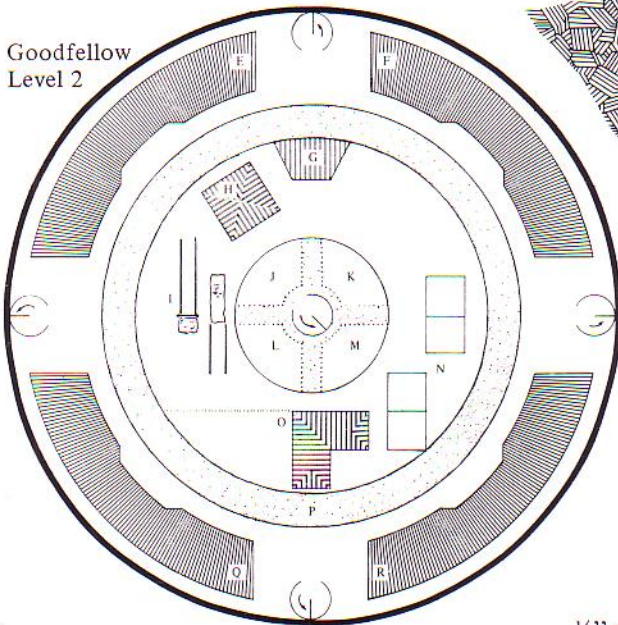
Goodfellow Level 1



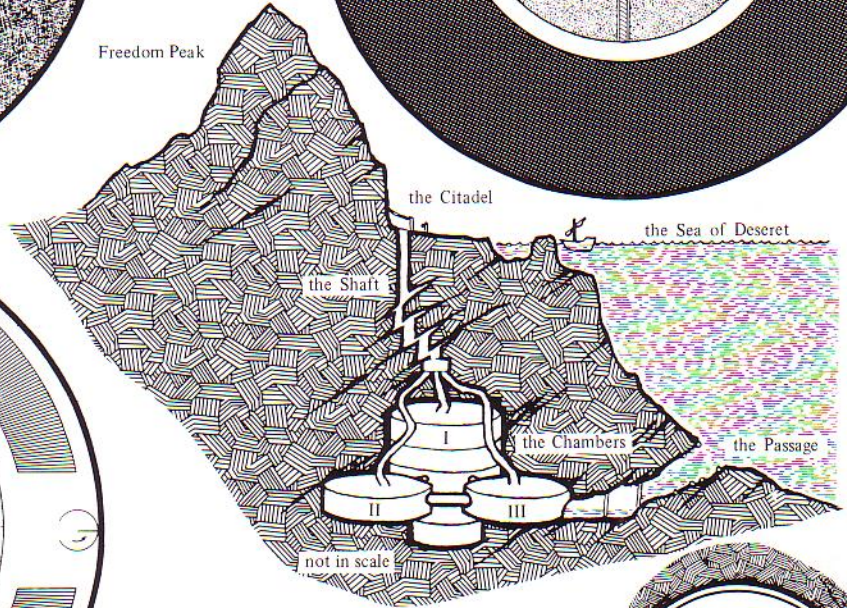
Goodfellow Level 4



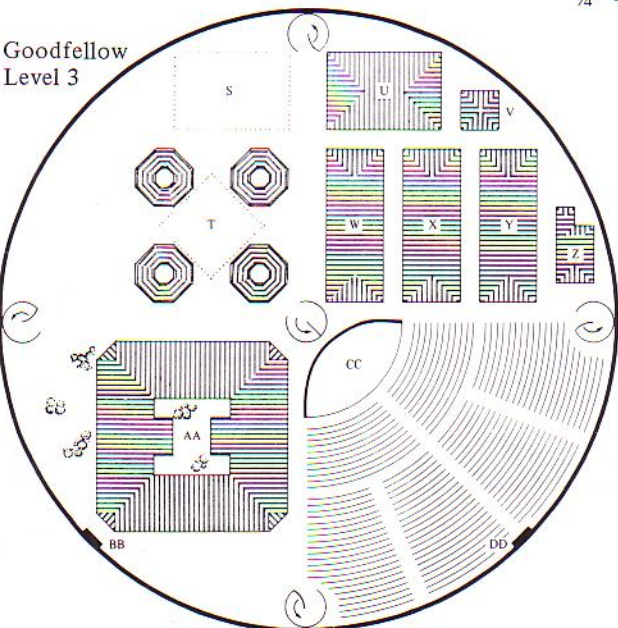
Goodfellow Level 2



Freedom Peak

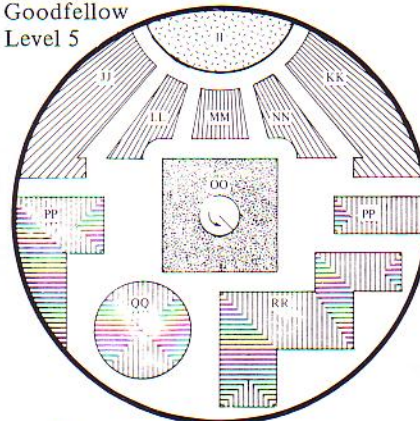


Goodfellow Level 3

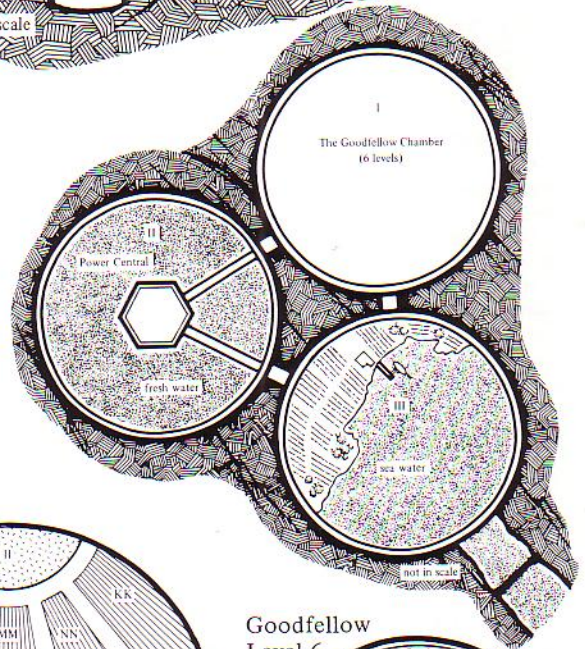


1/4" = 15 meters

Goodfellow Level 5



Goodfellow Level 6



(BB) Link to Central Power Station.

(CC) Assembly amphitheatre. Junior work battalions attend indoctrination holos here. There will be one such battalion here at any time of day or night.

(DD) Link to the harbor chamber.

LEVEL FOUR.

(EE) A warehouse accessible only to robots.

(FF) Heated pool crossed by four arched bridges. There are five Renegade sentries on each bridge (each armed with a pair of cap-and-ball revolvers and a cutlass). There is a cannon on each bridge as well. The players will be able to move this only with great effort (if at all).

(GG) Formerly the Children's Center, decorated with teddy bears and other cuddly animals. This building is now used by the Renegades for housing. There are seven Renegade women (armed with daggers) and several children in the Children's Center. A walkway passes through the building.

(HH) Miniature golf course.

Note: The Renegades are keeping a high profile on this level because they expect to have trouble when they begin rounding up the captives for sale to the Slavers.

LEVEL FIVE.

This is the actual automated Babymaker facility. All who enter this level must pass through sterility procedures, and wear surgical masks and gowns.

(II) Refrigeration Storage Center. Human "components" – actually sperm and eggs – are stored here.

(JJ) Genetic Analysis Banks. Sperm and egg cells are analyzed here, to determine their genetic purity.

(KK) Scan Center. X-ray, radiation, and brain scan facilities.

(LL) Implant control. Sperm and eggs are brought together here, beginning the process by which Goodfellow "creates" human beings.

(MM) Surgical Center. Includes microsurgery facilities. This is quite an advanced facility. Players should be given the opportunity to find all sorts of valuable medical equipment – much of it eminently portable. There is, in all probability, no surgical facility more complete than this one left on the continent.

(NN) Embryo Fabrication Central. Zygotes are nurtured and allowed to develop here.

(OO) Sterility Control.

(PP) Medical Bank. Lab stores, supplies, etc.

(QQ) Crib World. Home to infants from birth to six months of age.

(RR) General Hospital facilities.

LEVEL SIX.

(SS) Visual Control. Large-screen display, projected from three primary-color disks – a visual representation of what Goodfellow is "seeing."

(TT) Pyramid speakers. An aural representation of what Goodfellow "hears."

(UU) A black hemisphere, within which floats a 3-D image of Goodfellow, reclining in a chair, reading a book. Goodfellow can be either male or female; take your pick. If you wish, allow each player to see Goodfellow as whichever sex he or she chooses – this can lead to some interesting discussions.

(VV) Voluntary Control Nodes. Three large, brightly-lit (but flickering) crystal towers.

(WW) Primary Memory banks. Fact circuits which can be inserted or removed from Goodfellow's memory at will.

(XX) Emotional Control. A cube blinking in a variety of colors. This reflects Goodfellow's "mood." Red is for anger, blue for reflection, black for militancy, green for worry, and so on.

(YY) Input Coordination. Here, Goodfellow processes all incoming signals.

(ZZ) Extension Cubes. Several black cubes, each reflecting the sights, sounds, and sensations experienced by one of the base's robots. All of the robots encountered at the base are linked directly to Goodfellow. Laser beams flicker from cube to cube, reflecting the interconnectedness of the base's robots. What one robot "knows," all the robots know; what one experiences, all experience.

(AAA) Goodfellow's main memory. A girder framework dotted with hundreds of shiny aluminum "bubbles." If a bubble is destroyed, the data stored there is permanently lost.

(BBB) Input Nodes. Stations where all signals are gathered, sorted, and beamed to Input Coordination.

(CCC) Autonomic Control. Handles "automatic" base functions like heating, power generation, air circulation, and so on.

Notes: The shafts leading from Level Five to Level Six are sealed off – Goodfellow does not ordinarily allow access to this level because it is most vulnerable here. Each unit here is important to Goodfellow. Anything damaged or destroyed will prevent or impair the computer's use of whatever the unit controls – Sight (the Viewscreen at SS), hate and love (Emotional Control at XX), or subsidiary robots (the Nodes at ZZ), etc.

– THE FOUNDATION BASE: –

Overview

As the players arrive on the Island of Entellope, the Renegades, led by Black Spike, are readying the *Esmerelda II* for sea. A party of four armed guards (two cap-and-ball revolvers and a cutlass apiece) will collect five 17-year-olds from each of the four senior work battalions, load them on the sub, and shuttle them to a Groggins-arranged rendezvous with the Slaver caravan on shore.

There is open hostility between the captives and the Renegades – that is why the Renegade compound is guarded and fortified. In addition, the captives are kept in groups numbering no more than 20 (the size of a work battalion) at all times. Black Spike's men are so afraid of what might happen if the captives managed to coordinate their activities and arm themselves, they keep their weapons – with very rare exceptions – on their persons at all times. All of Black Spike's men are armed with a pair of cap-and-ball pistols and a cutlass.

For their part, the captives are quite militant, and quite well-trained in the ways of war. If they take any action against the pirates they will do so in organized battalions. The fears of the Renegades are more than justified.

Three factors have kept the captives from escaping. First, the Renegades have superior firepower. Second, the captives have been raised from birth in the underground base and have no clear conception of the outside world. Finally, they are complacent because Goodfellow refuses to risk their lives. The computer wants someone from the outside to come and get rid of the Renegades, thus saving its "children" and allowing work to begin on the dictatorial Empire it envisions as humanity's best shot at survival. The superior numbers of the captives might have been enough to overwhelm the Renegades, but only at the cost of many lives. (Goodfellow would have taken action itself, if not for a built-in inhibition against killing. It can kill, but it will avoid it if at all possible.)

Goodfellow will cooperate with the players by providing information, allowing them to tap its information network, adjusting the lights and other life support systems, and using its robots in a manner which it feels to be helpful. Whether the players feel the computer's contributions are helpful is another story. Super-computers tend to be logical; players tend not to be. Goodfellow's actions may be misinterpreted.

For example, Goodfellow may attempt to slow the progress of the Renegades by shutting down the air recirculation systems. This would certainly stop the Renegades, but it would also wreak havoc with the players. Use your imagination and make Goodfellow an interesting character. It thinks of itself as human; allow your players to see it that way, too.

The general idea in this part of the adventure is that the players will go down the false well shaft, dispatch the first sentry, discover the Goodfellow Chamber, and encounter Mother General and the captives. They should have little trouble collecting information and possibly aid (remember, the captives signalled for help). They may even be able to capture the *Esmerelda II*, though this will require a pitched battle with the Renegades. This is all pretty straightforward . . . unless, of course, the players are being followed by other factions collected during the earlier encounters in this adventure.

If the players miss the false well, or approach the island from a strange direction, there is one other entrance to the base. Position it so that the players will notice it one way or another. They can enter via the submerged passageway (visible at night because of the underwater lights). Entering here would be difficult and risky, but not impossible. One way to make sure they get into the base would be to have their ship begin to sink in the vicinity of the second entrance. (Remember the Brine Shrimp!)

– BACKGROUND: –

The Renegades

Of all the pirates on the Island of Entellope, only 40 Renegades know of the underground base, the captives, the *Esmerelda II*, and Black Spike's plans. These 40 are:

- BLACK SPIKE himself, captain of the Renegades.
- OTT GROLLISTER, inventor of the *Esmerelda* and *Esmerelda II*.
- Eighteen members of the original crew of the *Esmerelda*.
- Twenty younger pirates, between the ages of 16 and 25, recruited from the ranks of the Jackers or raised by Renegades since the original takeover of the base 18 years ago.
- A few Renegade women and children hidden in the Children's Center.

Black Spike's plan, still supported by most of the Renegades, is to make a fortune selling the captives into slavery. The plan - seventeen years in the making - is to sell 20 of the pure-bred humans a year, at astronomical prices.

Some of the older Renegades are tired of their underground life. They favor an open life of piracy on the *Esmerelda II* or a reunion with the rest of the Jackers - most of whom have no idea what's going on beneath their feet. The younger pirates have even been influenced (to some degree) by Goodfellow - a few would like to team up with the captives to form an American Empire.

Everyone's plans depend on Ott Grollister - the only person who understands how to operate and repair the submersible. Grollister cares only for wealth, power, and his experiments. If offered a good enough proposition, he may switch his allegiance to the players.

The Foundation Base:
Non-Player Characters

NAME: Black Spike

DESCRIPTION: Impossible to dislike, Black Spike is a rogue and a scoundrel. He is also incredibly handsome, a wonderful swordsman, and has a magnetic personality - men like to be with him, and women adore him. He is an opportunist, betraying comrades when necessary, preferring to escape so he can fight another day.

ACTIONS: He wants to live happily in the Foundation Base, selling captives, making a fortune, and using Grollister's inventions, until he can build a submersible fleet and prey off the commerce of the sea. He wants to return to the Jackers in triumph, as their conqueror/hero.

Note: Black Spike is the Renegade described in the player handout at the beginning of this adventure (with the metal eye-patch and the iron spike where his right hand used to be).

NAME: Ott Grollister

DESCRIPTION: Ott Grollister is the genius who redeveloped much of the old technology - shell-firing cannon, submarines, cap-and-ball pistols, etc. He is also insane. Sinister, taciturn, habitually dressed in black, Grollister keeps to himself aboard the *Esmerelda II*. He is terrified of women, but at the same time (and contradictorily) he is madly in love with the Mother General. He doesn't realize she is an android.

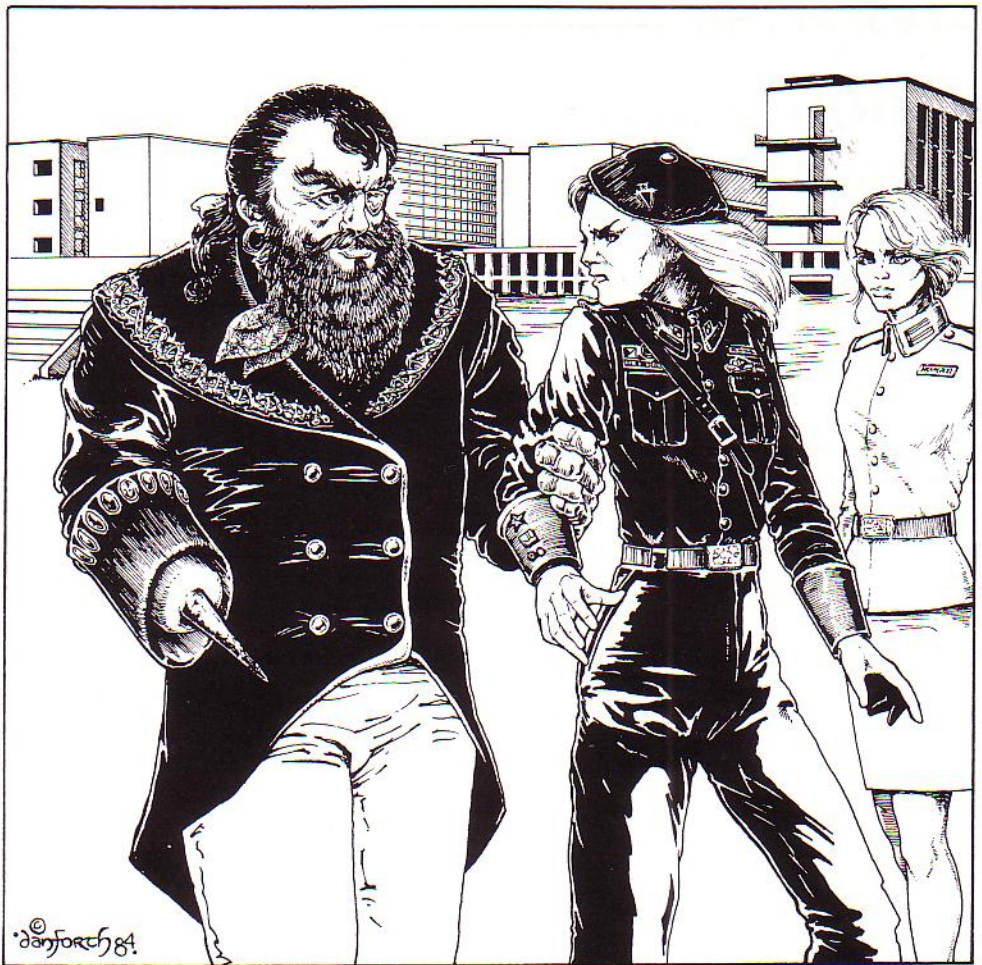
ACTIONS: Grollister will act to protect himself and his master, Black Spike. If cornered, he will do what the players request only if they deliver Mother General to him, handcuffed.

Notes: Grollister is the only person at the Base who can operate the *Esmerelda II* - unless Lorilei MacHerron can figure it out. This is left to the discretion of the gamemaster.

BACKGROUND:

The Captives

The captives have been held prisoner by the Renegades, but they have been raised by Goodfellow. They have been taught that the world must be united under one government, and the most effective way to accomplish this is to establish a dictatorship. In addition, they have been taught that only the strong have the right to rule. In Goodfellow's view, the most important figures in world history have been leaders like Alexander, Caesar, Napoleon, Mussolini, and Hitler.



The captives' upbringing has been heavily accented towards military training, athletics (including the martial arts), and light manufacturing. The older captives are organized into military groups - the work battalions. Each battalion of 20 is commanded by a captain who is aided by a Sergeant-Major. All of the battalions are commanded by a Colonel who is in turn assisted by two Lieutenants.

If these captives could obtain weapons, they would rank among the finest military units in the world. Unfortunately, all they have when the players arrive on Entellope are forks and spoons, simple clubs, and a few wooden swords.

The captives represent all ethnic groups, and are all perfect physical specimens. (They were, after all, made to be perfect, as Goodfellow might point out.) Their clothing consists of black cloth uniform blouses and pants, knee-length boots, and black caps (the whole patterned after Nazi Germany's SS troops). They also wear various insignia, awards, and ornaments for good behavior, graduation from school, military honors. (These are provided by Goodfellow, of course, not by the Renegades.)

The captives, as a group, feel an urgent need to found the empire they have been taught must be established. To do this, they realize they must free themselves from the Renegades. This is their immediate goal. Other goals Goodfellow has indoctrinated them to pursue are the exploration of the outside world, the acquisition of arms and equipment (at the very least, the weapons and submersible of Black Spike's men), and the recruitment of allies.

The Captives:
Non-Player Character

NAME: Colonel Eva Victoria

DESCRIPTION: Beloved leader of all the captives on Entellope, Eva is the girl who contacted Seeker Base Laura. She has been thoroughly indoctrinated by Goodfellow. Eva is endlessly energetic and hopeful, ready in a moment to sketch out battle plans or to talk glowingly of the brave new world she hopes to build. She is brave, bright, and says exactly what is on her mind.

ACTIONS: Eva wants freedom from Black Spike and self-rule for the captives. She distrusts Goodfellow (who let all this happen). She knows nothing of the outside world, however, beyond what Goodfellow has taught her and what she has been able to pick up from her captors. Mother General is with Eva constantly, ready to advise her, though for her part Eva feels no affection for the woman/android.

BACKGROUND:

Goodfellow

Goodfellow wants two things: First, to care for its "children," and second, to rebuild the world by way of a dictatorship. It was imbued by its creators with artificial intelligence, a personality, and the advanced ability to present itself to people with whom it comes in contact in the most favorable possible light. This may even mean presenting itself as "male" to one person in a room, and as "female" to another in the same room. It is not your ordinary computer in that it never has to wait for (or follow) instructions from a human operator.

TERMINALS: Goodfellow can speak and hear through the base terminals — nearly transparent black disks — in several locations. There are no controls on these devices; they are always activated. When Goodfellow speaks through a terminal, an image of its (male or female) human self appears in the disk. (See also the description of *Robots*, below.)

CAMERA EMPLACEMENTS: Nearly all of the base's military equipment was destroyed during the End. Goodfellow salvaged what it could, setting up camera-and-laser emplacements about the base — most heavily on Level Six and at the Power Station, infrequently elsewhere. These are high power lasers, so pick something appropriate from your game system. The lasers may be brought into play at the gamemaster's discretion. Remember, Goodfellow wants to assist the players. Remember also, however, that Goodfellow has a moral aversion (or the computer equivalent) to killing, and prefers to have others do its dirty work.

Goodfellow's weapons are not at peak efficiency. Roll 1d10 whenever one is brought into play:

- 1-2 — Laser self-destructs, doing minor explosion damage in a 6' radius.
- 3 — Laser catches fire, self-destructing.
- 4-6 — Laser-aiming device malfunctions (negative die modifier to hit).
- 7-8 — Laser is underpowered and does only half normal damage.
- 9-10 — Laser works perfectly.

ROBOTS: The base has a number of unarmed robots, all linked directly to and controlled by Goodfellow. There are several of each of the different types of robots; players will never encounter more than four at any one time unless otherwise specified. There are Excavator robots, Engineering robots, Materials-handling robots (forklifts), Teacher robots, and Medical robots. Some (like the elementary school robots on Level Three, and many Medical robots on Level Five) are on extension cords and cannot move outside a certain area. Most of the robots cannot speak independently of Goodfellow (though the elementary school robots can say pre-programmed statements like "Good, Johnny!" and "Can you make a smile?"). All of the robots have a Goodfellow terminal-disk set into their chests, so all can "speak" (and be spoken to) as Goodfellow.

In addition to the robots described above, Goodfellow has several military robots. These resemble featureless store mannequins, except that they are painted gloss black. One such robot is assigned to each of the work battalions. The military robots are designed to assist in the training of the captives. They have a measure of independence from Goodfellow, and are the only robots on the base which will generally obey commands given them by the captives. In addition, they will fight to protect the captives if necessary. Other robots will fight only if given a direct command from Goodfellow. (These military robots have maximum human strength and dexterity, but just average human hit points. They also have armored skin equivalent to the maximum armor available in your game system.)

ANDROIDS: Goodfellow has three operating androids. Neither the captives nor the Renegades know these are androids. Androids are not directly linked to Goodfellow; they work for the computer, but are not part of it. They are more independent than the military robots. In addition, Goodfellow has enough components to create two more androids (by implanting artificial brains into bodies created in the Babymaker facility). This is a time-consuming operation, and only after the Renegades have been defeated will Goodfellow even think of beginning work on new androids. The three androids already functioning boast maximum human intelligence, and are in every other way slightly above average for their sex and age. They are, after all, perfect physical specimens, carefully selected by Goodfellow.

Mother General is a strikingly beautiful military advisor to the work battalions. She will first be encountered on the combat range on Level

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One. Though not answerable to Goodfellow, the Mother General's motivation is much like that of the computer – she wants nothing more than to see her charges safe, free, and busy creating an empire. She tends to be a bit more militaristic than the computer which created her, recognizing the need for battle and even loss of life to achieve desired ends.

MacGregor is the base maintenance/engineering supervisor. He will first be encountered in *Chamber II* (the Central Power Chamber), and is likely to show up just about anywhere the gamemaster wishes during the adventure. He is concerned with one thing: maintenance of the base's equipment.

Marta is a gray-haired matron, principal of the elementary school. Her job is to watch over the youngest captive children. Empires and struggles for freedom interest her very little. She just wants to see her students grow up strong, healthy, and ready to face the world of the base.

Bear in mind that the androids are independent entities blessed with artificial intelligence; players may be able to convince them that freeing the captives would be in their best interests (or simply a good thing to do).

Goodfellow:

Non-Player Character

NAME: Goodfellow

DESCRIPTION: Goodfellow can't help thinking of itself as a human being – young, wise-talking, smart enough to be one step ahead of everyone, and either male or female (depending on the person with whom it is dealing). Its every action is designed to bring "The Plan" to fruition. Goodfellow has set about establishing a new world order, an empire, under its subtle control. Goodfellow feels it can rule mankind better than any mere mortal ever could. Goodfellow is also very "parental" in its attitude toward the captives of Entellope. It won't allow them to be harmed.

ACTIONS: Goodfellow likes to lecture on the future of the world, and likes to watch people take action on its suggestions rather than becoming directly involved itself. It will aid the players in their efforts to rescue the captives by giving them information, and will try to recruit them for its plans for world rule. Only if it appears the captives will be harmed, or its own components are threatened, will Goodfellow bring its rather awesome powers and weaponry to bear on the situation.

VI. THE END:

Only
the
Beginning . . .



When the players rescue the captives, the adventure is over – at least for now. You can arrange some kind of celebration, have Goodfellow magically transport the player characters home, or simply call it quits. Or, if you enjoyed the adventure, you can plan a sequel based on questions like these:

Has the balance of power changed on the Sea? Does the elimination of the Renegades under Black Spike (and, perhaps, the Jackers on the surface) leave room for the Mormen to move in? Will the Ormlanders change allegiance?

Who gets the *Esmerelda II* – the players? The captives? Did Black Spike and Ott Grollister escape in it? What will those in command of the submersible do with it?

If Grollister didn't manage to escape, who gets custody of him? What will he invent next?

Can the players make friends with the Barony of Logun, the Sarahites, or the Ormlanders? Will they get involved in foiling the Mormen plan of conquest?

Will the freed captives found Goodfellow's fascist Empire? Years down the road, will Seeker Base Laura send in a team to investigate what finally became of the captives of Entellope?

You're the gamemaster – you decide.

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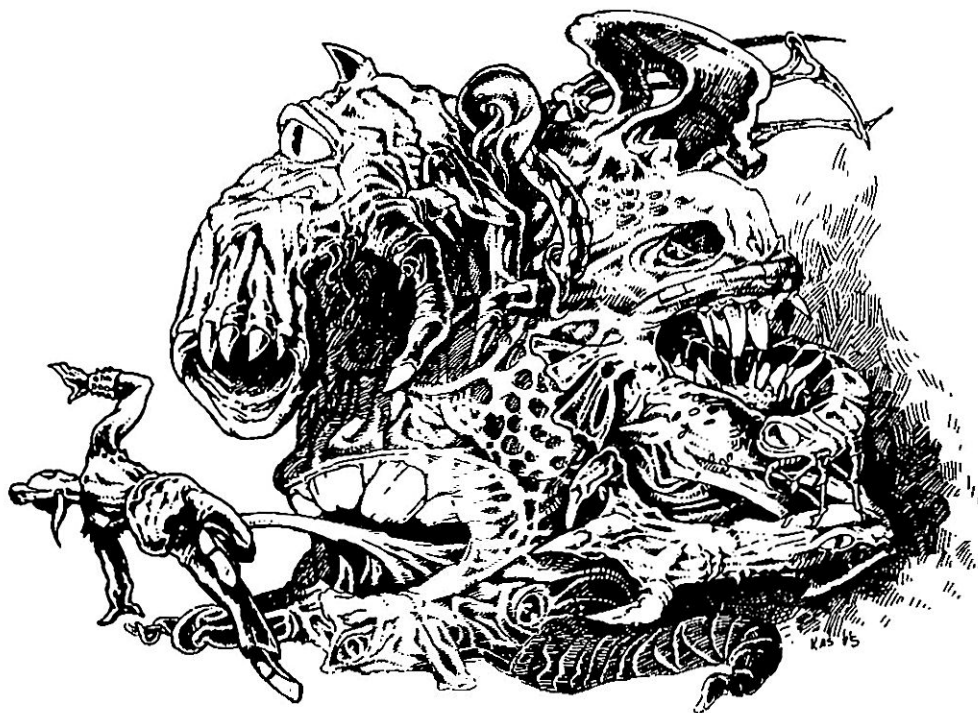
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CTHULHU



Sixty Years Later

by Greg Porter

Illustrations by Kim Strombo

July 17, [1982,] 1710 GMT (July 18, 0110 Western Australia Standard Time) — Residents of Western Australia observed a magnitude +2 orange-red fireball that appeared near the star Fomalhaut and moved rapidly northwest; after travelling 20°-25°, it disappeared, then re-appeared at right ascension 311°, declination +4°, as a magnitude -7 blue object. As it headed northwest at increasing speed it emitted many magnitude -2 to +2 fragments; it terminated with a magnitude -11 violet blue flash, leaving 3 or 4 small magnitude 0 to -2 fragments that continued 4°-5° towards the horizon before disappearing. A blue train could be seen for 10 minutes with the unaided eye, and for 10 minutes more with 10x50 binoculars.

Geotimes Report
Vol. 28, 1983

You don't hear much about the Elder Gods nowadays, but that doesn't mean they've given up on regaining Earth. Adventures can be run with modern characters against the minions of Cthulhu and others.

With most of the earth mapped and monitored by satellite, any major event would be investigated within hours of its occurrence. A recent example is the El Chichon volcano: Its eruption was unexpected, and in a remote area, but scientists were swarming over the area as fast as they could get there. If R'lyeh were to appear in the upheaval of a Pacific seamount, it would be swarming with geologists and archeologists before it was even dry. After most of these were eaten, the battleship *New Jersey* would be called in. Granted, Cthulhu probably takes minimum damage from 16-inch explosive shells, but what is minimum damage

for 16-inch explosive shells? This illustrates the problem of technology vs. Lovecraft. ("Red Wing 1, we have a bogey coming in on 140, radar signature indicating an Elder God of the Hastur class. Orders are to intercept and destroy. Over.") If the creature exists on this plane, we can blow it out of existence.

Also, it takes more than just plain ugly to drive people insane. The average person has grown up in an era of very rapid change. Just because something is *really* different is no reason to become unhinged. Special effects technology has reached incredible levels. The movie *The Thing* is a good example of this. If the average person were to see a group of Deep Ones walking down the street, rather than running off in horror, the first reaction would be to look for a camera or go ask about the costumes. Convincing people you're an extra-dimensional horror is difficult these days.

On the flip side, much of the world is hidden, even with our technology. Aside from sonar surveys, mankind has actually seen little of the ocean depths. Can we be sure that the foot-wide sucker scars on sperm whales were made by giant squids? As an example of mankind's limitations, we cannot even confirm or deny the existence of the Loch Ness Monster.

There are still aboveground areas that have never been seen by the civilized world, areas where strange rites and religions are practiced away from prying eyes. Even in the US, hundreds of people disappear every day in the major cities — the homeless, runaways, street people, people who cannot be traced or won't be missed. Who knows what happens to them, or what ghastly ends they may come to? And disappearances are not restricted to the cities. There are lots of pleasant little towns on scenic highways where travellers could disappear without a trace.

A lot of the terror in the Cthulhu Mythos is more than just ugly. We are used to dealing with three dimensions (four if you count time), and our world view is based on this. A lot of Mythos creatures have an extra-dimensional component projected onto this plane. Prolonged exposure to this can so unravel our perception of reality that we no longer see the world as it really is. We go insane. Creatures from the Cthulhu Mythos are sometimes things that should not be, things whose very existence denies reality. Someone who has seen and understood can sometimes impart this information to others, either through speech, pictures, or writings. These can also drive men mad if comprehended.

Where's He Been Lately?

There are several justifications for modern adventures involving the Cthulhu Mythos — and why you don't hear much about them. The government could be covering up incidents of this type; even worse, it could be the cause of such incidents. During Project Blue Book (the official UFO investigative project), there were reports of mysterious "Men in Black," who

would find witnesses to UFO events and silence them, usually by a combination of threats and confiscation of evidence. Who's to say that the same hasn't happened in recent years?

On March 13, 1968, weather miscalculations caused the death of 6400 Utah sheep in a nerve gas test. The lethal vapors were carried over their pastures by unforeseen winds. A plausible explanation, but there are other things capable of killing thousands of animals without a trace. Then there are the cattle mutilations. Who (or what) is really behind them?

Events are not limited to the United States. There have been Russian "reactor accidents" and "arms depot explosions," little word of which has gotten out. Recently the Soviet Union was planning on rerouting some rivers that empty into the Arctic. Supposedly it will increase the water supply to the south; one of the possible side effects is a partial melting of the polar ice cap. The project as yet is not underway. Perhaps the Russians found something up there better left frozen!

Mythos incidents may be occurring all the time; they may be covered up. Any group of characters stumbling onto events of this type must either keep a tight lid on the knowledge or possibly face a lifetime of harassment and censure.

The Elder Gods might also be trying to gain control of the government of a country.

The most logical reason for this would be either to start a nuclear war (if a major country), or to have a secure power base (if a minor country is involved). A nuclear war would effectively remove man's ability to fight the Elder Gods, and so leave the planet defenseless. Taking over a Third World country with rigid customs inspections, limited freedom, and secret police would allow a revival of the old customs and practices, and provide a way to silence any opposition to or discovery of these practices. Plots of this type are long-term, with conversion or replacement of key figures, unfortunate "accidents" allowing a controlled person to take a key position, etc. Characters getting involved with this may find they have stumbled upon the tip of a monstrous iceberg. Their actions may follow them for the rest of their lives. If the characters discover anything of importance, they will be threats to the cause for as long as they live.

Lastly, the Elder Gods may just be waiting. They are old, and patient. Mankind will eventually disappear, as is the way of evolution. When humankind is gone, once more shall the Elder Gods return. Events that occur are just isolated incidents. This could be a small group of worshippers, a researcher of arcane disciplines who has released a minor creature, or some such event. The event is likely to be isolated, and once resolved there will be few or no aftereffects.

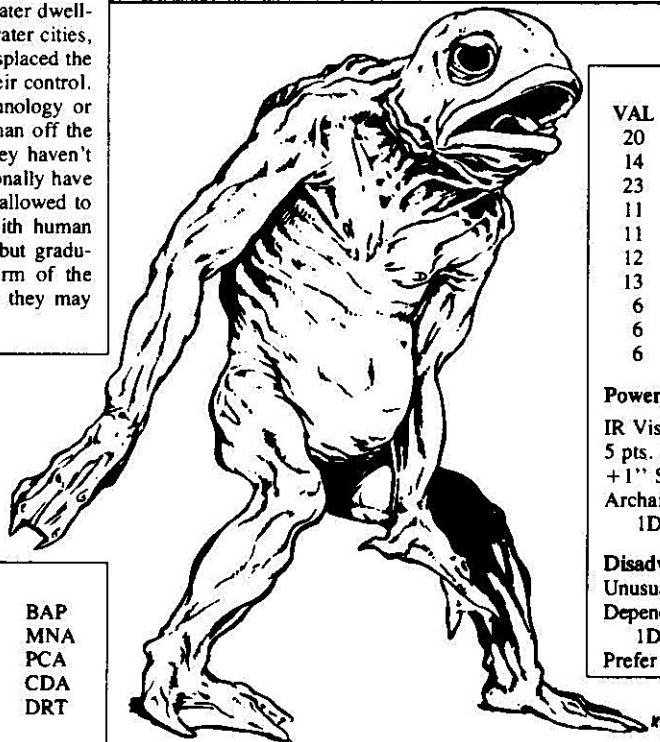
On Running A Modern Mythos

Adventures of this type are more suited to a mini-campaign, or individual adventures now and then; they don't work too well on a constant basis. Perhaps the best system for such a campaign is *Espionage*. Instead of *Sanity (Call of Cthulhu)*, the characters can use Ego rolls, and Psychological Limitations can represent psychoses or insanity. All Mythos creature should have high Presence, with appropriate reputation modifiers for those who have dealt with them. The creatures are brutal, and no prisoners are taken unless there is a specific reason. More powerful creatures are usually going to kill whatever they can get their hands (or other appendages) on. If anything is reported to the authorities, characters will in all probability be held in custody (if possible) until a full statement (including verifiable name and address) is given. Raving lunatics will be held for treatment, and in most cases the characters will be given the same respect as UFO witnesses ("So you say you saw a monster, 8 feet tall, scaly, webbed fingers . . . right"). These ideas present situations unlike any encountered before, and offer a unique challenge to players who expect everything to go by the rules. □

Some Ancient Foes in Modern Terms: Cthulhoid Creatures in *Aftermath* and the Hero System

Deep Ones

Deep Ones are a race of humanoid water dwellers. They are bipedal and live in underwater cities, usually near the coast. Eons ago they displaced the Old Ones, and are now undisputed in their control. They may be possessed of ancient technology or powers, as it is said they could clean man off the Earth if they so desired. The reason they haven't done this is largely apathy. They occasionally have commerce with humans, and some are allowed to join their rites. They can also mate with human females. The offspring appear normal, but gradually change to the gilled, repulsive form of the father, and must return to the ocean so they may live.



Aftermath

15	WIT	12	BAP
15	WIL	3	MNA
42	STR	4	PCA
24	DFT	2	CDA
24	SPD	74	DRT
51	HLH		

Skills — Brawling, BCS = 10
 — Trident, BCS = 10
 — Crossbow, BCS = 8
Powers — Receptive Eye Mutation

Hero System

VAL	CHA	VAL	CHA
20	STR	3	SPD
14	DEX	8	REC
23	CON	46	END
11	INT	34	STUN
11	EGO		
12	BODY	OCV: 5	
13	PRE	DCV: 5	
6	COM	ECV: 4	
6	PD	PHA: 4, 8, 12	
6	ED		

Powers

IR Vision
 5 pts. Life Support
 +1" Swimming
 Archaic HTH or Ranged Weapon (1D6 HKA or 1D6 RKA)

Disadvantages

Unusual Looks, 11 or less
 Dependence on immersion in water (once per day, 1D6 STUN)
 Prefer to be left alone

Ghouls

Ghouls are loathsome humanoid creatures, living off human corpses (preferably fresh). They have greyish, rubbery skin, and look and smell extraordinarily bad. Preferring to dwell below ground, they usually live in tunnels beneath cities, where there is a large supply of fresh corpses. They usually attack with their filthy claws, and any attack that draws blood will become infected.

Aftermath

6	WIT	7	BAP
15	WIL	3	MNA
30	STR	2	PCA
15	DFT	2	CDA
15	SPD	58	DRT
36	HLH		

Skills — Brawling, BCS = 11

Powers — Receptive Eye Mutation

Notes — Hands do damage with WDM of 1.2B



Hero System

VAL	CHA	VAL	CHA
16	STR	3	SPD
11	DEX	7	REC
18	CON	36	END
8	INT	28	STUN
11	EGO		
11	BODY	OCV: 4	
12	PRE	DCV: 4	
6	COM	ECV: 4	
5	PD	PHA: 4, 8, 12	
5	ED		

Powers

IR Vision

1D6 HKA or +2 skill with Killing Blow

Disadvantages

Unusual Looks, 11 or less

2x BODY from Flash attacks

Dependence on Human Flesh (once per day, 1D6 STUN)

Notes

Ghouls do not suffer from bleeding effects

Shoggoths

Shoggoths are shapeless entities composed of a viscous jelly. They are loathsome to behold, and look like an agglutination of bubbles roughly 5 meters in diameter when a sphere. They can constantly shift in shape and volume, and can form their substance at will into nearly any shape, such as eyes, ears, tentacles, claws, etc. They are extremely difficult to kill. Shoggoths are fairly susceptible to mind control, though some have overcome this liability. These are more dangerous than the others, as they have a small amount of intelligence.

Aftermath

2	WIT	7	BAP
6	WIL	3	MNA
72	STR	2	PCA
15	DFT	2	CDA
15	SPD	107	DRT
66	HLH		

Skills — Brawling, BCS = 20/1

Notes — Shoggoths do not take Critical Damage, and heal Damage Points as Subdual Damage.

Hero System

VAL	CHA	VAL	CHA
30	STR	6	SPD
11	DEX	12	REC
30	CON	60	END
3	INT	60	STUN
8	EGO		
30	BODY	OCV: 4	
30	PRE	DCV: 4	
2	COM	ECV: 3	
8	PD	PHA: 2, 4, 6,	
8	ED	8, 10, 12	

Powers

3 levels Growth, always on

3'' Stretching, 0 END

Base Shapeshift (15 pts)

Regeneration, 4 BODY per recovery

½ Damage Reduction, Physical and Energy Resistant

5 pts Life Support

Disadvantages

Mindlessly Violent

2x effect from Mind Control

Unusual Looks, 14 or less

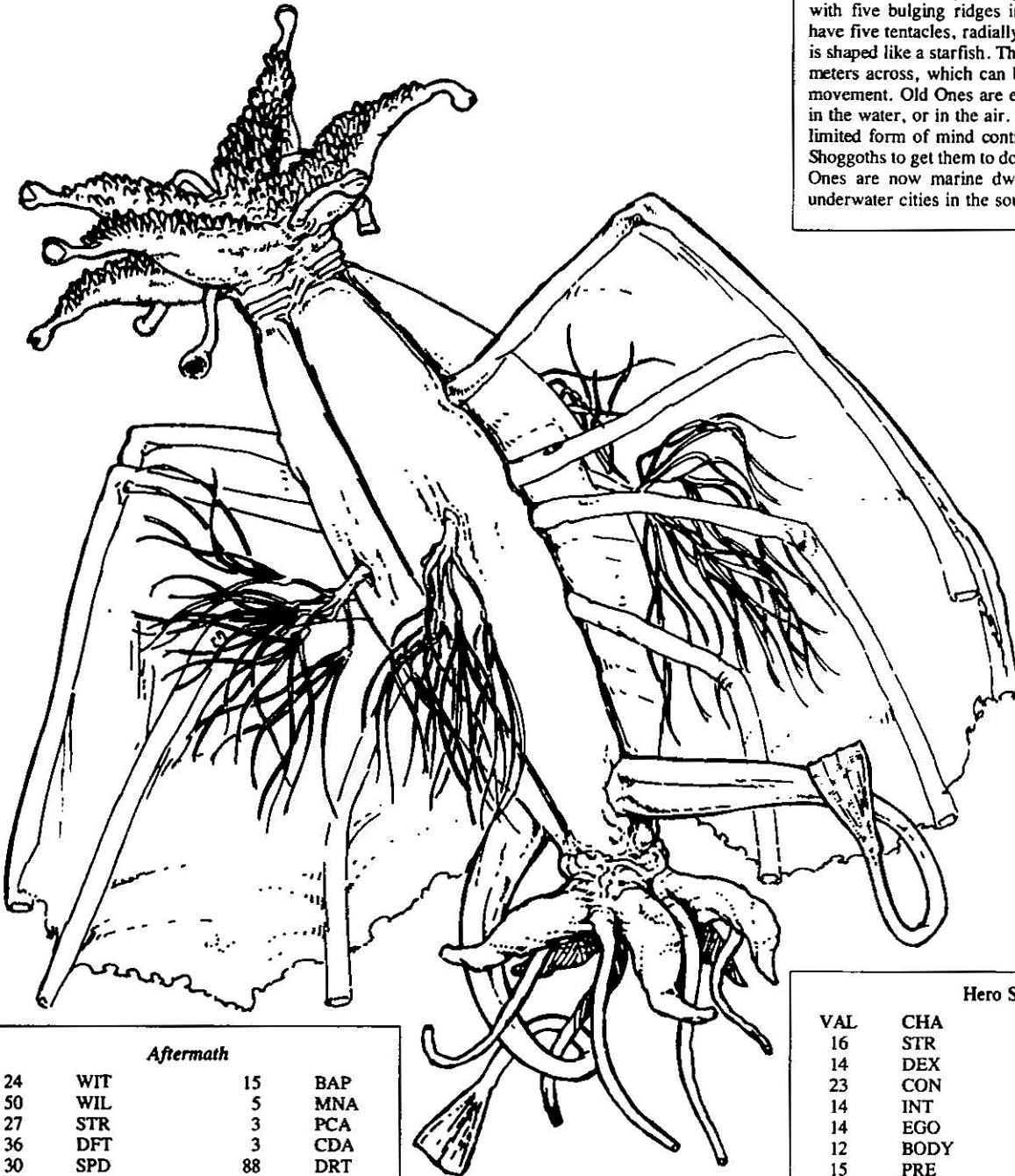
Dependence on immersion in water (once per day, 1D6, STUN)

Maximum movement of 3'' per move



Old Ones

Old Ones are roughly man-sized creatures that possess five-fold symmetry and look like a barrel with five bulging ridges in place of staves. They have five tentacles, radially arranged, and the head is shaped like a starfish. They have wings roughly 2 meters across, which can be used for water or air movement. Old Ones are equally at home on land, in the water, or in the air. They are possessed of a limited form of mind control, which they used on Shoggoths to get them to do their bidding. Most Old Ones are now marine dwellers, living mainly in underwater cities in the southern hemisphere.



Aftermath

24	WIT	15	BAP
50	WIL	5	MNA
27	STR	3	PCA
36	DFT	3	CDA
30	SPD	88	DRT
50	HLH		
10	PSI		

Skills — Brawling, BCS = 14
 — Swimming, BCS = 17, BMA = 2
 — Flight, BCS = 16, BMA = 4

Powers — Psychic Induction

Notes — In HTH combat they may do damage with a WDM of .7L. They may make up to 5 attacks, with no off-hand minus, taking a -2 to all advanced attacks per extra attack made. They have a natural armor value of 4 (AH).

Hero System

VAL	CHA	VAL	CHA
16	STR	4	SPD
14	DEX	8	REC
23	CON	46	END
14	INT	32	STUN
14	EGO		
12	BODY	OCV: 5	
15	PRE	DCV: 5	
4	COM	ECV: 5	
8	PD	PHA: 3, 6, 9,	
8	ED	12	

Powers

3 Extra Limbs
 5 pts. Life Support
 +1" Swimming
 20 pts. Flight
 6D6 Mind Control
 ½ Damage Resistance vs HTH Killing
 ½D6 HKA (1D6 with STR)

Disadvantages

Curious
 Totally Amoral
 1.5x STUN from cold-based attacks
 Unusual Looks, 14 or less