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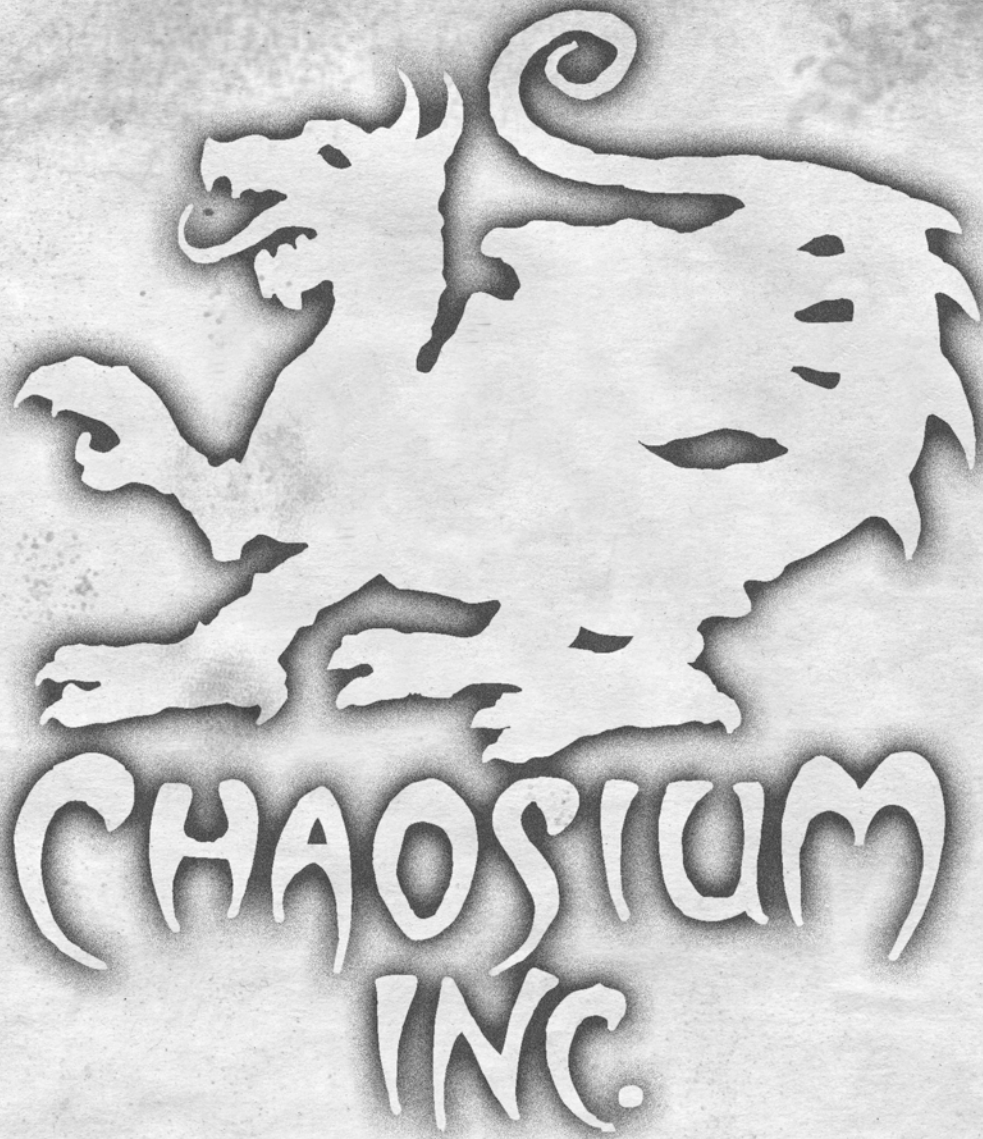
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BASIC ROLEPLAYING

ADVENTURES



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FANTASY

THE FIRST ADVENTURE:

SHARAZAR

BY ANDREI BALTAKMANS

This fantasy adventure is suitable for a one-off scenario or as part of a campaign or quest. Since it concerns a perilous attempt to cross a haunted mountain pass, it is best used when the adventurers are moving in the wilderness, either questing, completing a mission, or passing on to new adventures. The Pass of Sharazar can be incorporated in any sufficiently high and dangerous range in the campaign setting. With some adjustments, it could also be adapted to a historical/supernatural campaign. The only requirement is that the characters should have no other option but to attempt the Sharazar (perhaps it is the only or the closest way, or the other passes are already blocked by snow) and that the time of year makes a snowstorm a very real threat.

THE TALE

Many years ago Esklynne, an arrogant young sorcerer, attempted the treacherous alpine pass of Sharazar in the last days of Fall. A terrible blizzard set in, and Esklynne was cold, hungry, and frustrated. After reaching the ancient watchtower, now a traveler's shelter at the saddle of the pass, he stubbornly (and foolishly) went on, attempting to reach the village on the other side. In the blinding, whirling snow he missed his path, stumbled into a crevice in the mountainside, and quickly froze to death. Utterly disoriented, his spirit wandered on. Doomed never to find a way off the mountain, Esklynne's spirit eventually made its way back to the watchtower, the one clear landmark in the vast, bleak terrain of mountain walls and snowfields. Though trapped in the pass, Esklynne's ghost had forgotten where he fell and lost his own bones.

Now, Esklynne haunts the Sharazar, meeting travelers on the road in the foothills and attacking those who shelter, at his suggestion, in the watchtower overnight. Above all

else, because he froze to death and his own, lost bones still lie exposed to ice and snow, Esklynne craves warmth. Ordinary fires cannot satisfy his trapped spirit, and so he drains the living heat from the bodies of his victims and sustains himself on their spiritual energies. He lacks the physical means to subdue his targets, and so relies on the animated corpses of his previous victims, whose bodies are scattered under shallow stone cairns and in small crevices and caves behind the watchtower. Having started many years ago with a few vulnerable travelers almost as weak and lost as himself, Esklynne now has a large force of animated corpses to call upon.

Esklynne and his pitiful (yet deadly) entourage of lost souls crave release, but Esklynne can only be freed if his long-forgotten bones are cast into a true fire, and he can finally find the living heat that he desperately desires.

THE ADVENTURE

The adventure opens in a small inn, the last on the road this side of the mountains. The adventurers and a small group of other travelers prepare for the journey.

Sections in italics can be read to the players, or simply summarized:

It is early morning, late in autumn. The day seems crisp and clear. You are looking up at sharp mountain peaks and the pass called the Sharazar. Soon, perhaps within days, the snows will arrive and the pass will be locked in for the winter. You have no choice but to attempt the Sharazar now, or be forced to go many leagues and many months out of your way.

At the inn the night before, you heard the rumors of a monster lurking in the pass, a ravenous creature grown more deadly over the years, and of travelers who do

not return from the winter crossing of Sharazar. But this, you reflect, is hard country, and many hazards mean that many travelers fall on their journey.

You begin the climb. Behind you the merchant, Sidril, guides his heavily laden train of mules over the stony path, while his servant, Oled, and two hired muleteers urge on the beasts. Medya, the weaver, his wife Eln, and their two children trudge behind.

THE CARAVAN

It is usual for travelers to attempt the pass in company, for safety and mutual assistance. If you have the adventurer party escorting another group, then use them instead and adjust subsequent encounters accordingly.

Sidril: A merchant, trading goods (cloth, leathers, metalwork) on either side of the mountain passes. He has eight heavily-loaded mules, his personal servant Oled with him, and two dour muleteers, Garven and his apprentice, Neatch. All are familiar with the region and have crossed the pass in more favorable seasons.

Medya: A journeyman weaver and his wife, Eln. They have two children: a boy (Tarkus, 8) and a girl (Lym, 6). Medya is traveling to reach a workshop on the other side of the pass, where he hopes to establish himself and his family and become a master weaver.

The mules carries some supplies but also firewood for the journey. Indeed, it is customary for everyone climbing into the pass to carry a small bundle of branches and kindling.

HILL BANDITS

Towards midday, you see before you a ravine cut by a turbulent mountain river. The road leads to where an ancient, narrow bridge crosses the ravine. Heaps of broken stone, slabs of rock, and low stands of pine and mountain grasses surround the road.

Here Bascand and his gang are waiting in ambush, looking for one last mark before returning to the lowlands for the winter. Adjust the bandits' fighting strength to match the adventurers', and arrange the ambush as seems most appropriate. Given the terrain, the bandits may allow the caravan to cross the bridge before moving in to surround them and cut off the escape. This would require planting one or two men in concealment near the far end of the bridge.

Alert adventurers may make a Spot roll to notice where Bascand has hidden his men, but this action is Difficult unless the player making the roll specifies the most likely hiding place: just below or beyond the end of the bridge.

This is a chance for the characters to test their skills.

Bascand, Hill Bandit Leader

STR 13	CON 14	SIZ 13	INT 13
POW 12	DEX 14	APP 9	DB +1D4
HP 14	PP 12		
Weapons	Axe (Battle) 55% 1d8+2+1d4, Dagger 40% 1d4+1d4		
Armor	6-point Helm, Leather & Rings		
Skills	Fast Talk 55%, Stealth 60%, Command 55%		

Hill Bandit

STR 12	CON 10	SIZ 13	INT 10
POW 9	DEX 14	APP 10	DB +1D4
HP 12	PP 9		
Weapons	Hand Axe 35% 1d6+1+1d4 or Long Dagger 35% 1d4+1d4 or Short Spear 1d6+1+1d4 or Crossbow Medium 30% 2d4+2		
Armor	2-point Soft Leather with makeshift padding/ scraps of armor		
Skills	Stealth 50%, Sneer 50%, Flee 65%		

Bascand's disorderly bandit crew is armed with a variety of scavenged weapons and armored in leathers reinforced with occasional scraps of something harder. These men are tough and in a good position, but they are no fools. They will break off if faced with a determined opposition and spilled blood, and they are adept at disappearing into the hills.

The adventurers may conclude that the bandit threat is the reason for talk of monsters and lost travelers in the pass.

It is after the skirmish that Esklynne appears (taking advantage of the mayhem and general distraction) though no one is quite sure what direction he came from. Certainly, no one saw him arrive, but then, everyone was concentrating on the fighting.

ESKLYNNE

Esklynne introduces himself as a young sorcerer (where a sorcerer should be understood as a class of magic user who relies on alliances with spirits and will-power to cast spells, following the rules for sorcery in the BRP Rulebook), dressed in somewhat archaic and distinctive robes, including a large gold and silver ring of serpentine design indicating his order. Another sorcerer or magician may recognize the design on the ring with a successful Idea roll — a kind of magical serpent which is the sign of the Adarish School. His old-fashioned dress is easily explained, as his order is rather conservative and clings to its traditions.

Esklynne is a genial companion. He tells the party that he knows they can find shelter in an old watchtower at the top of the pass. Unusually, he seems cold and begins to shiver even in the relatively mild sun of midday.

Esklynne is a ghost, a spirit of rage and despair tied to the elemental power of the mountains where he perished. As a ghost, Esklynne has only INT 14, POW 16, and APP 12. His appearance as a physical being is an illusion (he abstains from food and drink, for example, and his footprints fade a hundred yards or so behind the caravan) maintained by little tricks or the expenditure of power points to levitate small objects.

Esklynne satisfies his endless craving for warmth by extracting the spiritual essence and living warmth (power points, then CON) from his victims. He is cunning enough to wait for darkness and nightfall before attacking. Few specific rules for Esklynne's expenditure of magic points are given here. Esklynne is sustained by the malice of the mountain and his own rage and longing. As long as his ghost is unsatisfied, he will persist as a threat to the adventurers.

Esklynne can attack, Matching POW against POW, draining 1d6 power points from his target if he is successful, or losing 1d6 if he fails. If he loses two rounds in any encounter, he will retreat. However, his power points recover very quickly in the storm (1 point per minute), whereas a traveler will only regain power points once the mountain is left behind.

Once Esklynne has reduced his target's power points to 0, he begins to drain CON directly (1d6 per round). This drain cannot be resisted, and feels like a hideous, sucking chilling of the life, right to the very core of the victim. Of course, this attack brings Esklynne no more than a temporary reprieve from his suffering, but the victim will perish when all CON is absorbed. Even if the target survives the CON drain, he or she will always be abnormally sensitive to cold.

Esklynne must concentrate to attack, and it is possible to dodge his insubstantial grasp or distract him from a target. For this reason, he prefers to use his undead servants (the unshriven) to immobilize his target while he can focus on absorbing their life and power.

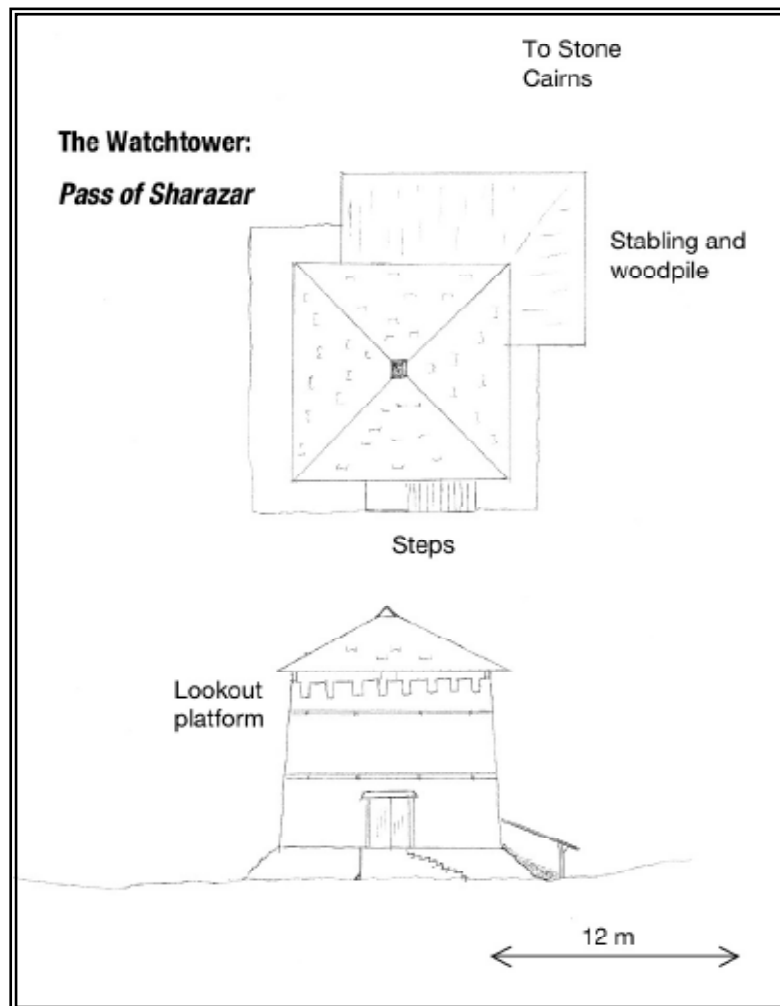
While he travels with the company, the GM should emphasize Esklynne's shivering and cold, his pointed craving for heat, and his need to "warm his bones"; these are vital clues.

THE WATCHTOWER

Even as you climb higher, black clouds gather around the peaks and dim the sun. The clouds threaten snow, and perhaps a storm. All the time, Esklynne shivers and complains of the cold. He has a chill in his bones, he says, that can't be shifted.

As night falls, it begins to snow in earnest. Cold begins to affect the weary travelers. If you are tracking fatigue points, climbers expend 1 fatigue point per hour in the biting cold. For a simple check for fatigue due to exposure, have the adventurers make a Stamina roll (with -5 to -10 or more modifiers for poor clothing or excessive loads). Characters who succumb to fatigue on the march up are shivering and at -5 for coordinated activity, until they can rest and recover by a fire with a hot drink or meal.

Watchtower Description: The watchtower is an ancient, sturdy, square tower on one side of the broad saddle of the pass. It was constructed to guard the pass in the days



of the Empire (or any other state in the history of the campaign), and is only now beginning to surrender to the elements.

The tower has a massive stone base, about 12 metres to a side, and tapers slightly towards the top.

Wide double wooden doors face back down the pass, but although they are remarkably strong (given their age and weathering) the means to secure them (a massive crossbar on the inside) are gone. The doors are reached by a narrow, high set of steps set parallel with the base, intended to keep the entry clear of the deep snows.

The first floor is a single, large stone chamber, roughly ten metres across, that has a fire-pit with a large hood in the centre.

There is a second floor, with a simple plank floor that is not entirely sound due to age and water damage.

Inside the tower, there are no windows, only a few high, narrow slots for ventilation.

The highest level is an open platform for watchers under the peaked slate roof, which keeps off most of the snow.

The walls of the tower are rough and potentially climbable. The steps to the second floor and up to the platform are built against the inside walls and have no railing.

Outside, under a rough lean-to roof at the back, is a basic stable and a wood-pile. This precious supply of fire-wood is replenished by all travelers using the pass in summer.

Should anyone care to look, behind the tower is a broad shelf of blasted rock, covered with at least twenty long, low mounds. Under these rough stone cairns lie some of those who have perished in the pass over the years. Their corpses are wind-dried and tanned. The stones cover them but lightly. There is nothing here to loot.

NIGHT

The fire is lit. Simple meals are prepared. Esklynne declines food or drink, but hovers over the fire, seeming to lean perilously close to the flames, but gets no warmth from them. Outside, the snow falls heavy and dense. The weary company will arrange themselves around the fire.

Adventurers who attempt to sleep in armor will find the experience uncomfortable, and will gain no benefit from sleep or rest.

Esklynne will summon some of his unshriven corpses to attack before midnight. He is cunning enough to at least attempt to wait until the character he considers the weakest is on watch – assuming a watch is set: after all, who could attack in this desolate place?

When summoned, the unshriven gather silently outside and burst in at the unbarred doors to attack those who are closest. If the characters have taken time to barricade or rig up something (like a pile of rocks) to secure the doors, Esklynne may send his creatures up the walls and onto the roof platform, though this is always his second option, since there is a chance (10%) an accidental noise or dislodged stone will alert someone inside. The aim is to immobilize at least one person long enough for Esklynne to use his draining power to draw away that person's body-heat, futilely attempting to replace his. His first target is the merchant, Sidril, who happens to take a position closest to the door (or the steps, if the attack comes the other way).

You wake with a start, not sure what is happening. In the dim light of the dwindling fire, you see dark, shambling figures. Human, but wrapped in tattered rags with utterly desiccated skin and hollow, empty faces. As you hasten to gather up a weapon, they strike with stones and the bony tips of their fingers. Near the door, you catch glimpses of two of these creatures grasping and pinning Sidril. Esklynne approaches the screaming, struggling merchant and lays his hands against the man's chest. After a moment, a faint glow seems to travel from Sidril to Esklynne. Then, the merchant falls to the ground, dead or stunned you cannot say.

Sidril is dead. His body is icy cold to the touch, as if he had lain in the snow for many hours.

The unshriven are not many in number this time – there are enough to occupy anyone who can fight in the party and deal with Sidril – and can be driven off at this point by quick, determined action. If one is destroyed, it will beg for release with its last breath. Following the fight, Esklynne will have disappeared.

Esklynne's disembodied voice swirls hideously around the tower, begging for warmth, warmth, something to warm his aching bones.

THE UNSHRIVEN

These creatures are a form of undead, so called because they died in unhallowed circumstances and are now tied to the will of their murderer, Esklynne, and his rage and hunger. The unshriven have little volition or personality of their own, but unlike Esklynne, they have physical forms that he can animate and command. Their senses are dull; they feel very little, though they can make out the aura of living beings even in the darkness and the snow. They rely on Esklynne to direct them.

Physically, they are corpses dried and preserved by the mountain cold. They move clumsily and slowly, since

their joints are stiff, but they are reasonably mobile and can climb. In the snow, they are eerily silent.

For weapons, they mainly use stones and rocks that they can pick up and swing, or their rending, bony fingers. Memories of skills and weapons from the time they were alive have been obliterated. Their best hope against an armed opponent is to overwhelm with numbers, grappling and bringing a fighter down to be strangled, beaten, or torn apart. They will also, at Esklynne's direction, attempt to grapple and pin a single victim, trying to capture the arms and legs first. There are enough of them to engage with and drag down the strongest fighter.

Unshriven (undead; ghost-bound)

STR	14	CON	10	SIZ	9-12	INT	6
POW	0	DEX	14	APP	4	DB	+1D4
HP	11	PP	0	MOV	8		
Weapons	Rocks and Stones 30% 1d3+1d4, Grapple 25% (entangle)						
Armor	1-point leathery skin (cannot bleed)						
Skills	Stealth (in Snow) 60%, Climb 65%						
Notes	The Unshriven cannot bleed, are invulnerable to shock, and will fight until destroyed or disabled. They take no additional damage from impales, but will be stuck on the impaling weapon. If using major wounds, a major wound will disable the creature, damaging it so badly (in the spine or the legs) that it can only flail or crawl. Destroying all hit points will shatter and break the corpse so that it cannot do anything other than twitch. Their pitiful spirits will only truly be free when Esklynne is freed or destroyed.						

AFTER THE ATTACK

If someone looks outside, they will see more of the unshriven stumbling up from beneath the shallow cairns. Esklynne now has enough energy to summon his entire grisly retinue, and there are more, unseen beyond, scattered about in crevices and hollows.

The situation is extremely perilous. Medya and Eln will be desperate to protect their children.

The adventurers can survive a second attack on the tower by securing the obvious entry points: the doors (a choke point) and the lookout platform (which must be defended on all sides).

If Esklynne has not already sent his servants climbing ponderously up the sides of the tower, he will do so now. This allows him to gain surprise, and potentially trap his

targets inside the tower.

For a second combat, balance the forces of the unshriven and the adventurers. A strong fighter may face two or three of these creatures before they retreat.

It is possible to arm the others to fight, and they will obey if directed by a disciplined leader or soldier. The two muleteers have heavy staffs with iron tips that they can use as clubs. Oled has a short knife. Medya can swing a strong branch that he picked out to use as a walking stick on the walk up, but if he makes a special or critical hit against any opponent, the force of the blow will break the stick.

However, it should be clear to anyone with fighting experience (an Idea roll will confirm this, or bring this to mind) that the tower cannot be held indefinitely against so many tireless enemies.

The players may debate the next step in this deadly situation. Characters with an appropriate Knowledge skill can make an Easy roll to recall that any ghost can be released if its most basic desire, the wrong or need that ties it to the mortal world, can be satisfied. A magician or sorcerer (or any character that deals with the supernatural) will also remember this on an Idea roll.

If no one suggests this or thinks of it, have Eln ask the obvious question:

"What is this monster? What does it want? Look at all these pitiful creatures here. If this Esklynne is a ghost, then where is his grave?"

(Though it has come to a sorry pass when adventurers must rely on a terrified weaver for leads.)

Garven

Master Muleteer

STR	14	CON	13	SIZ	12	INT	12
POW	14	DEX	12	APP	10	DB	+1D4
HP	13	PP	14	MOV	10		
Weapons	Mountain Staff 45% 1d6+1d4						
Armor	1-point leathers and winter clothes						
Skills	Navigate (Mountains) 65%, Climb 55%, Drive (Mules) 80%						

Neatch

Apprentice Muleteer

STR	15	CON	13	SIZ	12	INT	10
POW	11	DEX	12	APP	10	DB	+1D4
HP	13	PP	14	MOV	10		
Weapons	Mountain Staff 40% 1d6+1d4						
Armor	1-point leathers and winter clothes						
Skills	Navigate (Mountains) 35%, Climb 45%, Drive (Mules) 50%						

Oled*Servant*

STR 9	CON 12	SIZ 10	INT 14
POW 14	DEX 12	APP 11	DB +0
HP 11	PP 14	MOV 10	
Weapons	Knife 45% 1d3		
Armor	None		
Skills	Bargain 65%		

Medya*Journeyman Weaver*

STR 12	CON 13	SIZ 12	INT 12
POW 13	DEX 15	APP 13	DB +0
HP 13	PP 14	MOV 10	
Weapons	Makeshift Staff 40% 1d6 (will break on special or critical)		
Armor	None		
Skills	Craft (Weaver) 75%		

Eln will not fight unless the children are attacked, in which case she will be relentless. She has DEX 14, 9 HP, db +0, POW 15, and uses her fists (or any makeshift weapon she can scavenge) at the base skill.

The children have 6 HP apiece. They cannot fight, but can dodge (running and squirming) at 50% (owing to their small size).

COLD COUNSEL

The adventurers have several options:

Go Back: They could fight past the unshriven and return the way they came, harried by Esklynne and his minions. Garven, the muleteer, knows that the path back is the longest. The watchtower is nearer the end of the pass than the beginning. The route out is dangerous in itself in the snow and the dark, with many unseen cliffs and ravines as hazards. Climb and Agility rolls will be required to avoid a deadly fall when wandering at night. Dawn is at least six hours away; shelter is farther.

Make a Stand: The adventurers may make a stand in the tower, and fortify it as best they can before dawn. Esklynne can manifest in daylight, but he is much weaker when the storm subsides, and he will not be able to summon or direct the unshriven in daylight. If this is the case, some may survive, but they can expect losses. The children, cold and terrified, are the most vulnerable.

Press On: To escape the trap, the adventurers must break out into the storm, and attempt to complete the descent from the pass in the darkness. Superior mobility and fighting skills may keep Esklynne and the unshriven at

bay, until they can reach the safety of the lowlands.

An Expedition: Leave a guard (perhaps the strongest fighters) to hold the tower, while the quickest and canniest set out to find the means to defeat Esklynne.

INTO THE STORM

To escape the trap, the adventurers must break out into the storm. If the party split up, or leave defenders in the watchtower, Esklynne will be vexed and distracted by the escape, and focus his powers on the expeditionary party, while leaving only a smaller number of unshriven to try and wear down the group in the tower.

Outside, the cold numbs hands and feet and slowly drags away the body's heat. If you are using fatigue, the rate of fatigue loss is once per 15 minutes. Otherwise, use a Stamina roll every 15 minutes, with a -5 penalty for each missed roll. Any character reaching -20 has become hypothermic, and also loses 1 HP due to frostbite. This can be healed by magic.

Fighting in the snow, with the cold, poor visibility, and poor footing, is at -25. The characters and the unshriven will move at about the same rate in these conditions.

This journey should be played as a running battle in deadly conditions. Not only do the unshriven know the terrain of the pass better than the adventurers, they are not impeded by cold or hazards. However, in open spaces adventurers should be able to break into a run long enough to draw away. Every 1d6x5 minutes, the unshriven should draw close enough to attack, and they are able to come from unexpected directions. (The chase rules can also be applied.)

HAZARDS

Navigating in the pass is subject to certain hazards. The GM may want to develop these events to match the pace of the game, pick events from the table, or let the roll of the dice decide.

Random – roll 1d6 every 30 minutes, whether the adventurers are on track or not:

1 Snowdrifts: windblown snow has filled a hollow. The snow is at least up to the waist of a SIZ 13 character. MOV is cut to 5, and any pursuers will easily catch up.

2 Cliffs: A cliff looms, either above (as a dead end) or along the edge of the path. Agility rolls are required to keep one's footing. Characters have another chance to regain their balance if they begin to fall, but will tumble or slide at least a few meters down the slope. Climb may be required to rescue any character who goes over the edge.

3 Avalanches: A small avalanche of unstable snow cuts off forward progress and may sweep lighter characters

away. Make SIZx5 or STRx5 (whichever is more favorable) rolls to keep one's footing and avoid a "knockback" impact from the snow (the rushing snow has 3d6 points of impact, compared against SIZ only for the purposes of deciding how far the character is driven, not for damage). After the avalanche subsides, the area can be considered a snowdrift.

4 *Unstable slope:* Unseen, the stony, icy slope the characters are traversing begins to move. There is a chance that this will turn into a fall (Agility roll to avoid, assisted by Climb skill). The fall will be down slope, 1d6 metres.

5 *Whiteout:* temporarily, visibility is entirely lost. Lasts 1d10 minutes, but anyone going on in these conditions automatically moves off the path.

6 *A marker:* The adventurers are lucky. They find or stumble across a marker, indicating the direction of the path. This roll cancels a "wrong path" effect (as below).

It should take the adventurers slightly over an hour to reach the next stage, but the darkness and poor visibility may throw them off their path. Make a Navigation or Spot roll every 15 minutes to maintain orientation. If the roll fails for all characters, they follow the wrong path for another ten minutes, before another Spot/Navigate roll will enable them to recognize a dead end and return to the path (5 more minutes).

A FORK IN THE PATH

After an hour (assuming direct progress), the landscape changes:

You reach a point where a spur or ridge of rock rises before you and seems to split the path. On the left, a wide, even trail seems to go past the spur. On the right, a narrow track or dry stream climbs up the side of the spur, seeming to rise higher along the mountain flank.

In reality, the wide path to the left leads into a dead-end ravine and a long meander through the mountains. Clearing the spur after a short climb, the pass itself begins to descend sharply towards lower ground. Garven knows this, but this is the obvious point where a traveler unfamiliar with the area and missing the small heap of marker stones would become confused.

Esklynne, in a great storm centuries ago, was befuddled by exhaustion and cold and took the deceptive path. Eventually, plagued by the vast weariness that marks the last stage of hypothermia, he crawled into a narrow crack in the mountain walls and died.

If the adventurers turn to the right, they will eventually leave the Sharazar. Esklynne, fearing that his prey are about to escape, will risk everything in one last assault

here. Perhaps the adventurers will have to stand and hold back the unshriven as their companions climb the short, steep portion of the track.

THE RAVINE

After about a half hour, if the adventurers take the left route, as the ravine narrows, the adventurers will reach the crucial point. Because of the relative shelter, conditions are actually calmer here than on the mountain's open flanks. There is a black crack in a wall of rock that seems to offer some temporary shelter. At the back of this crevice lie Esklynne's scattered bones, easily identified by the ornate serpent ring he once sported (and which his ghost flaunts), and the remnants of his robes.

A TRUE FIRE

Esklynne's bones must be gathered up and thrown into a normal fire for his ghost to depart. Magical fires will not take hold, snuffing out in the damp snow and ice, although they can be used to light kindling or firewood. Magical flames will distract and confuse Esklynne, making it easier to avoid his servants. Esklynne, fearing some violation, will hurl his unshriven corpses against the adventurers one last time in the ravine, or as they leave, and may attempt to attack with his draining power as well.

If the adventurers can finally bring his bones to a flame, perhaps by returning to the watchtower, they will be able to satisfy his hungry spirit, and the curse on the Pass of Sharazar will be lifted.

REWARDS

Survival is a compelling reason to complete this adventure. Adventurers who abandon their fellow travelers to their plight will rightfully lose any experience checks (including POW gain rolls) from their adventure, and will have their cowardice and failure on their conscience for many years to come.

If the adventurers bring down all their fellow travelers from the mountain, or at least fight bravely, then Oled and Garven, acting in Sidril's stead, will split the caravan profits fairly with them. Esklynne's ring, though a tainted prize, would be worth something to a sorcerer (particularly one of his order) though it has no intrinsic magical properties of its own.

THE SECOND ADVENTURE:

TRAVELERS OF KA'RANG

BY CHAD BOWSER

Like most human settlements, Ka'rang is isolated and self-sufficient. Very few residents recall meeting a human from another settlement, mainly because only traders and warriors brave the lands between the mesas, and those who do reach another community quickly, complete their business, and return home. Rumors tell of a great human city on the coast of the Western Waters that does not have to build on a mesa, but no one from Ka'rang has ever seen the city's purportedly gleaming walls.

The town of Ka'rang, a fair-sized settlement of 1000 residents, is situated at the top of a mesa, like all human settlements. Since there are typically only one or two paths to the top of the mesa, it provides some protection from the Saurids that prowl the plains and forests looking for slaves and from the great lizards that are merely looking for food. Ka'rang is further protected by a holy relic, the Skull of Kerrin, the town's founder. It is said that every town has such a relic, an item which is of such importance that its very presence summons powerful magic that protects the town. However, that magic is not unending, and every three years the relic must be renewed by performing a ritual at the site of Kerrin's victory over Eslest, a Saurid matron. The Elder Shaman explains that as long as the Skull retains its powers, the Saurids cannot charge up the mesa. Should that power ever fade, however, Ka'rang would be defenseless.

Only the Elder Shaman can perform the necessary rituals to rejuvenate the Skull's powers, but he can't make the journey alone. If the great lizards did not eat him, the Saurids would quickly take him as their slave. Every three years, six promising heroes are chosen to accompany the Elder Shaman, Tsan, on his journey. They are charged with protecting Tsan, ensuring that the ritual is performed, and returning the Skull.

KA'RANG SOCIETY

Ka'rang is a patriarchal society. The settlement is governed by the hereditary village elder. The elder is in turn advised by the Elder Shaman, keeper of the town's wisdom, and the Matron. The matron is the wife of the second wealthiest man in Ka'rang, the village elder is always the wealthiest. Even though the leadership is patrilineal, the village does not use primogeniture. The current elder decides which of his sons, if any, will succeed him when he dies. If the village elder does not believe any of his sons will be good leaders, he adopts another son from the village and designates that son his heir. Sons who are not chosen to succeed the village elder receive nothing, and must make their own way in the world. The dispossessed sons often leave the village rather than face the shame of having to live in Ka'rang, where they were deemed unworthy to lead.

Only the leadership, however, is patriarchal. Women participate in every level of society from servants all the way up to the Matron. Women warriors protect the mesa and there have even been women shaman advising the village elder.

In addition to the Elder Shaman, there are any number of lesser shamans and acolytes in the village. When the Elder Shaman steps down, he chooses his successor from the other shamans in the village. If an Elder Shaman dies without selecting a successor, the village Elder and the Matron select the shaman, often requiring that candidates complete a quest for the benefit of the town. The first to succeed at the quest earns the right to be Elder Shaman.

Houses are built of wood and stone, with highly pitched roofs. The interior of a house is comprised of one

large room and the occupant uses parchment screens to define rooms as necessary. Ka'rang's material culture is a mix of early medieval Chinese and Japanese equipment, so katanas, bows, naginatas, and leather armors are appropriate.

Many of the people of Ka'rang are moderately literate. A resident can typically read enough to recognize their name and simple documents such as bills of trade. Shamans, the wealthy, and the politically powerful are fully literate. Even though it is a literate society, a codified system of magic does not exist. Magic is totemic.

Appropriate professions include Artist, Beggar, Craftsman, Criminal, Entertainer, Farmer, Hunter, Laborer, Noble, Shaman, Tribesman, and Warrior. Any skills appropriate to a quasi-medieval Asian culture would be appropriate.

MAGIC IN KA'RANG

Ka'rang is a setting infused with magic, but the magic system is slightly different from that presented in the BRP core book. It is not required of a hero that he knows magic, but everyone who completes a vision quest receives a totem. Once that totem is tattooed on his body, he receives the ability to cast three spells. Those spells are determined by the totem and chosen at character creation. They can be cast as long as the hero has the necessary power points. The spells are intrinsic to the hero's being and do not need to be memorized.

There is no age limitation on vision quests, so a player can create a character with no totem and then roleplay the vision quest, choosing the totem if they survive the quest. A typical vision quest involves the hero spending a week or more wandering the wilderness below the mesa alone. The quest is complete when a totemic animal appears and imparts wisdom onto the hero. This is not necessarily spoken wisdom, it can take the form of an otherworldly vision showing the correct path to that hero's life. Roughly one-half of all people who undertake their vision quest do not return and their bodies are rarely recovered. When the quest is complete, the hero returns to the village and discusses the vision with the Elder Shaman, after which point the hero is tattooed with their totem. The tattoo can be as elaborate or as simple as the hero desires, but must cover at least one-quarter of his body. Many people forgo their vision quest and live their life without magic simply because they are afraid to die.

Unless a hero is a shaman, they can only have one totem. A shaman can have two totems, giving him access to six spells. When a person destined to be a shaman

completes his vision quest, two totems appear. The shaman does not have to complete two separate vision quests.

The residents of Ka'rang worship seven totems. Other settlements might have other totems, so it is possible that people from Ka'rang will be unprepared for the magic of another human settlement. The Ka'rang totems and the possible spells bequeathed by each are listed below.

- Apatasaurus* – Change, Enhance, Lift, Resistance, Wall
- Maiasaurus* – Counter Magic, Diminish, Dispel, Heal, Resistance, Wall
- Smilodon* – Control, Dark, Illusion, Invisibility, Light, Perception
- Pterandon* – Conjure Air Elemental, Lift, Perception, Teleport
- Shark* – Conjure Water Elemental, Counter Magic, Pause, Precognition, Speak to Mind, Vision
- Triceratops* – Conjure Earth Elemental, Counter Magic, Dull, Protection, Wall
- Tyrannosaurus Rex* – Blast, Conjure Fire Elemental, Fire, Frost, Sharpen

Saurids, with hundreds of thousands of years of evolution behind them, have developed a sorcerous form of magic, but only a minority of the Saurids know magic. Powerful Saurid sorcerers spend decades learning and perfecting their magical prowess. They are very rarely encountered outside of a Saurid enclave because of their value to the clutch. Their codified magic is in a script that very few humans can understand. Only those humans who have spent years in slavery to the Saurids can understand the strange glyphs.

Pause (3)

Range: 10 meters

Duration: 5 combat rounds

Power cost per level: 3

The caster pauses time for everything within a 10 meter radius for 5 combat rounds. Physically causing damage to someone breaks the effect for them. Anyone entering the radius after the spell has been cast, but before the time expires, pauses as well.

SCENARIO OVERVIEW

The Skull of Kerrin is the most sacred relic of the people of Ka'rang. Without it, the town believes it will be more susceptible to the Saurids than they already are. The ritual to replenish the powers of the Skull is the holiest pilgrimage of the year, and those chosen to accompany the Skull are heroes.

The journey to the sacred grove where the Skull will be rejuvenated is fraught with danger, not the least of which are the machinations of Qin the Younger, son of the village leader, who believes he should be the one to travel with the Skull. He views it as his birthright. When Qin was passed over, he became irate and struck a deal with the Saurids, offering them the Skull if they aid him in destroying the heroes.

Qin plans to steal the Skull and then return it to the Elder Shaman, Tsan, proving two things at the same time. First, that the chosen heroes are not really heroes, as they could not protect the Skull; and second, that he is the real hero. He has no plans to honor his agreement with the Saurids.

The Saurids, on the other hand, have no intention of honoring their agreement with Qin. Once they have the Skull, they will attempt to capture everyone, including Qin and his ruffians, to use as slaves.

PLAYER INTRODUCTION

Prior to today, the heroes' greatest accomplishment was completing their vision quests and earning their tattoos. Of course, those accomplishments are nothing to be shy about, but they pale in comparison to what they've just learned. They've been chosen to accompany Tsan on his journey to rejuvenate the Skull of Kerrin, the relic which keeps the town safe from the Saurids. There is no greater honor for a Ka'rang. Only the bravest warriors are chosen because the lizard people who would like nothing better than to rip men limb from limb and eat their heart.

They leave in the morning, and Tsan, the Elder Shaman, told them to get their rest. That is highly unlikely; however, that they'll be able to slow down their thumping hearts, let alone sleep. The heroes have to be at the stables near the south path at dawn, though.

DEPARTURE

Much of the town has come into the streets to see the heroes off. Wizeden Tsan, his beard to his knees, stands a few hundred meters from the stable, speaking to Qin the Elder, leader of the town. The heroes can hear what they're saying if they move closer, but that would be rude. Tsan nods at the party and motions for them to mount their

horses. As the heroes pull themselves into their saddles, a hand reaches out and grabs the reins of one the hero's horses.

Looking down, he sees the elaborate Tyrannosaurus tattoos that can only mean Qin the Younger. He glares at the hero before stomping off to his father and Tsan. His usual retinue of thugs follows him. A successful Insight roll by any of the players indicates that Qin the Younger is annoyed at being passed over for this journey, the first since he completed his vision quest.

Qin the Younger interrupts his father's conversation with Tsan, demanding to know why he wasn't chosen for the honor. After all, he is the son of the town's elder. Tsan says something that, with a successful Listen roll, heroes can make out to be 'impudent.' Qin the Younger grabs Tsan's shoulder. His father immediately grabs Qin and throws him to the ground.

Tsan steps over the younger Qin and walks to the stables, securing a lacquered box behind his saddle before pulling himself onto his horse. He turns to the heroes, and says, "Hopefully the ancestors will see fit that this is all the excitement we have on this journey," then spurs his horse forward.

As the heroes guide their horses through the streets, the crowds cheer. When they reach the gates, the two guards raise their naginatas in salute, and the heroes pass into the outside world.

THE MESA

Tsan pulls his horse up at the edge of the mesa and points into the distance. "See that dark blur on the horizon? That's the forest, our destination." He then turns his horse onto the narrow path that winds down the mesa toward the plains. This will be only the second time the heroes have left the comfort of the mesa. The first was on their vision quest, when they had to leave the town on their own and travel on foot across the plains until a spirit appeared to them.

Traveling down the mesa is slow, careful work, and it takes the party about an hour to reach the base. During this time, the GM should call for Ride rolls. A failure indicates the horse rears, and the player must make an Agility roll to stay mounted. If he succeeds, he can attempt another Ride roll in the next round to regain control. If he fails the Agility roll, he is tossed from the horse, taking 1D6 damage. If thrown, a successful Jump roll can subtract 1D6 from the damage that would be sustained in the fall. In the player fumbles his initial Ride roll, he is tossed from the horse without the benefit of an Agility roll, but can still mitigate the damage by succeeding at a Jump roll. In the event of a fumbled Ride roll, the horse

also bolts. Should a horse bolt, it will run down the path and off into the plains. Heroes can use the Track skill to follow it and another Ride roll to calm it down. It will take the heroes at least an hour to catch up to and calm a runaway horse.

THE PLAINS

A short stretch of sandy desert spreads from the base of the mesa for several hundred meters until grass begins to take root. During their trip across the plains, the heroes will have two very different yet equally dangerous encounters. The journey across the plains will take the heroes three days, unless they push their horses, in which case it will only take two. However, Tsan refuses to push his horse, explaining that if he does not take care of his horse now, it will not take care of him when he needs it most.

The plains are hot and dry, the sun beats down, and the air is still. The grass is chest high to a man, brittle and sharp. Anyone grabbing blades with a bare hand gets cut. It's not enough to cause damage, but does hurt.

The first encounter will happen during the heroes' first night in the plains. Presumably they will post a guard, who will have to make a Stamina roll to stay awake for his shift. If a guard has been posted and is conscious, he will hear thunder off to the east. A quick look in that direction, however, shows no lightning. A successful Spot roll shows what appears to be a very low cloud. After a few seconds, it becomes obvious that the cloud and the thunder, now accompanied by a low bellowing, are heading straight for the encampment. A hero on guard will have to shout to wake the others, and each must succeed at an Agility roll to gather his belongings and dive out of the way before a herd of fifteen Triceratops runs through the camp. A failed Agility roll means the hero is unable to gather all his belongings and an item of importance, such as a weapon, armor, or canteen, is crushed under the lizards' thundering feet.

If the party doesn't post a guard, or the guard falls asleep, each hero should make a Listenx2 roll to determine if he hears the oncoming herd or not. Should everyone fail their rolls, they awake in time to escape the herd, but are not able to save their gear.

As the herd runs by, each player should make a Spot check. A hero who achieves a normal success sees something odd on the hides of the triceratops. A hero who achieves a special success sees that the oddities are arrows sticking out of the dinosaurs' flanks.

If the heroes decide to track down where the arrows came from, they can retrace the herd's path easily enough. The heroes will need to follow the path for about a half hour before they reach the end of the herd's swath of

destruction. A successful Knowledge (Natural World) check allows a hero to deduce, based on the way the grass is matted, that the herd had been bedded down for the night. If the heroes search the region, a successful Spot check turns up a man's footprints. A hero can use a successful Track roll to follow the footprints heading away from the forest for about two miles before the hero loses the footprints in rockier terrain. The heroes will not know this at the time, but they are being followed by Qin the Younger and his ruffians. Qin fired arrows into the herd, sparking the stampede. Until the forest, however, Qin and his allies will stay far enough back that the heroes will not know they're being followed.

The second encounter can occur on any day the Gamemaster wants. As the heroes are riding through tall grass, the Gamemaster should call for a Sense roll. With a success, heroes catch a strange, musky odor carried on the wind. If the successful Sense roll is followed up by a successful Idea roll, the hero is reminded of the neighborhood cats back in Ka'rang. The heroes are being followed by a smilodon, which is preparing to pounce. If a hero succeeds at his Sense and Idea rolls, the party is not ambushed by the tiger. If the hero fails either the Sense or Idea roll, the tiger is able to ambush the party and gain a free round of attacks. Tsan will not notice the tiger until it attacks.

The heroes should be able to handle the Smilodon fairly easily. If they want to skin the creature or take its teeth as a trophy, Craft (Taxidermy) can be used.

THE FOREST

The forest consists of massive pines, ferns, and thick palms. The heroes will find travel through the tall undergrowth difficult and will need to dismount and travel onwards by foot. The heroes can lead their horses through the forest; they do not need to leave their trusted steeds behind. The heroes have to walk through the forest for two days to reach the sacred grove.

The forest, despite the shade, is still hot, and dragonflies the size of a hero's arm buzz through the air. Small dinosaurs, such as compsognathus, dart among the undergrowth, leaping at the insects and hissing at the heroes as they pass.

THIEF IN THE NIGHT

The first night the heroes are in the forest, a heavy fog rolls through. Visibility is reduced to 25 meters. Hissing and growling can be heard throughout the forest. Several times throughout the night, it sounds like a fight breaks out between two animals somewhere just beyond the party's camp.

Presumably, the party will again post a guard. Another Stamina roll is required to stay awake. One of Qin's allies, a woman with the smilodon totem, is hiding just beyond the camp, preparing to cast a sleep spell. Those asleep, including Tsan and the horses, will not be able to resist the spell. The guard, if awake, should resist the spell normally.

Even if the spell does not take effect, the ruffian will attempt to Sneak into the camp to steal the lacquered box. If the guard is awake, he should oppose his Listen or Spot, whichever is higher, against the thief's Sneak. If the hero wins the opposed roll, he hears or sees the thief moving through the camp and can move to intercept. If spotted, the thief attempts to grab the box and run. If the thief wins the opposed roll, or the guard is asleep, the thief successfully steals the box.

TRACKING DOWN THE THIEF

This section is only necessary if the thief successfully steals the box. Tsan will be the first to awaken. When he notices the box is gone, he lets out a yell sufficient to wake the heroes.

Tsan informs them that the Skull has been stolen, and they need to find it before the magic protecting Ka'rang wears off in five days. A successful Track roll will reveal the thief's tracks and allow the heroes to follow them into the forest. Several hundred yards in, the heroes find the body of the dead thief and recognize her as Mei, one of Qin's associates. Examination of her body reveals it is covered in hundreds of small bite marks. The box is gone.

Dozens of small footprints lead away from the body in various directions, obscuring any more of the thief's prints. A Difficult Track roll can be used to find the set of small tracks that sinks the furthest in the ground, a likely candidate for whatever is carrying the box.

ENTER THE SAURIDS

A Saurid sorcerer used his spells to compel several Compsognathus to follow the thief and, once she stole the box, to kill her and steal it.

At this point, players should make a Listen roll. Success means they hear something faint and getting fainter moving through the underbrush. If they investigate, they will need a Sneak roll to approach the sound carefully. Should they succeed, they sneak up on a trio of Compsognathus carrying the box through the forest, trying to pry it open. Just as they arrive, the Compsognathus manage to pop the lid open and pull out the skull.

Should they fail the Sneak roll, the Compsognathus take off into the forest carrying the awkward box as fast as they can.

Either way, heroes find themselves in a chase situation. To catch the Compsognathus, the hero should oppose his CON against the average CON of the fleeing dinosaurs. Normally, the agile dinosaur would use his DEX to widen the gap, but the awkward box slows him down. It will take the hero two successive victories on the resistance table to catch the dinosaur. If the Compsognathus succeeds twice in a row, he escapes and the heroes encounter the Saurids mentioned below. During this chase, other Compsognathus will hurl themselves from the trees at the heroes.

If the heroes catch the Compsognathus, they can get the skull back. If they fail to catch them, the lizards lead them on a chase through the woods until they find themselves facing a host of ten Saurids who must be defeated to recover the skull.

THE GROVE

Once the Skull has been recovered, Tsan and the party can continue to the grove. As they enter the sacred grove where Kerrin killed Estelet, they find Qin and five ruffians waiting for them. Qin demands the skull be handed over to him. He plans on becoming the clan's new shaman. Originally, he was just going to be the hero and return the stolen Skull, but he decided he likes how Elder Shaman Qin sounds. With that, he launches himself at the heroes, sword drawn.

The fight will continue for two rounds before one of Qin's ruffians collapses, screaming in agony. A force of ten Saurids emerges from the trees, casting spells at both Qin's men and the heroes.

Unless someone can Persuade Qin and his men to join forces, the heroes find themselves in a two-way fight against both the humans and the Saurids. The Saurids attack both sides indiscriminately. Tsan pulls out a short sword and fights alongside the heroes. The Saurids will withdraw if six of their number are killed.

The fight should last until one side is eliminated. If it's the heroes, the adventure is a failure, and Ka'rang soon falls to the Saurids. If Qin's forces are defeated, the Saurids continue fighting the heroes. If the Saurids are defeated, Qin will keep fighting until he dies or is the last one standing among his men. If he is the last one standing, he throws himself to the ground and begs for forgiveness. Tsan is willing to give Qin mercy, but leaves Qin's fate up to the heroes.

CONCLUSION

Assuming the heroes win, Tsan is able to perform the ritual. However, they only four days left to get the Skull

back to Ka'rang. It is a five day journey at a normal pace. A series of two Difficult Ride rolls, coupled with a Stamina roll for the horses, is necessary to get back to Ka'rang in time. Failed Ride rolls indicate that the rider is unable to keep the horse moving at the fast past, but can try twice more to make up time. A failed Stamina roll means the horse is too winded to continue.

Back at Ka'rang, should they arrive in time, Tsan places the Skull on the dais in the center of town and proclaims the town safe for another three years. Tsan recounts the brave exploits of the heroes for enthralled villagers. If any of the heroes died, they will be venerated as mighty heroes for centuries. Qin the Elder is aghast at what his son did; if his son is still alive, he orders him exiled from the community. Heroes can intervene on Qin the Younger's behalf, opposing their Persuade or Fast Talk against Qin the Elder's Knowledge (Law). If they fail, Qin must leave the town. If they succeed, Qin the Elder rescinds his decision. However, Qin the Younger remains angered toward the heroes since they not only made him lose his father's favor, but also made him lose face in front of the entire village by "rescuing" him from exile.

Tsan

Maiasaurus and Shark totems

STR 9	CON 11	SIZ 15	INT 19
POW 21	DEX 14	APP 12	
MOV 10	HP 13	DB 0	
Armor	None		
Attacks	Short Sword 35%, 1D6+1+db (impaling)		
Skills	Appraise 35%, Dodge 40%, Etiquette 35%, Fast Talk 45%, Hide 30%, Insight 35%, Knowledge (Ka'rang) 70%, Persuade 45%, Research 75%, Ride (Horse) 35%, Sense 35%, Sleight Of Hand 35%, Spot 55%		
Powers	Dispel 50% (1), Heal 60% (3), Resistance 34% (1), Counter Magic 35% (1), Pause 54% (3), Precognition 25% (1)		

Qin the Elder

Apatasaurus totem

STR 15	CON 15	SIZ 15	INT 12
POW 14	DEX 15	APP 14	
MOV 10	HP 15	DB +1D4	
Armor	3-point cuirbouilli		
Attacks	Katana 75%, 1D10+1+db (bleeding) Light Mace 65%, 1D6+2+db (crushing) Long Bow 60%, 1D8+1+_db (impaling)		

	Dagger 50%, 1D4+2+db (impaling)
Skills	Command 45%, Dodge 50%, Etiquette 65%, Knowledge(Ka'rang) 50%, Listen 45%, Ride (Horse) 75%, Sense 20%, Spot 45%, Status 60%, Strategy 30%.
Powers	Change 45% (1), Enhance 33% (1), Wall 34% (1)

Qin the Younger

Tyrannosaurus Totem

STR 15	CON 15	SIZ 15	INT 11
POW 12	DEX 15	APP 15	
MOV 10	HP 15	DB +1D4	
Armor	2-point hard leather		
Attacks	Katana 55%, 1D10+1+db (bleeding) Long Bow 65%, 1D8+1+_db (impaling) Dagger 50%, 1D4+2+db (impaling)		
Skills	Dodge 50%, Etiquette 35%, Knowledge (Ka'rang) 25%, Language (Saurid) 35%, Listen 45%, Ride (Horse) 55%, Sense 30%, Spot 45%, Status 65%		
Powers	Blast 28% (3), Frost 25% (3), Sharpen 30% (1)		

Mei

Smilodon Totem

STR 14	CON 13	SIZ 10	INT 14
POW 15	DEX 17	APP 12	
MOV 10	HP 12	DB NONE	
Armor	None		
Attacks	Katana 45%, 1D10+1+db (bleeding) Dagger 65%, 1D4+2+db (impaling) Blowgun 50%, 1D3 (impaling) + poison (see below) Fist 55%, 1D3+db (crushing) Kick 55%, 1D3+db (crushing) <i>Mei's blowdarts are covered in a paralytic POT 15 poison.</i>		
Skills	Climb 80%, Disguise 55%, Dodge 65%, Fine Manipulation 45%, Hide 70%, Jump 65%, Listen 65%, Martial Arts 35%, Sense 50%, Sleight Of Hand 55%,Spot 55%, Stealth 75%, Swim 55%, Throw 50%, Track 35%		
Powers	Dark 25% (1), Illusion 20% (1) Perception 22% (1)		

Ruffians

STR 16	CON 14	SIZ 15	INT 11
POW 13	DEX 16	APP 13	
MOV 10	HP 15	DB +1D4	

Armor	1-point hide armor
Attacks	Short Spear 65%, 1D6+1+db (impaling) Short Spear (thrown) 75%, 1D6+1+_db (impaling), Grapple 65%, special
Skills	Climb 75%, Dodge 40%, Hide 45%, Jump 45%, Listen 55%, Sense 60%, Spot 65%, Stealth 60%, Swim 55%, Throw 65%, Track 70%
Powers	The remaining ruffians can have any totem, and therefore spells the Gamemaster desires. If the players are having a difficult time defeating all the foes, these Gamemaster can rule that these ruffians never completed their vision quest, and therefore have no spells.

Smilodon

STR 26	CON 24	SIZ 21	INT 5
POW 11	DEX 19	MOV 12	
HP 23	DB +2D6		
Armor	2-point skin		
Attacks	Bite 45%, 1D10+_db (impaling) Claw 70%, 1D8+db (bleeding) Ripping 80%, 2D8+db (bleeding) <i>A smilodon gets two simultaneous claws and one bite each combat round. The bite comes 5 DEX ranks after the claw attacks. If both claws successfully strike the target, the smilodon will hang on and rip with its hind claws on the next round while continuing to bite.</i>		
Skills	Dodge 45%, Hide 80%, Jump 55% Stealth 75%, Track 50%		

Compsognathus

STR 8	CON 12	SIZ 3	INT 12
POW 10	DEX 21	MOV 14	
HP 7	DB +0		
Armor	1-point scales		
Attacks	Bite 65%, 1D4 (impaling) Grapple 65%, special <i>Multiple compsognathus will grapple a target and use superior numbers to drag the victim to the ground.</i>		
Skills	Climb 65%, Dodge 75%, Hide 35%, Jump 65%, Sense 40%, Spot 45%, Stealth 45%, Track 40%.		

Saurid

STR 11	CON 14	SIZ 10	INT 16
POW 18	DEX 13	MOV 8	
HP 12	DB +0		

Armor	1-point scales
Attacks	Bite 65%, 1D8 (impaling) Short Sword 45%, 1D6+1+db (impaling) Grapple 65%, special
Skills	Climb 65%, Dodge 55%, First Aid 45%, Hide 35%, Jump 45%, Language (Saurid) 85%, Listen 55%, Sense 30%, Spot 45%, Stealth 45%, Swim 35%, Track 40%.
Powers	Only two of the Saurids in this adventure know spells. They can know any sorcery spell the Gamemaster desires. Some useful spells for this adventure include, Cloak of Night, Sorcerer's Soul, Sorcerer's Speed, Sorcerer's Armor, Sorcerer's Sharp Flame, Midnight, Moonrise, Wings of the Sky, Muddle, Pox, and Heal.

THE THIRD ADVENTURE:

KING JOHN'S TREASURE

BY JEAN-PHILIPPE CHAPLEAU

GAMING CONSIDERATIONS

This adventure was written for a historical setting. It could easily be adapted to most medieval/fantastic settings or with a little more work to a more modern setting. This adventure takes liberties with history and seeks to make the adventure believable rather than historically accurate. King John is depicted poorly by most NPCs, perhaps unfairly.

The adventure is historical and contains no direct magical involvement. Legends of the areas and references to curses are all present in the adventure, leaving the DM free to incorporate them or not.

Grey boxes give the DM extra information that is historically accurate to the best of the author's knowledge.

When running a historical adventure, keep in mind that the feel is more important than the facts. Let the PCs shine and flourish in the setting.

HISTORICAL BACKGROUND

1216

1216, East Anglia, England: King John is sick. His barons are in open rebellion and have called upon a French Prince to replace him. His lands in France are diminishing. The year before, his barons forced him to accept the Magna Carta, reducing the power of the crown.

Early in the year, King John travelled to Scarborough to meet with Godfrey de Neville who was then governor of Scarborough. The king gave Sir Godfrey a bejeweled Bible to be kept at the castle.

Prince Louis of France was invited to England by English Barons and crowned him King of England in London. The rebellion known as the First Barons War was

in full force at the time and King John could not have too many friends.

On October 9th, King John arrived in Bishop's Lynn one of the few places he was still popular. Years before, he had given the port a Royal charter. He kept his fleet busy pillaging rebel barons in the area, and thus money flowing into the town.

Then on October 15th, King John's treasury, including the Crown jewels and about 3,000 men disappeared when in the Wash. Common theories as to what happened to the treasure include a unexpected surging tide, crossing without a guide, wagons stuck in quicksand, treachery, divine punishment or even desertion. Whatever the case, the treasure disappeared. A few days later, John died and was buried in Worcester Castle without his royal regalia.

THE REAL TREASURE

Rumors vary from it being buried in the silt or taken by bandits, to servants fleeing with the loot. Yet other theories have King John selling (or pawning) the treasure and then "losing" them in the Wash.

Whatever really happened, the treasure went missing. Many adventurers, knights, knaves and treasure hunters tried to find the treasure but it was never to be found (officially).

1236

Twenty years later, King John's son, Henry III is on the throne and peace has returned to most of England.

Louis was defeated and he returned to France in 1217. Scotland, under Alexander II, is at peace with England, as is Wales ruled by Llewellyn the Great. Connacht, the last independent Irish kingdom, fell to the Normans the year before.

So Henry rules over a kingdom at peace. But in the British Isles, rebellion is never far from the surface.

The Queen, Eleanor of Provence, is largely disliked due to her strong influence over the King and her insistence on appointing her relatives (the “Savoyards”) to position of power and importance in England.

Henry elected a number of his Lusignan half-siblings to prosperous and important offices (from her mother’s second marriage), which made him even more unpopular. Over the course of his rule, Henry would lose most of England’s possessions in France.

Barons and lords wait for an excuse to vie for power; and a treasure is a great way to start some rebellion.

ADVENTURE BACKGROUND

Marcel named himself “Marcel de Bruges” to make him sound somewhat exotic. And it worked! Though Marcel has never left England, he has travelled from Scotland to Cornwall and from London to Wales.

Marcel’s mother was a bright-eyed little woman who met Sir Brian at the Fair in Bishop’s Lynn. After their time together, Sir Brian quickly left town for other business, not thinking about the maiden anymore.

A year before the adventure starts, Marcel’s mother lay dying. She called her son and told him about his real father, Sir Brian Fitz Alan, who was now Sheriff of York. She told him of her meeting with him. Then the poor woman died.

Marcel blames Sir Brian for his mother’s death and he has resolved to get revenge by humiliating Sir Brian. Marcel began to listen for stories or ways to get revenge. Finally, he heard from an old knight about the Bible of Scarborough. That was it! Marcel planned to steal the Bible then leave for France and start a new life.

While traveling to York, Marcel crossed the Wash and took shelter in a cave. He explored the cave while waiting for the tide to go down. Marcel discovered a large treasure in silver, gold, precious items, and jewels loaded up in an old cart! Remembering the story of King John’s treasure, Marcel immediately assumed he had found the legendary treasure.

He could have taken the treasure and left for France, but his burning desire for revenge got the better of him. He decides to have others do his dirty deed and to promise them the treasure in return.

Marcel asks the PCs to travel to Scarborough. He tells the PCs that while he stopped at the castle, King John gave his governor, a jewel covered Bible. Successive governors kept the Bible at the castle as a sign of appreciation. Marcel wants the Bible for himself.

MARCEL’S TREASURE

Though Marcel’s assumption was reasonable, it was incorrect. The treasure belongs to Sir Edwin, a returned crusader who brought back treasures stolen from the Templars and other nobles of the Levant. Sir Edwin is a villainous highway robber who has been terrorizing the countryside under the name “Black Knight of Yorkshire”. The Sheriff of York (Sir Brian, Marcel’s father) has put a hefty bounty for the Black Knight’s capture. However the Black Knight’s identity is not known.

Sir Edwin received news of Marcel pawning some jewels. Before the start of the adventure, he has his men tail the bard.

PART I: THE FAIR

The PCs meet up at a fair in York. The fair is a major event. There should be a lot of activities to keep most of the PCs happy. Jousting, pig wrestling, selling produce, crafts or buying supplies are all things the PCs can do. The fair is an important event. The PCs should have plenty to see and do while in town.

During the fair, the PCs should meet at least some Royal envoys of King Henry, envoys of King Alexander II of Scotland, Welsh envoys from Prince Llewellyn and even dispossessed Irish nobles. You may also add French Nobles, Knight Templars, Venetian merchants or Teutonic knight to add some spice to the mixture.

The Herald

While the PCs are going about the streets, a herald wearing the livery of the Sheriff of York stands atop of a cart and shouts the following announcement.

“Hear ye! Hear ye! By order of Sir Brian Fitz Alan, Sheriff of York by order of King Henry, the bounty for the head of the villain known as the Black Knight of York is has been raised to a full gold sovereign upon proof of identity. Dead or alive!”

The herald repeats this announcement a few times (1 gold sovereign = 1£ = 20 shillings = about 1,000 US Dollars in 2008). This is a very large sum of money. It should be noted that gold is extremely rare, silver making up most coins.

THE BLACK KNIGHT OF YORK

The Black Knight appeared in Yorkshire a few years ago. Riding a black stallion and wearing black leather armor, he quickly made a bad name for himself.

He is credited with the murder of at least ten of the Sheriff's men and has stolen the tax money of a number of towns many times. Survivors tell of him chanting in some strange language and that his horse breathed flames. It is said that he leads a pack of barguest in his assaults. The Black Knight is never seen in daylight.

Legend has it that he is the son of the Devil or the ghost of King John returned to inflict more hardship upon the world. Some have speculated that he is a spirit punishing the world because they abandoned the Old Ways.

MARCEL

The PCs also meet an old friend, Marcel de Bruges. More than half the party should know Marcel. To those PCs, give Handout 1: Marcel de Bruges (below).

Marcel is initially trying to find a way to steal the Bible and thus appears distraught and worried, unlike his usual carefree self. If pressed, he lies saying that he is trying to figure out a correct verse to fit an epic he is thinking about.

Finally, Marcel opens up to the PCs. He tells the PCs that the Bible belongs to his father and that he wishes to get it back. He depicts Sir Brian as a bloodthirsty and evil individual capable of many horrible deeds. He mentions that he is being followed by Sir Brian's men so he cannot go to Scarborough himself. The PCs however are free to go and take the bible.

In return for this service, Marcel promises to share the location of a large treasure, a legendary treasure he

MARCEL DE BRUGES

Marcel is a minstrel in his early twenties. He travels from fair to fair, earning decent coin with his talent as a storyteller.

Marcel's origins are unclear, but he does speak of Norfolk as "home". He has no wife or children and spends his life traveling. He has a bad habit of finding trouble. But his carefree and devil-may-care attitude usually finds a way out

You have met him a number of times in the past and consider him a friend.

adds. He shows the PCs a few exquisitely crafted jewels, promising more once they have retrieved the Bible for him.

He cannot take the treasure himself because Sir Brian's men are following him. However the situation is much more complex than Marcel thinks. He is being followed not by one group, but three.

TRAILING MARCEL

Marcel is being followed, but not only by his father's men. There are a total of three distinct groups following him

Sir Brian's Men

Marcel is being followed by some of Sir Brian's men. Sir Brian has heard that someone has been spending and selling jewels in town and they wish to find out more. These men work for the Sheriff of York (Sir Brian).

MALCOLM & WARREN*Sir Brian's men*

STR 11 CON 12 SIZ 11 INT 9

POW 8 DEX 10 APP 6

EDU 10 HP 12 DB NONE

Weapons Club 55%, damage 1d6

Dagger 35%, damage 1d4

Skills Hide 45%, Navigate 45%, Ride Horse 50%,

Stealth 55%, Track 55%

The Black Knight

Marcel is also followed by the men of Sir Edwin de Clare, a local bandit who heard of Marcel's "treasure" and wants Marcel to tell him more. This local bandit is known as the "Black Knight of Yorkshire".

Ever since he returned from the Holy Land three years ago, Sir Edwin was a changed man. He has become a murderer and thief, to name but a few.

Greedy, brutal and dangerous, Sir Edwin may have some of his men follow the PCs around if they start asking questions or start hanging around Marcel too much. Sir Edwin's men do not take well to being confronted. These

men often travel in groups of two or three, but adjust to how many you need.

The Black Knight and his men cover their weapons with soot to hide the glint of metal. This only works until an opponent is hit and the soot is removed. Most of them are dressed in dark clothes, something that is common, but many of their outfits are also blackened with soot, giving them the appearance of coal miners or chimney sweeps.

If captured, the men do not talk unless tortured. They know nothing about the treasure, they know that their lord is the Black Knight, a man who has strange magical powers (he speaks in strange foreign languages and it scares those they attack).

SIR EDWIN'S HENCHMEN

local bandits

STR 14	CON 10	SIZ 13	INT 9
POW 8	DEX 11	APP 10	
EDU 11	HP 12	DB +1D4	
Weapons	Club 35%, damage 1d6+1d4 Dagger 35%, damage 2d4 Short spear 65%, 1d6+1d4		
Armor	Boiled leather 3pts		
Skills	First Aid 60%, Hide 15% (25%) Northern England 35% Ride Horse 55% (65%), Track 45%		

The Jew

The third group following Marcel is the group of street urchins hired by Yitzhak, a local Jewish jeweler and money lender. At the time, Jews are very poorly regarded by the local populace (York saw anti-Semitic riots in 1190).

A few days before the adventure starts, someone stole many gems from him. Having received word that Marcel had jewels and gold, Yitzhak hired a few local street urchins to tail him. Those boys are looking to find out who are Marcel's collaborators are. Yitzhak's boys are simple folk who are looking to make a few coins by following the minstrel around.

The boys often move around in groups of five or six.

YITZHAK'S WATCHERS, aged 12-15

street urchins

STR 10	CON 11	SIZ 8	INT 10
POW 8	DEX 10	APP 9	
EDU 6	HP 10	DB NONE	
Weapons	Dagger 30%, damage 1d4		
Skills	Appear harmless 45%, Bargain 25%, Conceal 40%, Dodge 50%, Listen 50%, Stealth 55%, Spot Hidden 45%		

CONFRONTING THE MEN

If the PCs confront the men following Marcel to ask questions, first determine who they encounter (equal chance of either). None of the men know anything about Marcel's relation to Sir Brian or Marcel's goals.

Sir Brian's men deny everything, claiming to be simple travelers taking in the sights. However, with a little bit of convincing (bribes), they can be made to admit they work for the Sheriff.

Confronting Sir Edwin's men will very likely result in a fight. These are all wanted men who fight to the death who don't like leaving witnesses.

Yitzhak's boys are likely to simply try to run. Though if caught, they have no qualms revealing who their employer is and where he could be found.

MEETING YITZHAK

Yitzhak and his boys are the DM's wildcard. Use him to help or hinder the PCs. His involvement in the grand scheme of things is at best circumstantial.

The PCs may wish to meet with Yitzhak. He lives in a small house on the outskirts of York. Yitzhak is very wary of the PCs and does not warm up to them until he can be assured of the PCs' intentions. Befriending Yitzhak may require more than one visit to his house.

Once befriended, Yitzhak can tell the PCs that Marcel is being followed by other men than his own. His eyes on the street told him these men were armed. He even hints that some of those men are wanted criminals.

Yitzhak is willing to trust the PCs if they assure him that they have not taken his jewels.

REFUSING TO HELP

Some PCs may elect not to take part in the theft of the Bible. In that case, have Sir Edwin's thugs beat up Marcel who comes stumbling in at the PCs home/inn. He claims that Sir Brian's men beat him up, stole all his money and demanded to know about the treasure. Though this is not true, Marcel thinks it is.

GOING TO THE SHERIFF

After meeting and talking to the Sheriff's men, the PCs may try to "switch sides" and work with the Sheriff to get the Black Knight of York and/or Marcel. The Sheriff is likely to be extremely wary of any such plans. The PCs will need to succeed at a very diplomatic approach.

Though difficult, this can lead to a number of rewards for the PCs. First, they can share the treasure with the Sheriff, who can bestow great privileges upon them.

PART 2: SCARBOROUGH CASTLE

The trip from York to Scarborough is about forty miles (60km) and should take about two days. It is up to you to decide if Sir Edwin and his men begin trailing the PCs. Keep them in shadows and have the PCs make a few Spot Hidden to notice a group of men following them.

SCARBOROUGH IN 1236

The site of Scarborough has been occupied for over twenty centuries.

The Romans built a signal station there. The town was then burned by Harald Hardrada in 1066.

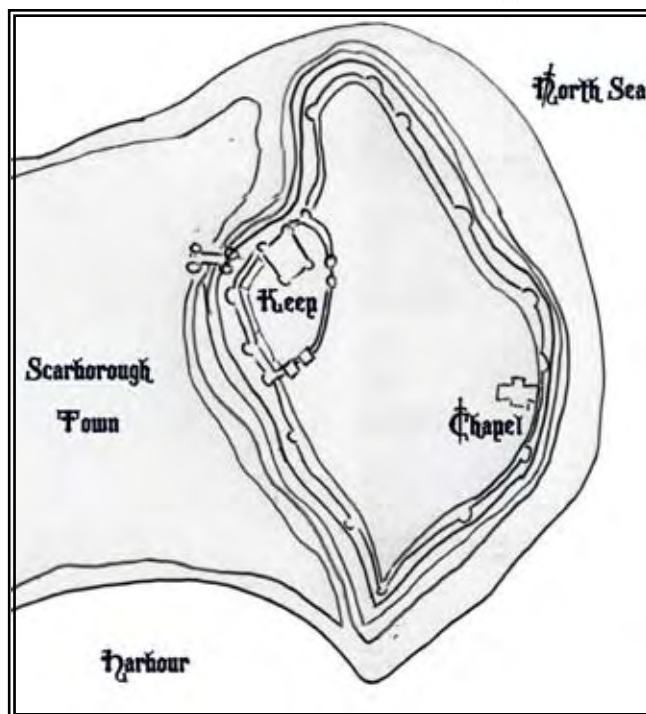
William the Conqueror is believed to have started the current fortification of the castle during his pacification of Britain. King Henry II rebuilt and enlarged the castle.

King John enlarged and funded massive improvements to the castle. Due to his building projects, Scarborough is one of the most powerful strongholds on the east coast of England.

Early in his reign Henry III commissioned further improvements to the castle. (The King will commission more improvements in the 1250s).

Because the town had a royal charter, it served as a base for the king's fleet. It is up to the GM to decide whether the royal galleys are currently in port.

By 1225, Scarborough castle was a prison. Prisoners kept here were of all type, leaving the DM free to decide what criminals are currently kept here.



Norwegian warships than a small fishing vessel. Reward creativity.

Here are some ideas on how to get into the castle. Do not make it obviously easy on them and keep this section tense, with guards making rounds and the like.

- Find a guard on night shift and obtain his assistance in return for payment.
- Find one of the local masons/engineer who worked on the castle walls to obtain plans.
- Pose as travelling priests/ pilgrims/ returning crusaders and ask to pray at the chapel.
- Climb the cliff by the North Sea (a very risky path).

The Bible is located in the chapel within the castle walls. No one at the castle expects the Bible to be stolen, so it is on the pulpit of the church and used every day for church service.

How the PCs take the Bible determines how long it takes for the locals to realize it was stolen. This could take a few minutes up to a full day.

THE DISCOVERY

When the theft is discovered, Sir Brian mounts up and launches a search of the town and the countryside. Let's hope the PCs thought of a way of getting out of town before stealing the book. Getting back to York can be an adventure in itself.

From this moment on, you can have English soldiers working for Sir Brian show up anytime you want. Those men would be riding horses in groups of 2-4 trying to find

GETTING THE BIBLE

The PCs have to sneak into the castle to steal the Bible. Unless the PCs somehow tipped their hand, the guards are not particularly alert. With a little creativity, the PCs should be able to get the Bible.

During the day, the front gates are open but only those with business to conduct within the castle are allowed inside. Seeing the prisoners often require a paying a tax to the warden. The guards are lax and do not expect trouble (at least +20% to any subterfuge or stealth attempt). The guards are especially looking for ships on the horizon and do not pay too much attention to the cliff. They are more worried about seeing a small fleet of French, Scottish or



the Bible and its thieves. PCs could talk their way out of a meeting with the knights (if they do not have the Bible on them).

Depending on the manner in which the PCs got into the castle, they could be wanted by the law.

SCARBOROUGH GUARDS

STR 14	CON 10	SIZ 13	INT 9
POW 8	DEX 11	APP 10	EDU 11
HP 12	DB +1D4		
Weapons	Club 35%, damage 1d6+1d4 Dagger 35%, damage 2d4 Short spear 65%, 1d6+1d4		
Armor	Boiled leather 2pts, half shield 35%, 15pts		
Skills	First Aid 60%, Hide 15% (25%), Northern England 35%, Ride Horse 55% (65%) Track 45%		

SIR BRIAN'S KNIGHTS

loyal servants

STR 15	CON 10	SIZ 11	INT 13
PO 10	DEX 11	APP 10	
EDU 18	HP 11	DB +1D4	
Weapons	Dagger 45%, damage 2d4 Lance 65%, 1d8+1d4 Long sword 75%, 1d8+1d4		
Armor	chain 7pts, round shield 35% 20pts		
Skills	Bargain 30%, Insight 35%, Natural World 45%, Navigate 70%, Persuade 40%, Ride Horse 50% (70%), Stealth 15% (35%), Status 45%, Throw 35% (55%), Track 50%		

SIR BRIAN FITZ ALAN, age 48

Governor of Scarborough

STR 13	CON 13	SIZ 12	INT 12
POW 12	DE 17	APP 15	
EDU 15	HP 13	DB +1D4	
Weapons	Axe 55%, damage 1d6+1d4 Dagger 25%, damage 2d4 Longsword 40%, damage 1d8+1d4		
Armor	chain armor 7pts, heater shield 45% 20pts		
Skills	Accounting 35%, Drive Carriage 10% (30%), England 35%, Insight 35, Natural World 35%, Latin (read & write) 30%, Latin (spoken) 30%, Ride Horse 55% (75%), Status 85%		

REX

faithful Yorkshire terrier

STR 7	CON 10	SIZ 5	DEX 13
POW 7	MOV 12	HP 7	DB -1D4

Weapons	Bite 30%, damage 1d6-1d4
Skills	Listen 75%, Scent something interesting 90%

THE REAL SIR BRIAN FITZ ALAN

Brian Fitz Alan, Lord of Bedale: 1188-1242

Brian had a single son, Alan 1220 - ~1267.

Marcel would be 4 years older than Alan during this adventure. There is no proof he ever had any other children, since illegitimate children were rarely accounted for in family trees, it is not impossible that he may have sired other children outside of wedlock.

GETTING CAUGHT

It is possible the PCs get caught after stealing the Bible. In that case, you can have Marcel be caught and thrown in with the PCs and run and adventure where the PCs attempt a jailbreak.

PART 3: GETTING TO THE TREASURE

Eventually, the PCs should be able to rejoin with Marcel. If they have the Bible, Marcel jumps with joy. After check to make sure the Bible is the one he wanted, Marcel begins to draw a map of southern Lincolnshire and northwestern Norfolk.

“Twenty year ago, before the good Lord decided to finally free us from John Lackland’s reign of terror. In the last days of his life, King John was travelling towards Newark when he took ill. His baggage, which included the crown jewels and a number of priceless artifacts were lost somewhere in the Wash on the road between Walpole St Andrew and Long Sutton.” Marcel pulls out a map. The map shows northwest Norfolk and southern Lincolnshire.

“Here is Boston. Here is Wisbech. Here is Bishop’s Lynn. Here is Long Sutton... Now on that October day, the treasure left Walpole heading northwest... That is the last anyone ever saw the treasure...”

Marcel goes on to explain. Marcel embellishes the story more than a little. It may seem to the PCs that Marcel is lying or trying to fast talk them, but the minstrel is honest.

- The area is known to be extremely treacherous and crossing the Wash without a guide is risky at best.
- There are many caves, sinkholes and hidden paths in the area and the tides can rise and fall at great speed,

sometimes trapping unsuspecting travelers.

- On his way to the fair in York from Norwich, he stopped for the night in one of those caves.
- Being naturally curious, he decided to explore the cave. There, he found a series of wagons bursting with silver and gold, truly a king's ransom.
- The cave contains not only jewelry but also rare and valuable books.
- He tells the PCs where the cave is on a map and tells them of a good friend of his in Norwich who would be willing to pay coins for the treasure.
- The next day he wisely decided to take the safer crossing through Wisbech, where he stopped and drew his map while the road was still fresh in his mind.
- He will travel south to Portsmouth and take a ship to France, departing England forever, and invites the PCs to join him.

Some PCs may think Marcel's offer sounds too good to be true. Marcel is being honest and truthful. Do not discourage those feelings on the part of the PCs. They will come in handy later when they set out onto the Wash.

Marcel gives the map to the PCs and leaves. Shortly after the PCs and Marcel part ways, Sir Edwin's men capture Marcel. The minstrel spills the beans to the bandits, but then manages to escape them.

MARCEL DE BRUGES, age 21

Minstrel and bastard son of Sir Brian

STR 10	CON 15	SIZ 10	INT 12
POW 6	DEX 10	APP 14	
EDU 17	HP 13	DB NONE	
Weapons	Dagger 25%, damage 1d4		
Skills	Bargain 45%, Dodge 40%, England 45%, Fast Talk 65%, Insight 55%, Latin (read & write) 30%, Latin (spoken) 30%, Storytelling 50%, Persuade 65%, Potions 35%, Ride Horse 25%, Spot Hidden 45%, Status 65%		

GETTING THERE: BY LAND

By land, the trip takes about a week in good weather. The most likely road takes the PCs from York to Doncaster, to Newark, to Spalding, to Wisbech. The road can be as safe or as dangerous as you want it to be. Ideas for encounters include: bandits, bears or wolves.

The bandits should belong to Sir Edwin's band and they are looking for the PCs. These men are looking to keep at least one or two of the PCs alive so they can be interrogated by Sir Edwin.

BEAR

STR 20	CON 13	SIZ 20	DEX 10
POW 11	MOV 16	HP 32	DB +2D6
Weapons	Bite 25%, damage 1d10 Claw 40%, damage 3d6 Slap 25%, damage 2d6		
Armor	3-point fur		
Skills	Climb 30%, Listen 75%, Scent Prey 70%		

WOLVES

STR 13	CON 11	SIZ 8	DEX 13
POW 10	MOV 12	HP 10	DB NONE
Weapons	Bite 30%, damage 1d8		
Armor	1-point fur		
Skills	Spot Hidden 60%, Track by Smell 80%		

GETTING THERE: BY SEA

Travelling there by sea is shorter, maybe 4 or 5 days. The most logical route would take the PCs from York to Wyke-upon-Hull (or just "Hull", now Kingston-upon-Hull), catch a boat to Bishop's Lynn, then walk to Wisbech.

Piracy was not a great threat in the area (since Bishop's Lynn had a royal charter, royal galleys would be stationed there. However, the weather makes for a great challenge. You may also setup land based encounters while the PCs are traveling overland (see above).

WISBECH

Wisbech is the starting point of Marcel's map. Though the PCs do not know it yet, Sir Edwin and his men are hard on their trail.

In 1236, Wisbech was a port city. It is the first safe passage beyond the Wash.

The locals are not overly interested in the PCs and what they do, but they notice any behavior they find strange. Asking too much about King John's treasure or buying large quantities of supplies would definitely draw attention from the locals.

Feel free to add royal officials breathing down the PCs' neck. Do not stop the PCs from proceeding further but show them that moving around with such a treasure will not be easy and selling it will present difficulties. This will be important later on.

THE WASH

In the thirteenth century, the Wash was a marshland with tidal pools of fresh and salt water. The southern part of Lincolnshire was being heavily deforested. Most of the land was flat with many water logged areas. Man-made canals, ditches, and copse of trees are common as are caves

and sinkholes. Fords, bridges, and other such structures also exist but may not be immediately obvious.

There are many places to hide and many places to get lost. This is both good and bad for the PCs since others can also do the same.

THE MAP

Marcel is a good storyteller but not a cartographer. To find the cave on his map the PCs should have to make a number of Navigate and Kingdom (England) rolls.

Finding the cave should not be easy, making it appear very difficult to find increases the credibility that the treasure has been lost for over twenty years.

The cave should not be readily visible from the main road yet offer apparent shelter from the rising tides.

PART 4: THE TREASURE

The treasure is not as bountiful as Marcel said, but it is still enough for all the PCs to live in luxury for the rest of their lives.

The treasure fits in a single hay cart that can be pulled by a single man. The cart contains two or three sacks of coins and jewels. Other items are wrapped in cloth for protection from the wet weather.

The exact content of the treasure is left to the DM. Its content should be outlandish enough that PCs are intrigued by a number of pieces, instead of just looking to sell the treasure. Some items should definitely appear to have some occult or pagan vocation.

Closer examination of the treasure and its content (backed up by appropriate skill checks) should yield the following information. Those discoveries should lead the PCs to the conclusion that this is a Crusader's treasure and not King John's treasure.

- Many items have Arabic or Greek (Byzantine) symbols or styles. The type of work is clearly not of English make.
- Books are in a variety of languages: Arabic, French, Greek and Latin mostly.
- Many coins are minted to John II (John II Komnenos, Byzantine Emperor from 1118-1143) or King Baldwin IV (King of Jerusalem 1174-1185).
- Saracen armor, helmets and weapons.

Once the PCs have looked through the treasure, they should proceed to the next order of business: what to do with it.

SIR EDWIN STRIKES

Sir Edwin and his men catch up to the PCs. Initially, he sends in only a few thugs while he watches from a safe

distance.

Sir Edwin has as many men at his disposal as you wish or need, but he is not suicidal nor does he send his men on suicide attacks. They should also have large dogs with them (use the stats for wolves).

Sir Edwin is a clever opponent. He tries to keep the royal authorities out of this, but if the PCs get too wise or are too dangerous, he offers to negotiate, while calling in the royal authorities. Sir Edwin has no problem bribing, lying, or cheating as long as he comes out on top at the end. He hopes they will not reveal the existence of "his" treasure.

On Sir Edwin there should be enough evidence to convict him as the Black Knight of York and even link him to the theft of the Templars' treasure.

SIR EDWIN DE CLARE, age 29

former crusader and villainous knight

STR 11 CON 16 SIZ 9 INT 13
POW 10 DEX 12 APP 15 EDU 17
HP 13 DB NONE

Weapons Dagger 25%, damage 1d4
 Flail 45%, damage 1d6
 Longsword 65%, damage 1d8

Armor Scale armor 7pts, kite shield 55% 22pts

Skills Arabic (spoken) 25% Dodge (35%) 50%, First Aid 50%, England 65%, Holy Land 45%, Natural World 35%, Navigate 65%, Stealth 65%, Throw 50%, Track 45%

SIR EDWIN'S MEN

local bandits

STR 14 CON 10 SIZ 13 INT 9
POW 8 DEX 11 APP 10 EDU 11
HP 12 DB +1D4

Weapons Club 35%, damage 1d6+1d4
 Dagger 35%, damage 2d4
 Short spear 65%, 1d6+1d4

Armor Boiled leather 3pts

Skills First Aid 60%, Hide 15% (25%), Northern England 35%, Ride Horse 55% (65%), Track 45%

PART 4: WHAT NOW?

The PCs are left with a fortune on their hands and many people will want to get a share. Getting the treasure out without drawing attention should be very difficult. But the same type of problems present themselves: getting the treasure to the boat, finding a reliable captain (who will not talk).

Locally, Roger Bigod, 4th Earl of Norfolk could certainly use the money, and was a rebellious force against the King. King Henry was always in desperate need of funds.

Abroad, Louis IX of France has just taken the reins of power. Alexander II of Scotland and Llewellyn of Wales both could use the money to consolidate their dynasties. The Countess of Flanders could also use the funds. The Byzantines, the Templars, and the Pope all could use the money and grant the PCs many favorable concessions.

The PCs have important choices to make. Everyone wants a piece of the treasure. The question is: who will get a share?

Smuggling the treasure in or out of England should not be easy and lead to further adventures. How do the PCs take the treasure to its final destination? Do they trust each other enough to share the treasure and travel separately? Do the PCs turn against each other?

As another point of interest, the PCs must decide what to do with the information they found on Sir Edwin. Judicious and clever PCs may be granted Sir Edwin's lands in Yorkshire, particularly if they avoided being linked to Sir Brian's Bible.

LOOSE ENDS

Does Marcel really embark for France? Where did Marcel escape to? What did Sir Edwin and his men do to the Bible the PCs stole from Scarborough? Did they find it?

Who took Yitzhak's jewels? Depending on how the PCs dealt with him, Yitzhak could become a useful ally or a deadly enemy.

Why did Sir Edwin become such a villain after his years of Crusading in the Holy Land? Is there anyone looking for their treasure who would travel to England to claim the treasure? Does the treasure have a story in the holy land? Were the Templars or Teutonic knights the PCs met in York there for more than recruiting?

Depending on how the theft of the Bible was done, it is possible the PCs find themselves as outlaws. What do they do? Embark for France like Marcel? Stay and embrace their new outlaw status? Buy their way out?

What if Sir Brian was the villainous knight that Marcel described at the start of the adventure? Could he and Sir Edwin have been in league?

But the biggest question remains... Where is King John's treasure?

RESOURCES

<http://www.scarboroughcastle.co.uk/>
<http://kinemage.biochem.duke.edu/panther/scarborough/html/index.structure.html>
<http://kinemage.biochem.duke.edu/panther/scarborough/html/index.henry.s.html>
<http://kinemage.biochem.duke.edu/panther/scarborough/html/index.tl.html#para1>
<http://www.planiglobe.com>



King Henry III, and his crest (below)



FURTHER ADVENTURES IN 1236: THE SCOTTISH CONNECTION

This is an espionage/ political adventure. Do not force the PCs down any path as this one requires some extra preparation work. As a DM, you must be extremely reactive to what the players wish to do.

In 1234 Alan Fitz Roland Lord of Galloway died without legitimate male heir. The King separated his holding between his three daughters and their husbands.

This prompted a rebellion by the local people aiming to put Alan's illegitimate son Thomas as their king. In 1235 royalist forces led by Alexander II crushed two armies led by Thomas and Gille Ruadh. Gille Ruadh and Thomas both struck "advantageous arrangements" with the King's representative, the Earl of Dunbar.

A year after, some still believe that Thomas should be rightfully king and intrigue continues. Others wish to make sure the rebellion is over and others just wish to stir up trouble.

Depending on your preference, the PCs are contacted by agents of Sir Thomas de Galloway. They might be sent as agents of King Henry III willing to stir up some trouble north of the border.

Here is a quick low-down of the adventure. The PCs arrive in Galloway where they meet a local contact: Malcolm Mac Angus, a local blacksmith. Malcolm heard soldiers talk about a "great meeting" somewhere in the hills.

The PCs find this meeting where a few nobles loyal to Sir Thomas are looking for retribution against Sir Gerard MacLean, one of the King's men in Galloway. They hope to garner support in Northern England and thus force the King to put Thomas back on his throne.

Obviously murdering a favorite of the King would start a war again in Galloway. The PCs may agree with this plan or they may try to find other ways to put Sir Thomas on the throne.

KILLING SIR GERARD

If the PCs agree to murder Sir Gerard, they should devise ways to dispatch him. Sir Gerard is not a very dangerous fighter, but he does have bodyguards who watch over him.

Sir Gerard does not believe the rumors about a threat to his person, so he dines in public, goes out hunting and charms young damsels.

Unless something obvious warns him of a threat, he continues his activities normally. Once warned, he should be much harder to approach.

SIR GERARD MAC OLLAN, age 32

Envoy of King Alexander II

STR 12 CON 10 SIZ 12 INT 13

POW 12 DEX 6 APP 11 EDU 14

HP 11 DB NONE

Weapons Dagger 25%, damage 1d4
Longsword 20%, damage 1d8

Armor not usually wearing armor.

Skills Accounting 55%, Bargain 30%, Conceal 20%, Dodge 40%, First Aid 50%, Insight 55%, Latin (spoken & written) 30%, Library Use 40%, Persuade 65%, Ride Horse 25%, Scotland 35%, Status 75%

SIR GERARD'S BODYGUARD

veteran knights

STR 15 CON 10 SIZ 11 INT 13

POW 10 DEX 11 APP 10 EDU 18

HP 11 DB +1D4



Queen Eleanor of Provence

Weapons	Dagger 45%, damage 2d4 Lance 65%, 1d8+1d4 Long sword 75%, 1d8+1d4
Armor	7pts chainmail, 15pts heater shield 35%
Skills	Bargain 30%, Insight 35%, Natural World 45%, Navigate 70%, Persuade 40%, Ride Horse 50% (70%), Stealth 15% (35%), Status 45%, Throw 35% (55%), Track 50%

AVOIDING WAR

Some of the ways to avoid war include:

- Finding a legal way to support Sir Thomas over his sisters and their husbands might prevent large-scale bloodshed, but Sir Thomas' sisters are married into powerful families. Some of those families have grown richer with the death of Sir Alan and they have little desire to give anything back.
- Framing or disgracing Sir Thomas' brothers-in-law might make the king change his mind.
- Turning on the conspirators, not very heroic, but that is one way to end the situation.
- In the end, the PCs can make a lot of very powerful friends and enemies in this adventure. The less their involvement is known, the less their chances of making enemies.
- Alternatively, the PCs may be vassals or friends of King Alexander sent to investigate rumors of rebellious meetings in Galloway.

FURTHER ADVENTURES IN 1236: THE NORTHERN CRUSADES

THE NORTHERN CRUSADES

This adventure has military undertones and should include a lot of fighting against pagans and expansion of Christianity.

The PCs are approached by a knight in white with Black crosses, a Teutonic Knight. The Knight having heard of the PCs by a mutual friend offers them a chance to be granted land provided they assist in the crusade against the pagan Lithuanians. The knight depicts the land as ripe for the taking and the people oppressed by dark and evil worshippers of pagan deities.

The Northern Crusades

Early in the 13th century, the pagan Prussians and Lithuanians were targeted by the Kingdoms of Denmark and Poland for expansion. However, the native Prussian

people resisted and defeated both nations. Finally, the Teutonic Knights were called in during the early 1220s and they have since been campaigning yearly against the Prussians. The crusades were an on-going affair that ended in the 14th century with the final Christianization of the natives.

What did the Prussians look like? Although the Prussian had occupied the lands for centuries, for gaming purposes they should be similar to Vikings in look and equipment. However, they were not seafaring people. The Prussians had many castles and towns and had a complex tribal alliance system.

For gaming purposes using Vikings as a template gives everyone a good idea of what they look like and what they are facing.

Crusading against the Prussians could give the PCs honors and titles by the Teutonic Knights or their Polish allies. This may in turn lead to invitations for them to go crusading in the Holy Land.



THE FOURTH ADVENTURE:

THE CARAVAN

AKA THE SKULL OF ALASTOR

BY SVERRE LARNE

SYNOPSIS

In this fantasy scenario, the player characters are hired to escort and protect a caravan back to town from the dirty tavern where it is currently stuck. Travelling to the inn is relatively easy, but getting out again becomes problematic after a horde of mutants surround the inn. Soon survival and escape, not escort and protect, becomes the primary goals.

THE NOTE

The market for freelancers in the loot and kill business has been difficult lately, and the bar tabs at the local bar for unemployed adventurers have been steadily increasing. So when a young boy enters and attaches a new post to the empty “adventurers wanted” bulletin board, everyone in the bar looks up from their beer.

There are eight other customers in the bar, in addition to the player-characters, divided into two adventure parties; the well-dressed “heavyweights” and the rough “rowdy boys”. And just like all adventurers, they too need more money to finance food, drink and companionship!

The two groups start to eyeball each other, the player characters and the bulletin board, while the bartender starts loading his heavy crossbow behind the bar, shouting: “Remember no weapons gentlemen!” The first PC to make a move towards the bulletin board will set off a rush towards it by McStern and Harshax, with their groups following close behind. Best DEX roll on a d100 will reach the poster first, and have the opportunity to pick it down before the others can read it.

If a NPC gets to it first, he will hold on to it while the rest of his group tries to calm the situation, saying: “It’s our mission now. There might be one for you guys late. No, you can’t see the poster; we beat you to it fair and square. Don’t be sore losers now!”

THE HEAVYWEIGHTS

Jason (leader) HP: 12
str11, con10, siz14, int11, pow11, dex13, app11
sr.8 brawl 45% 1d3+1d4, grapple 33%,
dodge 50%, (broadsword 66% 1d8+1+1d4)

PK HP: 14
str15, con12, siz15, int14, pow16, dex12, app10
sr 8; brawl 52% 1d3+1d4, grapple 25%,
dodge 35%, (greatsword 50% 2d8+1d4)

McStern HP: 14
str10, con12, siz16, int15, pow11, dex13, app12
sr. 7; brawl 36% 1d3+1d4, grapple 46%,
dodge 40%, (bastardsword 72% 1d10+1+1d4)

Jarulf HP: 13
str12, con12, siz14, int16, pow10, dex15, app14
sr. 8; brawl 44% 1d3+1d4, grapple 30%,
dodge 50%, (2 shortswords 60% 1d6+1+1d4)

If a PC gets to it first, the other groups will try to take it from him with force.

THE ROWDY BOYS

Soltakss (leader) HP: 16
 str10, con16, siz16, int15, pow9, dex10, app10
 sr. 7brawl 66% 1d3+1d4, grapple 47%,
 dodge 30%, (morningstar 94% 1d10+1+1d4)

Puck HP: 9
 str10, con8, siz10, int13, pow18, dex14, app13
 sr. 8; brawl 42% 1d3, grapple 35%,
 dodge 36%, (heavymace 70 % 1d8+2)

Harshax HP: 14
 str11, con17, siz11, int15, pow10, dex16, app10
 sr. 7; brawl 71% 1d3, grapple 33%,
 dodge 50%, (flail 66% 1d6)

GerallKahla HP: 12
 str14, con13, siz10, int13, pow10, dex14, app15
 sr. 7; chair 40% 1d6, sr.8; grapple 30%,
 dodge 33%, (war maul 60% 1d10+2)

None of the NPCs wear any armor, and they will not draw weapons first, in fear of getting banned from the bar. A NPC reduced to _ total HP or less will want to stop fighting and return to his beer. The bartender will use his skills in persuasion (backed by his heavy crossbow) to break up fights going too far.

A Sleight of Hand roll will snatch the paper out of another person's hand, while a grapple roll will tear off a part of it.

The Note (while it still was whole):

CARAVAN GUARDS WANTED

Departure: ASAP. Duration: ~2 weeks; one week travel, one week guarding the caravan back to town. Please bring letters of recommendation from past employers.

Contact CJ Bowser at CJ's Pawnshop!

The alternative to a bar fight would be to run after the boy that posted the notice, and get the info from him, letting the two NPC groups fight it out in the meantime, probably tearing the paper to pieces. If the players fail that INT roll (which is quite likely), then they should manage to get at least one piece of paper, which will be the one with the name of the merchant hiring (and thus no competition getting the job as the other two groups wouldn't know who to approach).

CJ'S PAWNSHOP

Minted on adventurers and their loot, CJ's Pawnshop mainly sells various second hand weapons and armor, but also has most of the items you would find in a normal general store, as CJ has been trying to widen his selection. You can even find a few magical items here, but they are all quite expensive.

CJ Bowser is a middle aged master trader, wearing expensive cloths and sporting a pair of round spectacles. He has a young hireling, which mostly works in the "Coffee and Donuts" stall he has set up outside (Free for the city guard of course, of which 2 or 3 are always parked outside).

CJ will ask for credentials, earlier missions, and will include the standard questions like "What are your negative sides?", "How do you handle conflicts?", and most importantly: "Have you every looted an employer before?"

As time is of essence, and the PCs are the first group to apply for the job, they'll get it. The party leader can negotiate the pay for the entire group, or the player-characters can negotiate their pay individually if they want (decided by the individual GMs).

THE WORK (AS EXPLAINED BY CJ)

"My associate, Ornar Fastmule, was on his way back to town with an 8 mule caravan destined for this store. While travelling through lawless territory, his mule train got hit by bandits twice, reducing his number of guards from five to one. Ornar therefore checked in to the first tavern he found along the way, and hoped he would be able to hire some new guards. Instead his last guard got killed by a huge brute at the inn – who claimed that the guard had been staring at him. Not daring to hire any of the obviously inbred locals, and not daring to go on without guards, my friend releases a homing pigeon which I got this very morning, asking me to hire some new guards. And so I have! Now you just have to swear that you will protect the

mule train as best as you can, that you won't kill Ornar, and so on, and so on, while touching my oath stone!"

CJ's young hireling brings in a dark round stone, which is strangely hot to the touch. It's really just a normal stone from close to the fireplace, but the trick usually works fine.

"Travel to the Inn, and escort my friend back here to the store. Here's a letter of introduction so he'll know who sent you, and here's a simple map which shows the way! Now off you go! No time to waste!"

THE TRIP AND THE AMBUSH

Traveling to the inn takes about one week. The trip is mostly uneventful, up until the 6th day when players stumble upon a roadblock and a group of bandits ready to ambush travelers:

"As you come around a turn on the path, you spot a roadblock 10 meters ahead. On top of it stands a beautiful woman, wearing a silver chainmail bikini and casually holding a single scimitar. Behind the roadblock stand two crossbowmen."

Three more crossbowmen come out from hiding to the right side of the path, and can be noticed with a simple spot roll.

The Taxcollectors earns their living by extracting a tax from travelers that are using "their" road. This tax varies from nothing at all; to everything the unlucky traveler might be carrying, all depending on the wealth and strength of the travelling party.

Because of the high risk involved when fighting adventurer parties, the Taxcollectors do not really want to fight the player characters (unless they're obviously carrying a lot of loot that is). They will try to extract some tax though...

Shaira starts the tax-bargain at 1 magic item per party member – "For maintaining the roads!", but is prepared to lower this considerably during the bargain.

If the party flat out refuse to pay any tax, and clearly won't even pay a penny, Shaira will tell her gang: "Currently not worth the fight. Maybe on the way back?" and then retreat to the right side of the path.

Two things can turn this encounter bloody:

- 1) If the player-characters chose to go for a pre-emptive frontal attack.
- 2) If the player-characters do pay one magic item each... The Taxcollectors would then perceive them as weak, and start adding new taxes, until they had nothing left or a fight started.

THE TAXCOLLECTORS

Shaira (leader) AP/HP 8/12

str9, con13, siz10, int15, pow16, dex16, app17

sr.6 scimitar 72% 1d8+1, dodge 79%

Armor: chainmail bikini. Loot: 15 silver coins, jewelry worth 30 gold coins, magic sapphire pendant (Provides 1 AP to unprotected skin per POW the wearer have sacrificed to it).

Ransom: 3000 silver coins & a bottle of wine.

Rust AP/HP 3/12

str10, con10, siz14, int15, pow9, dex9, app13

sr.4; heavy crossbow 30% 2d6+2

sr.7; great hammer 45% 1d10+3 15 HP

Armor: extremely rusty half plate armor.

Loot: 10 silver coins, protective gold amulet (adds +1 to POW when resisting spells)

Ransom: 1000 silver coins (quite tarnished).

Chaot AP/HP 3/13

str12, con11, siz15, int14, pow10, dex13, app14

sr.3; heavy crossbow 30% 2d6+2

sr.6; war maul 44% 1d6+2+1d4

heater shield 47% 20 AP/HP

Armor: cuirbouilly. Loot: 120 silver coins

Ransom: Jewelry worth 1300 silver coins

Trose AP/HP 2/13

str17, con14, siz11, int13, pow9, dex15, app10

sr.3; heavy crossbow 25% 2d6+2

sr.6; long spear 50% 1d10+1 15 HP

Armor: heavy leather. Loot: 1 gold coin

Ransom: casket with very expensive wine

Vile AP/HP 5/14

str12, con16, siz12, int18, pow12, dex9, app10

sr.4; heavy crossbow 25% 2d6+2

sr.8; shortspear 30% 1d6+1

full shield 35% 22 AP/HP

Armor: ringmail. Loot: 6 gold coins

Ransom: 1000 silver coins

Dredj AP/HP 3/15

str11, con16, siz13, int17, pow9, dex8, app12

sr.4; heavy crossbow 61% 2d6+2

sr.8; broadsword 60% 1d6+1

target shield 55% 15 AP/HP

Armor: cuirbouilly. Loot: Small ruby worth 45 silver coins. Ransom: 1450 silver coins.

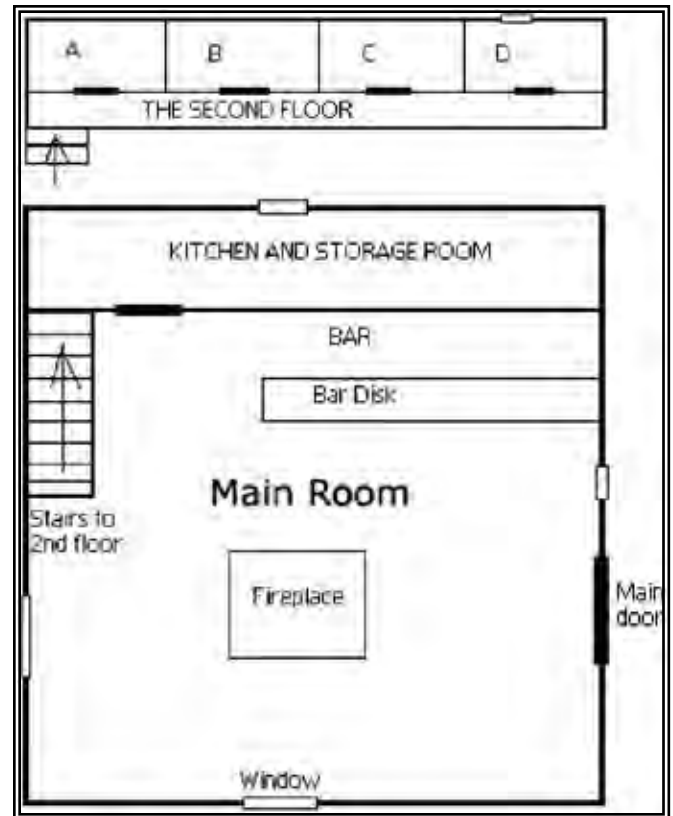
If a fight were to start, the crossbowmen would all fire one crossbow bolt, and then turn to melee. The Taxcollectors will not kill those who surrender, but will take everything they have. If the fight goes badly for the Taxcollectors, they will try to retreat. Those unable to retreat will offer ransom.

ARRIVING AT ALASTOR'S SKULL INN

In the afternoon on the 7th day of the trip, the group arrives at Alastor's Skull Inn. Alastor's Skull Inn is a wooden, two-storey tavern that lies along one of the lesser trade routes. There are several small farms in the nearby area, and the closest farm is about 500 meters to the west. Ornar Fastmule's 8 mules are currently stabled there (for a small fee), as the inn itself do not have any stables. A small swamp with the describing name "The Mosquito Pit" can be found 50 meters to the north.

THE HISTORY OF ALASTOR'S SKULL

In a swamp in a distant land from here, a being of chaos and mutation was worshipped by the humans living there. It gave them various powers, and they brought it sacrifice. 10 years ago, they built a temple to it in a village they controlled outside the swamps and took it there, to the dismay of the other creatures that lived in the swamp. A colony of beetles, given strong hive intelligence by the being, decided to do something about it. At nighttime, they swarmed into the temple, and then carried their god far away from its human worshippers, who have been searching for it since that day. Their god gave them new powers, and they learned how to disguise themselves. After finding Alastor's Inn, they ate the owner, and placed his skull on a shelf. The bartender was touched by their god, and he continued to serve in the bar, as if nothing had happened. In the cellar, they found a tank filled with beer, which they buried down into the earth, as a home for their god. They then burrowed a tunnel out to the nearby marsh, so their god could get out to the swamp if it wanted. It never did though. The locals wondered where Alastor had gone, but this was only a problem until they had tasted the fantastic flavor of the great new beer... Old Peculiar!



Map of Alastor's Skull Inn

Entering the Tavern

In the main room, the smoke from the central fireplace stings in your eyes, but at least it keeps the mosquitoes away. There's a hole in the roof above the fireplace, to let some of the smoke escape. The bar disk is to the right when you enter, and to the far right is the door to the kitchen and the stairs to the 2nd floor guestrooms. There are several tables and chairs in the main room, but only two other customers are present at this time. On the top shelf behind the bar is a human skull. It is inhabited by a powerful ghost, for those able to see or otherwise detect such spirits:

AikiGhost POW 32, PP: 32

Powerful ghost bound into Alastor's Skull. Will depart after fulfilling a single command that cannot be longer than 15 minutes.

Behind the bar disk stands a short and stocky character with a malevolent stare that wipes some blood and teeth away from the bar disk.

On a chair by the bar disk sits an adventurer drinking beer, and rolling some dice. By a table in the southeast corner of the room, sits a huge bloated guy with a greenish

hue to his skin, drinking beer and talking gibberish to a couple of frogs sitting on top of his table.

For a while, everyone stops talking and just stares at the party. Then, out from the kitchen comes a short happy-looking humanoid creature with trollish facial features and grayish skin: “Ah, new visitors! How fabulous! You must be hungry and thirsty! My name is Triff, and I will be your waiter for the evening! Please sit down, sit down here at this fine table, and I will bring you the menus! Can I bring you some beers at the same time?”

If questioned about the merchant, he will say: “Ornar? Well he mostly keeps to his room upstairs. He got a bit a bit scared by some of the farmer boys last week, and he just made the mistake of asking Gavlin for a discount, so he won't be down for a while. Now, time for food – I'll get you the menus!”

THE MENU

Appetizers:

- 1) Squirrel brains, served in the skulls.
- 2) Excellent bird's nest soup.
- 3) Raw turtle eggs with hot sauce.

Main courses:

- 1) Frog burger.
- 2) Frog plate.
- 3) Frog pita. (spicy!)

Desserts:

- 1) Chocolate dipped mosquitoes.
- 2) Squirred-cheese
- 3) Sugar-coated swamp-slugs

Beverages:

- 1) Famous old peculiar (the house beer)
- 2) Baby mice wine (red or white)
- 3) Rum!

A1) Cooked rat skulls with brain inside. Break the skull and eat the contents. The taste is kind of mushroom-like.

A2) Leftovers from the kitchen, boiled to the unrecognizable. Taste varies from day to day.

A3) Looks like small, boiled ping-pong balls. Taste is slightly fishy. The hot sauce greatly improve the taste.

M1) Whole fried frog with spices and swamp weed, between two slices of bread. Somewhat revolting.

M2) As above, just more swamp weed, and no bread.

M3) Clean frog meat and swamp weed in a pita bread. Spicy, but actually quite excellent. Taste like chicken!

D1) Big chocolate-dipped insects. Taste like chocolate!

D2) Rotten goat-cheese with a horrible smell. A delicacy!

D3) Live, shell-less snails with sugar on top of them, moving around on your plate... Yum!

B1) Alastor's Skull Inn's famous beer! Fermented with the help of a strange organism in the basement. The beer taste excellent! For each pint of old peculiar drunk, there's a cumulative 1% chance of getting a mutation (roll on the table on page 105 in the rule book).

B2) Bottle of wine full of dead baby mice. Taste like gasoline.

B3) 40% alcohol with a strong taste of swampweed.

Gavlin HP: 16

The bartender

A well preserved dwarf zombie bartender. Serves drinks when they are ordered at the bar, but his communication is limited to grumps and grudges. Will only attack if he is attacked himself, or if someone steals from the bar. In Gavlin's brain, asking for discount is perceived as attempted theft!

str 34, con24, siz7, int4, pow0, dex9, app10

sr.8; greataxe 109% 2d6+2+2d6 AP:15

sr.10; brawl 72% 1d3+1d6

Triff

The waiter

A degenerated “humanoid” creature with trollish facial features (actually a corpse inhabited by a colony of mutated beetles). Trying to be polite, but is obviously a bit on the stupid side. While talking to him, a special spot roll will see something insect-like crawling under his skin from time to time.

str12, con12, siz9, int9, pow17, dex20, app9

sr.6; 2H Heavy lead mace 90% 1d10+2

dodge 90%, sleight of hands 94%.

Immune to crushing and impaling weapons. If taking more than 4 points of damage from a slashing weapons, hundreds of beetles will start crawling out of the wound, ears, nose and mouth, scittering away, leaving only the skin and bones of the former “body”. (Any items pick-pocketed from the PCs will also remain of course.)

The price for food and lodging depends on how much the party looks like they're able to pay. Most strangers don't stop by Alastor's Skull Inn twice, so there's nothing to lose from ripping off new customers. Should they happen to forget to ask the price before they order, then the meal would be really expensive... Any sort of refusal to pay will cause Gavlin to growl and put his axe up on the bar disk. Triff will then advise them that they really ought to pay, and that maybe they should ask their merchant to do so for them if they do not have the cash themselves.

Frogspawner HP 18

The frogspawner

Regular customer & frogbreeder. A huge bloated guy with a greenish hue to his skin. Frogspawner usually only speaks gibberish to his frogs, but will ask the PCs after dinner if they liked the frogs. If they respond positively, he'll look satisfied, and say: "I made them myself!"
 str17,con12,siz23,int12,pow19,dex22,app5
 sr.1; tongue 56% - swallow if successful STR vs. SIZ, then immobilized and subject to Frogspawner's POT 6 stomach acid (only one person can be digested per at a time).
 Jump 90% (can jump up to 15 meters).

Threedeesix AP/HP 4/11

The gambler

An adventurer & gambler, Threedeesix is just back from a classic dungeon crawl, and has a lot of loot to gamble (200 gold and 300 silver coins). He is ready to gamble all his money.
 str11,con11,siz11,int17,pow15,dex10,app15
 sr.7;scimitar 64% 1d8+1
 heater shield 74% 20 AP/HP
 Armor: Open plate helm, plate cuirass & plate greaves.
 Threedeesix wants to play 3d6! with the player characters.

Ornar Fastmule AP/HP 6/11

The merchant

A scared merchant that believes all the locals here are a bunch of crazy inbreeds. Got some teeth knocked out by Gavlin this morning, when he asked for a discount due to his long stay.
 str7,con10,siz15,int15,pow11,dex13,app11
 fast talk 83%, bargain 77%, appraise 89%
 sr.7; shortsword 28% 1d6+1, dodge 38%.
 Armor: wear scales at all times.
 Loot: 700 gold coins carried.

3D6! - A GAME FOR TWO

The purpose of this game is to roll a sum that is higher than that of your opponent's, but not above 18. The person with the highest number on 3d6 starts the game. After that, it's the winner of the round that starts the next round. The stakes should be set before each round.

The gambler starting a round (gambler A) should start by roll 3d6. He can then roll 1d6 as many times as he wants and add to the total sum. If he ends at a total of 18 or below, then it's his opponent's time to roll (gambler B); first 3d6, then 1d6 as many times as he wants.

Rules and results:

- If gambler A rolls above 18, he immediately loses, and must pay the full stakes to gambler B.
- If gambler B rolls below or equal to gambler A, but do want to risk rolling again, he loses and must pay half the stakes to gambler A.
- If gambler B rolls above gambler A, but not above 18, he wins, and gambler A must pay the full stakes to gambler B.
- If gambler B rolls above 18, he loses and must pay the full stakes to gambler A.
- If either gambler A or gambler B rolls a natural 18 on the 3d6 roll, they immediately win, and the opponent must pay the winner twice the stakes!

Ornar Fastmule is staying in his room, and refuses to open the door, even for the PCs. He'll ask the PCs to push the letter from CJ Bowser under the crack in the door, and then tells them they will all be leaving first time in the morning. Ornar refuses to come out of the room before that. He'll pay any expenses the PCs may think of, as he is quite desperate at the moment.

As it starts to become dark outside, the bar fills up with local people, all coming for the great beer and to socialize. All have had some changes occur to them from drinking Old Peculiar, but none attribute it to the beer:

Dread & Rhodian – Brothers from a nearby farm. Both are HUGE, and Rhodian is probably the largest human the PCs have ever seen. Neither is open for conversation with strangers. They order a bucket of live frogs and several pints of old peculiar.

Owl – A hunter with remarkable large yellow eyes. Sits down in a corner and observe people silently.

Ayelin – This area's shaman and healer. Ayelin is the one who bound the ghost into Alastor's Skull (to pay down his bar tab).

Bob – Farmer and alchemist, which grows and exports magical apples. Will sell to the PCs if they are interested, for 1000 silver coins each, but warns that not all can handle their mind expanding effects (Adds 1d4-2 to INT. Roll a POWx5 roll; a special means that the eater gains the ability of spirit sight, while a fumbled roll results in the loss of 1d4 POW).

Rleduc & Sutech – Two very red-skinned farmers. Both are open and friendly.

SOME PETTY THEFT AND A BARFIGHT

A remarkable ugly orphan shows up, and starts to beg for food and money. The PCs will be his prime target for the night. If he gets something, he'll run outside to eat it, before coming in again (yes, coins also!). Paco will try to steal something if nothing is given.

Paco HP 7

str6,con8,siz6,int8,pow14,dex16,app3

Dodge 51%, Sleight of Hand 34%

Remarkable ugly orphan working at one of the farms for some scraps of food.

At this point in time, Triff will try to pick-pocket something from the human party members whenever he is over there with new beer. Triff accepts Paco at the Inn, as he almost always gets the blame for any thefts.

BARFIGHT

After finishing the bucket of frogs, and having done some heavy drinking, Dread starts staring at strangers, to see if any of them will meet his gaze. If they do, he'll take it as a challenge: "You staring at me boy? I can see no-one else so you must be staring at me!" Rhodian will get over to the PCs' table, and ask: "Why do you cityboys always have to start messing with my big brother, huh? Don't you understand he'll beat you to pulp you bunch of sissies!"

A fight can be avoided, but the party would have to work hard for it. Ayelin will heal injured combatants after the fight (for a fee of course!). The brothers will try to avoid killing anyone, but sometime accidents do happen. After a fight, they'll be quite happy, and will accept the player characters as proper "drinking-buddies".

Dread AP/HP 1/17

str18,con17,siz17,int12,pow10,dex7,app10

Brawl 88% 1d3+1D6, dodge 48%

Armor: 1 pt tough skin.

Likes to drink. Loves to fight. Doesn't like strangers staring at him.

Rhodian AP/HP 2/24

str24,con25,siz23,int11,pow14,dex7,app9

Brawl 78% 1d3+2d6, dodge 20%

Armor: 2 pt tough skin. A huge ogre of a man.

Dread's little brother. Likes to fight too!

Around two o'clock, the last of the customers (with the exception of the player characters and the merchant) will have left. There are three free guest rooms, but only one bed in each of them. After a long travel and a long day, the PCs will probably want to get a good night sleep before they leave in the morning.

No such luck though...

THE MUTANT HORDE

Inhuman screeches, screams and growls herald the approach of the mutant horde, and wake the PCs up later in the night. They surround the inn from a distance of about 30 meters. It's too dark to see, and it's raining heavily outside, but it sounds like a lot of people. (A successful listen skill would put it at somewhere around a hundred individuals). After a short period of silence, a voice shouts out: "Blasphemers we have found you at last! We will take back our god that you stole from us years ago, and we will have the deaths of you all! Now you will die!"

And with that they attack.

Gavlin continue to count money and wipe the bar disk, as if nothing is happening. Ornar stays in his room, and won't even answer at the door. Triff picks up his heavymace, and gets ready to protect the bar. He'll quickly tell the PCs about the ghost in the skull, and explain that it can be given a single command if the skull is touched, but that it will depart afterwards, and thus should only be used in a critical situation.

Triff denies having any knowledge of what the mutants outside wants, and will not want to reveal the secret exit either (as that would result in the PCs leaving, instead of defending the bar).

Only the main door, and the west and south windows are possible entry points, as the other windows and the hole in the roof are too small. This makes it possible to defend the tavern, at least for some time, without getting totally overrun at once.

THE BIG FIGHT

The fanatic mutants are not good fighters, and none of them have any armor (only various form of skin armor due to mutations), but their numbers are overwhelming. Only stats for 35 of them are provided, but that should be

enough. For simplicity's sake, assume all the mutants have a dodge of 20%, a DEX of 6 or attack at sr. 10 (depending on the rules you use). POW is 3D6, roll it when needed. SIZ (and CON) equals hit points. They are all quite immune to reason...

<i>Name</i>	<i>AP/HP</i>	<i>Weapon</i>	<i>Mutation / Description</i>
Gnaff	1/14-	Claws 50% 1d6+1d4	Retractable iron claws.
Lugg	0/13-	Scimitar 61% 1d8+1+1d6	Muscular, looks almost human
Votran	0/12-	Heavy mace 70% 1d8+2	Translucent, -20% to attack
Graynard	2/12-	Long spear 54% 1d10+1	1 meter long tail, grayish skin
Icy	3/6-	Touch 40% 1d4 frost damage	Small, radiates cold, ice touch
Tently	2/7-	2H Warhammer 67% 1d6+2	Small, tentacles instead of arms
Fear	2/16-	Morning star 45% 1d10+1	Radiates terror. _ skill to attack
Rubber	2/9-	Broadsword 50% 1d8+1	Rubbery. No blunt damage
Mirro	3/13-	Flail 47% 1d6+1d4	Reflects magic back at caster
Craze	1/8-	Light Club 54% 1d6	Insane. Constant silly laughter
Harmless	1/7-	Knives 70% 1d4-1d4	Looks (and is) pretty harmless
Humper	0/8-	Short spear 50% 1d6+1	Camel hump with water on back
Merc	0/9-	2H Battle axe 38% 1d8+2	Can only vocalize "Merc!!!"
Ghost	3/13-	Anything improvised 40%	Can walk through wood
Bread	4/14-	Broadsword 42% 1d8+1	Smells like baked bread.
Elric	2/11-	Broadsword 46% 1d8+1+1d4	Hairless albino
Jotun	2/22-	Cestus 50% 1d3+2+2d6	Huge and strong
Mouse	1/4-	Shortspear 30% 1d6+1-1d4	Small and hairy with bushy tail
Beaut	3/13-	Heavy mace 63% 1d8+2+1d4	APP 20!
Grampa	0/13-	Bastard sword 54% 1d10+1	Appears extremely old
Trip	0/6-	Touch 56% 1d4 acid damage	Naked, sweats acid sweat
Poison	4/9-	Stinger 49% 1d8+poison	Stinger w/ poison POT 8 no arm
Trance	2/12-	Sword Cane 67% 1d6+1d4	Understands all languages
Hoo-hoo	2/16-	Heavy club 70% 1d8+1d4	Looks like a giant baboon
Squeeze	7/15-	Shortspear 70% 1d6+1	Can get through any opening
Sata	2/11-	Kick 46% 1d6	Hooves instead of feet
Precious	1/10-	Sickle 44% 1d8	Gloving ruby eyes
Facan	3/9-	Broadsword 58% 1d8+1	Hopping on one broad leg
Tar	6/13-	Scimitar 32% 1d8+1	Sweating thick tar
Skinny	8/9-	Warhammer 80% 1d6+2	Thick, thick skin
Happy	2/16-	Bucket of sand 25% 1d4+1d6	Incurable optimist
Pardon	1/12-	Longspear 54% 1d10+1	Says "pardon me" after attacks
Quackquack	0/15-	Peck 70% 1d6+1d4	Mansized black duck
Sight	1/8-	Shortspear 42% 1d6+1	Eyes covering body
Angry	2/9-	Shortspear 45% 1d6+1	Red skin, looks very angry

If the party manages to defend the building for a reasonable time, the mutants will retreat a bit, and then start hurling burning torches to the roof. Due to the rain, the roof does not take catch fire, and the mutants stop after a while, waiting for the rain to stop. In the meantime, they bring out the mules from the nearby farm, which they devour outside. Anyone getting to keen at shooting from the windows will have lots of stuff thrown back at them.

EYE OF THE STORM

The player characters will have about 30 minutes to find a way out of the inn, before the rain stops and the inn gets burned down. If Triff is still in humanoid form, he'll tell about the secret exit, finally having understood that it's time to go. If he got injured and scittered away

(a very likely scenario), the PCs will just have to find it themselves.

Guest room A to C: Unremarkable small guest rooms, containing only a small bed and whatever the PCs have put there.

Guest room D: The only guest room with a window. Ornar does not answer, and the door must be broken down for the PCs to gain access. The window is open, and Ornar lies dead on the floor, with an arrow through his head. In addition to Ornar and the stuff he is carrying and a bucket of manure, 8 saddlebags are found in the room, ready for mule-transport. They contain the following (all new and unused!):

1. 10 repeating crossbows
2. 5 full suits of chain armor
3. 5 full suits of lamellar armor



4. 5 full suits of ring armor
5. 5 full suits of scale armor
6. 20 broad swords and a small locked iron box (Ornar has the key) with 6 small red power point storing crystals (2d6 mp each).
7. 2 caskets (10 liter each) of good wine
8. Stale food supplies and waterskins.

Kitchen and storage room: The kitchen is very dirty, and really not a nice place to see after eating food that has been prepared there. A single stove is found here with a pile of fire wood beside it. There are various kitchen utensils like knives, pots, plates and cups. There are also a lot of buckets here, some with locks on top: 7 buckets are filled with live frogs, 4 with swampweed, 1 with fresh turtle-eggs, 1 with slugs and 2 with dead rats. There are also 2 bags of flour, a large box with butter and a large box of cocoa beans (quite expensive actually!). In the wall toward the stairs, is a poorly hidden door down to the cellar.

The Cellar: Wooden stairs lead down to a damp cellar, with stone walls and earth floor. In the middle of the floor is a round pool with metal sides, filled with some dark liquid. Sacks of moldy grain lay on the floor. Some empty caskets for Old Peculiar stands right beside the pool. A small hole in the north wall opens to a small tunnel leading out towards the marsh.

The water in the pool is dark, but if anyone looks closely, they can see a black shape, about _ a meter long, moving around beneath the surface:

Baby Shogg

“A disturbing shapeless protoplasmic creature, looking like it’s made of tar, with multiple eyes floating on the surface, constantly changing form...”

str10,con20,siz4, int2,pow178,dex9,app0

This creature is not susceptible to physical damage. It stays in the pool, fermenting the beer. Touching the Shogg will result in a mutations, while drinking old peculiar (well, new peculiar actually!) straight from the pool gives a 10% chance of gaining one.

If Triff is gone, the cellar will be full of small beetles sending fragmented psychic messages to the characters: “...Shogg is beetle’s god!, ...go away homans! ...we worship Shogg! ...Shogg is not for homans! Go-go-go-away!”

If Triff is still in humanoid form, he will want to carry Shogg with him, escaping into the swamp.

The tunnel gives a possible escape way out from the inn, without being noticed by the mutants. The tunnel have no supports of any kind, and looks like it could collapse at any moment. The player characters would have to crawl out, as the tunnel isn’t very wide, and each should roll a luck roll (POW x5) on the way. A fumble would mean that the tunnel collapses on top of that character.

After that, it’s only 7 days of travel for the survivors to transport whatever goods they managed to salvage from the caravan to CJ’s Pawnshop!

Yeah, right... ;-)





HORROR

THE FIFTH ADVENTURE:

THE SIGN OF THE GOAT

BY GUY DONDLINGER



INTRODUCTION

THE SETTING

It takes place in the (imaginary) Loup valley deep in the Ardennes woods, at the end of the tenth century. The Ardennes are a region of vast forests covering steep hills, deep valleys and boggy plateaux, stretching from what is today Belgium into Luxembourg, Germany and France. This is a back-wards country, far from the centers of civilization; villages are few and far between, and cities are rarer still. Large parts of the population, although nominally Christian, cling to old Frankish or Celtic beliefs; while some adhere to even older and darker religions. The Church is trying to make inroads into this remote, deeply superstitious area by setting up more and more monasteries and churches, but progress is slow.

Val-du-Loup was the setting for the scenario Moon of the Hunter, published in Chaosium's monograph Strange Tales of Dread & Wonder.

A map is provided in the appendix.

A more detailed description of Val-du-Loup, complete with a gazetteer, a list of important personalities as well as new creatures and professions can be found on the internet under:

<http://web.mac.com/ghee.don/Val-du-Loup>

ON USING THE BRP RULES

The time and place used in this scenario obviously corresponds to the Dark Age setting as described in chapter 10 of the BRP manual, but a few precisions are given below.

The scenario uses the following optional rules: Education/Knowledge Roll and Literacy.

CHARACTER TYPES

The following professions are best suited for this setting: Assassin, Beggar, Clerk, Craftsman, Doctor, Entertainer, Farmer, Hunter, Laborer, Merchant, Noble, Occultist, Priest (including Monk or Nun), Scholar, Servant, Shaman (Celtic or Germanic, would need to be clandestine), Slave (or Serf, probably escaped), Soldier, Spy, Teacher, Thief and Warrior.

Any character with a local background should have the Knowledge (Loup valley re-gion) skill at EDUx5 as base chance.

The GM may also consider the profession of Knight, a variation on the Warrior profession. In the tenth century, Knights were not yet a noble class, but they were professional, mounted warriors. Often richly rewarded by their masters, they were at times quite wealthy. To play a Knight, use the Warrior profession, but make Ride mandatory and allow a Wealth level of Average or Affluent. Knights own their own horse as well weapons and armor according to their wealth.

Val-du-Loup lies close to the linguistic divide between the Romance and the Germanic languages. Most of its inhabitants use the Langue d'oïl (or Old French) and Frankish, an Old High German dialect.

FEMALE CHARACTERS

If trying to remain close the restricted role of women in Medieval times, laying a female character may prove to be challenging.

The women enjoying the greatest free-dom in these days were noble women. Although often treated as a commodity to be married off for political or financial reasons, strong minded noble women managed to free themselves of these social restraints, as can be seen in the

example of the Countess of Rocmort, who resisted all pressure from her family after the death of her husband, and who is now sole ruler of the County.

While women would definitely not be allowed to be priests, soldiers or warriors, any other profession should be open to them.

LITERACY

As mentioned above, this scenario supposes that the Literacy skill is used. Keep in mind that most people of the Dark Age could not read and write. These skills were reserved for nobles as well as priests, monks and nuns, and it was actually forbidden to teach anyone outside these classes to read or write. Preferably, anyone playing a Scholar or Teacher should give his or her character either a noble or a religious background.

MAGIC

This scenario uses the Sorcery power type. Allow starting characters with a POW attribute of at least 16 to choose appropriate sorcery spells.

Most people using magic did not study it as such. Spells were handed down from one generation to the next within a family or a close community. These spells would have a direct bearing on the casters' profession or their background (such as healers or mid-wives using the Heal spell, or hunters using Sorcerer's Eye).

Since most people of that time were illiterate, people using sorcery could obviously not keep a grimoire. Thus, all the spells that a non-literate character knows must be kept in his or her memory.

The Gamemaster may consider using the "Use of Spells by Non-Magicians" rule from the Magic power system, which limits the number of spells that non-magician starting characters may have to 1/4 of their INT.

THE STORY

THE BLACK MONK'S LEGACY

Sigur knew that he was dying. Hiding away in this pocket of the Otherworld, where time moved differently, had only slowed the progress, but he knew that the end would come earlier rather than later.

And so he reflected on his life's work, and what there was left to do. For a generation now he had been creating his army of goat-men, as the goat-like mutants had come to be called. For thirty years he had been taking advantage

of a local folklore according to which locals left their newborn children outside in the woods for one night in order to call the forest spirits' blessing down on them. Walking the woods in his guise of a black-clad monk, Sigur "blessed" the babies in his own way, drawing runes on their brow to enforce the Sign of the Goat spell on them, which would bring forth later in their life, in those carrying the Strain, the mutations commonly associated with demons or satyrs in other cultures. The Strain was nothing but a hereditary abnormality, demonic genes dormant in

humans which went back all the way to the time the Fallen Angels walked the Earth and coupled with human women to sire the Nephilim.

Sigur knew that he could not reverse the course of history. The Romans had brought the One God with them, and He was likely to stay. But he had been hoping that in this forgotten corner of the world, he might bring back the faith in his god, Cernunnos, the Horned One, the God of the Wild Things. For that he needed an army large enough to overcome the forces of the Pope's minions, the descendants of the Germanic intruders who had all but decimated his tribe, the Treviri, that ancient Celtic

HOW TO FIND PLACES IN VAL DU LOUP

Any character (PC and NPC alike) with a local background automatically knows all the information contained in the Players' Map, that is the location of the towns and the main features. They know vaguely where the Roman temple or the Graveyard of Heroes are located ("south of the bridge where the Beaufort road crosses the Loup"), but have to make Knowledge (Loup valley region) rolls to know the exact location, and Navigate rolls to find a place if it isn't located on a road or by a river.

Anyone who is at least from that part of the world (Western Empire, Northern France) must make an EDUx3 roll to know what is on the map and to have heard of the the other features, and EDUx1 to know the exact location.

If the adventurers ask friendly locals, they will be pointed to, or even led to, specific places. Locals will also have to make a successful Knowledge and Navigate roll to find features not directly located on a road or by a river.

tribe who had called this forest their own.

He had an army, albeit a small one. What his army lacked was a Champion, a commander to lead his soldiers into battle, to rally them when he was dead.

He had had another vision. A vision, as always, that was but vaguely remembered once he awoke. But there were certain facts that he was sure of. A great Champion was among them, in this forest, a Champion, who still needed to be “blessed”, and be converted to Cernunnos’ faith. Also, he was young, which was good, not yet a man but no longer a child. Perfectly malleable, ready in but little time. All Sigur had to do now was find the Champion.

For that he had to work the “Blessing” on the youngsters in the region. Using the spell on adults, or even adolescents, was tricky, to say the least; it required more than just the runes scribbled in blood that it took to work the charm on an infant. Moreover, if it went wrong, it could seriously damage the brains of anyone, especially if the target did not have the blood of a Nephilim.

From his vision, the Black Monk could not remember the face, or indeed the shape, of the Champion to come. All he could remember was a name attached to him, “The One Who Got Away.”

DRAMATIS PERSONAE

The following characters and creatures are described are involved in this story and are described at the end of the scenario:

- Sigur and Pieter von Schakel and their thugs
- A bunch of goat-men
- A se’irim, i.e. a goat-demon
- The inhabitants of the town of Loufort
- Inot, one who got away,
- Ariane, a promising young lass, who also got away
- The Count de Sainsprit

BACKGROUND

Pieter and Sigur von Schakel were the last descendants of a Celtic clan. One was a warrior and one a druid, and both had been in the service of the Count of Basbois for many years.

When Sigur first walked the woods as the Black Monk, one of the babes that he blessed was the Count of Basbois. Recognising the power that ran in the infant, he stayed close to him and eventually Sigur and Pieter became the boy’s mentors; Pieter ending his career commanding the Count’s troops. Five years ago, the Count made Pieter a Baron and granted the brothers a barony of their own, albeit a small and rather poor one.

There, Sigur lived a reclusive life while his brother tried to keep up the lifestyle they had got used to at the

Basbois court by becoming a Robber Baron. A year ago, Sigur retreated to the “Place out of Time”, a pocket of Otherworld where time flows slowly, allowing him to draw out his life (see the Otherworld chapter for details).

Following his vision that foretold the coming of a Champion, Sigur von Schakel instructed his brother to start kidnapping youngsters from the region and bring them to the Otherworld, where Sigur could work the “Blessing” on them.

So far, not a single one of the kidnapped youngsters has shown the signs of the Strain, and Pieter ransoms the youngsters back to their parents, for money, cattle or anything he could use.

The kidnappings themselves are perpetrated by the Boar, the von Schakel’s brutal oaf of a sergeant. For the kidnappings and the entreaties with the locals, the Boar and a select group of von Schakel men-at-arms wear masks as well as Armor and shields crudely painted with the insignia of a goat, the Boar himself wearing the skinned face of a freshly killed boar over his head. So far, nobody has related the kidnappings to the von Schakels.

As said above, no youngster on whom the spell was worked has yet brought forth the Signs of the Goat - until three days ago. When Sigur worked the spell on Inot, a farm boy from Loufort, the magic unleashed chaos on the boy, turning him into a monstrous freak: growing in size and strength, sporting claws, giant stag horns, tentacles and a vicious beak, he managed to escape his captors and find the portal back to the Living World.

In the frenzy following Inot’s escape, a young girl, Ariane, on whom the spell had not been cast yet, also managed to break free and escape her captors and the Otherworld.

The two who got away now roam the forest west of the Loup river. Ariane is hiding, trying to make her way back to Loufort while avoiding the roads, while Inot has become a mad ravager, attacking and killing whom and what he encounters, showing a predilection for anyone with the Strain.

While the Burnt Man, the von Schakels’ other sergeant, is combing the woods in search of the two escapees, the Boar is getting to ready to get hold of still more youngsters.

Plot Breakdown

The adventurers arrive by chance on the scene of yet another kidnapping. While the Boar gets away with his victims, the PCs may capture one or the other kidnapper. Interrogation and certain clues may lead them either to the Roman temple or to the von Schakel mansion. Alternatively, they can follow the tracks leading them to the Roman temple.

In the temple, the adventurers come upon a scene of carnage. The Boar's men have been attacked and some slaughtered by Inot, the youngster whom the Signs of the Goat spell turned into a monster. The Boar fled, leaving the dead and dying behind. Again, by interrogating the wounded, or by following clues, the adventurers are lead to the von Schakel mansion.

In the fortified mansion of the von Schakel brothers, the adventurers confront the Boar. They can gather clues to the Graveyard of Heroes, and indications that Sigur von Schakel is not dead.

If they find the Graveyard of Heroes, the presence of the von Schakel men leads them to the one grave that is the portal to the Otherworld. Once in the Otherworld, the adventurers can confront both von Schakel brothers, some goat-men, a goat demon; and free the kidnapped youngsters.

In the course of investigating, the PCs may possibly visit the towns of Loufort. They may further meet Ariane ("the one who got away") and members of a witch covenant.

BECOMING INVOLVED

There are several ways for a group of adventurers to become involved in this story. Local and foreign adventurers might work for or visit any of the three parties:

- The Sieur de Roifâ. He is likely to hire, or to entertain, more outlandish adventurers: travellers from far away, bards and entertainers, scribes, translators, illustrators, wise men; as well as warriors, foresters and hunters. Some of his employees, it was rumoured, were actually women.

- The Comte de Sainsprit. Anyone working for him, or staying with him and his family, will have more traditional backgrounds: fellow nobles, maybe merchants, officers and soldiers, priests or monks, or else craftspeople, foresters, hunters etc. in his employ. His wife also like bards around her, and although he hates the foppish bastards, he is willing to put up with them for her sake.

- The Abbey of Eonach. They monks have a constant need for officers and men-at-arms as well as craftsmen. Translators, illustrators etc. normally come from the ranks of their own, that is, are normally monks.

If the adventurers already have an employer, or do not want one, they have undertaken to bring a precious Arabic text to the Sieur to Roifâ for translation into Latin, and are staying with him until this is finished, which may take up to four weeks.

Be it as it may, as the story begins, our group of adventurers is travelling on the old Roman road that runs west from Trou-du_Loup towards Liège. Where a narrow

path branches off South to Roifâ and Sainsprit, they hear the sounds of battle....

LOCATIONS

AT THE CROSSROADS

Off on the narrow southern road, the Boar and his men have trapped a small caravan of a local merchant who makes regular rounds to the towns and the manors of the area, selling his wares. The caravan is made up of the merchant and his wife, a small but well armed escort, the drivers for the three wagons, and six youngsters, boys and girls who work for the couple, setting up the stalls, looking after the horses and doing all sorts of menial tasks for the adults.

As the adventurers approach, most of the merchant's guards are dead or severely wounded. The merchant and other civilians are either wounded or hiding in or under their wagons. The Boar's men have rounded up all of the kids, trussed them over the horses back in front of the riders, who are fast riding off with them. A few skirmishes are still under way as the last of the attackers try to make good their escape. The Boar has already ridden off. Not a single dead or wounded attacker has been left behind.

If the adventurers are quick to intervene (i.e. do not discuss at length what to do), then they may engage two or three of the attackers who are lagging behind, and may succeed in killing or capturing one or more.

If they are on horseback, they may try to pursue the fleeing way layers, but they have enough advance and will not be caught. Alternatively, the Gamemaster may stage a horse chase as described in the BRP rules, giving the Boar's people a decent enough advance.

After the fight, the adventurers learn the following from the surviving merchants and soldiers:

- Only their adolescent employees have been kidnapped
- There have been many such kidnappings in the area, but they were all local villagers, and the merchants did not believe that their own youngsters were at risk
- The kidnappers all wore wild masks, their leader had a still bleeding boar head on his head. They all had crudely painted coat of arms in the form of a boar head and a cross painted on their shields or sown to their overcoats (Note: this last can also be seen by any adventurer engaging one or the other of the attackers).

Local characters with a successful Knowledge (Trou-du-Loup) or easy Knowledge (Heraldry) roll, or foreign characters with a difficult Knowledge (Heraldry), know that the Boar emblem does not belong to any of the noble

houses of the area. Alternatively, the merchants will tell them the same thing if asked.

If investigating the weapons of any man killed or captured, anyone with a successful Luck and a Spot roll discovers another miniature coat of arms engraved in the back of the swords, a stylized sword with a wreath (note: not all attackers carry swords, hence the Luck roll. Spears do not carry a coat of arms). Again, local characters will identify the badge as that of the von Schakels with a successful easy Knowledge (Heraldry) roll; foreign characters with a difficult roll. The merchants are able to identify the badge if shown.

If the investigators captured a living attacker, they may want to question him. Depending on the technique used, a Persuade, Bargain or Fast Talk roll will reveal the following clues, based on the margin of the roll:

- 0-10 point margin: the youngsters are brought to the Roman temple south-east of here, where another group picks them up. The Roman temple is known to any local character with a successful Knowledge (Trou-du-Loup area) roll; finding it in the dense forest requires a Navigate roll. The captured way-layer will not reveal anything else, but may be coerced into leading the group to the temple.
- 11-20. As above, plus the fact that a second group of men usually takes the kids to the Graveyard of Heroes.
- 21+: As above, plus the fact that his employer is Pieter von Schakel.

None of the way-layers knows about Sigur von Schakel or the Otherworld, so this knowledge will not be gained here.

If no attacker was captured alive, the adventurers may try to follow the tracks of the riders, using two successful Track rolls. If a roll is missed, it may be repeated at half the score. If missed again, the trail is lost for good. Each Track roll corresponds to four hours searching.

If it is clear that the adventurers' Track skill is not that high, the merchant suggests that they travel with him to Loufort and get the locals to provide dogs for them. Also, the locals of Loufort may be eager to help the adventurers, seeing several of the past kidnappees have come from that village.

Loufort is six miles further south, traveling on the forest road. The Roman temple is ten miles to the Southeast through fairly dense woodland.

Note: if the investigators hesitate to get involved, they will later be asked by their employer or host to help in this matter. The crime has taken place on land belonging to the Count de Sainsprit. The Count, however, has currently no men to spare to help solve the kidnappings as he is

engaged in border feuds with the Count de Clerve and has most of his men either stationed on the border or ready to march at a moment's notice. If approached, he will ask the adventurers to solve the kidnappings, promising them a rich reward.

CARNAGE IN A ROMAN TEMPLE

By following the trail of the kidnappers, or by questioning any captured bandits, the adventurers arrive at an ancient Roman temple, once dedicated to Faunus, the Roman god of the forests, plains and fields (the equivalent of the Greek god Pan), and to Fatua, who was regarded either as his sister or his wife, or both. Faunus used to be worshipped at the Lupercalia, celebrated on the anniversary of the founding of his temple, when his priests wore goat-skins and hit onlookers with goat-skin belts.

Although much of his ancient temple in the deep dark of the forest has crumbled, its walls are still standing and even part of the roof and a balcony are still in place.

Until recently, two almost intact, vine covered statues of the two deities had been standing in an alcove, before they were damaged by the boy-turned-monster, Inot. The figures of the old gods have been beheaded, and symbols of a goat-headed figure have been smeared on the walls in blood, gore and other foul substances.

The place shows recent signs of occupation, such as half-eaten rabbits and foxes. It stinks of urine and feces.

The kidnappers have been attacked by Inot. The Boar escaped with most of his men to bring the kidnapped youngsters to safety, leaving the remaining four men to fight the mutant.

The adventurers find the bodies of three dead bandits and one who is alive but clearly dying. With some Healing, he may regain consciousness to answer some questions before dying. The man is angry at the Boar for having abandoned them, and thus less reluctant to answer questions. If the adventurers try to use force, however, the man dies before answering. If making a successful Persuade or other relevant roll, the man will mutter the name "Pieter von Schakel" and die.

Possible encounters, at the discretion of the game master:

- Inot, who is still hanging around
- the goat demon coming to investigate on Sigur von Schakel's command
- The Boar who has come back to look for his men
- Random (see Random Encounters, below)

Spot rolls on the dead or wounded men reveals:

- Small mutations such as tiny horns, overly large teeth or others (regular Spot roll)
- The von Schakel insignia on the sword blades. Knowledge

(Heraldry) to recognise the coat of arms.

- The boots correspond to the tracks as the ones which adventurers were following (Track roll).
- Animal bites and torn throats (no roll)

If the adventurers try to follow a trail from here, they find traces going off in two separate directions, east and south.

The southern track is an old one. It curves back east towards the Loup river. The bandits use the river to hide their tracks before continuing on to the Graveyard of Heroes. It will take a difficult Track roll to find their trace somewhere down-river from Trou-du-Loup. From there it will lead them directly to the Graveyard of Heroes.

The tracks leading east eventually lead to the von Schakels' manor. It takes two normal Track rolls; if any roll is missed, it can be repeated once as a Difficult task.

THE VON SCHAKEL MANOR

The von Schakel manor is basically a fortified farm house. There is a main building, which includes the living quarters for von Schakel and the servant girls and their bastard offspring, as well as the stables where pigs, hens and a couple of milk cows are kept. A shack to the left of the main building houses the horses and soldiers above them; to the right are kennels in which a few dogs are kept. A wooden palisade surrounds the complex. A wooden tower next to the gate serves as a look-out. In the front, the area around the complex has been cleared of forest and serves as meadow for the cattle and horses. A rather pathetic attempt at a vegetable garden is off to one side.

See the appendix for a map of the mansion and the grounds.

When the adventurers come to the fortified manor, it is all but deserted: only five guards, a sergeant (the Boar) and three serving girls with their children (all girls, all by Pieter von Schakel) are at the manor. The sergeant resembles the villagers' description of the brute who has been leading the attacks and collecting the ransoms. The men are generally suspicious of strangers, and aggressive towards them. All attempts to Fast Talk their way into the manor count as a Difficult task. Any failed attempt will be answered with violence.

Climbing the palisade requires two simple Climb roll.

During the day, a single man-at-arms is guarding the fence from the lookout. A Stealth vs. the guard's Spot skill (of 45%) is required to approach undetected.

At night, two men are on guard, but they have a tendency to get drunk. There is a 50% chance that the men are drinking and not paying any attention; in that case, a fumbled Stealth roll is required for the guards to

notice. If the guards are not drunk, a easy Stealth vs. the guards' Spot skill should be rolled.

At the gamemaster's discretion, one of the dogs will be running loose in the yard at night, and must be sneaked around (Stealth vs. the dog's Spot skill of 90%) or dealt with. Any attack on either the dog or the guards must kill or incapacitate the opponent in the first row or else they will raise the alarm.

All at the manor know that the brothers are at the Graveyard of Heroes, but only the Boar knows about the Otherworld, though he is not likely to talk (Persuade or other rolls as difficult actions).

By interrogating any of the other inhabitants, the adventurers learn that the remainder of the men and the kidnapped youths are at the Graveyard of Heroes; they also give vague indications of where it is ("on the Loup river, half a day's journey south of Trou-du-Loup").

When asked about the motives for the kidnappings, the men and women first answer that it is for the money. Only if pressed, the following additional information is "volunteered", depending on the margins of the roll, or by the gamemaster's choice:

- 0-9% The youngsters are never brought to the manor, but are directly taken to the Graveyard of Heroes.
- 11-19% The kidnappings were under-taken after the Black Monk visited Pieter von Schakel for the last time.
- 20+% Some of the men believe that Sigur von Schakel is still alive. They haven't seen him, but they base their impressions on remarks between Pieter and the Burnt Man. They suspect that Sigur uses the kidnapped youths in some way.

The men and women will give general answers as to the Black Monk or the von Schakels, basically only what is generally known.

If asked specifically about the altar in the shed behind the house, the person interrogated will confess that the von Schakels and all in their service pray to Cernunnos, the Lord of the Hunt. A normal roll of Persuade, Insight or Fast Talk etc. is enough to gain this information.

Most of the men, women and children carry signs of the Strain, although the von Schakels take care only to hire personnel with discreet signs. Roll on the table below, or determine for each person investigated:

- 1-4: nothing
- 5: small, stubby horns. Spot to notice underneath the hair.
- 6: small stubby tail. The person has to remove clothes for the tail to be noticed.
- 7: goat hooves. It takes an Idea roll to notice that the

person is wearing shoes which would normally be too small.

- 8: overlarge teeth.
- 9: shaggy fur on most parts of the body except the face. There is a 10% chance that the face is also covered with fur.
- 10: two features, roll d5+4 twice in this table.

THE BUILDINGS

All of the buildings are run-down and neglected. Inside, the rooms smell of animals and unwashed humans.

If searching the premises, the following items can be found:

MANOR HOUSE# GROUND FLOOR

- The Hall, comprising a large wooden table covered in bits of food and unwashed crockery; an unlit fire place and a bunch of wooden benches and chairs around it. The coat-of-arms, the wreath-crowned sword, is mounted over the fire place.
- The kitchens, which also serve as living room for the maids and their children. In the back, stairs are leading upstairs.
- The Armoury, with a stout wooden door, locked with a thick padlock. Inside are spears, shields, some swords and flails. It also includes items such as finely wrought cups and metal plates, delicate leather works such as saddles and sword-sheaths, and other precious or semi-precious trinkets which von Schakel either looted or received as payment for the return of the kidnapped youths. Inscribed seals, coat-of-arms and names identify the items as belonging to other people (Idea rolls when investigating the items.)

MANOR HOUSE# UPSTAIRS

- Pieter's bedroom, dirty, unaired and foul-smelling. A magnificent two-handed sword hangs on a wall, a bit rusty and uncared for. This used to belong to Pieter's father and was used by Pieter until Basbois offered him a new one a few years ago.
- Sigur's former bedroom, unused, dusty and dirty. Everything of value or of a personal nature has been removed and taken to the Onyx castle.
- There is a hidden room accessible through a wardrobe in Sigur's room (Spot roll when looking through the wardrobe to find the door). The room contains jars with all kinds of ingredients used in Spells (Idea roll to recognise this, unless there are sorcerers with the group), such as snake skins, bird feet and beaks, fried innards etc.

PIG STY

- Downstairs are kept pigs, hens and two milk cows.
- Upstairs are the living quarters of the three maids and their five kids, aged half a year to four years. Former maids to the Basbois family, the girls were given to the von Schakels together with the manor and the lands. The girls have been putting up with years of abuse by Pieter von Schakel, and no great persuasion is required to make them talk. Since they are extremely afraid of Pieter (he only killed one of the maids but a few weeks ago), Insight or Bargain will work better on the girls than threats or shows of strength. If there is any sign of trouble, the girls and the children hide in this room, barricading the trapdoor above the stairs (STR vs. 25 on Resistance table, up to three people can combine their strength). The girls' names are Sylva (black hair, small, the youngest and the mother of two of the children including the youngest), Marie (the oldest and most clear-headed of the three, mother to the oldest child) and Céline, who is pregnant and near-hysterical.

Use the sample villager statistics from the Loufort section of needed.

STABLES

- The horses are kept here. They are not well cared for.
- Upstairs are the sleeping quarters of the men-at-arms. Cloaks and shields with the Goat coat-of-arms lie about (no roll required), mingled with those sporting the von Schakel coat-of-arms.

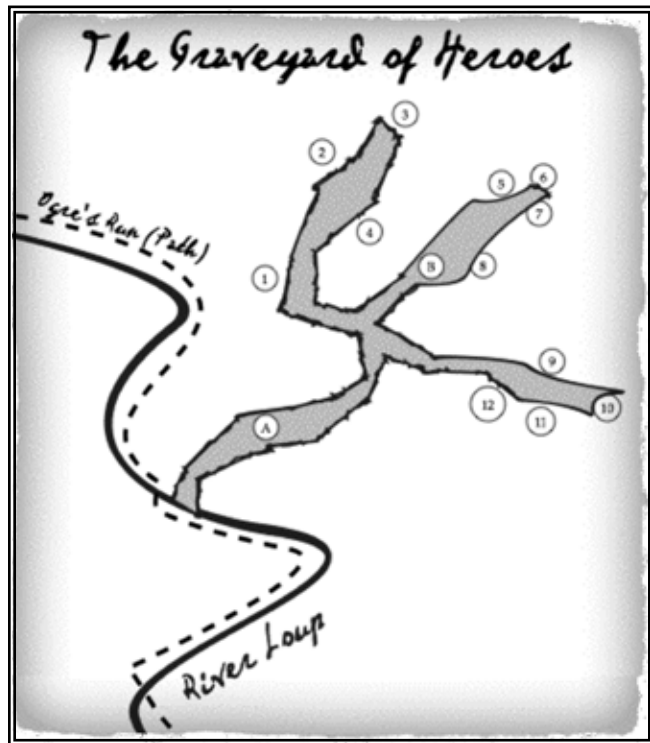
THE SHED BEHIND THE HOUSE

A shrine to Cernunnos. A wooden carving of the god hangs over a blood smeared slab of stone. The god is represented as a tall muscular man with antlers, holding in his fist a horned serpent. The altar shows signs of animal sacrifice: blood, bits of fur and feathers. The altar is located in a shed behind the main house. A DEX x 5 roll or Pick Lock roll is required to open the door. Anyone seeing the figure can make an EDUx3 or Occult -25% roll to recognize Cernunnos.

THE GRAVEYARD OF HEROES

The Graveyard of Heroes consists of the graves of ancient, pre-Roman Celtic heroes. The graves are located inside shallow man-made caves in a series of three small canyons emanating from the deep bed that the Loup river dug into the rock south of Becblanc. Here, the heroic warriors have been buried on their horses; riders and mounts being propped up by wooden constructions and magic spells. Most of the caves have long since been looted of riches, except for a few which are protected by spells

See the appendix for a larger version of the map depicted below.



The easiest access to the Graveyard of Heroes is from the Ogre's Run, the path that runs alongside the Loup river between Becblanc and Rocmort. A Spot roll is required to find the entrance to the canyon; since the path crosses to the other side of the river, a Climb roll is required to safely reach the entrance of canyon. A failed roll means a plunge into the white water, where a STR vs. 15 roll is required in order not to get carried away by the currents.

The canyon can also be approached through the forest, but it takes a Navigate roll (average for local characters, impossible for foreign characters) to find it from above. Climbing down the slope requires a successful Climb roll.

In one of the caves, the von Schakel brothers found an adjacent, much older grave of a shaman buried in there. This particular cave is in the second canyon from the north (cave number 6 on the map). An exit from that grave leads through a portal to the pocket of Otherworld where the shaman spent his last years, and where Sigur von Schakel now lives.

The brothers' men at arms, led by the Burnt Man, are camped at the entrance of this canyon (site A on the map). They are hidden from view for anyone traveling along the

river path, but are visible if the canyon is approached from above.

A difficult Listen test reveals the men's voices above the roar of the water. There is one soldier per adventurer, plus the Burnt Man, unless he has been gotten rid of before.

Three goat-men guard the first of the caves leading to the shaman grave and the portal (site B on the map). More of these creatures are with the brothers.

There is a 15% chance of a Goat-Man patrol (d5+1 men) in the first and third canyon.

Contents of the graves (numbers are listed on the map):

- 1. empty
- 2. empty
- 3. the remains of an ancient warrior, Luck roll to find hidden treasure such as gold coins (difficult Spot roll)
- 4. Hidden treasure (difficult Spot roll)
- 5. empty
- 6. the shaman's grave, see below
- 7. the exit from the shaman's grave (see below).
- 8. bat cave: d50+50 bats have nested here. Unless a difficult Stealth roll succeeds, the bats fly out of the cave in a great black cloud. They don't cause harm but any guard will know now that something's afoot.
- 9. a hidden cave (difficult Spot roll); 30% chance of hidden treasure (Spot roll)
- 10. a warrior and horse skeleton protected by a still potent Muddle spell. To overcome the effects of the spell, the characters must make an PP vs. 15 check on the Resistance table.
- The warrior still holds his magnificent two hand sword.
- 11. the crumbled remains of a warrior. There is a 30% chance of hidden treasure (difficult Spot roll required). A Muddle spell is attached to the warrior, although the effect has diminished over time. To overcome the effects of the spell, the characters must make an PP vs. 9 check on the Resistance table.
- 12. empty

THE SHAMAN'S GRAVE (CAVE 6)

The shaman's grave is larger than the remaining tombs, consists of a series of chambers behind an older tomb of a warrior:

The entrance chamber where the warrior was originally buried. The body and all treasures buried with it have long since been taken away. In the back of that chamber, an entrance (once hidden behind a wall of rocks, but opened up by the von Schakels) leads through a long, downward

slanting corridor to a second room. Three goat-men are stationed in this corridor. They can be heard before they can be seen on a successful Spot roll.

In the second room, some treasures remain: viewed as dark and cursed, they have been left alone by raiders. Three skeleton warriors are placed in three corners of the room to keep watch over the portal.

There are two exits from here:

One, hidden (average Spot test), leads to an adjacent cave and thus out. This one is closed by a locked grate which can be opened by force, on a Strength test vs. 18. Up to three people can combine to push the grate open. Sigur holds the key to the grate. The door leads to cave number 7.

A short narrow corridor leads on to a seeming dead end. One more skeleton warrior is found here. A door is drawn in red paint on the rock. Anyone touching the surface inside the door finds that the hand reaches through the stone: it is but an illusion (Idea rolls may be used to point the players in the right direction). By stepping through this door, one reaches the Otherworld.

THE OTHERWORLD

The Other World in Celtic mythology is the realm of the dead, the home of the deities, or the stronghold of other spirits and beings such as the *Sídhe*. Tales and folklore describe it as existing over the western sea, or at other times under-ground (such as in the *Sídhe* mounds) or right alongside the world of the living, but invisible to most humans.

http://en.wikipedia.org/wiki/Other_World

THE CIRCLE OF ETERNAL WINTER

Stepping through the portal, the characters emerge between two trees which are part of a large circle of trees forming the border of a clearing in a dark, ancient forest. The trees marking the border are tall, pale and leafless sentinels, and their tops sway in an unfelt wind. Behind them loom gnarled dark and menacing trees of all sorts, but all unknown to the characters.

If the characters make a conscious effort to remember between which two trees they stepped out, they will remember this later with a simple Idea roll; else they will have to make a INTx3 roll to remember, or Detect Magic to sense the gate.

The land they step out into is a frozen land, cold and in perpetual twilight; a pale sun shines in the heaven, and a full moon has already risen. It is cold, not heavily so, but enough to leave a sheet of ice on the grass and fallen leaves on the ground of the clearing.

No life stirs within the circle, none that can be seen.

Sometimes it seems that shadows move in the woods behind, or in the tall tree tops, but nothing concrete can be glimpsed.

If the player characters try to walk into the forest, they find that they cannot. As they step through the outermost ring of trees, they emerge right back into the clearing at a different spot.

The clearing is a couple of hundred yards in diameter, and in its exact centre sits a tower. It is strange, of an architecture not known to even the most travelled of characters. It is built of a pale red stone strangely veined with dark blood-red streaks. There are four square sections to it, one on top of each other, and each narrower than the section below. Stairs lead up on the outside to narrow doors at the base of each section. There is no door the ground floor. A few narrow windows, all dark and shuttered, are scattered throughout the face of the tower.

Eventually the characters may notice a few signs of life: smoke rising from an unseen chimney at the back of the tower, and someone or something moving in the door of the third tier (normal Spot roll). A goat-man is guarding the open area from here. The adventurers have a good chance of sneaking around the edge of the clearing to an angle outside the goat-man's line of sight (easy Stealth roll, if it fails, check the goat-man's Spot score of 65% to see if he notices). Once they circled around to the back of the tower, they can walk unseen to the base of the stairs. Climbing the stairs, they need a normal success with a Stealth roll to make their way up underneath the sentry's nose.

If the adventurers simply walk from the portal gate towards the tower, they are in plain sight. Use a Luck roll to determine if the sentry is paying attention or not.

THE ONYX TOWER

As stated above, there are four tiers to the tower. The stairs run in a semicircle from the ground to a door on the first floor, and from there to the third, and then on to the fourth. There is no door on the ground floor, and no window. There are three windows on each tier above that, but all are shuttered against the cold.

There is a single goat-man staying on the first floor, guarding the trapdoor that leads down to the ground door chamber. The kidnapped youths are kept in that room. The trapdoor is bolted (STR vs. 10 to open the bolt in one go, and STR vs. 8 to lift the heavy door). Once opened, the kids can be reached via ladder that lies ready against the wall of the first floor room. All six youngsters are in there, and all except one are in good health.

Five to six goat-men are located in the room on the floor above, this is their living quarter. The place reeks of

all kinds of foul substances, worse than a goat sty. The room includes cots made of fur, a fire place used also for cooking, and an assortment of weapons and bits of armor. One goat-man is supposed to keep watch of the portal at all times, but the sentries tend to be somewhat distracted.

The floor above is the living quarter of Sigur von Schakel. A cot in the corner is for Pieter to sleep in when he stays here. There are all sorts of furniture, tables and chairs and desks, all of a deep red wood and of a style not known to the player characters, being richly carved with unknown animals and people dressed in strange long tapering dresses and wearing the strangest of hats. Sigur's bed is box-like and draped both in thick velvet, and a gauzy, soft flowing fabric none of the characters has ever seen (silk).

The topmost floor, finally, is Sigur's study, but also the place where he worships and where he holds his magic rituals. There is an altar to Cernunnos, and magic markings on the floor to support ritualistic spells.

THE APPROACH

Should the adventurers be detected when approaching the tower or when climbing the stairs, three to five goat-men will rush out to oppose them. The goat-men carry two spears each: one to throw at their enemies, and one to engage them with in hand-to-hand combat. The goat-men wear a leather kilt and a hard leather shirt (5 APs). One to two goat-men stay in the first floor room to guard the trap door, and two to three goat-men rush up onto the third floor to guard the von Schakels. Should the adventurers overcome the first group of goat-men, the remainder, together with the von Schakels, descend to the first floor level and engage the intruders there.

If the player characters manage to sneak up onto the first floor of the tower and do away with the guard (stun, kill or do enough damage for the goat-man to faint) in one round, none of the other goat-men notices the intrusion. Thus, the player characters could theoretically free the kidnapped youths without engaging the bulk of the goat-men herd, or the von Schakels.

If the fight lasts more than one round, the attacked goat-man alerts his comrades with a sharp loud cry.

Once the adventurers' intrusion has been noticed, it takes 2d3 rounds for the goat demon to join the combat, unless it has been done away earlier. As long as the adventurers remain undetected, the GM may wish to roll at regular intervals to see if the se'irim shows up. There is a 10% chance that the demon turns up unexpectedly.

ENGAGING THE VON SCHAKELS

If the player characters engage in combat with the von Schakel brothers, Sigur stays behind Pieter and any remaining goat-men. The wizard uses his spells to weaken the PCs and to strengthen his brother and their creatures. As a last ditch effort, he instills Fury on the fighters. At the beginning of the fight, Sigur has 28 Power Points at his disposal (13 are his own, 15 are stored in the amulet he wears around his neck).

If Pieter von Schakel dies, his brother releases one last spell at his opponents and then tries to kill himself, either by throwing himself at the attackers, or by jumping off the tower.

Pieter von Schakel fights until he is dead or incapacitated.

ENCOUNTERS

THE VILLAINS

Sigur von Schakel

Normal state:

STR	5	CON	5	SIZ	11	INT	19
POW	13	DEX	9	APP	5	EDU	23
HP	8	PP	28				

DAMAGE BONUS: -1D4

Attacks

-

Skills

Detect Magic 88%, Spot 68%, Persuade 89% and others

Armor

2 (Fur)

Mutations

Fur, goat legs, horns and claws, all minor except for fur.

Spells

Sigur uses three types of magic:

- to increase the faculties of his brother and others who protect him: Fury, Sorcerer's Strength, Sorcerer's Razor and Sorcerer's Vitality.
- to slow down or confuse his enemies: Midnight or Muddle.
- to summon supernatural aid: Summon Demon. Additionally, he uses an Sign of the Goat spell on the kidnapped youths. See below for details on this spell.

Sigur von Schakel is believed dead by the local population, and by all accounts he should be. He is physically weak, his energy sapped and most of his

mind gone. In his weakened state, he looks downright cadaverous and emits a noxious stench. The only reason he is still alive is that in the Otherworld, time moves very slowly, allowing him to draw out his remaining days. Both his health and his power are drastically reduced.

Once looking identical to his twin brother, he eventually developed severe mutations: horns on his forehead, claws, goat legs, heavy fur and a bushy tail.

Sigur had been a monk before the Strain became all too apparent in him, although he had always worshipped both the Christian god and the Celtic gods, as his family had continue to do down the ages. He fluently reads Latin and Greek.

His grimoire, which can be found in his living quarters in the Otherworld, is kept in ancient Celtic runes.

The Sign of the Goat (Spell)

Range touch
 Cost 3 power points when used on an newborn; + 1 point for every three years after the first.
 The Sign of the Goat, referred to as “the Blessing” by von Schakel and his people, brings out the demonic characteristics on a human who carries the Strain, i.e. Nephilim blood (that is, the hidden genes of the Fallen Angels). Using it on infants is fairly simple, but using it on grown-ups requires more ef-fort and time, and there is a very high chance that the recipient remains brain-damaged, especially if he or she does not carry the Strain.

Baron Pieter von Schakel

STR 18 CON 14 SIZ 15 INT 12
 POW 14 DEX 12 APP 11 EDU 13
 HP 15
 DAMAGE BONUS: +D6
 Attacks Morning Star 80% damage d10+db
 Claw 70% damage d6+db
 Shield 68% damage d6+db
 Armor 5 point Leather & Rings
 Skills Dodge 38%, Persuade 65%, Ride 55%
 Spot 45%, Track 50%

A very strong bear of a man, short tempered and a brute, he is much feared by his men and his servants and never liked.

Pieter has spent his life in the shadow of his brother Sigur, and that seemed all he ever wanted, but it may also

explain much of his bad humor.

It’s with a certain pride that he took on the title and lands conferred to him by the Count de Basbois, even if the fiefdom is small and poor.

The Burnt Man (Captain of the Guard)

STR 13 CON 15 SIZ 16 INT 13
 POW 12 DEX 15 APP 5 EDU 12
 HP 16
 DAMAGE BONUS: +D4
 Attacks Long sword 68%, damage 1d8 +db
 Bow 35%; damage 1d8
 Armor 5 point Leather & Rings
 Skills Dodge 40%, Ride 70%
 Spot 55%, Track 35%

The Burnt Man is a tall, athletic soldier with heavy burn scars. He’s a bit brighter than most of the men in the von Schakels’ service, but due to his disfigurement he has to stick to employers who can stand the sight of him.

At any time between the abandoned temple and the Graveyard of Heroes, the adventurers may encounter the Burnt Man and three to five of his men, chasing Ariane.

The Burnt Man and the men-at-arms are wearing surcoats, armor and shields painted with the von Schakel coat-of-arms.

The Boar (Sergeant)

STR 17 CON 13 SIZ 16 INT 7
 POW 14 DEX 12 APP 9 EDU 7
 HP 15
 DAMAGE BONUS: +D6
 Attacks Morning Star 59% damage d10+db
 Shield 58%, damage d6+db
 Spear 45% damage d10+db
 Armor 5 point Leather & Rings
 Skills Dodge 28%, Ride 52%
 Spot 45%, Track 50%

A bullish, stupid man with extremely sadist tendencies, the Boar does all the dirty work for Pieter von Schakel, from kidnapping the youngsters to delivering them to their parents and picking up the ransom. Wearing his trademark mask cut from a freshly slaughtered boar, he has become a symbol of fear in the region.

At any time before the adventurers make it to the von Schakel manor, they may encounter the Boar and a bunch of men-at-arms. There is a 80% chance that the Boar wears the boar head and a surcoat with the sign of

the goat. In all other cases he and his men are wearing the Baron's coat-of-arms.

If the adventurers encounter the Boar in disguise and later without (or vice-versa), an Idea roll lets them figure out the identity of the Boar.

Von Schakel's Men-at-Arms

STR 14 CON 13 SIZ 13 INT 9
POW 10 DEX 12 APP 9 EDU 7

HP 13

DAMAGE BONUS: +D4

Attacks Short sword 56%, damage 1d6+db or Spear
45%, damage 1d10+db

Shield 58%, damage d6+db

Armor 5 point Leather & Rings

Skills Dodge 55%, Ride 70%, Stealth 35%
Spot 45%, Track 50%

The Goat Demon

Se'irim ("hairy ones") are goat-like demons, known both in Jewish and in Arab scriptures. They dwell in the wastelands of this world from whence they can be summoned.

This demon, bound and controlled by Sigur von Schakel, is the mage's scout, spy and sometimes assassin. Sigur sends the creature to spy on the adventurers after a first encounter with any of the Baron's men. The closer the party comes to the Graveyard of Heroes, the more likely the demon is to try and kill one of the adventurers. It never attacks the group as a whole, instead it tries to take them out one by one.

The demon outwardly resembles a goat-man, although it is smaller and a lot more agile than the mutants. It has long, thin but muscular arms ending in claws, a goat head covered in white shaggy fur with large, dangerous horns, while its powerful legs end in claws that give it a good grip for climbing up vertical surfaces.

The Se'irim (Goat Demon)

STR 15 CON 15 SIZ 9 INT 13

POW 19 DEX 19

MOVE 10 HP 12

DAMAGE BONUS: 0

Attacks Claws (2x) 60% dam d8+db
Horns 45% dam d6 +db

Armor 1 (natural)

Skills Climb 99%, Dodge 60%, Hide 80% (+25%
in shadows), Jump 90%, Stealth 75% (+25%
in shadows), Spot 70%.

Special • Move in shadow: in shadowy areas, the
demon doubles its Hide and Stealth skills.

- Run like the wind: the demon can move very fast over very long distances, covering twice the normal daily distance of a horse.

The Goat-Men of Val-Loup

Goat-Men are humans with varying degrees of mutations which make them look like goats or rams. They sport horns, tails and hooves as well as prominent teeth and shaggy fur. Another remarkable thing about goat-men is their very exposed and notice-able male genitalia. They are sexually extremely active beasts who terrorize communities by attacking, raping and killing anyone at random.

The goat-men are the satyrs of Greek and Roman legends, although only characters with appropriate knowledge skills would have hard of that term.

The von Schakels have various goat-men in their service but try to keep them out of sight of the local population. They are normally only to be found in the Otherworld or just outside its gate; however, as the von Schakels become desperate to find Inot and Ariane, they also sent out small groups of goat-men to track them down.

Goat-Men

Char.	Goat-Man 1	Goat-Man 2	Goat-Man 3
STR	14	13	13
CON	14	13	15
SIZ	13	10	11
INT	13	10	9
POW	12	10	9
DEX	16	14	17
APP	8	7	6
Move	9	9	9
HP	14	12	13
Db	d4	0	0

Skills Climb 70%, Jump 80%, Stealth 70%, Track
45%, Track by smell 70% (only if mutation
includes animal snout)

Special skill Leap - Goat-Men can jump to a height equal
to twice their size, or a length to five times
their size with a successful Jump roll.

Typical Mutations (all minor) Horns, goat legs, tail, fur etc.
. Fur may be a major mutation and serve as
natural armor.

Attacks Short Sword or Short Spear 40% damage d6
+db, Claws 55% damage d6 +db

Armor fur 1 + leather vest 3

Inot the Ravager

STR 17 CON 13 SIZ 17 INT 4
 POW 16 DEX 14 APP 10 EDU -
 HP 15 DB +1D6

Attacks Bite 60% dam d8+db
 Horns 45% dam d6 +db

Skills Stealth 35%, Track 90%, Spot 60%

Mutations (all major): Quadruped, hardy, hybrid (goat head), metabolic weakness (ravenous appetite for meat), keen sense (smell), natural weaponry (horns and fangs).

Von Schakel's Sign of the Goat spell backfired on Inot. When bringing out the Strain, it turned Inot not into a goat-man but a wild, mindless beast. Escaping from the clutches of the von Schakel brothers, he roams the woods, tracking and killing the bandits who kidnapped them, and also attacking everyone and everything else he meets on the way.

SUPPORTING CAST

PEOPLE OF LOUFORT

At some point in time, the adventurers may want to visit Loufort. Loufort lies on the banks of the small Noireaux lake, in lands belonging to the Sainsprit family; just off the forest road leading to Sainsprit castle. The town is relatively well off, its people living on fishing, raising pigs, goats and hens, hunting & foresting, and farming a small area of land by the lake. East of the lake lies the desolate hamlet of Noireaux and the lands belonging to the Von Schakels.

Sample Male Villager

STR 15 CON 13 SIZ 11 INT 10
 POW 12 DEX 14 APP 10 EDU 9
 HP 12

DAMAGE BONUS: +D4

Attacks Axe 65% , damage 1d6 +db, Impro-vised Weapon 70%, damage d6-1 +db

Skills Craft (various) 75%, Knowledge (Natural History) 60%, Knowledge (Occult) 35%, Track 55%

Sample Female Villager

STR 12 CON 13 SIZ 10 INT 10
 POW 14 DEX 14 APP 10 EDU 10
 HP 12

DAMAGE BONUS: +D4

Attacks Improvised Weapon 35%, damage d6-1 +db
 Skills Craft (various) 75%, Knowledge (Natural History) 60%, Knowledge (Occult) 55%, Science (Botany) 50%

THE MAIN VILLAGERS

Hugo Flatfoot

The toll-keeper. He is lame and sits by his toll booth all day. He would be the first one that the adventurers meet when coming to Loufort.

Egor the Stonecutter

STR 19 CON 13 SIZ 14 INT 10
 POW 12 DEX 14 APP 9 EDU 13
 HP 14

DAMAGE BONUS: +D6

Attacks Hammer 85% , damage 1d6 +1 +db

Skills Craft (stonecutting) 85%, Knowledge (Natural History) 40%, Knowledge (Occult) 35%, Track 55%

Egor is as bald as he is suspicious of strangers. With all the kidnappings, he doesn't trust any stranger who comes along, and that hammer of his is a dangerous tool.

Amos the Fisherman

Attacks Long Spear 75% , damage 1d10 +db

Skills Craft (fishing) 95%, Knowledge (Natural History) 60%, Knowledge (Occult) 35%, Pilot Boat 90%, Stealth 56%

Extremely sarcastic, with a bad cough. He is actually a spy for Pieter von Schakel, and reports the comings and goings in the village to his contacts from Noireaux, who in turn report it to von Schakel. He usually meets his contacts out on the lake.

Rianna the Village Witch

STR 12 CON 13 SIZ 13 INT 13
 POW 19 DEX 13 APP 16 EDU 16
 HP 13

DAMAGE BONUS: +D4

Attack Dagger 55% damage d6+db, Impro-vised Weapon 35%, damage d6-1 +db

Skills Fast Talk 70%, Insight 70%, Insight (Animals) 65%, Knowledge (Occult) 75%, Medicine 40%, Science (Botany) 80%

Favourite Spells:

- Muddle, Undo Sorcery, Witch Sight, Heal, Light, Curse of Sorcery, Ward, Sorcerer's Ear

Rianna comes across as the village gossip, but that is her way of drawing out secrets from other people without giving away anything of importance. She is also the local healer, midwife and clairvoyant. As a member of the Last Covenant (a covenant of witches dating back to Celtic times), she knows more tricks than she lets on, mastering aggressive spells as well as the healing ones.

She has been wary of Pieter von Schakel for a while, and may share her suspicions with other women whom she trusts. She is also aware of Amos' nightly contacts on the lake with fishermen 'from the other side', i.e. from Noireaux.

No longer young, she is still quite pretty, and is one of the most eligible maidens in this little town.

GOSSIP

By asking around, the adventurers learn the following tidbits of information:

- Outlaws have been active in this part of the woods for several years now. Some think that it is the same outlaws who do the kidnappings.
- The Boar and his men have kidnapped six young people from Loufort so far. The Count de Sainsprit has not done a lot about this, seeing he is busy with his little war against Cleve.
- Children who are returned to their par-ents are often weak minded, and seem to have terrible nightmares. Sometimes they speak in tongues.
- The lands across the lake belong to the surviving von Schakel brother. The other brother, a stinking pallid corpse-like man at the best of times died a few months ago.
- You only have to visit Noireaux to see how von Schakel overtaxes his people. The whole town is very strange, and people from Loufort keep their distance.

Hugo has dogs which he is willing to lend to the investigators if the can Persuade or Fast Talk him.

If the investigators know about the Roman temple, Rianna is willing to lead them there, if persuaded. Female characters have a +15% bonus on the roll, and male characters have a -15% disadvantage. If the adventurers play it right and gain Rianna's trust, she may get her fellow members of the Last Covenant to help.

ARIANE, THE ONE WHO GOT AWAY

A wild sort of girl, raised by her father to be a hunter like him, against all common conventions. Her mother disappeared when she was little and she has no siblings. Her father, too, disappeared a few years ago. Initially raised by neighbours, she has been fending for herself of late, despite her sixteen years.

In this point, her Nephilim strain has not manifested, and she is still a 'regular' girl. The Gamemaster may change this at his or her discretion.

Between travelling from the mansion to the Graveyard of Heroes, the adventurers encounter the Ariane. She was with Inot when he turned chaotic and escaped, and managed to get away herself in the ensuing confusion. She has been wandering the woods, trying to stay out of sight from any and all people unknown to her, and to make her way back to Loufort.

She is being pursued by the Burnt Man and his men-at-arms; optionally also the goat demon. The adventurers come upon the scene as the girl is being caught by her pursuers; her cries for help should attract the adventurers' attention.

If the adventurers manage to drive off the attackers, Ariane can point the adventurers towards the Graveyard of Heroes, and maybe even to the portal towards the Otherworld, although some persuasion (charm) is required (intimidation might lead to contrary results, with the girl pointing the ad-venturers in a completely false direction).

If the adventurers do not get the upper hand on the attackers, or fail to help the girl, she will escape again into the woods and play no further role in this scenario.

Ariane is the potential champion from Sigur's vision.

Ariane, One Who Got Away

STR 11	CON 15	SIZ 13	INT 13
POW 16	DEX 16	APP 13	EDU 14
HP 14	PP 16		

DAMAGE BONUS: 0

Attacks Bow 55% damage d8

Dagger 45% damage d6 +db

Skills Conceal 65%, Track 60%, Navigate 60%, Listen 80%, Spot 70%.

SIEUR DE ROIFA

Jehan is a typical scholar, pale and overweight. He is also completely bald. He is the son of an erudite monk who went to Muslim Spain to convert Muslims to Christianity only to become a prisoner and to convert to Islam later on. Like his father before him, Jehan is a widely known scholar and translator of Arabic texts. And as such is a frequent guest in monasteries and noble courts throughout France, Northern Italy and the German Empire, but as a Muslim continues to be an outcast at home. Even though he lives a secluded life, Jehan is willing to help any persons who come to see him for advice, and may even undertake to teach people to read and write, an act which is forbidden as only the monasteries have the right to do this.

The Roifâ mansion features an impressive library of original books collected by both Bernard and Jehan and a thick catalogue referencing all important works housed by monasteries throughout Europe. Jehan has a strict policy of not lending out books. He pays well in money or services to gain new books or scrolls.

The Roifâ household is as unorthodox as Jehan himself. Being an outsider, he gathers other outcasts around him: scholars, travelers, adventurers and runaways of both sexes; and usually also a fair number of artists, bards, and entertainers. Thus the Roifâ household is a good rallying point for a band of enterprising adventurers who do not quite fit the mold of 10th century society. Jehan has a constant need of armed guards, clerks, gamekeepers, gardeners, translators, illustrators and entertainers. He hires anyone as long as he feels that he can trust them.

Jehan de Roifâ

STR 9 CON 11 SIZ 12 INT 17
 POW 16 DEX 9 APP 10 EDU 20
 HP 12

DAMAGE BONUS: 0

Attacks -

Skills Knowledge (Blasphemous Lore) 45%;
 Knowledge (German Empire, Northern Italian States) 45%; Language (French) 90%;
 Language (German) 75%, Language (Arabic) 90%;
 Knowledge (Ardennes region) 90%;
 Literacy (Latin and Arabic) 90%; Research 95%, Status 70%.

COUNT DE SAINSPRIT

Situated in the broad Herbenoir valley, the Sainsprit county is more fertile than the Loup valley, and provides much of the grain for Rocmort. Thus the Counts of Sainsprit are the richest family in the area. The current Count, Arnault, is the brother of Count-ess Sybill of Rocmort's dead husband, and he considers himself the rightful heir to the Rocmort throne.

Arnault is middle aged but still fit, a veteran of several wars, relatively cultivated and very arrogant. He employs a great many people in varied jobs, but makes sure that they are the 'proper' sort: good Christians, good at what they're doing, and loyal to Sainsprit first and Rocmort second.

Arnault de Sainsprit

STR 14 CON 14 SIZ 12 INT 12
 POW 14 DEX 12 APP 11 EDU 12
 HP 13

DAMAGE BONUS: +1d4

Attacks Long Sword 75%, 1d8+db

Kit Shield 65%, 1d4+db

Lance 65%, 1d6+2+db.

Skills Command 60%, Dodge 50%, Etiquette 65%, Knowledge (German Empire, France) 45%;
 Language (French) 90%; Language (German) 65%, Ride (Horse) 75%
 Status 80%.

CERNUNNOS

Cernunnos is the Horned God of the Celts, and is depicted most often as a man with antlers, often holding snakes, who were sometimes ram-headed, or accompanied by stags and other horned animals. He was the god of fertility, especially the fertility of forest lands. Because of his association with wild animals, he was also called the "Lord of Wild Things", or the "Lord of the Hunt."

The deity was revered widely, from Northern Italy to Britain, and also by the Treveri tribe who inhabited this part of the Ardennes forest. Representations of Cernunnos may be found until well into the Middle Ages, suggesting that the worship of this god survived at least until then.

RANDOM ENCOUNTERS

Roll 2d6 once in the day time, and once per night; or anytime during a lull in the game. Statistics for animals and werewolves are given in the BRP manual.

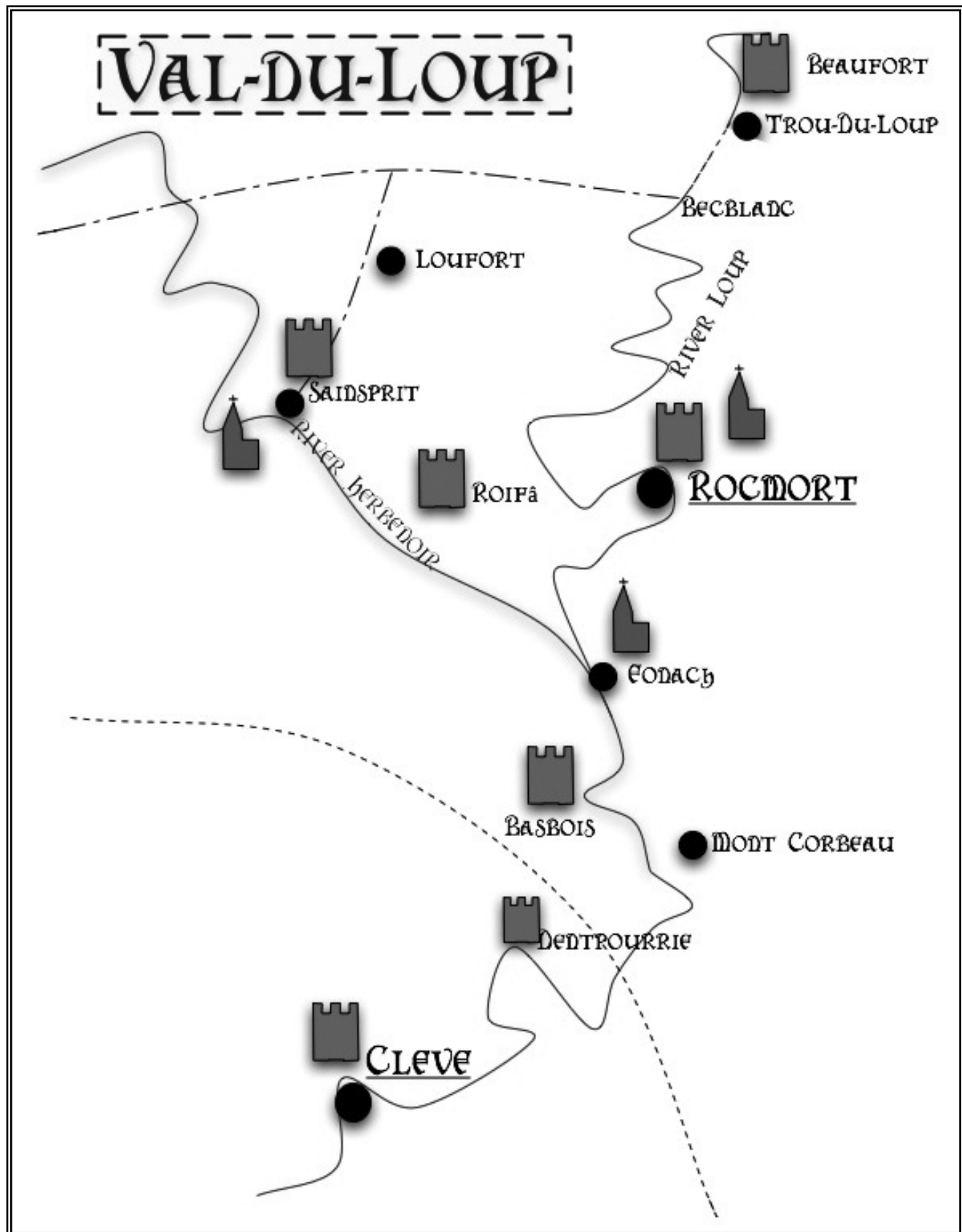
- | | |
|------|---|
| Roll | Encounter |
| 2 | A bear |
| 3 | The goat demon |
| 4 | The Boar and 2d4 of his men. 70% chance that they are in disguise |
| 5 | 1d3 boars |
| 6 | 2d3 goat-men |
| 7 | 2d5 wolves |
| 8 | 2d4 foresters from Noireaux, heavily mutilated. |
| 9 | The Burnt Man and 2d4 of his men. |
| 10 | Inot and d4 of his latest victims, all von Schakel's men |
| 11 | Ariane |
| 12 | A clan of d3+1 werewolves feasting on a human carcass. |

Appendix: Maps
 Players' Map

Gamemaster's Map

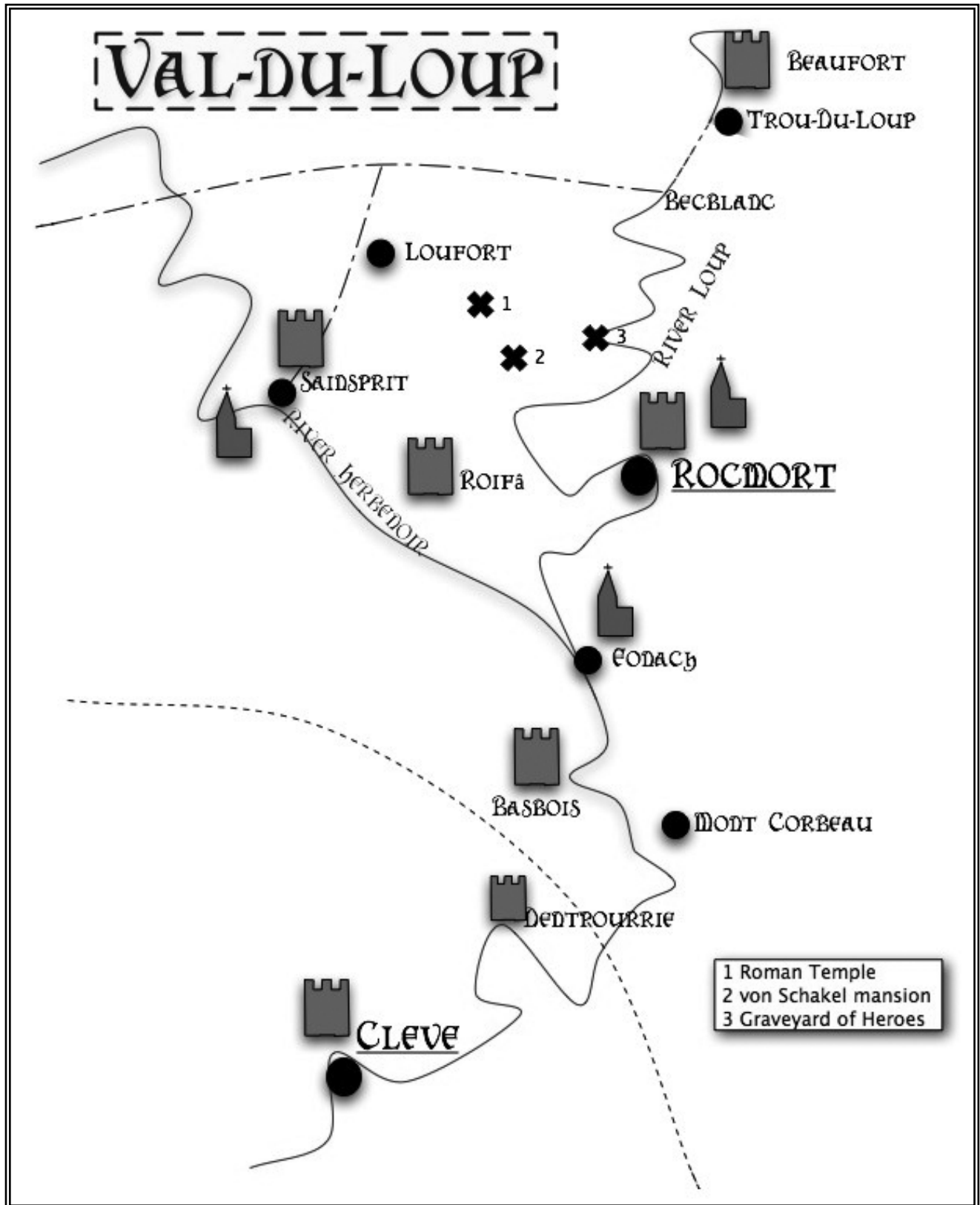
The Von Schakel Manor

PLAYER MAP

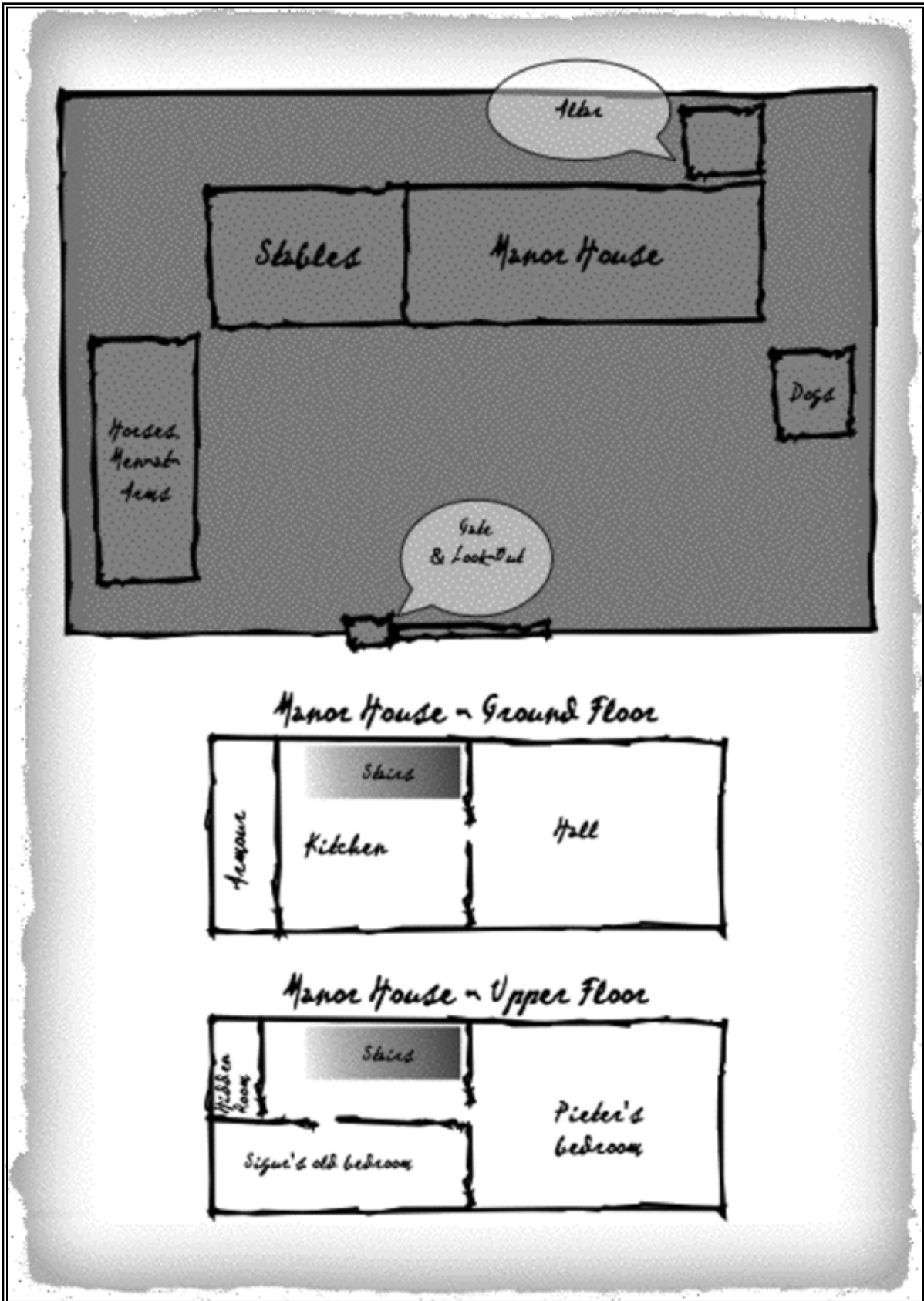


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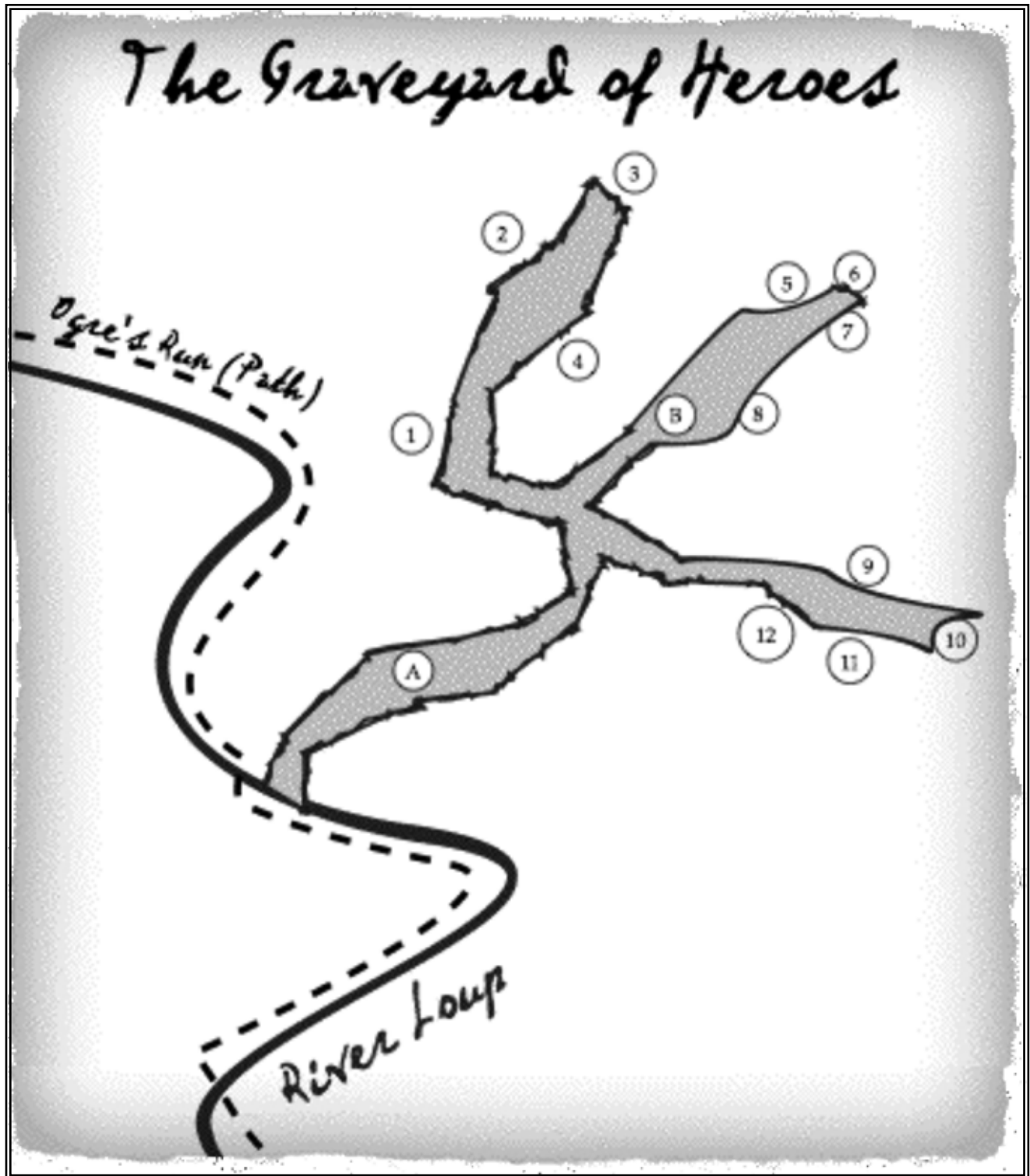
GAMEMASTER MAP



THE VON SCHAKEL MANOR



GRAVEYARD OF HEROES





ALTERNATE REALITIES

THE SIXTH ADVENTURE:

GOING UP THE COUNTRY

BY R.J. CHRISTENSEN



Breckenridge County used to be a quiet rural mountain area, with its main source of income coming from timber, family farming, and tourism from the surrounding Albright State Forest. But that was before the illegal drug trade moved in. Since the 1970s, the rugged terrain and forested thickets

Were used by local marijuana growers with a few miniscule plots for small operations (and personal use), but then some got a little greedy and began accepting air drops of small amounts of powdered cocaine. The dealers and growers were a secretive lot and since the county police department was undersized, nothing much was done in large-scale police operations. But by the turn the 21st century, the drug importation business exploded when a major Columbian cocaine cartel moved in. The local pot farmers were executed or driven out, and soon tons of concentrated cocaine extract were being air dropped in using sophisticated High Altitude/Low Opening (HALO) rigs. The illicit cargos would then be collected by transients living in the woods and delivered to the gang's main compound.

Soon the streets of the local county seat were teeming with all manner of criminals, ranging from drug-dealing biker clubs & urban street gangs, to scores of low-lives looking for a fast buck or a free hit. The county sheriff and several county commissioners are being paid off to look the other way, as well as redirect state and Federal investigations, and now the sheriff only deals with the unruliness in the town streets or highways.

Players can be of the following types:

1) Federal Agents investigating the group for drugs, weapon violations, and even reports of terrorism. (Think

“The Rock” or “SWAT”)

2) Investigative Reporters looking into the area's suspicious activities of drug dealing and police corruption.

3) Heroic ex-military mercenaries hired by a wealthy local businessman to clear out the drug dealers and restore the area to its former peaceful self. Payment upon mission completion: \$120,000. (Think “Magnificent Seven”)

4) Brave locals willing to risk life and limb to end the drug-induced cancer that is slowly enveloping their community by taking on the drug cartel and their crooked police allies by themselves. (Think “Walking Tall” or “Billy Jack”)

5) A private security corporation developing futuristic weaponry has decided to try a “live fire exercise” to test their new invention, ranging from non-lethal weapons to cybernetic Robo-Cop gear. Naturally, something will go terribly wrong during the test, leaving the players to devise a way out.

BACKGROUND

Filling up most of Breckenridge County is the Albright State Forest, which is over 16,000 acres of rugged pine forests, ravines, creeks, and occasional meadows and ponds, and slightly crisscrossed with a few rough hiking trails. Due to the rugged terrain, no major timber harvesting has been attempted. But due to the wild beauty of the area, the state mandated the area be used for recreation and watershed protection. A dam and reservoir was constructed here in the early 80s to control flooding and provide a better water supply

The forest had been a good place for groups to go camping, picnicking, or hiking until the criminals showed up in the woods, who added to their meager existence

by mugging visitors or robbing campsites. Dozens have simply been scared off by gun-toting thugs. Having a local police force on t take didn't help matters much, either, and tourism soon dried up with the local economy.

Using skills in Streetwise, Fast Talk, Listen, Spot Hidden, or Spy Trade, PCs can obtain some or all of the following bits of information in town:

- A gang under the control of a mid-level Columbia cartel leader named “Juan Vannesque”, has taken up residence at an old hunting lodge 11 miles outside of town. The story he and the gangs gives to the locals is that he is a wealthy Mexican businessman simply looking for a quiet mountain retreat in wonderful America—but few actually believe it.
- Often, Vannesque rides into town in a luxury sports car or chauffeured in huge Mercedes sedan with a Latino beauty by his side....and followed by at least 2 dark SUVs with tinted glass.
- Two-four low level gang members make a weekly “grocery run” in a large SUV, followed by an evening run to buy a couple dozen or so jerry cans worth of gasoline. Payments are always made in \$100 bills and trouble is limited to thinly veiled threats.
- There are between 24 and 36 foreigners out at the old Higgen Lodge, referred to by the townsfolk as “Mexicans”, “Latinos”, “Illegals” or in far more hushed tones, “The Drug Dealers”.
- The foreigners have no visible weapons, but it's pretty clear they have pistols on them at all times. An occasional assault rifles or submachine gun is sometimes glimpsed near a vehicle.
- Apparently, the local sheriff and his deputies know about the foreigners illegal activities, but rarely ever bother them. They do, however, deal effectively with any trouble caused by the “Forest Hobos”, who often wander into town to buy snack food and alcohol.
- Reports of “Hobo Attacks” on hikers, picnickers, and campers are widespread, but indicate they are only be armed with a few pistols, clubs, and make-shift weapons....often using them on one another.

INTO THE WOODS

The rugged terrain, dense flora, and relatively few roads make the Albright Forest the perfect location of Vannesque's smuggling operation. With no visible way of landing their aircraft, the DEA has no clue that the Columbian are airdropping their cargos of cocaine extract

between Columbia and their various destinations. It also lessens the chance of being noticed by outsiders or county residents.

Peake Creek: Formed by 2 smaller streams and a natural spring, Peake Creek takes a course the softer ground north of a large rocky ridge, forming a natural canyon that goes between 7 and 10 meters deep, naturally eroded on the northern bank and rockier on the southern bank. The creek itself is rocky, somewhat swift, and is general 1.5 meters deep, with occasion 2-3 meter deep sinks.

Larkshead River: Prior to joining up with and a half mile downstream from Peake Creek, this river is shallow (.5 to 2 meters deep), swift, and rocky, cutting a 4-8 meter deep ravine. Then the terrain flattens out a bit to create a 3-5 meter river ravine, and the river slows, deepens to 3 meters and widens through the woods until it reaches the reservoir.

Lake Tracy: The main reservoir for the county seat, Lake Tracy, was constructed on the Larkshead in the early 1980s with a compacted earthen dam, and is connected to town by an eight mile, underground 24” diameter pipeline. Only the southern shore was developed for picnicking and camping (one site), although easy trails circle the lake, leading to narrower trails heading into the hilly woods

Trails: In the woods, foot paths are general a meter or less in width, winding, and slightly difficult. Due to budget cuts and far lessened public traffic, trail maintenance is basically done by wandering animals and Vannesque's hired homeless hired hands. A 2x Navigation roll is required to stay on the correct trails if orienteering with a compass & map, halved if just walking.

Hobo Camps: The “home” to the lowest level of Vannesque's organization are the homeless people who pick up and deliver the air-dropped extract containers. They reside in about six or seven squalid camps in the woods around the main compound. Each camp has 2D6 ragged and filthy people (1d4 are women) huddled around a small fire amid piles of garbage and reeking bedding, awaiting the signal from the Colombians of the approaching cargo drop.

Then, as only the group that first finds the parachuting canisters and delivers it to the compound or the gets paid, a mad dash through the woods commences, often resulting in a bloody melee for control of the illegal cargo. Some of the Columbians actually wager on which pick-up group actually makes it to the final pick up site (either the

bridge or the compound).

If the players can gain the trust of a homeless group with Fast Talk, Persuasion, Streetwise, or Bribery (or even First Aid to injured people), they can learn the some or all of the following:

- The transients are paid by the gang with a couple hundred dollars and drug samples to collect “parachuting barrels” they figure is filled with Colombian cocaine. The drugs are sealed and locked, and apparently have tracking devices on them.
- The transients often have to fight other such groups to collect an airdrop, and several have died in the fights.
- There are between 24 and 36 gang members, including five chemists who convert the liquid cocaine extract into either power or rock product. There are also several female companions of senior gang members.
- At least a dozen other homeless people in the woods have been killed by Columbians for trying to steal “the merchandise” and to “make a point”.
- Lower level guards often take one or two female transients by force for sexual purposes and drop them off with a few pilfered doses of rock cocaine.
- Visible weapons for the gang range from semi-automatic pistols to assault rifles and submachine guns. Ammo does not appear to be a problem. At least three stand by a bridge on the gravel road to the lodge and the compound is crawling with armed men.

FALLING SNOW

Drug drops are made 2-4 times a week after midnight at one of four pre-designated drop sites, after contacting Vannesque by shortwave radio. The cartel’s cargo planes (making rudimentary argo flight to distant airports) release their drug loads via two sets of parachute cargo rigs at around 20,000, which then open automatically at 1000 feet, and then gently drift down into the trees. The cocaine extract is stored in 4 sealed 55gallon drums per rig with duel shock-proofing and chained with 3 time locks that only the Columbians can open. The airdrops are picked up by various transient groups living in the woods. The parachute rigs also have duplicate homing devices to ensure that they land properly. At least two gaggles of “drug mules” once thought of taking the cocaine for themselves... but never made it out the forest alive.

THE COMPOUND

The following information can be obtained by either researching county records or interviewing some of the local old-timers.

- The main building of the 100 acre property is an old hunting lodge built by wealthy steelmaker Robert Higgins in 1912. It was in turn, sold in 1953, 1964, 1972, and lastly in 1988 to one Joey Adams, a local drug dealer who had the idea of running an illicit “Pot Plantation”. Building permits (Library Use) will reveal the original lodge plans, the deck addition in 1973, and a passive solar system installed in 1989. A year ago, Adams reported signed the property over of Vannesque, and promptly disappeared.
- The Lodge is located on a ridge overlooking Peake Creek, which flows in to the Larkshhead River, and then into the Lake Tracy reservoir. The cliff from the creek to the Lodge requires a successful climb to negotiate, along with a sneak roll to do quietly.
- A four mile single lane gravel road leads from State Road 315 to the compound which consists of the 2 story lodge, a barn, and a shooting range. A small wooden bridge crosses the Larkshhead about 2 miles from the highway. There are three very bored and uncomfortable guards armed with assault rifles at the bridge, using a “boom-box” type stereo for entertainment.
- During the day, 1d6 guards patrol the grounds and an additional 1d6 move between buildings. At night, the guards are increased to 1d10+4, with 1d4 wearing Soviet-era night vision gear. Luckily, these items are older models, have shorter range only 20meters), and are harder to use effectively.

Barn: This was first used as a horse barn, then a marijuana drying shed, and is now used as a garage for the gang’s vehicles; 2 Cadillac Escalade SUVs (with tinted windows), a Jaguar XKE, a BMW 995 sedan, a 1997 Dodge Super Viper, and Vannesque’s personal armored Mercedes, which is equipped with a computer, a police scanner, and a specially-made defensive oil and mini caltrop discharger to discourage car chases. There are always at least 2 assault rifle-armed guards here at all times.

Generator Shed: A 500kw generator supplies electricity to the main house. A 1000 liter fuel tank stands behind. Three time a day and twice during the night, a low-ranking gang member comes out to inspect it, but it is not guarded. Once a week, the tank is filled in a time-

consuming, hand operation of emptying two dozen 20gal jerry cans filled in town. The cans sit here the rest of the week, often having a few gallons left inside.

Shooting Range: Where once hunters honed their skill and waged bets, the old shooting range is now littered with both spent casings, shredded paper targets, and trash, mainly broken bottles. Stored here is a double locked cabinet containing mini arsenal of 6 Italian M12 SMGs, 5 AK-47s, roughly 3800 rounds of 9mm ammo (2100 loose and 1700 in 100 spare magazines) and 5400 rounds of 5.56mm in 180 30round magazines. There is also a box of 12 Anti-personnel grenades and 27 sticks of fuse-detonated dynamite. There are at least 2 guards here at all time, often taking a few practice shots when excessively bored.

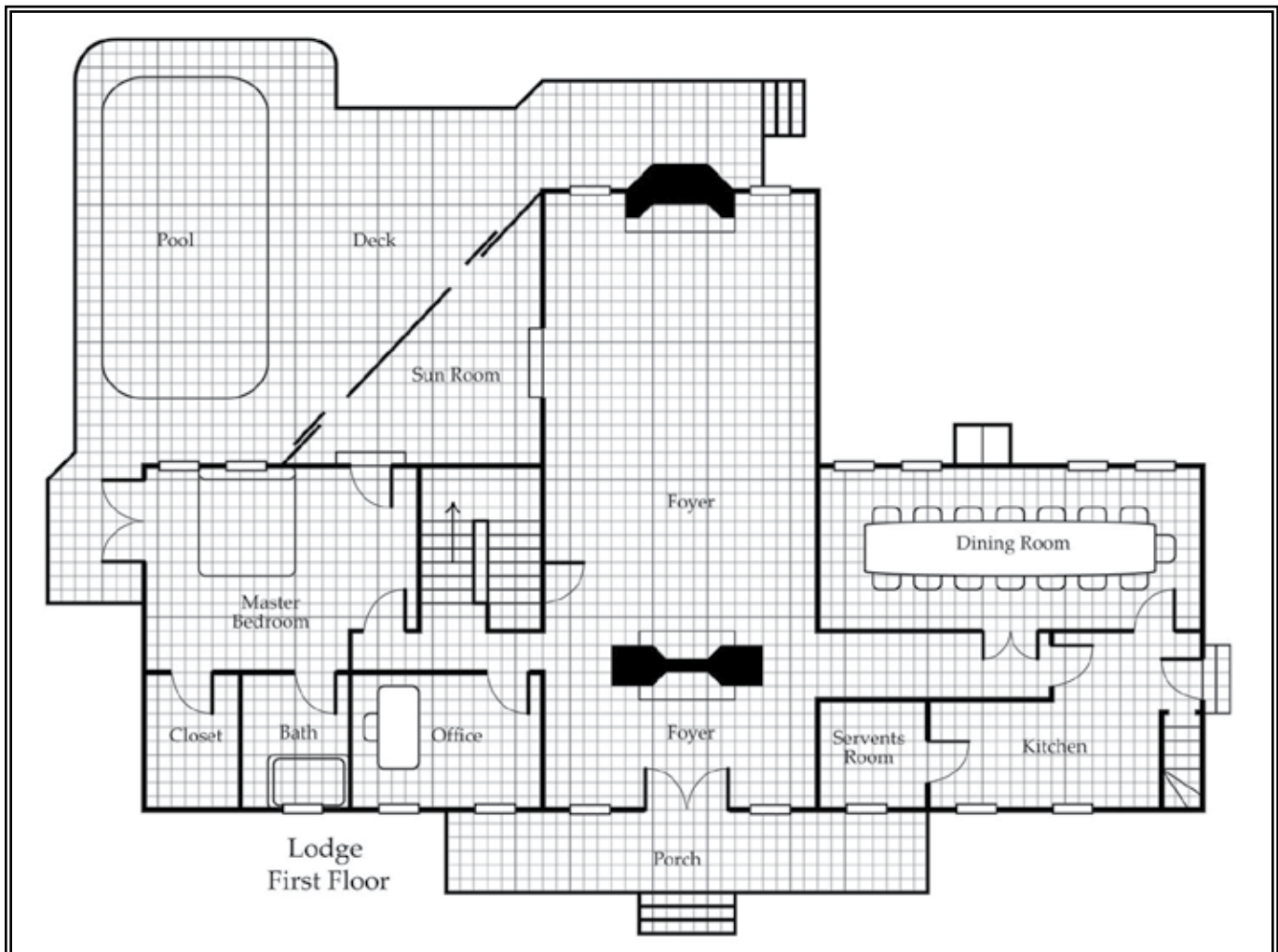
THE LODGE

What once was a pristine and well-kept forest retreat has become a dilapidated dump as the gang has failed to do any maintenance to the lodge building or any other compound building. The wood is weather-beaten and fading, rot has set in, and the stonework is crumbling. Broken windows with tattered curtain swaying in the breeze and bullet holes mar the outside façade and trash is strewn everywhere. Loud music blares from 2-3 of the open windows during the day.

DOWNSTAIRS AREAS

Front Porch: One to three bored guard are station here at all hours, often taking to the remaining rocking chairs left by the late owner.

Foyer: A small, stone-tiles entryway with a two way fireplace against the hallway partition with deep storage closets on each side.



Great Hall: Taking up most of the space inside the lodge, this 2 story high room has slate granite floors with several small Persian-type rugs, rough hewn log walls, a large flagstone fireplace, and various pieces of now damaged wooden furniture. It also has a large TV 2 to 4 gang members may be watching...provided there is some sort of sporting event on.

Dining Hall: An eight meter long oaken dining oak table takes up most of this room. Gang take 3 shifts eating here from around 8-9 for breakfast, 11-1 for lunch and 6-8 for dinner.

Kitchen: Vanneseque has two middle-aged female Columbian servants (ages 32 and 49) cook and clean for the gang. They speak no English, sleep in a side room, and live in constant fear for their families lives back home if they demonstrate any disloyalty to their "employer". In an attack, they will hide in the pantry (Hide : 45%). There are two refrigerators here, and an open doorway leads downstairs to the basement.

Sun room: Added on by the late previous owner, this room has an 8 meter high floor to ceiling window and terra cotta flooring which provides passive infrared heating at night (it does get a bit chilly cold up here, even during summer). The greenhouse area is littered with broken

panes and shards of clay pots...which could make noise if stepped on. There are always 1-2 guards in here at night.

Back Porch/Patio area: An odd-shaped redwood deck, also added on the late, previous owner fits around the backside of the lodge and backside of the pool. Vanneseque, his lieutenants, and their bikini-clad ladies often lounge here during warm days, although the head man is usually pacing back and forth between here and his office while arguing obscenely on his cell phone.

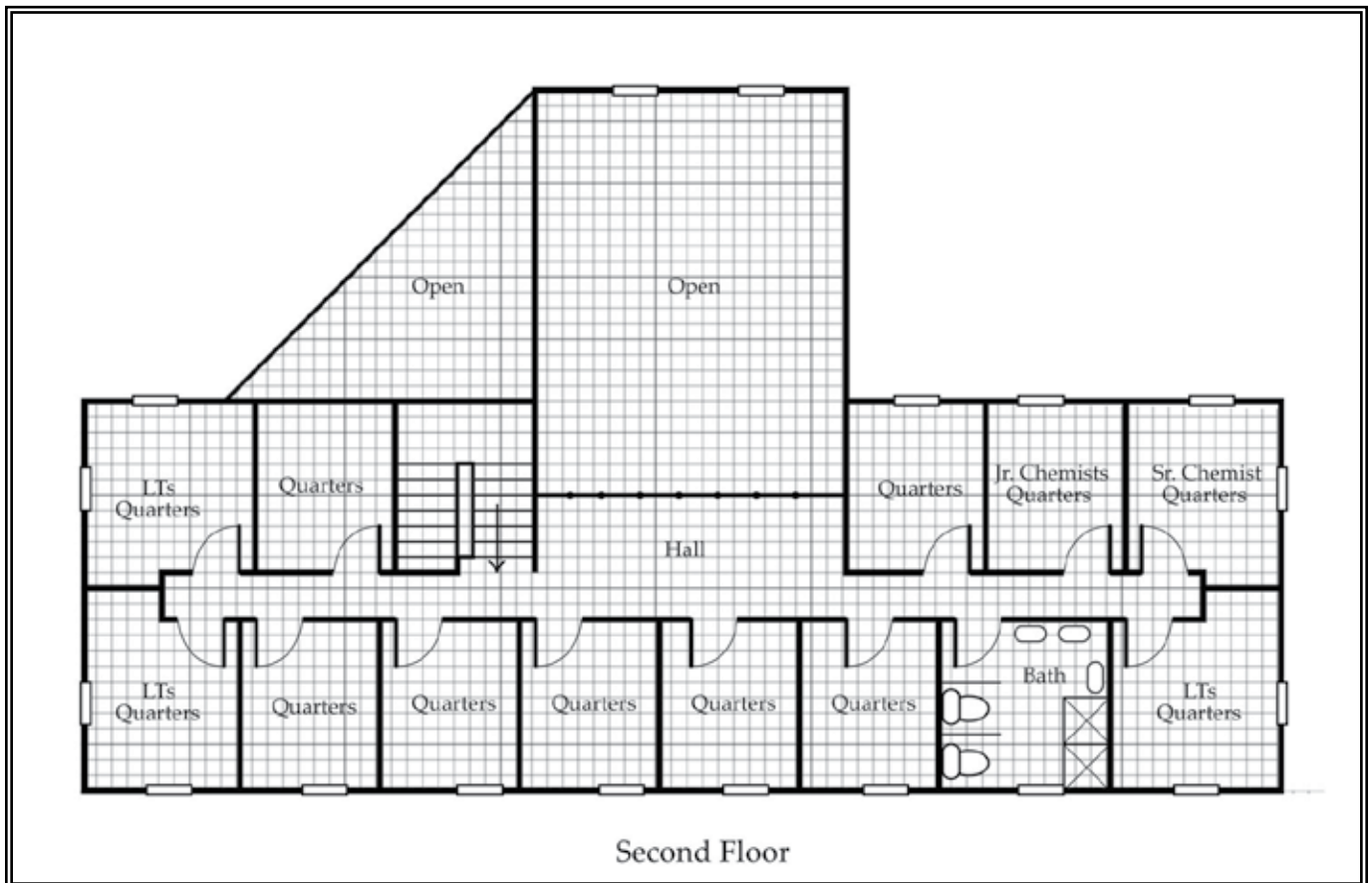
Master Bedroom Suite: This is the most elegantly appointed room in the room (abet in a tacky late 70s fashion), and Vanneseque has claimed it for himself and his mistress Channa. Prominently is a large waterbed, velvet shag carpet and wall covering, erotic paintings, and 56" plasma TV (with satellite dish outside). A gold-plated .357 Magnum revolver (five rounds) is out on the nightstand, along with a few bits of drug paraphernalia, and keys to Mercedes.

Office: Vanneseque's persona office is a former den converted into a makeshift International Drug business center. A shortwave radio relays information on incoming drug shipments, a computer and fax machine links the gang to the Cartel back in Columbia as well as other criminal associates in Miami, Dallas, LA, and throughout

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the Western hemisphere. Plus, there is a smaller armory located here containing 4 SMGs, 2 AK-47s, 100 17-shot magazines 9mm ammo and 80 30round magazines of 5.56mm ammo. At least one senior gang members and a guard are here at all times.

UPSTAIRS AREAS

Small Bedrooms: Originally designed as small guest rooms for just sleeping and dressing, these are the quarters for the lower level gang members and assistant chemists, who are crammed in 4 to a room, although the night and day shift guards take turns with the two beds. 1d10 Guards are usually up here asleep or drinking at any time of the day, weapons at the ready, but occasional will take a female hobo from the transient camps for private "recreation".

Large Bedrooms: The four, larger, corner rooms were once used by the previous owners' families during long vacations and weekend retreats. Now they are used by the 2-6 senior gang members, the head chemist, and their girlfriends.

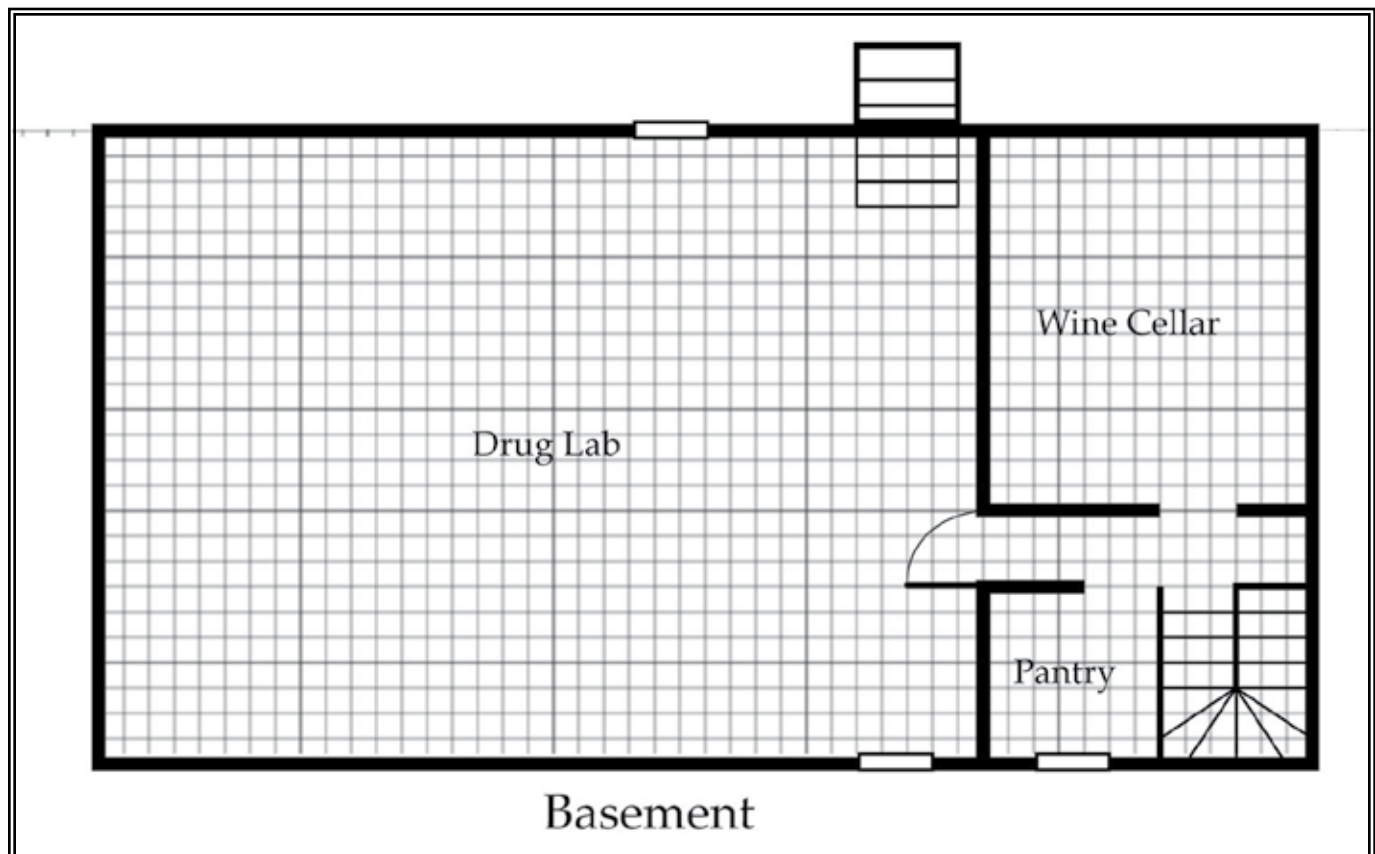
Bathroom: A Dorm type bathroom added in the mid 1960s with two small showers, two toilet stalls, and three sinks. The window is frosted opaque. The floor is usually wet and slippery.

BASEMENT AREA

Wine cellar: Once the pride of the Higgins family table, the wine cellar is now empty save for dozen of broken bottles that were consumed the day the previous owner became the late, previous owner. A heavy wooden door (STR 25) leads to the drug lab, offering the wine cellar as a superb staging area for a final assault.

Pantry: Stored here are the weekly supplies of groceries and dry goods, as well as another staging area for an assault on the drug lab.

Drug Lab: Here is where the 55gal barrels of liquid cocaine extract are finally processed in either fine grade powder or 'rock' form. The lab is occupied during the day by the head chemist and his assistants until dinner time, along with 1d6 low level gag members who do all the heavy lifting and guarding. Aside from the door, other entry points include the old coal chute and 4 small, ground level windows. Aside from the gun-toting guards, there is another danger here, the large amounts of flammable and toxic chemicals used in processing. Attacking players need to roll LUCK to avoid getting hit by splashing liquid. Players without breathing masks will also need to make a CON check after a fight to avoid passing out due to the fumes.



COMBAT WITH THE CARTEL

Modern combat with automatic weapons is extremely dangerous. Even wildly missed shots can cause damage to persons in the wrong place. During any in-close firefights with multiple opponents, Players need to make a LUCK roll to avoid being hit by ricocheting or wildly aimed gunfire.

Being simple criminal thugs, the Columbian guards have no concept of tactics other than simply relying on sheer firepower and brute strength. A sniper would be dealt with by just emptying shots into the woods, and would provide an effective diversion.

Hiding & Concealment: Barring loud noises or gunfire, guards will require a Halved Spot Hidden roll to detect secretive intruders who succeed at Sneak or Conceal rolls, with a full roll if the Sneak/Conceal is failed. At night, Guards equipped with night vision gear require a Spot Hidden roll to successfully indicate between intruder and the numerous deer in the area. Wearing camouflage added to the Hide skill; ordinary forest pattern clothing adds 10pts, military-style “gilly suits” add 30.

Protection: The forest provides ample cover with its thick foliage and numerous ravines that are between 1 and 6 feet deep. Decrease the chance to hit according to BRP rules. The thick vegetation also masks the sound of gunshots and yelling to 2d6x100meters, explosions and heavy weapons to 4d6x100 meters, and hand to hand combat to only a 1d3 meters.

The wooden buildings only provide about 10points of “armor” to persons inside, but if this is exceeded, large chunks of wall and roof will be torn out, reducing the amount of cover by the further damage and increasing the possibility of being hit. Ordinary vehicles provide 15pts of protection, while armored street vehicles provide 30.

Having not to deal with local law enforcement of late, the majority guards have forgone the use of body armor due to the climate, but still have access to about 2 dozen if combat gets hairy. The Senior gag members wear theirs about 35% of the time, and Vannesque wears a lightweight resistant vest all times other than swimming or being intimate with his mistress Channa.

Morale: As opposed to the movie bad guys who seemingly fight to the death, most real people, including vicious drug cartel members, will give up under the right circumstances. Any combatant who loses 10 points of their sanity will freeze up and cease combat or simply flee the scene in panic. The loss of 10% of Sanity will result will

in surrendering to the opposing side. Players have varied choices of what to do; taking captives to jail, binding them in a secret location, sending them out of town with a stern warning, or summary execution...which is highly frowned on by the honest law enforcement community. The forest transients will either simply rob captive players or turn them into their drug cartel patrons...who will have no qualms about what the honest law enforcement community thinks.

Typical Combat SAN Losses

Character is wounded	2 SAN
Character is severely wounded	5 SAN
Under Sniper attack	3 SAN
Group is surrounded	4 SAN
Group is surrounded, little chance of escape	7 SAN
50% of One's Group is incapacitated	3 SAN
75% of One's Group is incapacitated	7 SAN
Sole Survivor	10 SAN

Typical Combat SAN Gains

Opposing Sniper Killed	4 SAN
No Casualties taken	5 SAN
Opponents wiped out	2 SAN
Opponents Surrender	3 SAN
Opponents Surrender without a taking a shot	5 SAN
Opponents Flee:	4 SAN

MEANWHILE, BACK IN TOWN...

If Sheriff Vickerson gets suspicious of the players' investigative activities, he will either deal with the players with legal harassment and or possible arrest on fabricated charges. If one to three players are arrested, they may end on a one-way, midnight trip out the gang's compound, with the story that they made bail and left town in a hurry. (Yet another means of player involvement)

If the Sheriff or any of his deputies uncover the players' plans for a full-scale assault on the drug gang, they will make a well-timed phone call to one of the Vannesque's lieutenants and let the Columbians deal with it. If the players have a royal shoot-out up at the gang's compound and return to town in overconfident victory, Vickerson will have his deputies prepare to arrest them as quickly and sneakily as possible...and then skip town with several thousands of dollars.

If non-Government Agency players decide to take on the Sheriff's department as well, they will have to act with enough speed and surprise to prevent the corrupt cops from contacting state law authorities, who will bring in even more firepower than the players can deal with, and

who will dutiful side with the elected Sheriff against any “lawless vigilantes”.

FINISHING THE ADVENTURE

Once the gang leaders are incapacitated or captured, the remaining gang members will either surrender or flee into the woods, carrying as much finished product as they can. Once they see their meal tickets run past them, the hobo camps will also soon empty. Any friendly townspeople or transients allied with mercenary or vigilante-type players can provide sanctuary while state and Federal authorities sort things out...as the Government tends to frown on these sorts of individual actions

However, turning in Vanneseque alive to Federal authorities will result in a \$50,000 reward and possible contacts at the FBI and DEA. Capturing the bad cops will win non- Governmental players an extra \$5,000 in reward money, and possible exoneration for shooting up the town. The stable of luxury automobiles is up for “confiscating”, of course.

OTHER SCENARIO OPTIONS

1) Prior to the players’ action, it is discovered that the senior drug chemists has ingested just a bit too much of his own product, and is now under the delusion that the earth is inhabited by “horrific, alien monsters that must be destroyed”. The easiest way to do this....dump 110 gallons of cocaine extract, ecstasy, and hydrochloric acid into the nearby reservoir, Lake Tracy. Now the players must stop a crazed man on a speeding ATV carrying two 55gal drum of chemicals without alerting the main drug gang. Otherwise, hundreds of townfolks will suffer a POT 20 poisoning for the next two days.

2) Make the Drug gang a group of White Supremacists, cooking methamphetamine to finance their upcoming plans for a “purifying race war”. Increase the number of gang members by 1D10, but add 2d10 family members. A few kidnapped minorities being held prisoner would also add to the urgency of a rescue. Defeating this group will net non-Government players up to \$10,000 in reward money.

3) Make the Colombian Drug cartel into an American Mafia-backed rang of heroin importers. Add 1d4 Mobsters and 1d10 Mob Enforcers armed with 9mm pistols, shotguns, and Uzi SMGs. The gang is also using the property to dispose of suspected informants and enemies;

including 1-2 potential execution victims awaiting mob justice to be rescued. Not used to the country, the mobsters are pretty nervous about “lions, tiger, and bears”, and rarely venture away from the main compound. Defeating this group will net non-Government players up to \$10,000 in reward money.

4) The Columbians are increasing their income and armament by smuggling in an al-Qida type terrorist cell to commit acts of terrorism on American soil. Add 2d10+6 Terrorists each armed with an AK-47 or a 9mm SMG, 1d4 Hand grenades, along with 1d10 Soviet RPG-7 Rocket-propelled grenade launchers (4d10 grenades) and 5d100 kilos of explosives. Defeating this group will net non-Government players up to \$100,000 extra and possible exoneration for past crimes. Government agents get a commendation!

5) Replace the entire concept of a criminal drug gang with a religious cult. It could either be a simple totalitarian cult with several brainwashed members needing rescue, or a doomsday cult intent on jumpstarting the end of society with chemical or biological weapons. Add 1d10 adult male members armed with AK-47s, Rifles, and shotguns, and 4d10 unarmed women & children. Add to the compound 3-4 smaller residential cabins, various gardens, and replace the garage with a real animal barn. The secret chemical lab should remain.

NPCS

JUAN VANNAESQUE, Age 29

Mid-level Drug Cartel Leader

STR: 15 CON: 16 SIZ: 14 INT: 15 POW: 15

DEX: 16 APP: 16 EDU: 14 SAN: 70 HP: 15

DAMAGE BONUS: +1D4

Weapons Fist/Punch: 60%, 1d3+db
 .357 Magnum Revolver: 65%, 1b8
 Skorpion 9mm SMG: 40%, 1d10

Armor 7 Pts, Kevlar vest

Skills Accounting 50%, Bargain: 60%, Chemistry: 30%, Computer: 25%, Credit Rating: 50%, Dodge: 37%, Drive Automobile: 45%, English: 50%, Fast Talk: 65%, First Aid: 40%, Grapple: 55%, Hide: 35%, Listen: 50%, Persuade: 65%, Psychology: 45%, Sneak: 35%, Spanish: 90%, Spot Hidden: 45%, Swim: 75%

An upper mid-level member of a Columbia drug cartel, Vannesque sees this operation as a means to the top level of organization and the power and privilege that comes with it. Having personally killed over a dozen men on his “corporate climb”, he is utterly ruthless in his business savvy and leadership. His slick style and appearance cover an utterly demonic psyche. Even with little threat, Vannesque still wears an expensive, lightweight bullet-resistant vest (when not lounging at the pool)

“CHANNA”, Age 22

Drug Lord's Playtoy

STR: 12 CON: 10 SIZ: 11 INT: 12 POW: 16

DEX: 15 APP: 17 EDU: 10 SAN: 75 HP: 11

Weapons Switchblade: 50%

Skills Art (Sing): 60%, Dodge: 32%, Drive Automobile: 30%, English: 30%, First Aid: 45%, Hide: 45%, Listen: 45%, Persuade: 55%, Seduce: 85%, Sneak: 40%, Spanish: 80%, Spot Hidden: 50%

Growing in a Columbian slum, this opportunistic young woman used her physical beauty to work her way to a more luxurious lifestyle, and will do anything to keep her status. If the gang comes under attack, Channa will flee to the master bedroom to hide and wait out the attack, but if found, she will plead for “rescue”, and then attack the unsuspecting rescuer with a hidden switchblade.

SENIOR GANG MEMBERS (1D4+2)

Drug Gang Middle Management

STR: 14 CON: 12 SIZ: 14 INT: 14 POW: 11

DEX: 13 APP: 12 EDU: 13 SAN: 50 HP: 13

DAMAGE BONUS: +1D4

Weapons Fist/Punch: 55%, 1d3+db
Pistol (9mm or .38): 50%. 1d10 or 1d8+2
9mm SMG: 35%. 1d10

Skills Accounting: 40%, Bargain: 35%
Chemistry: 25%, Credit Rating: 30%, Dodge: 26%, Drive Automobile: 35%, English: 35%, Fast Talk: 45%, First Aid: 40%, Hide: 30%, Listen: 40%, Persuade: 45%, Psychology: 40%, Sneak: 30%, Spanish: 80%, Spot Hidden: 40%

While the lowest level of leadership in the drug cartel, these gang member still have more power and perks than the typical gang member. They have been assigned tasks

of managing the transient delivery groups, managing the guards, liaising with the locals, and maintaining communications with their leaders in Bogota.

TYPICAL GANG GUARD, (2d10+4)

Drug Gang Muscle

STR: 16 CON: 14 SIZ: 16 INT: 08 POW: 10

DEX: 12 APP: 11 EDU: 09 SAN: 45 HP: 15

DAMAGE BONUS: +1D4

Weapons Fist/Punch: 65%, Damage = 1d3+db

Pistol (9mm or .38): 40%

9mm SMG or Assault Rifle: 40%

Knife: 35%, Damage = 1d2+2

Skills Climb: 45%, Dodge: 26%, Drive Automobile: 35%, English: 25%, Fast Talk: 35%, Hide: 40%, Grapple: 45%, Listen: 40%, Persuade: 25%, Psychology: 30%, Sneak: 35%, Spot Hidden: 45%, Track: 25%

Toughs from the slums of Columbia cities, the guards are more imposing than impressive to trained military types. They are armed with at least one 9mm pistol (various makes), and either a Chinese-made AK-47 or European-made 9mm submachine gun. But having little proper military training, their main combat tactic is “Spray and Pray”.

“DOC”, Age 53

Senior Drug Chemist

STR: 12 CON: 08 SIZ: 11 INT: 16 POW: 11

DEX: 14 APP: 12 EDU: 15 SAN: 30 HP: 13

Weapons Taser: 60%, Damage = Stun 1d10min

Pistol (9mm or .38): 40%

Skills Chemistry: 75%, Dodge: 26%, Drive Automobile: 35%, First Aid: 40%, Hide: 30%, Listen: 40%, Persuade: 35%, Sneak: 30%, Spot Hidden: 40%

A former American High School druggie, who decided to start making his own LSD, Ecstasy, and PCP, eventually being swept into the illegal drug business by the time he was 25. He has served about 5 years in jail before the big crack-down on drugs in early 90s, and fears going back to jail. Having been forcibly “hired” by the Colombians, he cheerfully does what he’s told, being paid thousands and having some semblance of “security” from the cops. To ease his anguish, he smokes a lot of weed and goes on weekly acid trips.

ASSISTANT DRUG CHEMISTS (4) Ages 20, 24, 27, 38

STR 14 CON 12 SIZ 14 INT 14 POW 10

DEX 13 APP 12 EDU 13 SAN 50 HP 13

DAMAGE BONUS: +1D4

Weapons Fist/Punch: 50%, damage = 1d3+db
Pistol (9mm or .38): 50%Skills Biology: 35%, Chemistry: 60%, Dodge: 26%,
Drive Automobile: 35%, Hide: 30%, Listen:
30%, Medicine: 25%, Sneak: 25%, Spot
Hidden: 40%

Columbia Gang members with better the average intelligence and education, they are being trained by the Head Chemist to properly produce powder and rock cocaine from the liquid concentrate shipped in from the mother country. Vanneseque's plans are to "franchise out" using these trainees.

FOREST TRANSIENTS (d10+2 per group) ages 16-60*Impoverished Flunkies*

STR 14 CON 12 SIZ 14 INT 14 POW 15

DEX 16 APP: 16 EDU 13 SAN 70 HP 13

DAMAGE BONUS: +1D4

Weapons Fist/Punch: 50%, damage = 1d3+db
Pistol (.38): 35%
Knife: 35%
Makeshift club/Baseball bat: 40%Skills Conceal: 35%, Dodge: 32%, Fast Talk: 45%,
First Aid: 45%, Grapple: 40%, Hide: 45%,
Listen: 45%, Scrounge: 45%, Sneak: 40%,
Spot Hidden: 50%

The tragic refuse of society that fell through the cracks due to drugs, abuse, mental illness, or just plain bad luck, this wide range of people have ended up living a destitute existence in the woods surviving as drug "mules", providing the heavy lifting to the social ill that may be responsible for their own situation. Only 25% of a Transient Group will be armed with pistols, typically an old revolver (MAL = 95-00). If convinced by the players' good intentions, any group of oppressed transients might make good allies.

SHERIFF JOE VICKERSON, Age 61*Corrupt Lawman*

STR: 13 CON 16 SIZ 16 INT: 12 POW 11

DEX: 10 APP: 10 EDU: 13 SAN 50 HP: 16

DAMAGE BONUS: +1D4

Weapons Fist/Punch: 55%, damage = 1d3+db
.38 Police Revolver: 60%
Nightstick: 45%, damageSkills Bargain: 30%, Dodge: 26%, Drive
Automobile: 40%, English: 80%, First Aid:
40%, Forensics: 15%, Grapple: 35%, Hide:
30%, Law: 65%, Listen: 40%, Persuade: 35%,
Psychology: 40%, Sneak: 30%, Spanish: 11%,
Spot Hidden: 40%, Track: 35%, Throw: 35%

The sdtereotypical corrupt local lawman that got hooked on the easy money the drug trade doles out to its allies. He does, however, strive to keep the more civilized areas of town and the county on the straight and narrow, occasionally throwing a few of the more unruly forest people in to the slammer for a several days, but utterly ignores Vanneseque's operations....possible out of fear more then greed.

CORRUPT COUNTY DEPUTIES, Ages 21, 26, 29, 34, 36, 41, 43*Seven On-the Take Underlings*

STR 15 CON 14 SIZ 15 INT 11 POW 11

DEX 13 APP 12 EDU 12 SAN 55 HP 14

DAMAGE BONUS: +1D4

Weapons Fist/Punch: 65%, damage = 1d3+db
.38 Police Revolver (.38): 50%
OR

9mm Pistol: 50%, Damage = 1D10

Pepper Gas: 70%, Damage = Stun 2d10min

Baton: 55%, Damage = 1d6=db

Skills Dodge: 31%, Drive Automobile: 60%, First
Aid: 45%, Grapple: 60% Hide: 25%, Law:
50%, Listen: 40%, Persuade: 50%, Psychology:
45%, Sneak: 35%, Spot Hidden: 50%, Throw:
35%

Normally, Sheriff's Deputies carry out the legal functions of the county from patrolling the roads and arresting criminals to serving legal warrants and providing security for courthouses. But in such a low-populated area such as Breckenridge County, they are the sole law enforcement agency. This bunch is just four semi-competent good ol'

boys who only managed to get hired via favoritism and nepotism, but it's just as well, they're too scared to do anything against the gang.

HONEST COUNTY DEPUTY, age 23

Ally on the Inside

STR 16 CON 16 SIZ 14 INT 14 POW 17

DEX 15 APP 14 EDU 14 SAN 85 HP 14

DAMAGE BONUS: +1D4

Weapons Fist/Punch: 65%, damage = 1d3+db

 Pistol (.38): 50%, Damage =

 Head Butt: 20%, Damage = 1d4+db

 Pepper Gas: 80%, Damage = Stun 2d10min

 Baton: 55%, Damage = 1d6=db

Skills Accounting: 25%, Dodge: 35%, Drive

 Automobile: 60%, First Aid: 45%, Grapple:

 60% Hide: 25%, Forensics: 30%, Law: 65%,

 Listen: 40%, Persuade: 55%, Psychology:

 45%, Sneak: 35%, Spot Hidden: 55%

The Players may find at least one honest local law officer on their side who is tired of the corruption and decay of his (or her) hometown. If contacted beforehand and convinced of the player's good intentions, this officer can provide much needed intelligence on the gang and its operations as well as a helpful hand in the inevitable battle.

THE SEVENTH ADVENTURE:

THE BLACK BOOK

OR INCIDENT AT ROCK SPRINGS

BY STUART GODBOLT



SYNOPSIS

Elizabeth Dukane Richtoffen was corresponding with her brother Viscount Dorian Dukane about her husbands work. Which takes the form of a large leather bound book called 'The Shamans Bone', the book contains an account of American Indian Shamanic techniques. It also includes the summoning of Other World creatures as well as detailed accounts of ritual magic. The Viscount believes that one of these rituals may cure him of his recurring illness.

Benjamin Church is an evil charlatan making money from the Mormons in the Rock Springs area. He has Elizabeth and her husband, Heinrich, killed as they travel to the local Indian camp. Benjamin and his co-conspirators steal various personal items belonging to Elizabeth and Heinrich and lay the blame of the murders on the Shoshone Indians. The Shamans Bone is taken to the Palace of Perfection by Benjamin, so that he can practise the Shamans art. However, imperfectly.

The Shoshone Indians discover the bodies of their friends and become worried. Running Chickenlegs, the Shaman, says that a Demon, the Eno, has come into their vicinity and that the tribe should prepare for battle with unknown forces.

The murderers relax, safe in the knowledge that the local Mormons already distrust the Indians. Benjamin researches the curious book. The Indians wait for a sign.

MAIN CHARACTERS

Viscount Dorian Dukane

English Noble - with ulterior motives

Benjamin Church

Mormon Priest - murderer and thief

James Adams

Mayor of Rock Springs - Benjamin's puppet

Patrick Mackenzie

Sheriff - mercenary and sadist

Joshua Winthorp

Mormon Farmer - plagued by guilt

Quincy Smith

Saloon Barman - canny and observant

Luthor King

Blacksmith - visited Heinrichs cabin

Gerald Smith

General Store Owner - sold goods to the couple

Nicholas Langdon

Tanner - bound the large book

Douglas Sharp

Livery/Stables - sold horses to the couple

Elliot West

Hotelier - Heinrich and Elizabeth stayed a couple of nights

Running Chickenlegs

Shosone Shaman - clever and open

Sits by Stone

Shoshone Chief - quiet and impassive



WANTED

Professionals of a goodly nature

Viscount Dorian dukane, previously of England, wishes to hire a team of cowboys for an unusual assignation. The said team should have no previous engagements or attachments.

All applying for this role should apply in person to the Pillar 'O' Salt Saloon, located on the Main Street of Salt Lake City, in the state of Utah.

Successful applicants can expect to be paid in gold dollars for the successful completion of the Viscount's assignment.

PLEASE ENSURE TO ARRIVE BEFORE SUNSET OF AUGUST 18TH.

INTRODUCTION

The characters are in UTAH at the height of summer, August 10 1857. They are a couple of days ride from Salt Lake City when they become aware of some peculiar posters.

The posters are not very specific but do mention being paid a large amount of money in either cash or gold. A Viscount Dukane would like to hire a small group of Cowboys with no present attachments. Anybody interested should apply to the Barman at the Pillar'O'Salt Saloon in Salt Lake City.

Salt Lake City is a large community with several thousand souls, it is not a slave state and a large portion of its residents are Mormons.

The Pillar'O'Salt is a large and well furnished saloon with a gangly barman called Moe, and four beautiful saloon gals. Moe directs the Characters to a short, balding, bespectacled gentleman called Arthur Pengrove, who, he says, deals with all of the Viscounts matters. If questioned, Moe can only say that the Viscount is ill a lot of the time but pays extremely handsomely.

Pengrove introduces himself as Viscount Dukanes personal secretary, apologising that the Viscount cannot meet them personally as he is suffering from an illness. Pengrove will take the characters personal details, name, birth place, etc and ask them to return in two days at high noon. When the Viscount will hopefully, be strong enough to address them personally. Pengrove will not answer any questions concerning the job, unless threatened with violence, but does say that rooms will be paid for them if they stay at the White Sands Hotel just across the street.

During the next two days Pengrove can be seen frequently going to the Marshals office, to check on the legality of the people applying for the job, the telegraph office to carry out Dukanes personal business, and occasionally interviewing other cowboys. If any of the characters have a criminal background Dukane may still employ them depending on how they act at the interview.

THE INTERVIEW

On the 14th of August at High Noon there will be 8 people plus the characters waiting to see Viscount Dukane at the Pillar'O'Salt Saloon. A rag tag mixture of ranch bums, cowboys and mountain men. One of the Cowboys is a wanted Outlaw in Colorado with the Marshals hot on his trail, the ranch bums are looking for an easy few weeks of work. Of the remainder, the cowboys look like greenhorns, the Mountain man stands over six feet tall

and easily appears to be the most competent of the bunch (he can act as scout if the party does not have someone to fill this role).

After a short period, Pengrove escorts everyone into a connected 'Conference' room where Viscount Dorian Dukane sits at the head of a large oak table. The Viscount appears pale and weak but his eyes have a strong and disturbing quality to them. Dukane and Pengrove interview each applicant, turning down those who may be a liability or a risk to the others. Dukane stares intently at each person while interviewing them. He seems to be impressed with good manners and a clean appearance, although he doesn't make snap judgements on uncouth or untidy people.

The characters, (and the mountain man Cable if necessary) will be the only people who seem to satisfy the Viscount. Obviously if the characters play up at this point the entire scenario is doomed to failure.

THE PLOT ACCORDING TO DUKANE

Six months ago the Viscount Dorian Dukane lost contact with his sister, Elizabeth. Dukane professes to love his sister deeply and so he decided to try to track her down. Setting sail from England and arriving in America.

Once in America Dukane found that Elizabeth and her German Husband, Heinrich Richtoffen, had joined a band of Mormon settlers heading west. The Viscount has tracked Elizabeth, Heinrich and the Mormons virtually the breadth of America, to Salt Lake City where his illness once again surfaced, threatening his life.

Doctors recommend that a long rest will help his condition, and, frequent doses of medication. However, there was no sign of Elizabeth at Salt Lake City and Dukane had begun to despair. When, three weeks ago, a small band of settlers heading south recognized Elizabeths cameo portrait. They said that she and her husband had settled at Rock Springs where Heinrich was studying the local native Indian tribes. This information was swiftly followed by news of aggressive Indian activity in the same area. Dukane is closer to his sister now than at any other time since he came to America. His joy at discovering that she is so close has now been replaced by a deep depression as frequent stories of homes being burnt and women being kidnapped by blood thirsty savages becomes the norm. No other news has come from Rock Springs and Dukane fears the worst.

Dukane is willing to pay \$100 for the safe return of his sister or any information concerning her last few days if she is dead. He will also pay for any information about the tribes that Heinrich was working on.

Dukane would like his new employees to leave as soon as possible, either tonight or early tomorrow. He can loan the party horses if necessary and \$20 as a deposit. Dukane warns the characters that if they double cross him, or otherwise hurt his cause, he will have no hesitation in having them hunted down and killed like criminals. It should take about five days to get to Rock Springs from Salt Lake City, provided no problems are met.

THE JOURNEY BEGINS

Rock Springs lays East North East about 100 miles from Salt Lake City, in the Rocky Mountains, territory of the Shoshone Indians. Temperatures range from 20 to 30 degrees centigrade. Natural vegetation goes from semi desert and scrubland to coniferous forests. The Mountains rise to over 4000m and form an immense barrier running North and South.

14 Aug - The characters spend their last night in the Salt Lake City. If they leave today they will reach Bountiful, a small town on the shores of the Great Salt Lake, by nightfall. They will be able to get rooms in the saloon for \$3.00, including breakfast. Drinks are slightly cheaper than at Salt Lake City.

15 Aug - The characters pass through Bountiful, leaving the road, to head cross country North East. The route that will get the characters to Rock Springs quickest involves them following a track through the forest. A Tracker character needs to succeed with a Track skill to spot the appropriate signs of the pass. The weather is hot and still, the night is cold and chilly.

16 Aug - The Tracker leads the characters through a dense, coniferous forest. Game trails and rough tracks are the only form of road. All day the party is heading upwards at a shallow incline. Towards nightfall an old, overgrown, log cabin can be used as a temporary shelter.

17 Aug - Around midday the characters reach a clearing. To the South is a huge valley. From the characters point of view the land tumbles away at a shallow decline for hundreds of miles, there are a few patches of forest but mostly it is scrubland and long grasses. To the East and West rise huge mountains (4,000 + - m.) like giants teeth, both mountain ranges have snow capped peaks. Salt Lake City lies behind the mountains to the West.

18 Aug - An eerie crooning may be heard (Listen roll)

on the breeze from the East. Around midday everyone will have to dismount to negotiate a steep shale incline, Climbing and Ride rolls may be required if the characters do not treat the situation with respect. During the night there is a heavy rain and a successful Scan roll will reveal, briefly, strange lights to the East. There is a 3/4, gibbous moon tonight.

19 Aug - The day breaks still and hot the characters will dry out quickly from last nights soaking. About midmorning the characters cross a shallow, but wide, stream and shortly after, encounter a well used track heading East and West. Chimney smoke can be seen to the East. Mountains raise majestically all around in the distance. A few hours before nightfall the characters arrive at Rock Springs, after spotting a sign post pointing South off of the main track.

ROCK SPRINGS

Rock Springs is a well organised Town, with half or more of the 200 inhabitants being Mormons. There are many farms and cabins served by the Town in the local vicinity.

Rock Springs is the epitome of the perfect backwater Town. Townsfolk distrust the Indians and Strangers until they prove themselves polite or of bonus to the community. The area was first settled by Mormons who forced the Natives back into the forests, but the place is so idyllic and calm that travellers have also settled here over the years. The only lasting monument to the Indians, still existing, is a small burial mound. Here 4 brave warriors of legend were buried to protect the area from evil spirits and demons. This unassuming monument lay untouched for many years until the Mormons settled and made it their Town centre, planting trees around its perimeter. There it has stayed undetected and unmolested by the Townspeople who, on occasion, have honoured the fallen braves, unknowingly, by celebrating or having picnics on the mound.

UNUSUAL FEATURES

TOWNCENTRE

The Towns Centre is occupied by an island of trees encircling a small clearing. The air is unnaturally calm in this spot and noise is muted by the trees. The whole area radiates an aura of calmness.

Characters with some form of Spirit Powers will be able to detect the presence of the long dead Braves that were buried here. As long as the Character does not interfere with this area spiritually it will remain a calm and restful place.

Joshua is due to hang himself here and this will obviously have a detrimental effect on the glade and eventually the whole of the Town. The overall effects will not be noticeable for sometime. But will include the loss of the restful feeling and eventually the death of the trees. In the long run, grass and nearby foliage will also die from some unknown cause.

CHURCH

The Church of the Mormon Elders appears basic and lacking in most Church paraphernalia. There is a small bell tower adjacent to the main worship area which consists of a closet with a bell pull. The main part of the Church is taken up by several rows of pews, all facing an unambiguous altar covered with a simple cloth. A few cast iron candelabras supply illumination.

The Mormon Elder usually holds his sermons while standing behind the altar. This puts the Elder in stark contrast with an elaborately stained glass window which takes up most of the East wall of the Church. This window depicts a stylised knight riding the back of a large black serpent or reptile with red crystalline eyes. The knight appears to be stabbing the serpent in the neck with a sword or spear. The entire image is an extreme riot of colour. The craftsmanship is not particularly good but the image itself is stunning. If a Character makes a POW x 5 roll they will be naturally drawn into the Serpents eyes, where they will become slightly dazed. The serpent depicts the original fight between the Indian Braves and the Eno.

The artist who created the window was compelled to create this particular image, but customised it to make it look more religious. The artist died many years ago and no-one in Town is aware of the implications that the window suggests. In fact most of the regular Church goes at present have not even noticed the peculiar picture, when they go to Church they are almost always completely spell bound by the Word of Benjamin Church.

PALACE OF PERFECTION

The Palace of Perfection is decked out in an obscene amount of valuable items and furniture. All of the floors are covered in wall to wall carpet, door knobs are either gold or gold plated, portraits of official looking people adorn the walls and the whole house is absolutely spotless. The Palace also encompasses a small private garden. Upstairs the Library contains a large selection of books which most other Towns would be envious of, Libraries being a particular rarity in the West of the 1800's.

Benjamin Church and two other devout Mormons

spend most of their time here. Benjamin himself actually lives here. Visitors are expected to make appointments and no-one, except a select few, can just drop in for a chat.

HEINRICH'S CABIN

The cabin where Heinrich and Elizabeth were going to live lies about 30 - 40 miles South outside of Town. It overlooks a large plains area and backs on to the coniferous forest, it is incredibly isolated. The cabin is well constructed and weather proofed, but a little small and sparse. The couple had just completed renovations and had begun to make it a 'Home' when they were killed.

Now it stands alone and misused. The interior has been completely ransacked, any items of value have either been broken or taken, a couple of rare books have been destroyed and scattered. Tables have been overturned and the windows broken.

If the Characters complete successful Searches they may find a small box with a delicate lock which has not been tampered with, it has lain undetected beneath a loose floor board. Inside there are a bundle of letters addressed to Elizabeth Dukane from the Viscount. They are of a deep and personal nature; mostly him professing his love for her and wishing that she would come back to England and live in comfort.

The second item that the Characters may find is a small medicine pouch, hidden in the chimney. This soft leather pouch contains some pieces of turquoise and an old gold Spanish coin. Heinrich acquired these from the Shoshone Indians shortly before his murder.

MORMONS

Mormons believe that early settlers carried 7 gold tablets with the word of god on them to the Americas, later a Mormon re-found them. They listen to the word of god after regular services at the church, sitting in absolute silence for an hour or more. Mormons are polygamous and stone anybody who has sex out side of marriage, also, they execute adulterers. They are religious fanatics and zealots, erecting Palaces of Perfection for their god to live in during the second coming, meanwhile the Priest lives there in splendour.

SHOSHONE INDIANS

The Shoshone Indians last had dealings with the Townsfolk of Rock Springs 5 to 6 weeks ago. The Shaman, Running Chickenlegs, sent 3 braves to escort Elizabeth and Heinrich

to their camp. None of them returned. The Shaman believes that a demon is responsible, even if men from the Town actually did the killings. Since this occurrence the Indians have kept their distance from the Town and had no dealings with white men. A party of Indians have observed 4 men searching and ransacking Heinrichs cabin but specific details are vague. Sits by Stone, the Chief, has ruled that the cabin should not be approached day or night, but has also set a 24 hour watch with 6 braves over it.

The Indians treat people as people treat them - word for word, blow for blow. Sits by Stone will be glad to help the characters in any way possible, but only if he is convinced they are good people. If anyone is hostile to the Indians, the Chief and the Shaman will interpret it as a bad omen. This will make them extremely defensive, and if things get particularly bad they may leave their ancestral area altogether.

The Indians will not enter Rock Springs until the Evil entity is banished (Benjamin Church exposed, The Shamans Bone retrieved). There are 50 to 60 braves at the settlement camp. There is a holy sweat lodge situated at the edge of the forest.

THE LEGEND OF ROCK SPRINGS

The Shoshone Indians have a legend regarding the creation of Rock Springs, which friendly characters may learn.

The Legend concerns the river running near the Town and its origins. The story goes that a fearful monster called the ENO (liar, thief), was infecting the area with a disease of the mind. The diseases made one brave, Leaping Rock, kill his brother. Leaping Rock is horror struck, gathers four other braves and begins searching for the ENO. After many trials the five braves corner the ENO in the mountains, East of the Town. There is a long and deadly battle, culminating with Leaping Rock transforming into a shard of Ice, piercing the ENOs' mind. Leaping Rock and the ENO both die.

According to the legend the ENO fades away, and Leaping Rock melts in the hot sun. The four remaining braves, suffering grievous wounds, stop to rest on their way back to their Tribe. One of them notices a new river forming and says that it is Leaping Rocks life force. They decide to name the area Rock Springs, so that their kin will remember the sacrifice that Leaping Rock was made to make. The river muttered its name as it continued its journey West. Shortly after, the four braves die.

WHO DID WHAT ?

BENJAMIN CHURCH - Mormon Elder

Benjamin is a liar, a murderer and a thief. With his extraordinary communication skills he is milking his flock of their money, their dignity and living like a king in the Palace of Perfection. He has bribed the Mayor and the Sheriff into working for him. Heinrich threatened this power by saying that he was going to expose him to the rest of the Town. But Benjamin convinced Heinrich that he would turn himself over, if he had just a little more time, knowing full well that Heinrich was about to go into the forest for the full moon to record a special Indian Ritual. Benjamin Church worked fast, gathered the Mayor, Sheriff, Joshua Winthrop and laid an ambush 7 miles into the forest. Where they killed Heinrich and raped and killed Elizabeth. While this was happening the three braves sent by Chicken Legs appeared. Unprepared for combat they made a, hopeless, fighting retreat. Their bodies were buried deep in the forest. A successful Scan or Search will reveal arrows in the undergrowth and bullet wounds in the trees near the place of the murder, but the bodies have been buried deep to long to easily locate.

The bodies of Elizabeth and Heinrich were 'discovered' the following day, by Joshua, and they received a decent Mormon burial in Town. To make the 'Savage Indian Attack' more believable the four murderers ransacked Heinrichs cabin. Benjamin has stolen the large leather bound book, which represents the sum of Heinrichs work. Fortunately the book is written in German and Benjamin cannot understand it. He keeps the book in the Library in the Palace of Perfection where he is working on the translation.

Benjamin Church hopes to remove the Indians from the area eventually by stoking the Townspeople's fear and hatred at this weeks service.

His extraordinary communication gives him great power but the power does not work on the site of the Ancient Burial Mound in the centre of Town. The dead braves will not let him speak at all.

JAMES ADAMS - Town Mayor

James Adams makes a point of being friendly to everybody. Openly he won't say a bad word about anyone. He is also completely under the control of Benjamin Church, and will do anything for him, if not for love then for money, and there is so much money. James Adams has a ledger in his home, above the Mayors Office, which details many of the illegal activities he has carried out for Benjamin.



His only source of power comes from his control of the Sheriff. He knows that the Sheriff is, in fact an Outlaw. James Adams uses this knowledge to his advantage. The Sheriff doesn't mind too much, its a small Town and he has almost free reign over it.

James Adams only talked to Elizabeth and Heinrich when they arrived in Town and "they were such a nice couple its a shame they died so horribly" is all he can say about them.

PATRICK MACKENZIE - Sheriff

Mackenzie used to be a bounty hunter in Texas. His life is ruled by who can pay him the most, and, in Rock Springs that means the Mayor.

He is nice to people because that is what he is paid to do at the moment, he will kill if that is what he is paid to do. He is a SADIST and he has a very bad temper. He feels nothing for the Towns folk and he has not yet fallen completely under the spell of Benjamin. However, Benjamin Church is interested in the Sheriff; a callous killer is always a useful thing to have.

Sometimes Mackenzies temper gets the better of him, and he will fly in to an uncontrollable fit of anger, exposing his true nature. He has a cameo portrait of Elizabeth, just like Dukanes, which he stole from Heinrichs cabin. He sometimes remembers raping her when he stares at the cameo; he especially liked the way she screamed.

JOSHUA WINTHORP - Mormon Farmer

Joshua was a good Mormon before he fell under the word of Benjamin Church. He is the only one of the four murderers who regrets his actions, but he is bound by the word of GOD not to speak of the incident.

Benjamin has convinced him to stay quiet and out of the way until the memory of the incident has faded among the Towns Folk. Joshua has Elizabeths personal diary, he carries it with him all the time like a bible, reading it he can only see beauty and love, and this wracks him with remorse for his part in the murders. The stress of this incident has affected Joshuas mind, pushing him dangerously close to the edge of madness.

If the Characters don't catch up with Joshua soon he will shoot himself. Purgatory is no worse than the pain he feels.

QUNICY SMITH - Saloon Owner / Barman

Quincy is extraordinarily observant and canny. He knows something is not quite right about the murders, but he doesn't know what exactly. He distrusts Benjamin and he

has been on the receiving end of Sheriff Mackenzies anger, but has no evidence to support any claims concerning the murders.

He is open to people he likes, trusting his instincts, he is also a damn fine shot with a shotgun. His brother is Gerald who owns the General Store.

GERALD SMITH - General store Owner

Gerald remembers Heinrich coming into his store "don't git many strangers round here", and buying supplies for several weeks. He recalls the couple with a sad fondness and regrets not being able to get to know them better. In the past Gerald held good deals with the Shoshone Indians.

ELLIOT WEST - Hotelier

Heinrich and Elizabeth stayed a couple of nights in the Hotel. Heinrich even showed the Black Book to Elliot once "it was written in a foreign language and had strange patterns drawn on some of the pages, which confused the eye". Elliot West is not very bright but he does have a good soul.

LUTHOR KING - Blacksmith

Luthor had lots of trade with the Indians, selling hatchets, nails, knives etc before the murders. He remembers the natives being polite and generous when trading for goods, he has an excellent pipe, intricately carved, from one of his trades. He has nothing against the natives but the murders have affected his view of them.

Luthor once rode up to Heinrichs cabin to fix a cart wheel and can remember the route clearly. He has heard that Heinrich was talking to the natives but never actually saw it happen.

Luthor is a six foot tall Negro, built as a blacksmith should be. He gets plenty of trade from the Mormons, as they all need something from a Blacksmith eventually.

NICHOLAS LANGDON - Tanner

Nicholas bound and dyed The Shamans Bone. He doesn't usually bind books but he made a good job of it. Making the book virtually weather proof and embossing the title on the front cover. Heinrich was pleased with the job and paid Nicholas twice what he had asked for it.

The book is a large tome measuring 16" by 11" with a 2" thick spine. Each corner is capped in brass, with a buckle and a small lock to secure it and stop it from falling open. He comments "it was a very unusual book".

DOUGLAS SHARP - Livery, Stable and Coral Owner

Douglas is thinking of becoming a Mormon, he is on the verge of being converted by Benjamin Church.

He sold two horses to Heinrich to pull their cart. Sharp doesn't know a lot about people and believes almost everything that other Towns Folk tell him about the Native Indians, about GOD etc, but he does know a lot about horses. He has seen Benjamin Church whip his horse and if Gods disciples can do that then God doesn't like horses as much as Sharp. This is the factor which stops Sharp from falling under Benjamins spell at present.

WHAT HAPPENS

Ultimately the best thing to happen would be for the Characters to expose the murderers in front of most of the Towns Folk, therefore ensuring their own safety, as well as retrieving Elizabeths cameo portrait from the Sheriff, her diary from Joshua, and The Shamans Bone from Benjamin before he attempts the Ritual on the 24th.

This will ensure that everyone, Dukane and the Rock Springs residents will be satisfied, and or still alive.

Thursday 20th Aug and Friday 21st Aug -

The Characters have time to explore Rock Springs and its environs during these two days. The Sheriff can be frequently seen visiting the Mayors office. The Mayor will visit the Palace of Perfection and Benjamin Church.

Saturday 22nd Aug -

Joshua comes to Town in his wagon for supplies; he will visit the General Store, the Blacksmiths and the Tanners. He will not visit the Mayor, the Sheriff or the Church. If approached he will act incredibly suspicious and evasive. Sheriff Mackenzie will follow Joshua around Town and eventually out of Town for some miles. Mackenzie will harass Joshua, partly to relieve the boredom and partly to ensure that he stays quiet. Joshua will act subservient and gives his word that he will never speak of his part in the deed. This will satisfy Mackenzie who will return to Town. Once back in Rock Springs the Sheriff will pay everybody a little visit to get the feel of the Towns Folk.

Benjamin has not been seen for a couple of days, which is unusual, but he has been working on his translation of the Ritual from The Shamans Bone. He believes he is translating a ritual of command, which he believes will enable him to control all of the people he meets. In fact the Ritual he has been working on will command a being from the Otherworld to appear. Benjamin spends all of his time in the Palace of Perfection, he will accept no visitors.

Sunday 23rd Aug -

Benjamin holds an anti-Indian service, exciting all of the Towns Folk present into a frenzy of hatred. Any characters present should make a POW x 5 roll to resist. Benjamin uses weird light effects behind his pulpit, caused by stained glass, to produce startling shadows over his audience.

Joshua shoots himself in the centre of Town during the service. He is still carrying the diary. When the body is found the Sheriff will try to steal the diary without being seen but failing that he will demand it as "evidence".

ROCK SPRING RUMORS

- 1 F/T During the full moon the woods are alive with demonic beasts
- 2 F The Natives kidnap babies and eat them
- 3 T The Natives are friendly but distrust the Mormons
- 4 F/T The Natives consort with demons in the woods
- 5 F Nicholas Langdon makes boots from the skins of babies which he buys from the Natives
- 6 F Benjamin Church performs miracles on Sundays at the Church
- 7 T Quincy has a billiard room but no balls ha ha ha ha !
- 8 F Don't buy horses from Sharp, they have weak ankles
- 9 T/F Heinrich and Elizabeth practised diabolic arts in the woods with the Natives
- 10 T The Mayor is a good friend of Benjamin Church
- 11 F/T The Sheriff is weak and is controlled by the Mayor
- 12 F Quincy reports everything he hears to the Sheriff

After the service Benjamin arranges a meeting with Mackenzie and Mayor Adams at the Palace of Perfection. He offers them \$50 each and says that he will require them for an experiment tomorrow night. Mackenzie takes a lot of convincing, he will get irate and, after the meeting will go to the Saloon to get drunk and have a brawl with anyone who catches his eye.

Monday 24th Aug -

Sheriff Mackenzie, if he is still alive will spend the day recovering from last night.

The day is eerily still and quiet. Tonight there is a full Moon.

In the Palace of Perfection at midnight, Benjamin will complete the Ritual of Command. The Mayor and the Sheriff are present (if both alive). Mackenzie is still dubious and a little worried; he has good reason to be.

When the ENO arrives all present will be surprised for a round and only the Sheriff will manage to get of a shot before he is overcome by the Demon. The people present will be made into servants. Benjamin, believing the Demon to be God, will be a constant companion to the ENO.

Meanwhile, Adams and Mackenzie will start to round up the other Towns Folk, getting them out of bed and taking them to the Church. Anyone refusing will be shot.

Once in Church the ENO, using Benjamin Church, will hold a short service "convincing" the Towns Folk and the Mormons to go to their neighbours, in nearby settlements, and tell them to come to Church for an important announcement.

25th Aug -

All nearby farmsteads are controlled by the ENO.

26th Aug -

All farmsteads within a 10 mile radius are now controlled by the ENO.

27th Aug-

The ENO rests gathering his forces about him. The Shoshone Indians attempt to burn down the Town.

28th Aug -

Shoshoneans leave their ancient tribal lands to the Demon.

If this has all happened the Characters have failed

almost faultlessly. Hopefully the Characters will intervene before the ritual is completed on the 24th and be on their journey back to Salt Lake City by now.

ALTERNATIVELY

Day 1 - The Characters complete their tasks - get violently drunk, lots of males bonding and general celebrations etc. The Mormons will not be too happy, but will realise that Benjamin was a fraud if some evidence is produced.

Day 2 - The Characters leave for Salt Lake City, retracing their steps.

Day 3 - Shale slope, through woods.

Day 4 - Clearing on hill top.

Day 5 - Overgrown cabin

Day 6 - Dense coniferous forest

Day 7 - Pass through Bountiful and arrive at Salt Lake City.

Viscount Dukane looks a lot healthier and if he is pleased with the work of the Characters he may pay up to \$400 each. Elizabeths cameo and portrait will bring tears to his eyes, which are almost hypnotic. The Shamans Bonewill bring an avaricious gleam to his eyes; he would gladly pay \$1200 just for the book. His illness is recurring and he believes this book may be able to cure him. He understands German very well and will have none of the problems that Benjamin Church had with the translation.

NPC CHARACTER NOTES AND OTHER DETAILS

THE SHAMANS BONE

This large leather bound book, primarily written in German but also containing pictograms and graphic illustrations, contains details of many different types of summoning and invocations. Drawn from the vast wealth of Native Indian knowledge it presents details that should not be widely known and gives the reader insight into the potentials of Otherworld existence. It will be very disturbing for anybody to read, other than Native Indians or those who dabble in the occult.

The book feels sticky to the touch.

VISCOUNT DORIAN DUKANE

STR - 10 INT - 18 APP - 14

CON - 10 POW - 17 SIZ - 12

DEX - 14 HITS - 11 AGE - 25

WEAPONS Peacemaker - 1d10+2 - 23m - 55%

EXTRAORDINARY ABILITIES Hypnotic Eyes,
Excellent Judge Human Character, Recurring
Nightmares

SKILLS Dodge 35%, Ride 55%, Speak German 55%,
Psychology 75%, Read German 85%, Listen
45%, Scan 35%, Search 35%, Occult 45%

BENJAMIN CHURCH

Priest

STR - 12 INT - 15 APP - 13
CON - 10 POW - 16 SIZ - 15
DEX - 11 HITS - 12 AGE - 43
WEAPONS Belt Pistol - 1d8 - 20m - 75%
Dagger 1d4+2+1d4 - 60%
Fist 1d3+1d4 - 50%

EXTRAORDINARY ABILITIES Excellent Judge
Human Character, Taphophobia-buried alive,

SKILLS Dodge 65%, Ride 60%, Fast Talk 55%, Oratory
92%, Speak Shoshone 25%, Psychology 80%
Sleight 45%, Listen 45%, Scan 50%, Search
45%, Sneak 35%

Benjamin Church has lived at Rock Springs for only Four years and has been their Mormon Priest for two years, elevating to that position through strange strokes of luck.

Benjamin Church can call on up to 10 devotees from the Mormons, who will be willing to lay down their lives to protect him. These people will have no more than 35% in any single weapon skill.

JAMES ADAMS

Mayor

STR - 10 INT - 16 APP - 14
CON - 11 POW - 15 SIZ - 10
DEX - 13 HITS - 10 AGE - 37
WEAPONS Peacemaker 1d10+2 - 23m - 50%
Winchester 1d6+3 - 300m - 40%

EXTRAORDINARY ABILITIES Magnetic Personality,
Traumatophobia, Arachnophobia

SKILLS Dodge 45%, Ride 50%, Oratory 50%,
Evaluate 25%, Psychology 30%, Read/Write
40%, Conceal 35%, Listen 40%

James Adams has been the Mayor at Rock Springs for 6 years, but he was corrupt long before then.

PATRICK MACKENZIE

Sheriff

STR - 09 INT - 12 APP - 11
CON - 15 POW - 09 SIZ - 11
DEX - 16 HITS - 13 AGE - 30
WEAPONS Colt Dragoon - Left Hand, 2d6 - 30m - 80%
Colt Dragoon - Right Hand
Shotgun - 2d6 - 30m - 55% 4d6 - 10m - 70%

EXTRAORDINARY ABILITIES Quick Draw,
Sadist, Immoral

SKILLS Dodge 55%, Ride 75%, Throw 30%, Jump
45%, Psychology 50%, Listen 45%, Scan 45%,
Track 45%, Sneak 40%, Search 45%, Sleight
30%, Hide 25%

Patrick Mackenzie can call on up to 5 deputies of a dubious motivation to help uphold the "law". They will have no more than 50% in any single weapon skill.

OTHER NPC'S

QUINCY SMITH - Saloon Keeper

STR - 8 INT - 17 APP - 10 CON - 13 POW - 11

SIZ - 12 DEX - 13 HITS - 12 AGE - 35

Belt Pistol -

1d8 - 20m - 25%

My Friend Derringer-

1d4 - 5m - 45%

Shotgun -

4d6 - 10m - 65%

EXTRAORDINARY ABILITIES

Dependency - Alcohol minor

SKILLS

Dodge 40% Ride 35% Fast Talk 50%

Evaluate 65% Psychology 55% Listen 45%

NICHOLAS LANGDON - Tanner

STR - 05 INT - 10 APP - 13 CON - 16 POW - 11

SIZ - 14 DEX - 18 HITS - 12 AGE - 31

Colt Navy -

2d4 - 27m - 30%

Dagger -

1d4+2 - 65%

SKILLS

Dodge 35% Ride 50% Zoology 75%

Leather Working 85% Search 65%

GERALD SMITH - General Store

STR - 07 INT - 17 APP - 10 CON - 12 POW - 13

SIZ - 11 DEX - 16 HITS - 11 AGE - 32

Belt Pistol -

1d8 - 20m - 30%

Shotgun -

4d6 - 10m - 60%

SKILLS

Dodge 40% Ride 40% Evaluate 50%

Psychology 45% Listen 55% Search 30%

LUTHOR KING - Blacksmith

STR - 15 INT - 15 APP - 12 CON - 12 POW - 14

SIZ - 15 DEX - 12 HITS - 13 AGE - 27

Shotgun -

4d6 - 10m - 50%

Whip -

1d4 - 5m - 45%

Sledgehammer -

2d6+2 45%

EXTRAORDINARY ABILITIES

Mechanical Genius

SKILLS

Dodge 25% Wagon 55% Ride 35%

Craft Metal 65% Mineralogy 45%

Devise 70% Scan 55% Search 45%



RANDOM TOWNSFOLK

TOWNSMAN ONE

STR - 9 INT - 12 APP - 9 CON -13 POW - 10
 SIZ - 12 DEX - 13 HITS - 13

Belt Pistol -

1d8 - 20m - 25%

SKILLS - Dodge 20% Listen 35% Scan 49% Search 35%

TOWNSMAN TWO

STR - 9 INT - 15 APP - 14 CON -16 POW - 10
 SIZ - 12 DEX - 15 HITS - 14

Colt Army Pistol -

1d8+2 - 27m - 35%

SKILLS - Dodge 25% Listen 25% Scan 40% Search 55%

TOWNSMAN THREE

STR - 9 INT - 10 APP - 18 CON -13 POW - 15
 SIZ - 12 DEX - 14 HITS - 13

Shotgun -

4d6 - 10m - 35%

SKILLS - Dodge 10% Listen 15% Scan 30% Search 45%

TOWNSMAN FOUR

STR - 12 INT - 14 APP - 13 CON -14 POW - 13
 SIZ - 11 DEX - 14 HITS - 13

Winchester Rifle -

1d6+3 - 300m - 35%

SKILLS - Listen 25% Scan 30% Search 30% Sneak 40%

THE SHERIFFS DEPUTIES

DEPUTY ONE

STR - 16 INT - 10 APP - 10 CON -15 POW - 9
 SIZ - 15 DEX - 11 HITS - 15

Colt Navy Pistol -

2d4 - 27m - 55%

SKILLS - Sneak 40% Listen 30% Scan 55% Search 45% Sleight 35%

DEPUTY TWO

STR - 10 INT - 10 APP - 12 CON -11 POW - 13
 SIZ - 10 DEX - 16 HITS - 13

Colt Army Pistol -

1d8+2 - 27m - 25%

SKILLS - Dodge 40% Listen 35% Scan 40% Search 55% Sneak 55%



DEPUTY THREE

STR - 18 INT - 9 APP - 8 CON - 10 POW - 10
 SIZ - 16 DEX - 13 HITS - 13

Shotgun -

4d6 - 10m - 55%

SKILLS - Dodge 40% Listen 15% Scan 45% Search 35% Sneak 25%

DEPUTY FOUR

STR - 10 INT - 14 APP - 13 CON - 14 POW - 13
 SIZ - 11 DEX - 14 HITS - 13

Winchester Rifle -

1d6+3 - 300m - 50%

SKILLS - Listen 35% Scan 40% Search 35% Hide 45% Sneak 40%

THE DEMON - ENO - liar, thief

STR - 17 INT - 11 APP - 05 CON - 14 POW - 17
 SIZ - 18 DEX - 14 AGE - Ancient HITS - 16

POW drain – POW vs. POW resistance roll, success = victim loses 1d6 POW. ENO adds half of that to its POW.

Left Fist -

2d6 - 55%

Right Fist -

2d6 - 65%

SKILLS

Listen 50% Scan 60% Sneak 75%

APPEARANCE

The ENO is humanoid in shape but is covered in an oily black skin, with thick hairs covering most of the body. It is featureless, in its initial state, resembling an animated shadow. It has misshapen, elongated arms and legs.

EXTRAORDINARY ABILITIES

The ENO will burn if it is caught in direct sunlight, taking 1d6 damage to its Hit points for each minute.

The ENO draws POW from its victims with a resistance check and adds it to its own POW at a 2:1 ratio. The ENO may use this attack instead of a physical attack if it finds itself at the centre of a fire fight, its range being line of sight rather than length of arm. This attack manifests as tendrils of shadow reaching out to the victim.

If the ENO reduces a targets POW to 3 or less the target becomes servile, doing the Demons business until a complete POW recovery is made.

The ENO may attack twice in each combat round with a left and a right fist. Or one POW draining attack.

The ENO is insubstantial and cannot be harmed by mundane weapons. However, at POW 23 the ENO becomes substantial and can be hurt in the normal way. The ENO may choose to inhabit the body of a servile person rather than risk its true form. If this occurs, the possessed person will die before the ENO leaves this body. While the person is possessed the ENO will take no damage and will not appear to be present, except as a vague shadow surrounding its victim.

With a POW of 40 or more the ENO may influence 10 people with its Hypnotism power. With a POW of 50 or more, 20 people etc.

THE EIGHTH ADVENTURE: DAYBREAK TOMORROW

BY RICH LEDUC



“Okay, so let’s review the facts.”

The excitement of the moment pushes everything else from your mind. Your buddies have gathered in your motel room and are trying to determine what is going on. You should have been packing and on the bus out of the city this morning, but things were not going as planned.

“One: As of about fifteen minutes ago there is no electricity. Even battery powered stuff is dead.”

“Except my watch” someone volunteers.

“Yeah, except one watch. Two: phones and cars are dead...”

“Whoa, what’s happening?” The violent shaking of the room interrupts the impromptu meeting. “Earthquake?” “Christ what is that?” A long low rumble like a freight train joins the tremors.

“An earthquake in southern Florida, no way it has to be a nuke man!”

“Daybreak Tomorrow” is the story of a band of friends trapped 270 miles from home at the start of a nuclear attack. It covers the adventures they have during the first few days after the attack. The story is in the style of such books as “Alas Babylon”, “Earth Abides” or “Lucifer’s Hammer”. Each player takes the role of a competent ordinary person who finds himself in an extraordinary situation. With little more than skills and courage, can a small group find its way through a rapidly changing world and help bring order to the sudden chaos?

THE PLAYER CHARACTERS

This adventure is set in southern Florida, starting the day after tomorrow or maybe next Wednesday... Each character is a resident of a little town, Astor, nestled in the

piney woods and lakes of north central Florida. For various reasons, the PCs have traveled downstate to Miami. Some might have gone fishing in the keys, others were shopping, but whatever the reason they gathered at a cheap hotel in the Miami suburb of Coral Springs waiting for Aunt Greta and her bus. Aunt Greta is everyone’s aunt and her bus rides to and from Coral Springs are something of an institution. People from all walks of life take advantage of her hospitality and her free rides. Unfortunately before Greta and her old bus arrived to take the PCs home, their world changed.

CREATING PLAYER CHARACTERS

The PCs are typical people without any special powers. They start at the NORMAL power level, and have limited access to traditional adventurer careers (see below).

POW REINTERPRETED

In this game there are no super powers or magical energies for characters to manipulate. Instead POW is a measure of how prepared the character was before the attack. In any group of people some will be – whether simply by luck or design – better positioned to survive a breakdown in modern life. The higher a character’s POW the better situated the character was at the moment of the breakdown. If point-base character creation (BRP page 19) is used, it is recommended that POW cost 2 rather than 3 points.

CHARACTERS PROFESSIONS

Each profession has a minimum POW that is required; the more useful the profession after the attack, the higher

the POW requirement.

PROFESSIONS BY MINIMUM POW

Min POW	Professions
16	Detective, Doctor, Engineer, Mechanic, Scientist, Soldier
14	Hunter (backwoods), Lawman, Pilot, Scholar, Teacher
12	Athlete, Student, Technician
10	Computer Tech, Craftsman, Farmer, Lawyer, Politician (local), Priest (is ordained within his faith), Sailor
8	Gambler, Journalist, Merchant, Writer
6	Entertainer, Beggar, Laborer, Servant (service worker in fast food or nursing home etc.)
3	Artist, Clerk
Not Available	ALL other professions are unavailable to starting characters.

SELLING POW FOR ASSETS

Since POW represents how inherently ready the character was for the crisis, PCs are allowed to “sell” some of their initial POW to start with certain assets. The sale of POW happens before the character picks a profession. For example, a PC with an initial POW of 15 that wants to start with a pistol and \$500 cash can only have a POW 12 or less occupation. Unless stated in the description, each trait can only be bought once per character.

- **Recognition (4 POW):** Athletes, Entertainers, and Politicians (or others with the GMs approval) may be famous enough that they will be recognized. The GM may allow POW as a percent that someone in any encounter will recognize the character.
- **Sporting Rifle (3 POW):** For whatever reason the PC has amongst his luggage a sporting rifle or shotgun. Most likely he was either on a hunting trip or had just purchased it in the city.
- **Pistol (2 POW):** The character has amongst his luggage a legally owned pistol.
- **Always Pays in Cash (2 POW):** Even in this day some people always carry cash. The PC has \$1000 in cash on him.
- **Legal Authority (1 POW):** The character has some official standing in the entire state of Florida. It could be that the character is a sworn police officer or an elected official. A lawman who did not have this trait, for example, might be a municipal police officer in Astor while one with this trait could be a State Police

officer.

- **Usually Pays in Cash (1 POW):** The PC has \$500 in cash on him.
- **Expert (1 POW):** One professional skill can be raised to 90% during character generation, rather than the usual 75%.
- **Camping (1 POW):** The PC was returning from a camping trip and has camping equipment.
- **Food (1 POW per day):** The PC has with him one days worth of food and drink (most likely in the form of snacks) per point of POW. Any amount of POW can be sold.
- **Toolbox (1 POW per Skill):** The PC has a toolbox with him/her. It costs one POW for each skill's tools.

POW AND SKILLS

POW gives a secondary bonus to a number of skills categories. These bonuses should be calculated from the characters initial POW attribute before any POW sales. The bonus can be thought of as experiences in the characters background that have allowed the character to learn a little more of the underlying skills, and thus made the PC better prepared for the disruption.

STARTING EQUIPMENT

Each character will have a reason for being in the city, and will start with equipment that seems reasonable based on why they are there. The only exceptions are those items that must be bought with POW. Further, each character will have his Status expressed in dollars in cash.

RECOMMENDED OPTIONAL RULES

It is strongly recommended that the following options be used with this adventure.

- **Education and Knowledge rolls.**
- **Hit points per location:** This rule forces the players to think about violent actions and their consequences, as well as creating the problem of having wounded companions.
- **Since the focus of this adventure is normal people solving unusual problems, keeping Fatigue Points and Encumbrance will remind players to devise plans within human limits.**

SAMPLE CHARACTER IDEAS

Robert Last (Age 63, Entertainer): A B-movie actor who was just successful enough to manage to retire early. Although he prefers the quiet life in Astor, he still enjoys his occasional trips to the city to take in the culture.

Sharon Langley, J.D. (Age 32, Lawyer): A fast-talking attorney who practices property law and from time-to-time travels to Miami on business.

Officer Bert Holman (Age 29, Lawman): A police officer in Astor, he loves to go sports fishing off the Keys.

Karen Smith (Age 23, Student): Working her way through college as an EMT and ambulance driver, she was in Miami taking a paramedic’s continuing education course.

Spc. Nick Miller (Age 24, Soldier): Having just returned from National Guard duty overseas, he has been enjoying a little R and R in the big city.

Jennifer Holman (Age 19, Servant): A short-order cook at a local restaurant she came down to go fishing with her brother Bert.

Ken Parker (Age 21, Athlete): He plays college football for a division 2 school, and was planning to go home for a break.

Dr. Sarah Wilson, M.D. (Age 35, Doctor): She is a general practice physician in Astor who loves opera. She had great tickets to last night’s show.

Ronald Lee (any age, any profession): A relative of one of the other PCs who lives in New York. He was picked up at the airport last night.

Helen Evans (any age, any profession): A friend of one of the other PCs who came down to pick up Ronald.

Extended Example

Name	Nick Forester	Age	33
Profession	Farmer		
Str	10	Con	11
Int	12	Pow	14
App	13	Edu	15
Hits	10	Fatigue	21
		Damage	0

Skills:

Rifle 75%
Bargain 50%

Repair 40%
Heavy Machine 40% Listen 50%
Spot 50%
Drive 50% Knowledge (Law) 50%
Status 55%
Insight 36%
+81 more points for professional skills.
POW Spent: Legal Authority (State representative)
Sporting Rifle

Nick is a farmer outside of Astor. He is an avid shooter with a life-long interest in politics – this has recently earned him a term as state representative. He always travels to meetings downstate with Aunt Greta; it helps him stay in touch with his constituents.

GMS BACKGROUND

Nothing that follows is intended for players, if you plan on playing this adventure stop reading now.

SYNOPSIS

In “Daybreak Tomorrow” the players take the role of survivors of an unexpected attack against the United States. The primary attack is an electromagnetic pulse, or more simply EMP, targeted against the eastern seaboard. EMP is a real yet poorly understood phenomenon. It may be that the EMP created from a single nuclear weapon detonated at high altitude could destroy the majority of microcircuitry over the better part of half of North America. Although the exact effects of such an attack are either unknown or classified, this adventure assumes that it is possible for the sake of game play.

The PCs are a group of friends and acquaintances traveling to southern Florida when the attack occurs. The game starts within the hour of the attack, and follows their adventures in an acceleratingly dangerous world. The adventure consists of a few “required” events that set the tone of the main story interspersed with a large number of simpler independent encounters.

WHAT HAPPENED

To create the EMP attack imagined requires a high altitude nuclear detonation. This detonation would be many hundreds of miles away, likely over Indiana or Ohio, and would be unseen in Florida. In milliseconds, the EMP would travel along the earth's magnetic field touching ground over a giant swath of the country. In addition to the EMP, the PCs will know that there is at least one nuclear attack on Homestead AFB. Below are three different stories that could cause this situation. (Disclaimer: although an attempt has been made to describe the EMP effects, the back story of how the attack was launched is just fiction: GMs with greater knowledge of world politics are invited to develop their own.)

The GM should choose one of the three backgrounds for the attack. The exact nature of the attack turns out to have little impact on the flow of events.

1) Terrorists gain access to a Soviet era weapon, a single missile that MIRVs to produce an EMP weapon and several regional nuclear strikes. Lacking the ability to retarget the weapon, the terrorists are forced to fire it at the targets selected by the Soviets. In this scenario the single missile has, say, three war warheads. One delivers the EMP attack while the other two are aimed at military targets in Florida. The first goes to Homestead and the other is left to the GMs discretion. This is the least sever option and it leaves the western US functional. Within a few hours some signs of help will be forthcoming, but since there is no broadcasting, few people will hear the good news.

2) In the second option, terrorists gain access to a single scud missile with a single warhead capable of delivering the EMP attack. They use it. In the resulting moments of confusion the U.S. and Russia reflexively exchange attacks against primary military targets. Due to Herculean diplomacy, escalation is stopped and a full nuclear exchange is averted. In this scenario most military targets are destroyed, but most cities are spared. Still, the damage is widespread and outside relief coming to Florida is very unlikely.

3) In the last option, rouge elements within the Russian and/or Chinese communist parties stage an internal power-play based on a plan for global domination. Against a backdrop of US regional preoccupation and ever decreasing global resources, they believe they can initiate a limited nuclear war and disable the United States ability to respond using a secret Super-EMP weapon in combination with a surgical strike on military targets. Of course, if they were or were not able to prevent a US

retaliation is immaterial once they have chosen to launch their plan.

THE SPECIFICS

Regardless of the cause, the PCs will face a world that became suddenly dangerous. At 7:46 am local time, an EMP attack destroyed all communication in downstate Florida. It will have also affected the greater portion of the continental United States. Further, at 8:02 am what appears to have been a nuclear weapon was detonated at or over the US Air Force Base in Homestead Florida (about 70 miles south of the PCs current position).

THE NUCLEAR ATTACKS

The nukes serve three purposes within the story. First, they make it crystal clear that whatever happened was done with hostile intent. Second, they increase the uncertainty about what will happen next. If there was a nuclear war, why weren't the cities attacked? Lastly, they remove the military as an "authority of last resort". The player characters will need to act to save lives, they can not wait for someone else to do it for them. Since at most, only primary military targets were attacked, there is less loss of life then a full nuclear exchange. Still the suffering down near Homestead and in the populous Tampa-Orlando region will be great. Fortunately for the PCs they are not in either of these areas. Assume the attack were 1 MT low airburst weapons. They will produce some fallout but not as much as ground burst. Total or heavy destruction will extend from ground zero about 5 miles while buildings as far away as 40 miles can suffer some damage.

FALLOUT

Fallout from nuclear weapons creates dangerous conditions over large areas. Fortunately, at the time of this attack there is a low pressure system of the coast of Georgia that creates an east northeasterly wind for several days. Most fallout downstate is heading out into the Atlantic Ocean. If the GM chose an attack scenario with multiple nuclear weapons there will be significant problems with fallout near Orlando and Tampa.

EFFECTS OF EMP ATTACK

Although poorly understood, let us assume that an EMP attack correctly place can create widespread damage to electronics and to a lesser extent electrical systems. During an electromagnetic pulse radiated energy is collected on metal objects and transmitted along their length. Although a pulse of sufficient strength can damage electrical motors and other devices, in this scenario it is a lower strength pulse spread over a huge area that attacks the country. This low strength pulse is enough to rapidly heat silicon transistors and quietly melt them. With no effect visible to the human eye almost all technology stops working within a second.

Cell Phones and Landlines: Large metal cell towers are a natural conduit for EMP wiping out their switching systems; all cell phones will have zero bars. Additionally, the delicate circuitry of most exposed cell phones will have failed during the attack leaving them lifeless. Likewise, landlines will allow EMP to strike disproportionately hard against phones. Most home phones will be destroyed and even those luck few surviving phones will be connected to substations that have been burnt out. A character listening to a phone will not even hear a dial tone.

Computers and the Internet: Computers are particularly vulnerable to this kind of damage. Assume that the majority of computers that were plugged in and all computers that had a phone or network connection have been destroyed. Likewise, all routers, switches and wireless routers are gone.

Power: The switching equipment used to distribute electricity from power plants all failed during the EMP attack. Even robust power supplies like hydroelectric are down due to a lack of distribution. Other power plants went offline when their control systems failed. Assume that the three sites in Florida with nuclear reactors were designed to withstand these conditions, and shut themselves down safely. Restoring power will be a monumental task. If a plant could be brought back on-line, which would likely take months, without repair of the distribution network it will be impossible to restore residential power.

Water and Sewage: All utilities are controlled by either computers or programmable logic controllers; both of which are always on-line and will be immediately destroyed. Water in towers will continue to flow but no additional water will be pumped to the towers. Assume water will flow only for the first day unless additional measures are taken. Sewage will at least drain as long as there is water to flush it, but eventually without engineering support it too will fail. As of this writing, about one billion humans do not have regular access to clean drinking water, after

the attack the residents of Florida will be added to that number.

Broadcast Media: All electronic media will fail. Broadcast and cable TV, satellite dishes for satellite TV, AM and FM radio, everything.

Handheld Radios: Although most modern base stations will be destroyed, many small handheld radios will continue to work as long as they have batteries. Assume any given radio had a 50% chance of failing. Remember that cell phone "radio" functions are not true two way radios; they require the use of cell towers and will not work.

Cars, Trucks, and Trains: An internal combustion motor is at low risk of being damaged by and EMP attack, but unfortunately almost all modern vehicles have electronic control systems. When these computers fail, the car will stop working. Assume that a knowledgeable mechanic, knowing what he needs to do and with a successful skill check, can bring one vehicle operational per hour. Most large trucks will not fail, but trains and ships do. In general, the transportation grid is crippled. For those vehicles that continue to work, fuel will be an issue. Electronic controlled pumps will need to be replaced or bypassed before a working vehicle can be refueled.

Road Conditions: The EMP attack happened during morning rush hour so many people were on the road. Thousands of cars and even a few trucks died wear they were. Although most people would be able to control their vehicle and bring it safely to a stop, many people did not. All major roads and many minor ones are blocked by periodic wrecks. More importantly, many people were unable to get their car to the side of the road. This means that the roads littered with stalled cars. Although they can be avoided, it is unsafe to travel on many roads at over 20 MPH. Further, occasionally, cars in both directions stopped such that the road is completely blocked. In some of these cases there are alternate routes through the neighborhoods, but frequently either clearing the road or long detours will be required.

Civilian Aircraft: Helicopters, single and multiengine airplanes and jets are all heavily dependent on electronics and will not be able to get off the ground.

WHAT STILL WORKS

Just as important as what has failed is what is still working.

Transportation: After the attack, most forms of transportation failed. Still, most diesel trucks are functional. Likewise, some cars, usually older and less expensive models that do not have electronic engine

controls will work. For game purposes say that 90% of all cars and light trucks failed.

Kick and Pull start Motors: Most motorcycles, scooters and power boats will still work.

Most Electric Appliances and Lights: Stoves and space heaters, AC units and elevators will not be damaged by the low power attack postulated here. Unfortunately there is no power on the electrical grid so unless they are run off a generator, although not damaged, they still will not work.

Aircraft: Ultralight aircraft and some single seat prop planes would still function, but nothing with much range or cargo capacity.

Hardened Military Equipment: The extent to which this exists is most likely classified, but since most military equipment is offshore and the domestic facilities have been attacked, hardened military equipment will have little impact on civilians.

RUNNING THE ADVENTURE

SETTING THE MOOD

The key to this adventure is uncertainty. Suddenly there are; no televisions, no cell phones, no internet, or broadcast media; the daily flow of information has stopped without warning. There are no instructions as to what to do or where to go or even what happened. The situation starts out bad and gets progressively worse. No one truly knows everything that is happening. The fundamental question is, given the uncertainty do the PCs respond as heroes working with imperfect knowledge but clear goals or do they go feral reverting in the first hours to lawless predators?

AN EVOLVING SITUATION

Independent of the characters actions, the situation around them will be changing over time. It is against this backdrop that the character's story will be told.

The Attack: Coming without warning or visible effect, no one had any reason to believe in the first instant that there was anything more than a local problem. A motorist driving when the car failed would first think that his car alone had a problem. Another caught in an intersection when the traffic lights went out; only to be hit by a distracted driver might think something strange had happened at the intersection. A woman who shuts off her car while waiting for a train to pass only to have it stop in front of her might take some time (depending on

her patience) to realize anything had gone wrong. Anyone with their alarm clock set to 8:00 am will likely oversleep. During the first several minutes there will be no sign of the extent of the problem. Then the ground starts shaking. People now realize that something has gone wrong, but depending on their distance from the nuclear strikes they will frequently reach incorrect conclusions.

The First Morning: After the initial attacks, nothing happens. The power is not restored, cars don't start working, nothing; no explanation is given for what happened. At first, most people begin returning to their normal life. Stranded commuters search for a phone, or perhaps realize there is trouble, start making their way home on foot. People at home might imagine that power will be off for a few days and they start preparing for temporary shortages. Where possible, they might head to the local store to purchase needed staples. Store managers are presented with a particular problem. With no information about the scope of the problem, they will likely want to make sales. Small stores that can operate without power will possibly continue to make cash only sales for several hours, but most big box stores become dark caverns without lights. Their managers will close the stores and wait for corporate instructions.

Midday: By around noon people are beginning to see this as a large problem. Lawlessness is not yet a widespread issue, but people with fewer reserves are beginning to search for food. Rumors are circulating. Initial efforts at law enforcement and fire control are weakening. The first incidents of theft may occur.

Afternoon: The exodus. Many people in downtown Miami were in a position to see the blast at Homestead. They know with certainty that there has been a nuclear attack. No one knows for sure why, or if others will be following. Fearing additional bombs, this time targeting the city, large numbers of people are looking for ways to get out. Earlier in the day, those in the south who had seen the blast and who had transportation would have left and brought with them the first confirmation of the nuclear attack. But such reports would be lost in the thousands of other rumors traveling word of mouth. By mid-afternoon thousands of refugees start arriving in the outer suburbs frequently traveling on foot and ill prepared. Only then does the reality of the nuclear attack set in. Things are complicated by the fact that city water stops running about this time.

Evening: Suspicions are high, but civility is still present. Some authorities have started establishing make-shift shelters for refugees. Other groups are coalescing; families and friends are linking up into small mutual support groups. Most of those people with both a destination

and means have left. The last trucks, delayed by personal problems or the inability to find missing family members are just now heading off to their perceived sanctuaries.

The First Night: Danger is in the streets. Armed thugs displaced from the city are looking for food and shelter while those with both are trying to keep them. Desperate searches for lost family are on going, while some normally law-abiding people are contemplating their need for supplies of food, and everyone sees a lack of police. By late night there is open looting of the big box stores. In most areas, what little police presence is left is scattered and ineffective.

Day 2: The first post-attack dawn comes on a changing world. For the first night in living memory, most people had used flame for light and this had led to a number of accidents. Fires that started during the night are burning uncontrolled, and many buildings or even some city blocks are lost. In the night, lawlessness had set in. Those people who are inclined to take what they want by force are becoming more brazen. By the second day, most people in the outer suburbs feel more comfortable carrying a weapon. Barter is still common as people try to exchange what they have for what they feel they need.

Days 3-7: Most modern cities have about three days' food on hand in their grocery stores and super markets. On the first and second day much of this was redistributed, but it is now starting to run out. Fortunately there are a large number of reserves and other food sources, but hunger starts to be a problem about the third day. By the end of the week anyone who has not found an alternative way to gather food will be very desperate. The tragedy is that there is still sufficient food for everyone in the country, but without communication getting the food where it is needed is impossible.

The Next Month: During the first week, many people who are unable to take care of themselves, and who have no one to support them will begin dying. Starvation, disease and accidents will be the main causes of death. People who are otherwise healthy will need to worry about typhoid and cholera which will begin resurfacing.

Thereafter: By the second month a reasonably stable economy will be reached. Barter systems will be established, sources of food and water discovered and hierarchies of leadership formed. How humane and long-lasting this world is will depend, in large part, on the actions of individuals during the transition.

ADVENTURE PATHS

The central story of this adventure develops over a series of encounters that are detailed below. Each encounter allows

the characters the opportunity to become either more heroic or more selfish. Between these main encounters are a number of minor encounters that can be used to flesh out the characters story. The GM needs to be flexible with the players – there is no single course of action for the characters. If the characters, for example, choose not to head for home then simply relocate the various encounters to where ever they go.

Initially the characters will not have any transportation. They should be allowed suitable opportunities to realize that Aunt Greta will not be arriving with her bus, and that they are on their own. Depending on the player's ingenuity, they may be able to acquire transportation early in day one. Either with or without cars, they are unlikely to stay put. At sometime while outside on the first morning one or more of the PCs needs to encounter Jenny Jones. This provides the first opportunity for heroics – even if it is simply helping her home. Even before they resolve Jenny's problem, heroic characters can meet Officer Carlson. At this point, things are snow balling. The GM should try and keep the pace fast during the first day and night. Heroic characters should find an endless series of problems, some they can solve, and others they can not. Selfish parties will fly by these first two encounters. They will have acquired transportation and be heading as fast as they can for home (or wherever). Unfortunately for them, travel is slow, and the roads are a natural gathering place for anyone trying to get transportation. Slow them down with a gully washer and a highwayman ambush. Block a key bridge, and they should have trouble getting out of the city before nightfall.

The heroic group will have a large number of things to do by the second day. Word will spread of what they are doing and people will start seeking them out. The PCs should become central figures in a small (and likely informal) community. Let them handle a few minor encounters such as the Big Box Dictator and the Legend of the Supply Truck. Just as they are starting to get their act together Rumors of War arrive. This provides them an opportunity to deal with large dangerous groups. The story of a heroic group such as this will have its climax when the First Church of the Apocalypse comes their way. These are people who are truly hostile to the PCs and want to destroy what they are building. If they can survive the scourge of the First Church, then their community will survive.

On the other hand, selfish groups will likely start the second day with a police road block. This will get the characters back on foot – or at least blocked from heading in their preferred direction. Let them work a little harder

this time to get moving again. Throw in a few minor encounters at them such as the Legend of the Supply Truck or the Big Box Dictator. Once the PCs are moving they cross paths with the First Church of the Apocalypse. For a selfish group this is just another encounter trying to separate them from their stuff – only this group will as likely as not try to kill them for having it. Finally, they arrive home only to discover that Ronald King has taken over the town and has not left a place for the PCs. Ronald provides a last chance for them to turn to heroics. Can they find out who is murdering people in the night? Can they confront Ronald and dispose of his Interim Government? If not, what will become of the PCs and their homes?

Of course, there are many different approaches than the two described above. The trick, as GM, is to let the players lead the direction (both actual and metaphoric) of the story. They will come up with ideas; let them, and let the good ideas succeed. Do not try to force the direction of the story. But as the adventure unfolds, drop the premade encounters (perhaps with a little modification to suite the specific group) into their paths. Players should feel that they are in an open-ended world where their actions mater.

STORY SPECIFIC ENCOUNTERS

Jenny Jones, Mother of Three: On a lonely stretch of road, either in a commercial district or on a highway out of town sits Jenny and her three children. If traveling in a vehicle she will be in the road trying her best to flag the PCs down. If traveling on foot, the crying of her children will be heard before her minivan is seen. Jenny is in hysterics. She was returning from seeing her husband off at the airport when her late model minivan stopped right in the middle of the road. Her cell phone is dead and she has been unable to contact anyone. In the back of the minivan, each in their own car seat, are her three children. Travis, the oldest is three, and the twins are one. She can not call for help, and she has no way to transport two infants and a toddler on her own. She can not leave the children unattended to find help, nor can she take them with her. She is stuck.

If the PCs stop she will beg them to help her. Her house is a short ways away and she needs to get the children home. Should the PCs choose to help her, her house will be about a 45 minute trip directly perpendicular to the way they were traveling. Note that if they were walking the house will be just a few miles away but if they are driving it will be several miles. Jenny represents the first big decision for the group, do they help the helpless, or do

they ignore them. If they help her, do they do what she thinks she wants, by taking her home, or do they actually help her find a secure solution for the family. Left alone at her home, she and the kids will be more comfortable but just as helpless.

Name Jenny Jones Age 25 Profession Housewife

Str 9 Con 11 Siz 9 Int 13
Pow 3 Dex 12 App 12
Edu 14

Hits 10 Fatigue 20 Damage+0

Skills:

Knowledge (Miami) 30%

Etiquette 50% Home Economics 75% Child Care 75%

Stranded mother of three trying to get home.

Officer Carlson - Triage the Attack: Encountering Officer Charles Carlson provides the PCs with an opportunity to define their role in the recovery. This is a situation that needs “triage” – someone has to decide who can be helped, and how. The question is; will the characters step up to the plate, will they let someone else, or do they run off?

The group approaches a major intersection. In the center of the intersection is a minivan on its side, and a sports car with the front caved in. A young man, covered in blood, is on the ground near the sports car, having received obviously failed first aid. A crash kit is open on the ground near him. An older woman is sitting silently near the minivan, her leg hastily bandaged. Standing on the back of the wrecked car is a lone police officer, surrounded by at least a dozen confused and angry on-lookers. Several of them are shouting at him.

Officer Carlson, having failed to revive the young man is overwhelmed by the situation. Three people in the crowd have urgent problems, and he has lost all contact with his command. A shopkeeper is yelling at him that a man just forced her from her store; the old lady is insisting that he help her get home to her husband and a very insistent young man is demanding that the officer help his grandmother who has fallen and needs to get to a hospital. Additionally, several other bystanders keep asking him for an explanation of what happened, instructions on where they should go, and other questions for which he could not possibly know the answer. His situation is complicated by the fact that he is exhausted from giving CPR while

waiting for an ambulance that never came.

This is the moment that defines who the characters are. They can easily avoid any interaction with the crowd. They can choose to not stop and offer any assistance. Alternatively, they can jump into the middle of this mess and take charge. If they do, Officer Carlson will go along with any seemingly reasonable solution, and will work with the group to the best of his abilities. Or, if they simply approach the scene and offer to help, Carlson will eventually assign them a task that seems within the abilities.

If the group takes charge, they will quickly find themselves with dozens of “followers”. People who want to help, but do not know what to do. Likewise, if they simply complete tasks assigned to them, Officer Carlson will take charge of this emerging community and continue to assign people tasks that he feels they can accomplish. If the PCs plan to continue on their way, he will thank them for their help and wish them the best of luck, but if they choose to stay and help, then they will become his “trouble shooters” being sent to solve problems as best they can.

Name	Officer Carlson	Age	29	Profession	
	Lawman				

Str	14	Con	13	Siz	12	Int
10	Pow	14	Dex	13	App	10
Edu	10					

Hits 13 Fatigue 27 / 1 Damage+1D4

Skills:
 Pistol 45%
 Insight 45%
 Listen 45% Shotgun 45%
 Knowledge (law) 21%
 Spot 45% First Aid 70%
 Dodge 46%

An overwhelmed police officer who has been giving CPR unsuccessfully.

Name	Diana Roy	Age	87	Profession	
	Journalist				

Str	9	Con	9	Siz	9	Int
14	Pow	8	Dex	10	App	10
Edu	14					

Hits 9 Fatigue 18 Damage0

Skills:
 Fast Talk 75%
 Spot 50%
 Hide 25% Insight 75%
 Research 25% Persuade 50%
 Stealth 25%

A retired journalist, she was driving home in the minivan when it was hit by the sports car. She is afraid that her husband Tom will not be able to take care of himself if she does not get home soon.

Name	Poly Albert	Age	53	Profession	
	Merchant				

Str	8	Con	14	Siz	8	Int
12	Pow	10	Dex	10	App	14
Edu	14					

Hits 11 Fatigue 22 Damage-1D4

Skills:
 Yell Loudly 90% Brawl 40% Bargain 40%

She and her husband own a small liquor store that is being robbed.

She demands that someone arrest the two thugs immediately.

Two thugs at the store:
 Greg (Thug) Hits: 12 Baseball Bat 50% 1D8+1D4 (Crushing)
 Bret (Thug) Hits: 12 Light Revolver 35% 1D6 (Impaling)

Name	Terrence Robins	Age	23	Profession	
	Laborer				

Str	13	Con	13	Siz	13	Int
12	Pow	8	Dex	13	App	13
Edu	9					

Hits 13 Fatigue 26 Damage+1D4

Skills:
 Brawling 50%
 Heavy Machinery 50% Dodge 40%

Carpentry 50% Repair (Mech) 50%

His grandmother fell during the earthquake and he wants her to be treated.

First Church of the Apocalypse: Many people did not understand the attack, and in the absence of news to the contrary found their own explanations. One response was the “creation” of a new religious movement known as the First Church of the Apocalypse. Fredrick DeGraves was a religious studies student whose personal views had prevented him from being ordained in his faith. When the attack came, he immediately determined that it was a sign of a coming apocalypse and for the first time he found people were willing to follow him.

DeGraves is now convinced that all technology is evil. He sees the attack as a sign that mankind should abandon this wrongful way and reject technology. He and his followers believe that it is their duty to destroy any device that is still usable, and, if need be, purge anyone still promoting such evil. The size of his following will depend on when he is encountered; in general he gains about 100 followers a day for the first week or so and thereafter gains followers at about the same rate he loses them. His gang will wonder around pillaging what they need and destroying what technology they can. Usually they will be spread over a wide area in groups of 10-15 people. Along roads they will create traps that force cars to stop, and then they stone the drivers.

With time DeGraves will face a crisis. His group travels, seemingly at random, across the landscape destroying any emerging relief-effort or technology using communities, and taking what they need. But without the anticipated apocalypses he will run out of plunder to support his followers. What happens then is left to the GM.

Name	Fredrick DeGraves			Age	33		
Profession	Priest						
Str	11	Con	12	Siz	15	Int	
	12	Pow	10	Dex	10	App	11
Edu	13						
Hits	14	Fatigue	23	Damage	+1D4		
Skills:							
Knowledge (Religion)	50%						
Teach	50%	Persuade	75%				
Knowledge (History)	25%			Research	25%		
Club	75%						

Five Anti-tech Followers

Sam (Thug) Hits: 12 Baseball Bat 50% 1D8+1D4 (Crushing)

Rob (Thug) Hits: 11 Crowbar 40% 1D6 (Crushing)

Tim (Thug) Hits: 14 Wrecking Bar 50% 1D8+1D4 (Crushing)

Kim (Thug) Hits: 10 Pipe 50% 1D8 (Crushing)

Sue (Thug) Hits: 9 Light Club 75% 1D6 (Crushing)

Homecoming: The player characters are a mirror of their community. When they get home, they will return to a town that is behaving generally as they did. If they fought their way across the state, showing no mercy, and expecting none in return, then the town will be run by ruthless men looking out for their own best interests. If, on the other hand, they have been heroically working to save their fellow citizens and valiantly striving to help where they could then the town should be a bastion of cooperating individuals each striving to do the right thing. For such PCs arriving after a long and heroic journey then homecoming will be a nice conclusion to the adventure. They will be welcomed to their community, and their homes will be waiting for them.

Should the PCs arrive after a nasty trip through the ruin, they will be greeted by a community in turmoil. This encounter gives them one last chance to redeem themselves. Ronald King has established himself as Director of Recovery. He and a group of cronies have an Interim Government and have taken control of all vital services. He has created a secure “green zone” in town proper, and is moving everything of value into this area. Unfortunately, many families (particularly the ones Ronald has never approved of) are not being allowed to relocate to the green zone – and some have been ejected for security reasons. Returning PCs will not be allowed into the Green Zone. Ronald also organized the creation of relocation camps well outside of town for the desperate displaced that came to the region. Unfortunately, the region is also being terrorized by nighttime marauders. These villains attack outlying homes murdering and plundering, then torching the houses as they leave. They average one or two homes per night. The presence of these marauders is the proof Ronald gives for the need of the Interim Government with its mandatory militia. Each night Ronald sends out several different patrols. Given the large area each patrol must cover, the marauders always seem to elude them.

Of course, Ronald is behind the night raiders. Each night one of his patrols is sent with a specific target of “undesirables” that they are to eliminate. He intends

to keep this up until he has removed everyone from the region that does not fit within his idea of a “good person”. It is left to the GM to decide who Ronald favors, but in general it should not include at least on of the PCs.

Name	Ronald King	Age	55	Profession		
	Hunter					
Str	11	Con	11	Siz	12	Int
	12	Pow	14	Dex	10	App
Edu	13					
Hits	12	Fatigue	22	Damage	0	
Skills:						
Status	75%					
Hide	75%					
Navigate	40%	Rifle	75%			
Stealth	50%	Spot	50%			
Listen	75%					

Ronald was old money before the attack, and he acted quickly in the first days to secure stability. He has strongly held beliefs of who are “good people” and who are not. He is willing to use any measures to make sure the town has no one in it who is not a “good person”.

Some of Ronald’s Cronies

- Dave (Marauder) Hits: 12 Sporting Rifle 50% 2D6 (Impaling) 4/8 Armor
- Fred (Marauder) Hits: 12 Sporting Rifle 50% 2D6 (Impaling) 4/8 Armor
- Frank (Marauder) Hits: 13 Sporting Rifle 50% 2D6 (Impaling) 4/8 Armor
- Chris (Marauder) Hits: 11 Sporting Rifle 50% 2D6 (Impaling) 4/8 Armor
- Susan (Marauder) Hits: 10 Sporting Rifle 50% 2D6 (Impaling) 4/8 Armor

RANDOM ENCOUNTERS

The action between the main encounters is a series of small vignettes. The tables below provide a mechanism for randomly determining encounters, but the GM should feel free to simply pick whichever encounter seems most appropriate. Additional encounters can also be created as desired, following the themes presented here.

Day 1 Encounters:

1. A woman in labor, a burning house or other signs of trouble.

2. Thugs and a truck: 2D4 thugs have hijacked a semi truck cab and rammed it into a convenience store. They are loading the sleeper with beer and chips while terrorizing everyone near the store.
3. Thugs: 2d6 confused thugs have decided they are going to defend “their” street from all outsiders.
4. Gun store shootout: The owner of a small gun or pawn shop is having a shootout with 2D3 marauders. Clearly they are looking for more weapons.
5. A mob of a few hundred desperate displaced are gathering outside a bank trying to convince the manager to give them money.
6. A high school ball team was in town for an event, their bus wont start and the coach has gone missing. They are trying to figure out what to do.
7. 3D6 Motorcyclists buzz past as they flee the city.
8. Rumors of War
9. Roadway blocked
10. Change in the wind

Later Encounters:

1. Three high altitude jets fly across the sky – only visible by their contrails
2. A man, yelling incoherently of the devil and technology is throwing Molotov cocktails at a chain electronics store.
3. An angry mob of 4d6 desperately displaced and 2d4 thugs looking for someone to blame.
4. A group of 1d3 authorities commanding 2D6 desperately displaced trying to establish a secure shelter.
5. A representative from a small cluster of scared homeowners approaches the group looking for help in driving off a large band of marauders.
6. Roadway Blocked
7. Highwaymen Trap
8. Rumors of War
9. Big-box Dictator
10. Legend of the Supply Truck

TRAVELING ENCOUNTERS

1. 3D6 motorcycle-riding thugs seeking fuel.
2. Bonanza: A refrigerator truck failed during the attack and was left on the side of the road. It is loaded with deep-frozen meat. Much of which has yet to thaw (it make take a long time for an insulated truck to completely warm up).
3. Bonanza: A small gas station and convenience store at remote intersection has overlooked. No one has looted it. Getting gas from the tanks may be a problem, but the store is still full stocked.
4. Wildfires burning uncontrolled block the path in both

directions.

5. Police Roadblock
6. Roadway blocked
7. Gully Washer
8. The Last Gas Station
9. Highwaymen Trap
10. Big-box Dictator

MINOR ENCOUNTERS

Big-box Dictator: While passing through a commercial district, the PCs see a large “big box” store which has been encircled by a wall of dead cars reinforced with plywood, wooden pallets and other available material. The single opening in the wall has been fitted with a crude gate and two men with new sporting rifles are standing guard. A line of 4D6 desperate displaced are sitting outside and look like they have been waiting a long time. Should the party approach the guards, they will learn that the store is run by someone named Sharky, and “shoppers” are allowed in one at a time. What is not clear is that Sharky is the leader of a band of 5 marauders who have taken over the store. His group has a pickup truck that they are loading with the most useful gear, and every few hours three of the marauders haul a load to their strong hold about two miles away. Meanwhile, Sharky has made a deal with 8 thugs and they are allowing the desperate displaced to come in and “shop” for those items that neither the marauders nor thugs want. Sharky handles all the bartering. He will accept both useful items or things that will one day be valuable – for example a can of soup (which will last a long time) could be traded for two loaves of bread (which will go bad long before Sharky’s men would get a chance to eat it). Likewise, gold could be traded for clothes or diapers.

Name	Sharky	Age	40	Profession	Thief
Str	10	Con	10	Siz	11
14	Pow	14	Dex	13	App
Edu	9				8
Hits	11	Fatigue	20	Damage	0

Skills:

Dodge 75%, Stealth 55%, Insight 25%, Fast Talk 25%
 Bargain 45%, Persuade 35% Hide 55%
 Pistol 45%, Knife 55%

Before the attack Sharky was a bank robber and confidence man. He has determined that civilization is gone for good, and has persuaded some of his old buddies that the best thing to do is stock-up. They are planning to set

themselves up as kings.

Jake (Marauder) Hits: 12 Automatic Rifle 50% 2D6+2 (Impaling) 4/8 Armor

John (Marauder) Hits: 12 Automatic Rifle 50% 2D6+2 (Impaling) 4/8 Armor

James (Marauder) Hits: 13 Automatic Rifle 50% 2D6+2 (Impaling) 4/8 Armor

Jeff (Marauder) Hits: 11 Sporting Rifle 50% 2D6 (Impaling) 4/8 Armor

Max (Marauder) Hits: 10 Sporting Rifle 50% 2D6 (Impaling) 4/8 Armor

Change in the wind: On the morning of the attack, the wind was blowing east northeast pushing the fallout from Homestead out to sea. At some point the wind changes direction to almost due North. This will bring the deadly cloud to the north towards the PCs. They will need to find shelter, with food and water, and fast. Let them scramble around for a while, and then after a game hour or so, the winds return to their former east northeast direction.

Gully Washer: Tailing the low pressure off the Georgia coast is a squall line of brief but intense rain. Alert PCs will notice the storm quickly moving towards them. When it hits, the winds pick up and the rain comes down. In 30 minutes it will rain over two inches locally. Anyone at sea during such a storm will certainly be challenged to keep their boat afloat, but even travelers on land will have problems. During the storm it will not be possible to see much past the hood of a car – road travel at any speed is dangerous. Stopping will allow the storm to be safely avoided, but any nearby people may be covetous of the PCs vehicle. Perhaps 1d4 thugs and 2d6 desperate displaced will approach the car.

Highwaymen Trap: 2d6 thugs are waiting in ambush. Preferably they want a vehicle, but they will spring their trap on any group that seems to be weaker than they are with stuff worth taking. The easiest place to set a trap is when motorists need to slow to avoid abandoned cars (which also provide plenty of cover). Alternatively, decoys can be used such as closing up an abandoned ambulance to make it appear to be unlooted, then jumping any motorist who stops to collect the unattended medical supplies.

Franklin (Thug) Hits: 12 Rifle 40% 2D6+1 (Impaling)

Fred (Thug) Hits: 12 Pipe 50% 1D8+1D4 (Crushing)

Red (Thug) Hits: 10 Pipe 50% 1D8+1D4 (Crushing)

Robert (Thug) Hits: 11 Light Pistol 45% 1D6 (Impaling)

Legend of the Supply Truck: While talking with some desperate displaced in an impromptu shelter, the PCs come across Country Bob Milton, a former truck driver. Country Bob is covered in superficial wounds and has a mangled left leg. He is in desperate need of medical care. Bob was carried here by a Good Samaritan who had found him crawling along a nearby road. If the PCs look competent, Bob will call to them; he has a secret and he needs their help. He will tell the story of how he was pulling a full load of supermarket supplies before the attack. He had a semi trailer fully loaded with pallets of canned and packaged foods to be delivered to a chain of supermarkets.

When the attack hit his radio went out, while he was looking down to see what happened, he rear-ended the SUV in front of him. There was not too much damage, and no one was hurt, but the SUV wouldn't restart. He and the other driver spent about two hours trying to get a tow truck for it and find a cop to fill out an accident report, with no luck. He then agreed to drop the other driver off, does so and as he was heading through an unfamiliar neighborhood he was attacked. A group of thugs jumped on his truck, pulled him from the cab and beat him nearly senseless before taking his truck into a nearby office park. Before passing out, he saw his cab pulling away from the truck and heading towards the city. If the PCs can arrange for someone to look at Country Bob's leg, he will gladly tell them where the thugs took the trailer full of canned food. Should the characters do this, they will find the location of the trailer as well as 5 thugs who are guarding it. There are several thousand man/days of food in the trailer.

Melvin (Thug) Hits: 14 Cricket Bat 60% 1D6+1D4 (Crushing)

Samuel (Thug) Hits: 12 Baseball Bat 50% 1D8+1D4 (Crushing)

Lefty (Thug) Hits: 10 Compound Bow 50% 1D8+1+1D2 (Impaling)

Hewy (Thug) Hits: 11 Light Pistol 45% 1D6 (Impaling)

Dewy (Thug) Hits: 11 Light Pistol 45% 1D6 (Impaling)

Police Roadblock: While traveling into a new area, the PCs approach a roadblock. Three police squad cars have been pushed across the road and a small group of men are standing near them signaling to the PCs to stop. An armored officer will approach the characters vehicle and instruct them to get out for a routine search. They will notice that several other officers are covering the PCs with what appear to be fully automatic weapons. The officer is

not particularly rude to anyone, but he is firm. Everyone must comply. Once the characters are separated from their vehicles (and if possible) most of their weapons, the officers will inform them that due to the emergency situation, the private ownership of following items have been declared illegal; firearms and ammunition, operational vehicles, operational radios, and caches of food. Vehicles, weapons and the like are to be used by the provisional authorities; all food is to be distributed through the communal food bank. At this point it should be very difficult for the PCs to get out of the road block with their stuff – but easy to get out alive. If they cooperate, they will be escorted to a relief facility that has been established for the support of refugees. If they prefer, they will be permitted to travel past the area held by this budding provisional government, as long as they leave any vehicles and supplies behind. Should the PCs investigate, they will find that the provisional government is using all confiscated goods to the best of their ability to help the refugees and natives of the area – likewise, all confiscated food is distributed in a remarkably fair system.

Off. Good (Police) Hits: 14 Shotgun 60% Var (Impaling) 4/8 Torso armor

Off. Taylor (Police) Hits: 12 Automatic Rifle 50% 2D6+2 (Impaling) 4/8 Torso

Off. Smith (Police) Hits: 12 Automatic Rifle 50% 2D6+2 (Impaling) 4/8 Torso

Roadway Blocked: During the attack many drivers failed to get their cars to the side of the road. This is particularly common on bridges and overpasses where there was inadequate shoulder space. In addition, too frequently distracted drivers failed to notice slowing vehicles and plowed into them from behind, or swerved erratically wrecking themselves also. Perhaps a key bridge the PCs intend to cross is blocked with a wreck and some stalled cars. They must stop and clear a path over the bridge, thus exposing themselves to the locals. Several (2D3) desperate displaced approach the group trying to get a ride to a location about 20 miles further on.

Sam (Desperate Displaced) Hits: 12 Big Wrench 30% 1D6 (Crushing)

Joe (Desperate Displaced) Hits: 11 Hatchet 20% 1D6+1 (Bleeding)

Mr. Fredrickson (Desperate Displaced) Hits: 8 Knife 35% 1D6 (Impaling)

Rumors of War: Refugees arrive from a new direction

and they bring with them tales of an invading army. Uniformed men with rifles were massacring the civilians and survivors were fleeing as fast as they could. There was great confusion. Some people reported hearing helicopters and tanks. Should the PCs investigate, they will find that the claims are overblown. Inmates from a local penitentiary have overpowered their guards (who likely left them and went to save their own families), armed themselves and are setting up their own little state. Their propensity towards violence has not been overstated, and they will make dangerous neighbors.

The Last Gas Station: Bob Smith owns a small service station in the country. Bob also owns a really big shotgun and he knows how to use it. Further, he sees the current situation as an opportunity to make a lot of money. He has always had a 200 gallon gravity feed tank behind his station for his private use. After the attack he sold this gas for \$300 per gallon cash only. During each subsequent night he has hand-pumped fuel from underground tanks to replenish his supply. If encountered any day after the first, he will have begun to become suspicious of cash, and now only trades his fuel. He prefers gold and jewelry, but he has been known to consider other items (fine wines, caviar, fur coats etc.)

Name	Bob Smith	Age	49	Profession	
	Merchant				

Str	12	Con	10	Siz	13	Int
12	Pow	8	Dex	14	App	9
Edu	9					

Hits	12	Fatigue	22	Damage	+1D4
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Skills:

Appraise 75%

Repair 75% Bargain 50% Fast Talk 50%

Bob firmly believes that everything will be back to normal soon, and when it is, he will be living on easy street. He sees nothing wrong with selling what he has at whatever price the market will bare.

PEOPLE TO ENCOUNTER

The following are some categories of people that could be met after the attack.

Authorities

Before the attack they were empowered to care for the masses. Some are first responders who were trained to react to emergencies, while others were civil servants and government officials. Many of these authorities

find themselves in leadership roles after the attack. First responders include people with titles like law enforcement officer, fire fighter, EMT and paramedic, while the civil servants include city managers, traffic safety engineers and even university professors.

Armor: (First Responder) Modern Bulletproof Vest (4/8). (Civilian Leadership) None

Attacks: (First Responder) Automatic Shotgun 60%, 4D6/2D6/1D6 (Impaling) and Medium Pistol 60%, 1D8 (Impaling) and Club 60%, 1D6 (Crushing). (Civilian Leadership) Light Pistol 25%, 1D6 or None.

Skills: (First Responder) Knowledge (Local Area) 50%, Occupational skills 50% (such as First Aid or Medicine), Law 20%. (Civilian Leadership) Insight 50%, Knowledge (Local Area) 75%, Occupational skills 50%, Knowledge (Florida) 50%, Law 30%

Resources: Both types are likely to have extensive resources.

Desperate Displaced

These are the bulk of the survivors from the major cities. Whatever their status before the attack, they are now all equal. Accountants, lawyers, fast food workers, clerks and bank tellers; they are all looking for a place to stay and a way to feed their families. About half will have a weapon that they feel they have some skill in using.

Armor: None

Attacks: Baseball Bat 35%, 1D8 (Crushing) or

Butcher Knife 35%, 1D6 (Impaling) or

Camping Hatchet 20%, 1D6+1 (Bleeding) or

Light Pistol or Revolver 25%, 1D6 (Impaling)

Skills: Insight 25%, Persuade 25% and any two professional skills at 50%.

Resources: Usually either nothing or what they can carry. Some (25%) will have one or two useful items.

Marauders

These are the "hard case" bad-guys. Before the attack they were strongmen and criminals and after the attack they are running loose in a lawless world. They were initially armed and have been working on improving their weaponry. They will usually use violence to get what they want. Most have formal training in combat and firearms.

Armor: Bulletproof vest, modern (4/8)

Attacks: Submachine Gun 50%, 1D8 (Impaling) or

Sporting Rifle 50%, 2D6 (Impaling) and Medium Pistol 60%, 1D8 (Impaling)

Skills: Dodge 35%, First Aid 40%, Hide 25%, Stealth 25%.

Resources: What they have stolen and combat supplies.

Rich, New

Yesterday they were middle class farmers living out in the country. Today they have the best situation of anyone; vehicles that work, land that produces food, and likely as not a small cache of weapons to defend it. Additionally, they know all their neighbors, as well as most of the resources in the area. Their only problem is the wall of emigrants from the cities invading their land.

Armor: None

Attacks: Automatic Shotgun 50%, 4D6/2D6/1D6 (Impaling) or Bolt Action Rifle 45%, 2D6+4 and Medium Pistol 40%, 1D8 (Impaling)

Skills: Knowledge (Local Area) 75%, Repair 25%, Farming 50% and Insight 25%.

Resources: Farms, useful equipment, large stocks of food or fuel, caches of firearms, and/or other now useful possessions.

Rich, Old

Yesterday these people were the pillars of society; today they have lost almost everything. They have large homes, but unfortunately without power these homes are no more comfortable than any other. Their cars are disproportionately likely to have died during the attack, and most of their wealth will be in forms that are no longer available to them; stocks, bonds, large bank accounts and the like. Still, they are likely to have useful things tucked away in their basements and attics. And, many a wealthy Floridian will have the Gun Safe carefully set in the den.

Armor: None

Attacks: Automatic Shotgun 50%, 4D6/2D6/1D6 (Impaling) and Medium Pistol 40%, 1D8 (Impaling)

Skills: Knowledge (Local Area) 50%, Professional skills at 50% to 75%.

Resources: Likely will have useful items such as boats, firearms and reasonably large estates. Additionally, they are likely to be friends with many of the authorities who are shaping the new economy.

Scared Homeowners

The only thing that separates these people from the Desperate Displaced is that their homes happen to be farther from the city center and have not been displaced by fear of additional attacks. In general they have more resources than the displaced, but they also have the problem of protecting what they have. They will likely start working with their neighbors forming informal mutual protection groups.

Armor: None

Attacks: Baseball Bat 35%, 1D8 (Crushing) or Butcher Knife 35%, 1D6 (Impaling) or

Camping Hatchet 20%, 1D6+1 (Bleeding) or Light Pistol or Revolver 25%, 1D6 (Impaling)

Skills: Insight 25%, Persuade 25% and any two professional skills at 50%.

Resources: Several days of food and water, reasonable shelter. They also have some small stashes of useful goods, and neighbors.

Thugs

These guys would have been bullies and petty criminals before the attack, but in the immediate aftermath they find that their strong arm style gets them what they want. For the most part they tend to work in small groups lead by the biggest or most forceful.

Damage Bonus: +1D4

Armor: Heavy clothes (1 point)

Attacks: Baseball Bat 50%, 1D8+1D4 (Crushing) and

Belt Knife 40%, 1D6+1D4 (Impaling) or

Light Pistol or Revolver 45%, 1D6 (Impaling)

Skills: Dodge 40%

Resources: Only what they have picked up since the attack.

EXTERNAL RESOURCES

The style of this adventure is based heavily upon the novel "Alas, Babylon" by Pat Frank, with the threat modernized.

EMP WEB RESOURCES

John Kyl, Senator from Arizona, published a short description of this threat in a Washington Post article here: <http://www.washingtonpost.com/wp-dyn/articles/A57774-2005Apr15.html>

The Federation of American Scientists has information about EMP on their website at: <http://www.fas.org/>

EFFECTS OF NUCLEAR WEAPONS RESOURCES

The Federation of American Scientists maintain a website: http://www.fas.org/programs/ssp/nukes/nuclear_weapon_effects/

An interactive map can be found at: <http://meyerweb.com/eric/tools/gmap/hydesim.html>

STATE OF FLORIDA RESOURCES

General Information: <http://www.myflorida.com/>

On-line map provided by the state: <http://www.thefloridamap.com/>

THE NINTH ADVENTURE: ESCAPE FROM THE SLAVELANDS

BY SARAH NEWTON



POST APOCALYPTIC ROLEPLAYING

Post-Apocalyptic roleplaying has an ancient and respected pedigree, dating from the earliest days of roleplaying with games like *Metamorphosis Alpha* and *Gamma World*. “Escape from the Slavelands” is offered as a homage to those games – not a scenario of depressing hopelessness and misery in the devastated ruins of a post-Nuclear world, but rather a wild, gung-ho, Mad Max-style adventure in a world of ray-guns, weird talking animals, slime-covered mutants, and lots of post-Apocalyptic bikers with Bad Attitudes. Worship the Bomb, pass the Factor 200 sunscreen, and enjoy!

Old Hydro lies at the southern end of the Slave Lake in the heart of the Slavelands. Since the founding of the Slavelands over a century ago, Old Hydro has been a source of steel and salvaged softrock for the Slavers’ weaponsmithing and building programs. Teams of slaves have worked these rubble-strewn ruins for generations, always under the watchful and murderous eyes of their Slavelord guards.

In the past few weeks circumstances around Old Hydro have changed. Old tunnels have been unearthed from beneath the rubble, remnants of the once mighty turbines which powered the hydroelectric power station here, and with them the tunnels which give access to the old power station complex beneath – a complex which is new and unexplored to the Slavers, but not to other denizens which already dwell there...

The tunnels beneath Old Hydro are part of the lair of a hive of Termagants, horrendously mutated giant insects which prey on the surrounding lands. Their principle tunnels have been several kilometers further east, exiting into the forests east of the Slavelands; recently, however, the uncovering of the ruined turbine tunnels of Old Hydro

has provided new stalking grounds for the Termagants – and a new source of prey...

The PCs are slaves working on Old Hydro. The uncovering of the tunnels a few weeks ago has led to several mysterious disappearances of slaves from the PCs’ camp when working in the rubble. Two days ago the body of a stranger was found just outside the tunnels – a man from Outside! Everyone now knows that these tunnels somehow offer a potential way out of the Slavelands: Blackscar, slavelord of the PCs’ camp, has posted guards and is rapidly building a fence. Time is of the essence, and a bunch of desperate slaves – the PCs – have chosen to risk everything for a chance of freedom!

WHAT HAPPENED TO THE WORLD

Much has happened to the world, and continues to happen – history has never ceased, though a new Dark Age has fallen. Two hundred years ago, in what we know as the late 23rd century, the Bright Empire of the Ancients fell during the fabled Machine Wars, which left the earth torn and broken, bleeding its lifeblood into the poisoned soil. But even then the strife and struggle did not cease: after the Long Dying, the Rad Raiders decimated the Catswall Tribes, some forging a place in the valley beyond as the Slavelords. A century ago the Night of Fire and the subsequent Great Blight created the Plague Coast and the Domain of Second Strike; followed by the vicious Slaver Wars, ended only when Irwin Commando unified the Nograins to fend off the slaver incursions. Since then wars of attrition have beset the lands of Nograins, and the Slavelands have grown, bloated by the spoils of the Slavers’ endless wars.

SLAVES

The PCs belong to the many Slaves imprisoned in the Slavelands. The Slaves are mutants, either bred by the Slavers in captivity or captured in their many raids into the Lands of Nograin to the east or the Two Rivers communities up in the mountains to the west. Mutants may have truly outlandish mutations, such as crocodile skin, eyes which shoot blinding light, wings, two heads, four arms, or poisoned teeth!

Slave PCs are human mutants hailing from either the Slave or Tribesman profession. They will begin with no armor or weapons other than a makeshift club. Create Mutant PCs according to the “Mutations” powers section in the Basic Roleplaying rules; the “Heroic” method of Mutation selection is recommended. This scenario is designed for 4–6 PCs with good weapons and First Aid skills, plus some advantageous combat-oriented mutations. As none will have any armor, good Dodge skills or Natural Armor mutations will also prove useful.

SLAVERS

The Slavers are unmutated human supremacists descended from the Rad Raiders of the last century. Their society is hierarchical and brutal, and led by the Slaver Lord himself, Dengiz Han, said to devour his enemies’ hearts raw. Slavers loathe all mutants, hunting them for sport and keeping them as slaves in their vast farms in the old Mech Lands around Slave Lake. Whilst they can work iron, they use mostly captured weaponry and armor. They have a penchant for body piercing and scarification, elaborate tattoos, and wild hairstyles, and wear studded black leather armor and wield cruelly barbed maces, morningstars, and clubs. Think the worst excesses of biker chic, and you won’t be far off.

WHERE ARE THE SLAVELANDS?

The Slavelands occupy most of the valley of the Slave River – once known as the Valley of Flies – extending from the Rust Marshes of Glensfal and the Plague Coast, border marches of the Mechlands of Second Strike, in the north; and to Crater Wells on the edge of the Forbidden Zone in the south. To the east rise the hills of Nograin and the Thirty-Glow Forests, where the descendants of the hero Irwin Commando forge a new society in the hands of its Govnor, Gorrдан Ironfist, and the Watchers of Holy Oak; whilst to the west lie the war-torn lands of the Catswall, ravaged by the depredations of the Rad Raiders, to whom the Slavers are kin. Nowhere are people truly free except in the lands of Nograin, and legends of its Lords fuel the

whispered stories of the mutant slaves huddled round the campfires in the great latifundia of the Slavelands.

OLD HYDRO

Before the Cataclysm Old Hydro was the site of a major hydroelectric power plant. Destroyed by a barrage of high-yield missiles during the Cataclysm, the plant was ruined, the valley downstream flooded, and the Slave Lake was born.

The precise area now referred to by the Slavers as Old Hydro is that part of the ruins which still straddle the Slave River. There, pillars of crumbling softrock and pylons of twisted metal poke above the water level and force the lake and river into turbulent channels. Any obvious and useful artifacts of the Ancients which may have lain amongst this rubble have been removed or scavenged long ago; today, Old Hydro is viewed mostly as a source of scrap metal and softrock.

The tunnel which has recently been uncovered, however, stands out as an object of unique interest. Clearly tubular in nature, only the jagged-edged top third rises out of the rubble, showing a gaping, cavernous black maw beyond. The top of the tunnel arches some two meters above the surface of the rubble, suggesting a total diameter of 9 meters – mostly buried beneath the ancient ruins...

The PCs begin the scenario standing before this cavernous entrance tunnel to Old Hydro (area 1). It is dusk, and as yet no one has noticed they are missing. Pursuit is only a matter of time, though, so the PCs heft their torches and makeshift clubs, and start their search for freedom!

DESCRIPTION OF THE RUINS

Doors

The doors of Old Hydro are huge, corroded metal portals with centrally-placed locking wheels, like a submarine door. Some doors are locked, and are a Complexity 4 item to unlock (see “Figuring Out Artifacts”, below); once a given door has been unlocked, a character will know how to operate the locking wheel on all subsequent doors. Even when unlocked, doors are difficult to open, requiring a resistance roll of STR vs the door’s strength of 3D6+6. It is impossible to open them quietly. Treat as 20AP as per the Basic Roleplaying “Damage to Inanimate Objects” rule (p276) for attempts to break through them with brute force.

Found Items

Various items of equipment are to be found in the ruins of Old Hydro, either where they were left when the complex was abandoned shortly after the Cataclysm, or where they have been moved to in the centuries since. Each of the areas described below has either a set number of items (represented by a die roll), each of which may be found on a successful Spot roll; or a percentage chance of a single item being available to be found. Generally speaking, areas which have been unbroached since the Cataclysm will have multiple items; areas open to intruders and the elements may have only a small chance of even a single item being present.

Items may be broken or still functioning at the GM's discretion. Roll on the following table to determine the precise item found. Numbers in parenthesis indicate the total number of such items which may be found in the complex.

Found Item Table

Roll (3D6)	Item found	Complexity*
3	Fire extinguisher (4)	8
4	Roll duct tape (1)	6
5	Flash light (2)	6
6	Protective goggles (1 set)	3
7	Electronic Toolkit (1)	20
8	Utility harness (2)	9
9	Chemistry instrument kit (1)	25
10	First aid kit (1)	20
11	Stage III ID Card (1)	n/a
12	Bulletproof vest, modern (1)	6
13	Light revolver w. 5 bullets (1)	15
14	Desiccated box of 12 light revolver bullets (1)	20
15	Radiation Detector (2)	10
16	Hammer (2)	-
17	Fire axe (treat as Wood axe)	-
18	Knife	-

*See "Figuring Out Artifacts" in "Rules", below, for explanation of Complexity score.

1. Tunnel Exterior

Found Items: 10%

The entrance into Old Hydro stands amidst aboveground rubble. A gaping, cavernous tunnel leads underground; several meters in, the rubble underfoot resolves into ancient steps. Light filtering in from outside soon gives way to impenetrable darkness, and the smell of long closed-in spaces.

2. Control Room

Found Items: 50%

Only recently excavated, the door to the north is still locked. The room is an inactive control center for this section of

the old hydroelectric dam. The walls are studded with banks of computer terminals and machinery, containing (somewhere amidst the thousands of bewildering gadgets – make a Difficult Spot roll) a power switch, which if successfully turned on (a Complexity 6 task – see "Figuring Out Artifacts", below) will make 6 weeks' power available from a hidden backup power plant. Thereafter any meddling requires a Fine Manipulation roll; on a success, roll on the following table.

Meddling with the control panel

Roll (1D6) Effect

- | | |
|---|--|
| 1 | Explosion in Control Room (1D6 damage); no further tinkering |
| 2 | All lights in the Complex come on (areas 2-16) |
| 3 | Three fully charged power cells can be detached from the banks of equipment |
| 4 | An electric shock (1D4 damage) is delivered to the tinkerer |
| 5 | A piece of duralumin suitable for use as a shield can be detached from the equipment banks (treat as 30AP Riot Shield) |
| 6 | A device which will function as a fully-charged Stun Pistol (Complexity 10) can be detached from the equipment |

The west wall of the chamber contains the remains of a large viewscreen, some six meters wide and three meters high; this is irreparably smashed, though large amounts of metal, wire, and shards of transparent nograin (plastic) may be salvaged.

3. Monitor Station

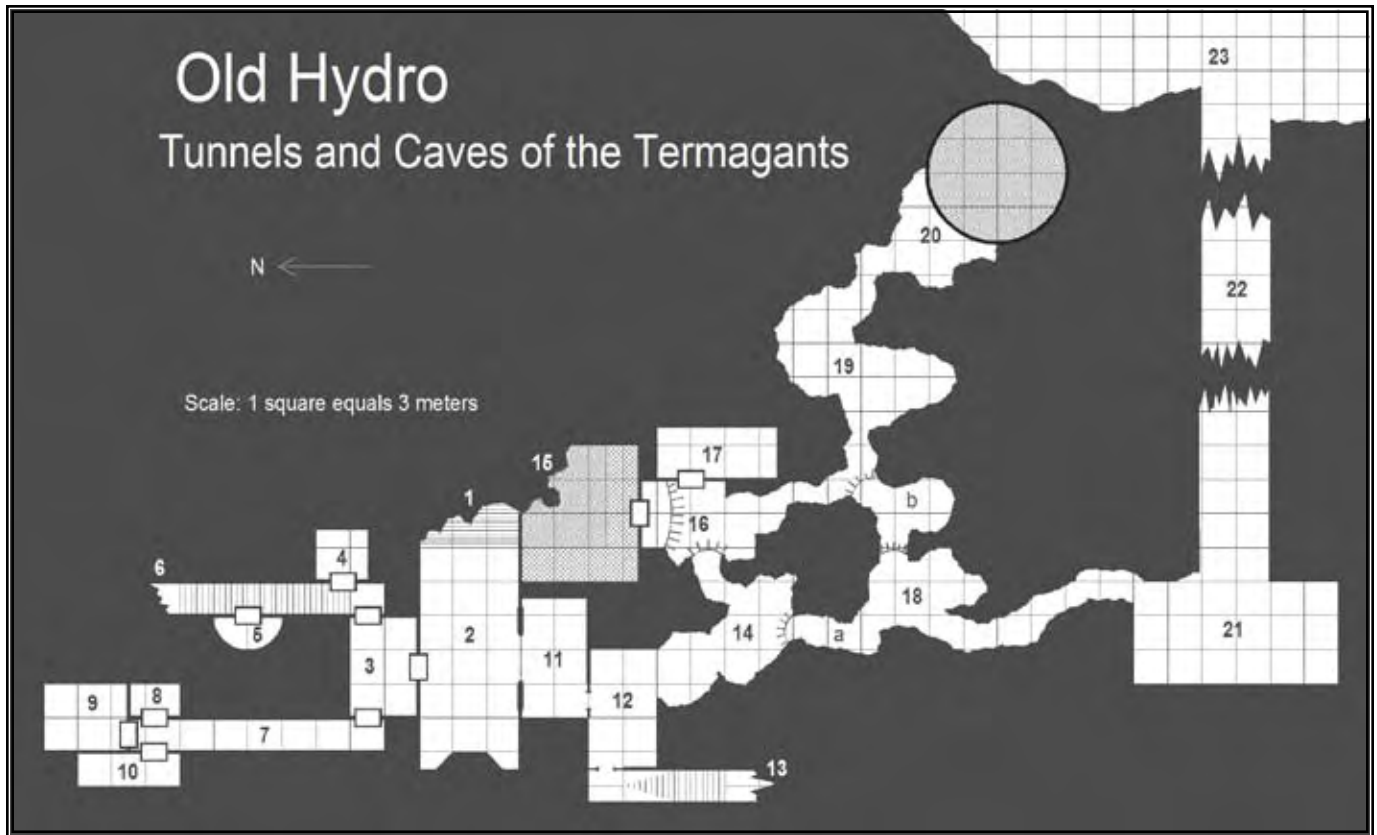
Found Items: 1D8

Banks of monitors with chairs and inactive striplights in the ceiling. The air is stale, but much drier than the entrance tunnel and Control Room. All items in here are in good condition, as the area has been totally sealed since shortly after the Cataclysm.

4. Watch Station

Found Items: 1D4

Half of the wall overlooking the stairway was once a window; now it is clean of glass, though old shards still crunch underfoot. The room comprises an L-shaped desk along the south and east walls, with two chairs beneath and a bank of inactive surveillance monitors on top. A skeleton lies outstretched against the north wall – clearly placed there – and is covered with tatters of old and desiccated cloth.



5. Semicircular Room

Found Items: 1D3

An ancient quarantine and security station, the floor here is now uneven, and coated with a black, lumpy, and partially melted substance which still emits POT 10 Acute radiation. There are a few telltale skeletons of rats, mice, etc, on the floor about this room.

6. Blocked Access

Found Items: 1

An old stairway, blocked at the northern end with fallen rubble. A stainless steel pickaxe (treat as Battle Axe) – which would make a serviceable weapon – lies against the wall where someone long ago tried to dig through.

7. Access Corridor

Found Items: 1

This relatively clear corridor has 2 parallel grooves worn into the floor running in a north-south direction. The air in here, and in areas 8, 9, and 10, is quite bad: make a Stamina roll every Turn spent in these areas or suffer 1HP damage.

8. Maintenance Bot Control Station

Found Items: 1

Banks of unfathomable ancient devices line the walls of this chamber. A Spot roll will identify what appear to be a set of controls; a successful Complexity 10 task

(see “Figuring Out Artifacts”, below) will reactivate the Maintenance Bot in 9 (although PCs should be suitably nervous about what the controls are actually going to do when reactivated!). Any fumble will result in a POT 2D4 electric shock (resisted by CON) being delivered to the character.

9. Maintenance Bot Station

Found Items: 2

An inactive tracked maintenance bot is still plugged into a power outlet in the wall in this chamber (non-functioning unless the Complex Lights have been turned back on in 2, above). There appear to be no controls or any way to activate the bot (see 8, above). See Statistics for details of the bot.

10. Equipment Store

Found Items: 1D6

Large quantities of unfathomable metal items line metal shelves around the walls, including parts, wire, cable, fiber-optics, circuit boards, chips, etc. Any organic containers have long-since perished, but items stored in nograin (plastic) are abundant.

11. Security Bot Station

Found Items: 05%

A malfunctioning security bot (see Statistics) stands here, ostensibly “guarding” the passage. It is slow to react and



relatively easy to sneak past.

The security bot is programmed to quiz any humans, and stun them if it decides they are intruders, and kill any animals as vermin. GMs should decide based on mutations and species stock whether the security bot will think the PCs are humans or animals. The security bot will attempt to take stunned PCs to a no-longer existent detention chamber near area 14.

12. Security & Reception Point

Found Items: 10%

The floor of this chamber is strewn with remnants of bones and clothing. A Spot roll will turn up several items which are recognizable as belonging to one or two of the slaves who have recently gone missing.

13. Entrance Stairwell

Found Items: 20%

This blocked stairwell is the location of a makeshift “nest” of rubble and detritus constructed by a pair of Termagant Juveniles (treat as Drones with half HPs – see Statistics).

14. Security Point

Found Items: 10%

Traces of the original room remain here and there, but mostly this chamber has been thoroughly gnawed at and hollowed out by the Termagants. The exit to the south is actually some three meters up in the south wall, and must be reached by climbing (Climb roll, 1D6 falling damage if Fumbled).

15. The Turbine Room

Found Items: 10%

A corroded metal walkway runs around the outer two walls of this chamber, over a cistern of black, stagnant water and the shattered remains of turbines. The water is contaminated with Low level radiation (see below) which will affect anyone entering. The water is inhabited by the “Monster in the Water”, an enormous, mutated, frog-like beast which has recently entered from outside (see Statistics). The Monster will try to pull victims into the water; where they must make Swim rolls to continue fighting (see “Underwater Combat” on p234 of the Basic Roleplaying rules).

Beneath the water, in the muck on the cistern floor (a Spot roll to find whilst swimming), is a canister of radioactive goo which, if touched, exposes a character to POT 15 Acute radiation.

16. Old Corridor

Found Items: 40%

The floor of this chamber has been heavily burrowed out, so that it is now some 5 meters below its original level. Some of the original room remains against the north wall (near the door to 15). Entering the chamber from the west (via the passage from 14) requires Climb rolls to reach the

floor level; alternatively, characters may make Jump rolls to leap the 3 meter gap directly to the ledge by the door to 15; failure means a 5-meter fall for 1D6 damage.

The chamber is filled with rubble and garbage. It is currently occupied by a Termagant Centurion and 2 Phalanx (see Statistics) who are protecting the entrance to room 17. Note that the door to 17 must also be climbed up to. Characters fighting from the advantage of the ledges (original floor level) should use the “Superior / Inferior Positions” Spot Rule on p232 of the Basic Roleplaying rules.

17. Supply Room

Found Items: 1D6

This room houses the remains of old turbine plant supplies. The Termagant Savant Chik’Wir is currently searching this room, rifling the shelves and boxes. It is armed with a Laser Pistol (see Statistics). Note that Chik’Wir has a healthy dose of self-preservation, and whilst he will not hesitate to use his Centurion and Phalanx bodyguards to protect him, if faced with considerable opposition he will try to escape towards areas 19 and 20.

18. Food Store

Found Items: 35%

Two hoplites plus one centurion are in this cavern delivering new food animal carcasses from outside. A Spot roll will uncover human remains in this grisly chamber.

a.) At this point (and at the GM’s discretion) the PCs may detect pursuit from behind on a successful Listen roll. Blackscar the Slavelord and his Slavers have entered the Old Hydro complex at room 2 and are searching for their escaped slaves!

GM Note: This pursuit is intended purely as a fun plot device and should not disrupt the adventure. Ideally the Slavers will pursue the PCs into the Old Tubeway at 21, below, and a Tunnel Buggy chase will ensue!

b.) This is a secondary food store, also littered with offal and detritus. A Spot roll will uncover more human remains, but this time also the parts of a full suit of cuirbouilli armor, somewhat stained and a bit rotten in places, but still serviceable. Note that the slopes to the east and west from this chamber are gentle and do not require climbing.

19. Termagant Nest

Found Items: 25%

This large cavern is the main Termagant nest, and is home to four Termagant Drones, plus two Breeders (see Statistics) and their grisly hosts. There are five such hosts: three are animals, but two are instantly recognizable as slaves recently disappeared from the PCs’ camp. The hosts are “glued” to the cavern floor and walls by Breeder mucous, and are sluggish, barely conscious, but still alive,

and home to hundreds of Termagant eggs and larvae in the process of hatching. It is a nasty sight, and the PCs may want to put the hapless victims out of their misery... The Drones will defend the Breeders to the death.

20. Cooling Tower

Found Items: 10%

This is a huge, echoing, dripping chamber with a ceiling lost in shadow above. Most of the chamber is taken up by a circular pool of water, the remains of an ancient cooling tower recently tunneled into by the Termagants. The atmosphere is dark, and very creepy: seven Termagant Juveniles (treat as Drones with half HP) will ambush the PCs in this chamber, either dropping from the ceiling in the cavernous part of the chamber or emerging from the water and trying to drag victims under (see “Underwater Combat” on p234 of the Basic Roleplaying rules).

If anyone should make it to the bottom of the pool of water, there are 2D4 found items there awaiting discovery.

21. The Old Tubeway

Found Items: 20%

This large chamber will come as a shock to the PCs: it appears to be filled with strange Ancient artifacts, the fabled horseless chariots. These are Tunnel Buggies, and there are a number of them equal to the number of PCs +4. At least one of them does not function. To the east, a 6 meter wide smooth floored artificial tunnel heads off into darkness.

Each Tunnel Buggy can accommodate up to five human-sized individuals, including one “Driver”. Tunnel Buggies are relatively easy to Drive (Base Chance 30%), with a single starter button, throttle, and brake, plus a motorcycle-type steering system, and several of those left here since the Cataclysm still have enough power in their cells to operate.

GM Note: At the GM’s discretion, this chamber can be set up as the scene for a “Chase Sequence”, with the PCs being pursued by the Slavers in an exciting Tunnel Buggy chase. Allow the PCs several minutes to figure out the Buggy controls, then use the Basic Roleplaying chase rules as the Slavers pursue them east through the Tubeway, doubtless exchanging (wildly inaccurate) missile fire. The pursuit will probably end at 22, below, possibly with the PCs crashing into the Crippled Warbot – definitely caught between a rock and a hard place!

TUNNEL BUGGY

Rated Speed:	8	Hit Points:	40
Handling:	+10%	Crew:	1
Acc:	+2	Passengers:	3-4
Armor:	10/1	Cargo:	10
Size:	40	Complexity:	6

22. The Crippled Warbot

Found Items: 05%

Several kilometers east, the Tubeway is more or less blocked for Tunnel Buggy travel by a crippled yet still partially functional Warbot, “M-22”. With a large, robotic humanoid torso atop a tracked, tank-like chassis, this ancient Bot presents a formidable obstacle (see Statistics). M-22 is no longer able to move on its caterpillar tracks, but is nevertheless potentially lethal if subjected to a frontal attack. However, its Sensors are largely shot to pieces, and stealthy PCs should be able to sneak past on a successful Stealth roll (Opposed by the Warbot’s Spot skill). Enterprising PCs may also decide to ram the Bot with a high-speed Tunnel Buggy; treat as a Ram / Collide from the Basic Roleplaying “Vehicular Chase” Spot Rules.

23. Freedom!

Once past the Crippled Warbot, a few more kilometers along the Tubeway finally leads the PCs into blinding daylight and... freedom!

The Tubeway emerges into a wooded area on the edge of hills; a couple of wrecked Tunnel Buggies are heavily overgrown with vines and ivy. To the east rise heavily forested hills – the lands of the legendary Lords of Nograin, sworn enemies of the Slavers. The PCs are free at last!

Rules

Escape from the Slavelands makes no assumptions about which of the Basic Roleplaying rules the gamemaster will use. No optional rules are required for play, although for those gamemasters wishing for a more gung-ho post-apocalyptic game, the “Total Hit Points” optional rule (Basic Roleplaying p30) is recommended. In this case, Blackscar the Slavelord and Savant Leader Chik’Wir should also (at the GM’s discretion) use the Total Hit Point rules as major NPCs.

Radiation

Rather than attempting to realistically portray the miserable effects of radiation poisoning, Escape from the Slavelands uses a far more play-friendly version typical of the post-apocalyptic genre. Radiation is treated as a source of terrible, burning wounds, but in extreme cases, it is also capable of mutating those it affects. It is present in certain areas of the post-apocalyptic landscape: in ruins, ancient buildings, or even contaminating ancient technological devices. Merely being in a radioactive area or touching a contaminated object can irradiate a character.

Radiation sources possess one of the six Intensities given in the Basic Roleplaying rules. Each Intensity has a range of POTency, and a “Period”; each Period passed in contact with a radiation source exposes an individual to radiation of the given potency.

Example: Rik-Jad Burntface, mutant explorer, finds

a strange device in a ruined skytower of the ancients. Picking it up, he is exposed to High Radiation levels; on the table below, we see this equals 1D20 POT, with a 1-hour period. After 1 hour of carrying the device, Rik-Jad is exposed to 11 POT radiation (rolled on the D20); every hour thereafter, he will be exposed to another D20 POT radiation.

Radiation Intensity Table

Intensity	POTency	Period
Low 1-4	30 days	
Moderate	1-10	1 week
Medium	3-18	1 day
High 1-20	1 hour	
Acute 3-30	1 minute	
Fatal 5-50	1 CR	

Characters exposed to radiation must make a CON roll against the radiation's POT, with the following results:

- Success or above: the character successfully resists the radiation, and suffers no deleterious effects.
- Failure: the character is burned by the radiation, taking $\frac{1}{2}$ of the POT in general HP damage.
- Fumble: the character is badly burned by the radiation, taking general HP damage equal to POT. Characters surviving the exposure have a POW x1% chance of spontaneously developing a new mutation (roll randomly) over the next 1D6 days.

FIGURING OUT ARTIFACTS

PCs finding Ancient artifacts in the Old Hydro complex will not automatically know what they are or how they function. In order to successfully use an Artifact, a PC must first "figure it out" using the following procedure.

Each item has a "Complexity Score", usually ranging from 0 to 20 or more; the higher the Complexity, the more difficult the item is to figure out. For every minute a character spends attempting to figure out an artifact, make an INT vs Complexity roll on the Resistance Table, with the following results:

- Critical Success: The character figures out something major about the item. Reduce the item's Complexity by 1D3+3 points.
- Special Success: The character figures out a significant function of the item. Reduce the Complexity by 2D3 points.
- Success: The character figures out a minor function of the item. Reduce the Complexity by 1D3 points.
- Failure: The character figures out nothing of significance about the item, but may continue to make rolls.

- Fumble: Disaster! If the artifact is hazardous, the character has injured himself in some way (ie shot himself with a pistol, pulled the pin out of a grenade, etc). Otherwise, the character is utterly stumped by the artifact and can make no further progress figuring it out; no further rolls are allowed.

Once the item's Complexity has been reduced to 0, the character has "figured it out" and may henceforth use the item normally.

Statistics

The following section provides full write-ups for all of the creatures and NPCs encountered in Old Hydro. Where appropriate, the Die Rolls used to calculate Characteristics have been included in parenthesis after the actual figure to allow GMs to roll up further examples of these creatures.

The Slavers

Blackscar and his henchmen are typical Slavers: violent, cunning, and cruel. Happily, none of them except Blackscar are particularly bright, so they can be outsmarted with a modicum of effort. Remember that the Slavers will know the PCs personally, which only makes their murderous intentions all the more terrifying: the PCs know what these deranged psychopaths are capable of!

Blackscar the Slavelord

Blackscar is a thoroughly unappealing character – the biggest bully and psychopath in a society filled with them. His lips are curled in a perpetual sneer, his lank, long, greasy black hair plaited and bound with beads and knuckle bones, his eyes burning bright and cruel.

Blackscar rules his slavers and his slaves with equal amounts of terror and extreme violence, and is ruthlessly efficient. He would like to bring back the escapees alive to make them face a terrible death before the assembled slaves, but failing that he will make do with their bodies...

STR	18	(3D6)	Move	10
CON	17	(3D6)	Hit Points	17
SIZ	16	(2D6+6)	Major Wd	9
INT	14	(2D6+6)	Dmg Bonus	+1D6
POW	12	(3D6)		
DEX	15	(3D6)		
APP	12	(3D6)		

Armor: 3-point cuirbouilli

Attacks: Assault Rifle 50%, 2D6+2 (impaling), 90m

Grapple 55%, Special

Skills: Command 60%, Dodge 45%, Speak (Slaver) 70%, Stealth 44%, Strategy 38%

Possessions: Assault Rifle plus 50 rounds of ammo.

Begg, Barlo, and Steele – Three Slaver Warriors

Three Slaver warriors accompany Blackscar the Slavelord

in the “pursuit team”. Begg, Barlo, and Steele are cruel and vicious henchmen who view the pursuit as a combination of holiday and free-for-all bloodbath. Begg underneath has a streak of self-preservation which might cause him to be cautious, but the others are wild-eyed psychos who will take insane risks in the thrill of the chase.

STR	15	(3D6)	Move	10
CON	14	(3D6)	Hit Points	14
SIZ	14	(2D6+6)	Major Wd	7
INT	10	(2D6+6)	Dmg Bonus	+1D4
POW	10	(3D6)		
DEX	10	(3D6)		
APP	8	(3D6)		

Armor: 2-point hard leather

Attacks: Morningstar 42%, 1D10+1+db (crushing)

War Maul 43%, 1D10+2+db (crushing)

Round Shield 40%

Skills: Dodge 32%, Speak (Slaver) 50%, Spot 29%, Stealth 31%

Possessions: Begg: Morningstar and Shield

Barlo: War Maul

Steele: War Maul

THE TERMAGANTS

No one knows when or where Termagants first appeared: there are stories of giant, monstrous bugs in the radioactive ruins of the Ancients’ cities dating from as far back as the Long Dying, but it is likely their intelligence is a far more recent phenomenon, probably caused by the same mutation bomb which gave rise to the Plague Coast and the Domain of Second Strike a century ago.

Termagants exist as a sort of “hive intelligence”, and there are many different types, each fulfilling a different role in the hive. They share some general characteristics: they are huge bugs, roughly man-sized or larger, with tough chitinous exoskeletons and powerful mandibles. Some are adapted to burrowing, some to combat, and some to thinking and planning the defense of their hives. It is these latter which are the most dangerous of all.

Centurion

The Centurion belongs to a warleader caste subordinate only to the Savants and Breeders. It is generally found in units of one or two individuals, leading a group of Phalanx in pursuit of intruders or coordinating the actions of Hoplites in defense of the Hive.

They possess a high level of animal cunning and a rudimentary telepathic ability rather than any real sentience; the Savants are the only Termagants who show

intelligence at a level even comparable to human norms.

The Centurions are physically similar to the Phalanx, although they possess two heavily armored forelegs ending in cruelly barbed yet reasonably manipulative claws, often used to wield non-technological weapons provided by the Savants. The most distinctive thing about the Centurion, however, is the huge, scorpion-like stinger tail which arcs high over its back. This is capable of delivering attacks to opponents to the front and sides of the Centurion, which in addition to the savage wounds caused by the barbed stinger also injects a fast-acting paralyzing venom. Because of this ability to incapacitate rather than slay their opponents, the Centurions are often employed by Termagant Savants to capture new hosts for the Breeders of the Hive.

STR	14	(4D6)	Move	10
CON	14	(4D6)	Hit Points	14
SIZ	13	(2D6+6)	Major Wd	7
INT	7	(fixed)	Dmg Bonus	+1D4
POW	11	(3D6)		
DEX	13	(2D6+6)		

Armor: 6-point chitin

Attacks: Long spear 38%, 1D10+1+db (impaling)

Claws 47%, 1D6+db (bleeding)

Stinger 36%, 1D8+poison (impaling)

Skills: Climb 67%, Command 47%, Dodge 31%, Hide 41%, Stealth 59%

Powers: Mutations:

- Venomous Sting (POT 2D10 paralyzing venom)
- Group Intelligence (minor)
- Increased SIZ
- Increased STR

DRONES

The Drone is the most common type of Termagant in a Hive, though for obvious reasons one of the least commonly encountered outside it. Usually coordinated by the telepathic commands of a Savant or shepherded from place to place by one or more Centurions, the Drone is generally a docile and unintelligent creature which in most cases will go about its assigned tasks regardless of what is happening around it – although if cornered and attacked they will defend themselves.

The Drone resembles a huge termite, human-sized, with rudimentary manipulative forelegs and constantly moving mandibles. In color they range from dull grey to pallid white; if attacked they defend themselves with foreclaws and spittle, projecting a weak yet pungent

formic acid up to 2 meters.

Although not a formidable foe, they can be a serious threat when encountered en masse.

STR	14	(4D6)	Move	10
CON	10	(3D6)	Hit Points	11
SIZ	12	(3D6)	Major Wd	6
INT	3	(fixed)	Dmg Bonus	+1D4
POW	10	(3D6)		
DEX	9	(2D6)		

Armor: 2-point chitin

Attacks: Claws 32%, 1D4+db (bleeding)

Acid Spit 33%, Weak Acid, 2m

Skills: Climb 68%, Dodge 29%

Powers: Mutations:

- Acid Spittle
- Group Intelligence (minor)
- Increased SIZ
- Increased STR

HOPLITES

The Hoplite is the most heavily armored of the Termagants, principally evolved to defend the hive against intruders. It is a huge, helmet-shaped beetle with a dull black or green chitinous carapace, six main legs and two heavily specialized forelegs capable of grasping, tearing, and cutting intruders. Two impressive mandibles complete the picture.

In combat Hoplites rush upon intruders, placing themselves between their opponents and the part of the hive they are protecting. Although ferociously aggressive, they will not pursue fleeing intruders beyond the boundaries of the nest. When faced with a real threat, a Hoplite will prefer to engage a single opponent exclusively.

STR	16	(5D6)	Move	10
CON	14	(4D6)	Hit Points	16
SIZ	18	(3D6+6)	Major Wd	8
INT	4	(fixed)	Dmg Bonus	+1D6
POW	10	(3D6)		
DEX	14	(4D6)		

Armor: 8-point chitin

Attacks: Pincers 59%, 1D8+db (impaling)

Mandibles 45%, 1D6+db (bleeding)

Skills: Climb 49%, Dodge 42%

Powers: Mutations:

- Natural Armor
- Natural Weapons
- Group Intelligence (minor)
- Increased SIZ

- Increased STR

Phalanx

The Phalanx are the shock troops of the Termagants. They sally forth whenever the nest is threatened to engage intruders and, if necessary, go to great lengths to track down and destroy them. They are dogged and determined pursuers.

The Termagant Phalanx resemble a cross between a termite and a praying mantis. Six strong legs arranged bilaterally down the torso provide motive force, whilst two grossly elongated forelegs ending in cruelly barbed scissor-like pincers provide offensive capability at a reach of up to two meters. Whilst the Phalanx do not possess the armored carapace of the Hoplites (see above), their black-green chitin nevertheless provides respectable protection from impact and cutting blows.

STR	16	(4D6+2)	Move	12
CON	14	(4D6)	Hit Points	16
SIZ	18	(3D6+6)	Major Wd	8
INT	6	(fixed)	Dmg Bonus	+1D6
POW	11	(3D6)		
DEX	14	(4D6)		

Armor: 4-point chitin

Attacks: 2x Scything pincers 60%, 2D6+1 (bleeding)*

* long-reach weapon

Skills: Climb 56%, Dodge 27%, Listen 65%, Stealth 39%, Sense 52%, Spot 52%, Track 78%

Powers: Mutations:

- Natural Weapon
- Natural Armor
- Group Intelligence (minor)
- Increased SIZ
- Increased STR

SAVANTS

The Savants are the leader caste of a Termagant Hive. Possessing full sentience and intelligence levels similar to and occasionally exceeding human norms, they are a formidable foe.

The Savant resembles the Drone, although physically weaker, and possessing an enlarged head seemingly too large for its body. A Savant is instantly recognizable amongst any group of Termagants.

Because of their high intelligence and manual dexterity, Savants are often armed with the best weapons the Hive can provide – even up to ancient technology. Additionally, Savants may often have offensive mutations.

Chik'Wir the Smart

Chik'Wir the Smart is one of the rare Termagant Savants and the ultimate leader of the Old Hydro hive. Whilst his mindset is very alien, his motives are not: he will do what he has to do in order to protect his hive. He has no hatred of humans: he will try to avoid the strongest, and take the weakest to feed his family; but if necessary he will negotiate with the PCs (or even the Slavers) in his halting speech to achieve his ends. There is no compassion or empathy in Chik'Wir, only a cold insect intelligence desiring to see his hive prosper, and a willingness to do anything to make that happen.

STR	7	(2D6)	Move	10
CON	11	(3D6)	Hit Points	11
SIZ	11	(3D6)	Major Wd	6
INT	14	(2D6+6)	Dmg Bonus	-
POW	15	(3D6)		
DEX	18	(2D6+6)		

Armor: 2-point chitin

Attacks: Laser Pistol (x3) 49%, 1D8 (impaling), 20m

Skills: Climb 45%, Command 55%, Dodge 46%, First Aid 44%, Sense 65%, Speak Language (Slaver) 15%, Speak Language (Nograin) 15%, Strategy 44%

Powers: Mutations:

- Group Intelligence (major)
- Hands
- Natural Armor
- Increased STR
- Increased SIZ
- Increased INT

Possessions: Laser Pistol (15 charges from maximum 20) plus spare energy cell (10 charges from maximum 20).

BREEDER

Breeders are the rarest of the Termagants. Looking like a huge and bloated maggot, the Breeder leads a passive and immobile life for the most part, producing eggs and tending the hosts which the other Termagants provide.

STR	24	(6D6)	Move	2
CON	16	(4D6)	Hit Points	23
SIZ	30	(10D6)	Major Wd	12
INT	2	(fixed)	Dmg Bonus	+2D6
POW	10	(3D6)		
DEX	3	(1D6)		

Armor: 2-point rubbery flesh

Attacks: Trample 26%, 1D6+db (crushing)

Skills: Breed 90%

Powers: Mutations:

- Group Intelligence (minor)

- Increased STR

- Increased SIZ

The Bots

The Bots in Old Hydro are in the grand post-Apocalyptic tradition: they are all obviously metallic automata, roughly humanoid and man-sized (sometimes larger), with “eyes”, “ears”, and “mouths”. Almost all have arms and hands, although some have caterpillar-tracked chassis or wheels instead of legs. Bots are programmed to respond to humans and to obey them within the limitations of their programming (this may not mean much when facing a Security or War Bot, however...); since the Cataclysm, however, mutation and radiation have stretched the definition of “human” somewhat, and Bots today may no longer recognize individuals such as the PCs as human. This may cause no end of trouble...

Maintenance Bot

Uses the Basic Roleplaying “Utility Robot” statistics. The Maintenance Bot can be given broken items and commanded to fix them: within Old Hydro, assuming access to the equipment stores at 10, repairs can be effected 50% of the time, requiring 1-100 hours per repair.

STR	13		Move	8
CON	19		Hit Points	15
SIZ	11		Major Wd	8
INT	11		Dmg Bonus	-
POW	7			
DEX	10			

Armor: 4-point plating

Attacks: Power tool 34% 1D6 (bleeding)

Skills: Fine Manipulation 95%, Repair (Electronics) 95%, Repair (Mechanical) 95%, Technical (Bot Subsystems) 47%

Possessions: Power tool can be detached on a successful Fine Manipulation roll; its power cell contains 20 charges. A Fumble destroys the item.

SECURITY BOT

Derived from the Basic Roleplaying “Utility Robot” statistics.

STR	18	(3D6+6)	Move	10
CON	19	(2D6+12)	Hit Points	17
SIZ	14	(4D6)	Major Wd	9
INT	12	(3D6)	Dmg Bonus	+1D4
POW	7	(2D6)		
DEX	12	(3D6)		

Armor: 4-point plating

Attacks: 2x Laser Rifle 41%, 2D8 (impaling), 100m
 1x Stun Rifle 67%, 2D6 Stun (knockback), 50m
 Skills: Command 47%, Knowledge (Ancients) 25%,
 Listen 47%, Persuade 62%, Speak Language (Ancient)
 60%, Spot 64%, Stealth 44%, Technical (Electronic
 Security Systems) 47%, Track 54%
 Possessions: Laser Rifles and Stun Rifle can be
 detached on successful Difficult Fine Manipulation roll.
 A Fumble destroys the item.

M²² THE CRIPPLED WAR BOT

The crippled War Bot has a large robotic humanoid torso atop a caterpillar-tracked tank chassis. It is no longer able to maneuver, and many of its sensors no longer operate properly. Nevertheless, its weaponry still functions effectively. Derived from the Basic Roleplaying "Killer Robot" statistics.

STR	38	Move	0
CON	26	Hit Points	32
SIZ	38	(4D6+24)	Major Wd 16
INT	13	Dmg Bonus	+4D6
POW	7		
DEX	11		

Armor: 10-point dented and corroded plating
 Attacks: Bash 32%, 1D6+db (crushing)
 2 Plasma Rifles 37%, 2D10+4 (impaling), 70m
 Sonic Rifle 49%, 1D3+2 (knockback), 50m
 Skills: Command 45%, Listen 26%, Speak Language
 (Ancient) 65%, Spot 25%
 Powers: Robotic / Super Powers:
 - Super Senses (Infrared Vision, Super Hearing, Super
 Vision, Ultrasonic Hearing) 5

Possessions: Plasma Rifles and Sonic Rifle can be detached on a successful Difficult Fine Manipulation roll. Any Failure causes the items to melt down into unusable slag (anti-tamper device); identifying the anti-tamper device requires a Technical (Bot Subsystems) roll, followed by a Difficult Technical (Electronic Security Systems) roll to deactivate.

THE MONSTER IN THE WATER

A giant, mutated, froglike creature which lurks in ambush underwater and tries to snare prey with its tongue and drag them beneath the surface.

STR	19	(5D6)	Move	8 swim
CON	15	(4D6)	Hit Points	18
SIZ	21	(5D6)	Major Wd	9
INT	2	(fixed)	Dmg Bonus	+1D6
POW	10	(3D6)		
DEX	11	(3D6)		

Armor: 4-point rubbery skin
 Attacks: Tongue 40%, 1D6+db (crushing)*, 5m
 Bite 47%, 1D8+db

* Counts as a successful Grapple. Next round, roll STR vs STR for the Monster to drag the target into the water where it can bite and where Drowning rules apply.

Skills: Dodge 26%, Hide 74%, Sense 62%, Stealth 42%

Powers: Mutations:

- Natural armor
- Natural weapon
- Increased SIZ
- Increased STR

THE TENTH ADVENTURE: TERROR AT 6666 FEET

BY MATT STEELE



Terror At 6666 feet is a B-Movie/Grindhouse modern-day horror/sci-fi/comedy double feature, with intermission. Both 'movies' can be played as campy PG-13 creature features, gritty R-rated exploitation films or a combination of both. It can be run as a single 8-9 hour marathon or two 4-5 hour sessions.

Optional Rules

Terror at 6666 Feet uses these Optional Rules:

Sanity – Pg. 318.

Initiative – Pg. 188

RESORT OF THE DAMNED FILMED IN TERRORAMA™

PLAYER INFORMATION

The brand-spanking new Jasper Grand Resort is due to open for an upcoming holiday weekend (Memorial Day, Labor Day, Etc). The Jasper's nestled deep in the Sierra Nevada Mountains north of Lake Tahoe, along the border of California and Nevada at an elevation of 6666 feet.

The characters are all from the San Francisco Bay area and have received an invitation to come and stay at the Jasper Grand for a free "shakedown weekend" one week prior to the official opening. Most of the characters can't afford to stay at a fancy up-scale resort. A weekend of free food, massages, spa and low-priced drinks is tempting. All they're required to do is spend the weekend and fill out some feedback forms. Even if staying at a deluxe resort isn't tempting enough, each of the characters has good reason to want a weekend away from their everyday lives.

See the Character Descriptions for details.

The weekend is sponsored by Happy Ways Resorts. The characters are to meet at a private hangar at San Francisco International Airport. From there they'll be flown by private jet to Lake Tahoe.

CHOOSING CHARACTERS

While it is possible for the Players to create characters for this adventure, it's best if they play the pre-made characters designed for the adventure. Tell them as little about the characters as possible – name, age and profession. In B-Movie tradition, the characters are stereotypes, though flawed. Part of the initial fun for the Players is the discovery of the true nature of their characters when they read the full character descriptions. The descriptions as well as some unexpected skills provide details for more nuanced roleplaying.

There are ten characters in this adventure. The GM will have to play all of the characters not chosen by the Players. These characters will be referred to as Major NPC's. Not all of the characters are expected to survive the adventure. If a character dies, offer the Player one of the Major NPC's.

GAMEMASTER INFORMATION

The Jasper Grand Resort is a joint project between the US Department of Defense and Happy Ways Resorts. It's designed to be a deluxe resort for high-level, sensitive (ie secret) negotiations and/or military planning sessions. For this reason, the hotel can be locked-down to restrict entry and exit. It runs as a typical resort unless the D.O.D.

needs it. During military activity, a select staff runs the place. For the shakedown weekend, a normal staff is in place, along with a number of “liaisons” from Happy Ways.

Located deeper in the mountains is a top-secret military research base. The troops from this base can be quickly deployed to the Jasper in the case of a lock-down situation - an event that will happen at the end of the opening feature.

Dr. Green, an overzealous and insane scientist from the base is going to conduct an unauthorized experiment on the guests at the Jasper. The characters are one of several Control Groups in this nefarious plot. The results of the experiment are described in the Bitter Almond Dessert section.

FLAVOR

Plot and motivation are secondary considerations and you should feel free to drive events forward with a general disregard to plot details. Keep it moving, lest the audience discover how stale their popcorn is. It's more important for the characters to have interesting, exciting moments than for the story to progress logically.

Descriptions given to the Players should be in B-Movie terms. When they fly into the Lake Tahoe Airport, have them imagine a badly lit miniature plastic airplane flying through fake clouds. Hold up your hand, bank it around in front of you and make airplane noises. Maybe the Jasper has a poorly rendered glass painting of the Sierra's behind it. Frame shots for the players. Use slow motion, extreme close-ups and encourage overblown actions from the characters. Reward them with success when they act in this way. When you go from one location to another, describe how the 'scene' opens.

CHARMED™™ SURE

In cheesy horror films, one or two characters lead charmed lives, usually the chaste girl and her virgin boyfriend. In *Terror at 6666 Feet* two characters, Bob Plant and Professor Rex Reason have the Electronics Skill. This skill is needed to defeat the Green Menace in Part 2 of our double feature. The GM should scale threats to these characters accordingly. In addition, Dawn Anderson's Pistol Skill and Dr. Forrest Tucker's Shotgun Skill will give the characters a fighting chance in the Resort of the Damned. It's best if one of these is a Player Character at

the beginning of the adventure.

MISSING REELS AND JUMP CUTS

If, at any time, the adventure seems to lag, you can announce that there's a break in the film. The theater lights come up along with a slide, which reads ONE MOMENT PLEASE. You can use this time to take a break in the action or wait a moment and restart the movie by describing what's happening to the characters when the film resumes. This Jump Cut is a result of the harried projectionist cutting and splicing the film in a hurry to get it going again. Drop the characters into something interesting and you're back on track.

If the game's running long, wait for a natural end to a scene. Then go to a new scene - one that takes place say, 20 minutes later in the film. Tell them what happens next and drive forward from there.

By using these techniques, the GM acts as Director, Editor and Projectionist of the movie. Break out a big bowl of last night's popcorn. Turn down the lights...

ARRIVING AT THE HAPPY WAYS HANGAR

The first few scenes provide fun roleplaying and little or no die rolling. Encourage these interactions to be over the top as they set up how the characters will interact with each other under pressure - and there's going to be lots of pressure. Encourage animosity between some characters and bonding or at least attraction between others.

Happy Ways Resorts has a private hangar at San Francisco International Airport (SFO). They're flying out on a Friday and returning Sunday night. Ask them if they're bringing everything in the character description. Inform them that on a private plane, they can likely bring anything they want. Asking this question will provide the Players with the first indication that everyone on the trip likely has something to hide.

The flight is scheduled for 4 P.M. It is recommended that characters arrive half an hour prior to take off. Ask which characters arrive early, which right on time, and who arrives late. How early are the over achievers? How far do the latecomers push “fashionably late”?

Have the Players give a brief description of their character's appearance as they arrive. Do they come in a cab? A Car? On a motorcycle? How much luggage do they have?

How many changes of clothes did they bring for a 3-day weekend?

The initial character introductions and roleplaying during the Welcome Aboard! section will tend to make the Resort of the Damned portion of the adventure play a little longer than the Green Menace portion. Keep this in mind if you're running the adventure in multiple sessions.

ERIKA ST CLAIR

At the hangar, Eriká St. Clair greets the characters. She's a bouncy, bubbly, light-headed blonde co-ed. Her head tilts from side-to-side as she talks in a voice so cheery and sugar-sweet that it nearly gives people cavities. Eriká gives the speech below as each character arrives.

"Hi! I'm Eriká St Clair. We at Happy Ways Resorts would like to thank you very much for joining us. We have a fun and exciting weekend in store for you. Keep in mind that this is a training exercise for the staff at our newest jewel, the Jasper Grand. All activities, food and non-alcoholic beverages are free of charge all weekend. Alcoholic beverages can be purchased at substantially reduced prices. Of course, you're welcome to tip any of the staff as you see fit.

Your feedback is very important to us. Please take the time to discuss any aspect of your stay, pro or con with any of the Happy Ways liaisons. We're wearing these beautiful forest green t-shirts with the Happy Ways logo on it (she puffs out her ample chest for emphasis). Let any of us or the hotel staff know if you need anything (with a provocative, conspiratorial wink) and I do mean anything.

(Eriká waves at an attractive brunette co-ed wearing a tight Happy Ways t-shirt) This is Becca. She'll be helping us out this weekend. If for any reason, you can't find me, Becca's just as good. (The characters notice a slight twitch in Becca's otherwise perfect smile). We'll be boarding shortly. Can I get you a drink?"

The hangar contains a lounge not unlike a trendy hotel lobby. Becca tends bar and Eriká floats around welcoming new arrivals. Find out what people want to drink. Luggage can be left outside and will be loaded on the plane. They characters are welcome to take any portion of their luggage as carry-on.

WELCOME ABOARD!

Ever the buoyant hostess, Eriká acts as the flight attendant. She tells people that they can sit anywhere they like. There are 4 rows of seats on the plane, two seats on each side of the aisle. The seats in rows 1 and 2 face each other, as do the seats in rows 3 and 4. This means that some characters will have to sit next to and/or facing others. Ask who gets on the plane first and where they sit. Intersperse the seating of the Major NPC's with the Player Characters.

On takeoff characters that make a successful Sense check detect an odd Cinnamon/Lime odor. The smell fades quickly and there's no explanation for it. Neither Eriká nor Becca smell anything. See the Bitter Almond Dessert section for an explanation.

Once the plane's airborne, Eriká will make the following announcement:

"Welcome aboard! We'll be in the air for an hour. There are already several groups ahead of us. There's the Happy Deer group, the Happy Eagles and others. Our group is the Happy Beavers (smile, wink). The only requirement of being a Happy Beaver is that we'll all be having dinner together tonight. Dinner's at 7. Now, Becca's going to hand out a round of drinks while we get to know each other.

Hi! I'm Eriká! I'm studying Hotel Management at UNLV. I live in Las Vegas and enjoy travel and meeting new people. This summer, I'm working as an intern with Happy Ways Resorts."

Pick the Player who's the most extroverted - probably the one who boarded the plane first. Eriká turns to them:

"So, Bob, tell us a little about yourself. Where are you from? What do you do for a living? Have you been to Lake Tahoe before?" Etc.

Goad, tease, and entice all of the Players to getting into character through these introductions. Push if you have to, but not to the point of being impolite. Eriká tries to find things in common between the characters. She'll use any clues she can to get the group to bond. Did they order the same drink? Do they wear similar clothes? Do they have related hobbies? Let the characters talk and give everyone a chance to be in the glaring spotlight. Once you've gone around the table, do a brief introduction of the Major NPC's. Use the NPC's to create other bonds.

Don't forget that one of the Player Characters, Wendy Greer, is a bit of a local celebrity. Point out that she looks familiar if her Player doesn't mention it or if she's one of the Major NPC's.

THE JASPER GRAND

The characters fly into Lake Tahoe Airport and take a shuttle to the resort. The ride takes 1/2 hour up twisting roads. Characters who have been drinking will have to pass a Stamina check to avoid feeling queasy. If anyone Fumbles, they need to grab a barf bag.

The Jasper's in a remote location – perfect for a 'private' get-away. The shuttle bus pulls into a circular driveway around a wildflower packed meadow. Upon arrival at the Jasper, Eriká reminds them, " Don't forget, dinner with your fellow Happy Beavers in half an hour. Have a great weekend and be sure to let Becca and I know if you need anything – anything at all."

The Jasper Grand Resort is 4 stories tall, plus sixteen suites on the fifth floor (referred to as the "Suite Sixteen" by the hotel staff and Happy Ways liaisons). A chevron-shaped building, the East and West wings lead off at 30° from the 2-story lobby. The point of the chevron is flattened by four sets of glass double doors. Above the lobby is the unfinished Hunter's Lodge. The Lodge's 2-story tall tinted windows look south into the pine forest below. Only the suites have a view of Lake Tahoe. Rooms at the back of the hotel have a view of the mountains rising to the north as well as the pool, hot tubs, tennis courts and garden area that makes up the courtyard. Hiking/jogging trails lead to a nearby meadow and into the woods.

The spacious ground floor lobby is decorated in a combination of modern and rustic styles. A circular fireplace dominates the center of the lobby. Set into a sunken lounge area, the gas fed fireplace is surrounded by padded chairs and curved loveseats. A wooden mantle wraps around the river rock chimney. Modern stone and metal sculptures rest on the mantle.

To the left of the fireplace are the Sierra Winds Restaurant and the Cliff Face Lounge. The Sierra Winds is a sprawling collection of polished wood and gleaming metal. No two tables or chairs are alike. It sits on a raised area, two steps above the lobby floor. The 4-star kitchen serves the Sierra Winds as well as nearby banquet rooms. The Cliff Face rests four steps higher than the restaurant. Its oval bar seems to be built out of a single piece of granite and

resembles a rough cliff. Situated at the back of the lobby, it serves guests both in the lobby and poolside.

Right of the fireplace is the Front Desk. Next to that is the Gift Shop, already stocked with Lake Tahoe swag.

The remainder of the ground floor contains the hotel offices, facilities, onsite living quarters, as well as a 24-hour spa, gym, and meeting rooms. There are no guest rooms on the first floor. Two banks of elevators serve the upper stories, terminating at each end of the fifth floor. Floors 2-4 contain 31 rooms in each wing – 16 face the front and 15 face the back. A hallway leads from the elevators between the front and back rooms.

CHECK IN

The Jasper bustles with activity as the characters enter the elegant lobby, ushered in by a pair of doormen. Bellhops move to assist the new arrivals. Attractive, young Happy Ways liaisons rush about. Guests mill around. There's no one under 18 in sight.

Walk a couple of the characters through the check-in process. On a successful Idea check, they'll notice that the staff is competent, well mannered, youthful, eye-catching and predominantly female. They're all eager to please - perhaps overly so. All have nametags and the management seems to hire certain Eriká-like 'types'.

The characters are booked into the Suite Sixteen, rooms 500-516. Corey, the Desk Clerk, will make special note of this fact. "Ah, you're in the Suite Sixteen. Lucky you. Phenomenal view. You can see the lake from up there."

Corey notes, "Feedback Forms and Suggestion Boxes are located in guest rooms, the front desk, the Sierra Winds Restaurant and the Cliff Face Lounge. We truly value your input. Let us know what we can do to make your time with us truly satisfying. Enjoy your stay."

Mix & match who gets which room, some in back and some in front. Characters who are hitting it off might get adjoining rooms. Alternatively, characters that get on each other's nerves could be placed in adjoining suites. Major and regular NPC's fill the other suites. The Jasper's 'Sold Out' for the weekend, so characters cannot be moved. Of course, they can trade amongst themselves.

THE SUITE SIXTEEN

The block of suites sits on the roof aligned parallel with the lobby doors. Eight rooms face the valley. The other eight look up at the mountains. A hallway separates the front and back suites. Four elevators serve the suites, two at each end of the hall. Stairs next to each elevator provide alternate access.

Just inside the door of each suite is a closet. Beyond the closet is a large bathroom. A California King bed dominates the spacious bedroom area. Amenities include a TV cabinet, armoire, dresser and nightstands.

A wet-bar separates the bedroom and living areas. The living area contains a mini-fridge, loveseat, table and chairs for 4 as well as a desk. Sliding glass doors open onto a railed deck. The view is breathtaking. Heavy curtains can be drawn across the glass doors.

The suites are in pairs that mirror each other in layout. A lockable door joins mirrored suites. The suites are well insulated for sound.

THE HUNTERS LODGE

Above the lobby, the Hunters Lodge is still under construction. Entry is only possible on the 3rd floor. Waiting areas outside of the Lodge are appointed with comfortable chairs and coffee tables. Locked heavy wooden doors and yellow DO NOT ENTER – CONSTRUCTION SITE tape prevent guests from entering. Anyone looking through the tiny head-height windows in the doors sees what will be a bar and grill designed to resemble a grand hunting lodge. It won't be ready for months. Construction equipment and supplies are arranged neatly along the sheet-rocked walls. Two-story tall tinted glass windows provide a spectacular view of the treetops and meadow below.

SETTLING IN

Ask what the characters are doing in the half-hour before dinner. Shower? Change clothes? Unpack? Visit the bar? Go for a walk? Enjoy the view? Set a Spa time? How about an in-room massage?

Room service is unavailable until 10PM. All guests are gathering in the Sierra Winds for dinner.

COME AND GET IT!

The next scene opens with the characters seated at the Happy Beavers' table. Don't ask them if they're there. They're there.

There are sixteen chairs around a circular table. If anyone brought a date, there's a seat for them. Eriká and Becca sit opposite each other. Hors d'oeuvres are on the table. The menu's extensive and pricey. Eriká reminds everyone there's no charge, but they are allowed to tip. She also points out nearby feedback forms and suggestion boxes.

Other groups of guests and their liaisons fill the rest of the table. Some of them have come directly from the pool, wearing little more than bathrobes.

THE MANAGEMENT

As the last guests sit, the crowd of over 200 quiets and a distinguished fellow stands at a table in the center of the Sierra Winds.

Hello, my name is James Watson. I'm the manager of the Jasper Grand and on behalf of myself, our entire staff and everyone at Happy Ways Resorts, I'd like to welcome you. I know you must all be starving. I certainly am, so I'll keep this brief.

This is a special weekend for all of us and we can't thank you enough for joining us. These three days are all about you - your needs, your comfort and how we at the Jasper Grand can best cater to you. As you've probably heard by now, there are feedback forms and suggestion boxes scattered throughout the hotel. I welcome you to share any thoughts that come to mind. After all, we're here to listen to you. Please speak to any of the resort staff or Happy Ways liaisons if you're not receiving the attention that you require. Have a safe and pleasant weekend.

After the manager sits there's applause as the wait staff spreads out through the restaurant.

The food is top-notch and the service excellent. The desserts are to die for, more or less.

As people begin to drift away, the Happy Ways crew shifts into high gear, introducing people and promoting the hotel services. Clothes begin to come off in the hot tubs. It becomes clear that a "massage" is a euphemism for something else. Though it is possible to get a standard, high-quality massage. It's also apparent that the hotel staff and Happy Ways liaisons are available for after-hours

'activities'. Once this trend starts, the situation degrades quickly.

There's no guarantee that any of the other guests will be interested in connecting with the characters. This makes for some interesting roleplaying. Find out to what degree the characters participate in various activities. Depending on the rating of your movie, fade out whenever it's appropriate.

BITTER ALMOND DESSERT

The next sequence opens in the middle of the night. All of the player-characters are asleep in bed. Ask what the characters are wearing. Pick one who brought an NPC 'companion' to their room. In the unlikely event that no one chose to have a companion in their room, tell them they were seduced. The character wakes to their companion in the throws of a violent seizure next to them.

The stench of bitter almond mixed with rancid milk and vomit fills the room. Characters who make a successful Chemistry check will associate the bitter almond smell with Cyanide poison. The other smells make no sense with cyanide.

There's a complex organic compound at work here. It's designed to make Super-Soldiers who can take massive damage without going down. The substance in the air is a chemical compound that contains the cyano group. That's as much real science as you're going to get. Nothing that any of the characters have or can acquire at the hotel will counter the compound.

The compound's unstable and results in turning the Test Subjects into flesh hungry zombies. Fortunately for the characters, they're one of several Control Groups in this experiment. Remember that Cinnamon/Lime odor on the airplane? It neutralized the test compound. They won't turn into zombies - for now.

ARE YOU OKAY?

Suddenly the seizures stop. The NPC lies still. Wait to see if the character approaches or touches the NPC. After a tense moment, chalky white muculent fluid spews out of the NPC's mouth. Their eyes snap open. Solid white orbs stare upward. They lurch at the character in a clear attempt to grab (Grapple) and Bite them.

Note that a zombie will typically Grapple on one round

and then Bite on the next. If no one gets bit early on, go straight to the Bite. Otherwise, Grapple then Bite.

The shock of being face-to-goop dripping face with a zombie requires a Sanity (SAN) Check. The SAN loss is 1/1d6+1. Every new zombie encounter requires a SAN Check. Once a character succeeds in 7 SAN Checks, they've grown accustomed to seeing zombies and no longer need to make SAN Checks. Characters that lose 5 or more SAN points as the result of a single failed SAN Check go Temporarily Insane (Pg 321). As this is B-Movie madness, use the Short Temporary Insanity, "Snap Out of It!" and Insane Insight rules (Pg 322). "Shoot 'em in the Head!" is the most likely Insane Insight a character will receive.

Use the stats on Page 350 for all zombies in the Resort of the Damned. Because these are super-soldier zombies, all weapons do minimum damage to any hit location other than the head. You can use the hit location table on Pg 190 to determine if an attack strikes the head. Hits to the head do normal damage. Any combination of 5 or more points of damage to the head kills a zombie.

Alternately you can rule that Critical Successes hit the head and kill the zombie. Special Successes hit the head and drop the zombie. However, like a good B-Movie monster, it gets up on the following round, though it cannot attack in the round that it rises.

Once the characters learn that the head is vulnerable, they may wish to target that location. See the rules for Targeting a Specific Area on Pg 213.

In this initial encounter the zombies will always act before the characters. After all, the characters were asleep. Resolve one combat round and then move to another Player.

Not everyone should wake up next to a zombie. Perhaps the zombie's in the bathroom. Maybe it staggers in from an adjoining room. There might be one in the hall that thumps on the door and groans out the character's name over and over. A Major NPC could burst in, chased by a drooling, snapping zombie. Characters asleep alone will be awakened by screams or the sounds of combat. Don't ask them to roll for this, jolt them up with a start!

DO NOT DISTURB

One character awakens to a series of metallic clicks. This is the sound of shutters snapping closed and doors

unlocking. They don't initially have a zombie in their room. After they turn on a light, a successful Spot check reveals two important facts:

1. There are steel shutters over the windows and sliding glass doors.
2. The door to the adjoining room is ajar.

The crazed Dr. Green has activated the lockdown features of the Jasper. The only way out is via the front doors. Clever Players may create an exit via the Hunter's Lodge. The metal plates cannot be removed or destroyed. The adjoining door cannot be relocked and opens into the next room. Dr. Green sees everything through spy cameras hidden in the walls.

The bathroom door is also unlocked and opens into the bathroom. There's nothing in there big enough to block the door. The door between the room and hallway are likewise unlocked and can be easily opened. Dr. Green has full control of the lockdown features and can lock or unlock any door in the hotel. He also has full control of the elevators. To maximize exposure between Test and Control Subjects, all doors are unlocked.

It will become clear very quickly that the doors can't be locked or effectively blocked. Any character that tries to escape via the sliding glass doors will discover the steel plates.

CHAOS ENSUES

Now that everyone's awake and in mortal danger, the editing of the movie gets faster paced to simulate chaos and increase the frights. Have everyone make an Initiative check (Pg 188) at the beginning of every round. This will alter who is able to act first and keep Players on their toes. It will also alter the DEX rank of the zombies. The zombies all go on the same DEX rank. All NPC's should go on the same DEX rank as well, though on a different DEX rank than the zombies.

During the Statement phase of every combat round, move quickly from player to player. This isn't a time to plan, plot or strategize. It's time to act!

Get the characters out of their rooms as quickly as possible. Several zombies can shamble out of an adjoining room, or they can hear the screams of another player character with whom they bonded earlier. Place Major NPC's in the hallway calling for help. If you're screening a PG-13

Rated movie, give the characters a chance to throw on a minimal amount of clothing on their way out. Scantly clad characters are staples of B-Movies in general and horror specifically. If you're running an R-Rated game, some characters may dash into the hall wearing only their birthday suits.

HALLWAY TO HELL

The hallway's a frightening place. Major NPC's fend off a zombie or two. In front of the eastern bank of elevators, 4 zombies have wrestled a Happy Ways liaison, Antonia, to the floor. Before the characters can act, they bite her. Characters that see this fatal grisly attack must make a 1/D4+1 SAN check.

Ask for a SAN check when characters enter the hall. No other SAN checks need to be made for the zombie's in the hall. The sight of a fellow Happy Beaver torn apart is different. A failed SAN check will cost 0/1D4 SAN Points.

Zombies lurch out of rooms inhabited by guest NPC's. While some of these were guests, others may have been Happy Ways liaisons or hotel staff. Identify them by their nametags.

Initially, there are no zombies near the western elevators.

DING! In the following round, the eastern elevator open and six zombies lumber out. Characters are likely to bolt toward the western elevators. DING! One of the western elevators opens. Two zombies stumble out. This elevator will remain open and cannot be forced to go down or have the doors closed. A successful Electronics skill roll informs the characters that the elevators are under remote control. There is no ceiling panel to access the elevator shaft. If the characters spend too much time fiddling with the elevator have it take them to the 4th floor - which swarms with zombies.

More zombies can wander out of the eastern stairwell if the characters don't get the hint to go west.

The 2nd western elevator doesn't open and despite a working call light, this elevator never arrives. The stairs are the last option.

DESCENT INTO...

The 5th floor landing is zombie free. The door opens into the stairwell, and while it can't be locked, the characters can lean against it to hold out the zombie horde – for awhile. If they abandoned anyone in the hallway have them make a SAN check at a cost of 0/1D6.

Let them have a much-needed breather. First Aid rolls can be made at Easy Difficulty. B-Movie heroes always feel better after they tie strips of cloth over their wounds.

Bites feel numb. They fester and have a dead chalky appearance. Have bitten characters make a Potency 13 vs. CON check. Characters that fail their checks see clear indications that the effects of the bite are spreading. Characters that Fumble will turn into zombies within his or her CON in minutes. Failed checks will turn into zombies within their CON in hours.

Muffled screams echo up the stairwell. Eventually the zombies behind them push the door open. Scale the encounters in the stairwell to the condition of the characters. It should be difficult to get to the lobby, but not impossible. Zombies are slow moving, stupid and clumsy. Encourage characters to use their wits against them.

THE MOB DROOLS

The 4th floor's a dead man's party. Ask for 1/1D4+1 SAN Checks from any character that looks out of the stairway door. Several 'Control Subjects' almost made it to the elevators and stairs. A zombie mobs shreds them as the characters look on. Entry onto the 4th floor is certain death. A successful Idea check or an Insane Insight indicates that about 30% of the hotel residents were Control Subjects.

3RD FLOOR'S THE CHARM

There are slightly fewer zombies on the 3rd floor. Where do you think the ones in the elevator came from? Quick characters can attempt to get into the Hunters Lodge. The window in the door is too small to crawl through. The locked doors are STR 15.

Listless zombies in the hall will immediately move toward the group. It will take 1-2 rounds for the zombies to shamle into attack range.

IN THE LODGE

An array of tools and construction supplies are available in the Hunters Lodge. Play up the melodrama as they board the doors closed. Zombies will break the windows in the doors and reach for the characters. Zombies are known hair pullers.

Doors lead to the east and west wings. Both wings teem with the undead. The only way out of the Lodge is through the 2-story tall bulletproof glass windows.

Shortly after the characters feel secure, any characters that Fumbled their Potency vs. CON check earlier, fall to the floor and spasm violently. On the following round they spit white goo and lurch at the remaining characters. The Player(s) of the zombiefied characters can choose to play them for this encounter or hand them over to the GM. Convert their characteristics as follows:

STR x 1.5
CON x 1.5
INT ÷ 2
POW = 1
DEX ÷ 2
APP ÷ 4
Grapple 35%
Bite 30%

Surviving characters must make a 0/1D6 SAN check after they put a fellow Happy Beaver out of everyone's misery.

IT'S NOT SAFE HERE

Insatiable zombies pound on both doors of the Lodge. The construction tools can be used to cut through or break the glass. Then there's a 2-story drop to contend with. Extension cords make good temporary ropes. Sharp glass edges will cut through the cords after 5 descents or if more than 3 characters climb down at the same time.

Persistent zombies will break through even the most thorough barring of the doors as the last couple of characters prepare to descend.

OUT OF THE FRYING PAN

The moment the characters hit the ground, The Military captures them. The soldiers hurry them to an Armored Personnel Carrier. The characters see glimpses of black clad Special Operations troops moving into the lobby and dropping zombies under a hail of lead.

The Other Military Option

In the unlikely event that the characters don't figure a way out of the Hunters Lodge, Special Ops troops eventually blast through the windows and swoop in from helicopters hovering above. They do a snatch & grab and pull the characters out of harm's way.

“That’s A Dead End”

The characters may choose not to become trapped in the Hunters Lodge and instead continue down the stairs. They might even follow horror movie protocol and split up.

#2 Isn't As Good as #1

The 2nd floor is completely infested with zombies. Only an insane fool with a death wish would go onto the 2nd floor.

ALMOST THERE

The stairwell opens near the Sierra Winds Café. The sounds of screams, moans and gunshots can be heard on the other side of the door.

When the characters first poke their heads out they're unnoticed. The distance to the front doors is 50 yards. The glass is broken. They just need to run for it – not as easy as it sounds. Zombies shuffle about, searching for new victims. Gunshots ring out from outside the front of the building. Occasional headshots drop zombies. Other surviving Control Subjects fight to escape. These small groups are a mix of guests, hotel staff and Happy Ways liaisons.

Behind the bar of the Cliff Face Lounge, Eriká and Becca fend off zombies with the help of some of the hotel staff. Both are bloody and bitten. After a few seconds they notice the characters and call to them for help. Charging to their rescue is almost certain death. Leaving them to their fate requires a 0/1D6 SAN check.

CALM AMONG THE STORM

Any character that enters the lobby can make a Spot check. On a success they notice a gangly middle-aged man in a lab coat sitting on a comfortable chair near the front doors, just out sight of the Special Ops troops. There's a strange electronic contraption strapped to his head. The

device is built onto a bicycle helmet. He chews a large wad of gum.

This is Dr. Green. His eyes shine with madness. He's running the last phase of his experiment in person. The helmet gives him minimal control over the zombies, allowing him to direct them to a target. The gum prevents zombies from attacking him. Don't ask how.

FINAL PUSH

The moment the characters make their move, Dr. Green will direct several zombies to intercept them. The characters will have to make their way through the zombies and avoid getting shot by The Military as they emerge from the hotel. They may want to deal with Dr. Green as well.

Strike a balance between danger and the need to have enough characters alive for the sequel. Tempting as it is to be ironic at the end of the movie do not have The Military shoot any of the characters. The soldiers are trained to avoid civilian casualties.

As above, The Military captures them and hurries them to an Armored Personnel Carrier. The characters see glimpses of the Special Ops troops moving into the lobby and dropping zombies under a hail of lead. They capture Dr. Green, if the characters didn't take out the mad scientist.

The door of the APC slams shut and it drives away. Ask the Players for the last line of the movie. Roll credits.

INTERMISSION

Take a break. Purchase snacks and drinks. The second half of our double feature will begin shortly.

THE GREEN MENACE – FILMED IN XENOCOLOR™

PLAYER INFORMATION

The Green Menace finds the hapless Happy Beavers prisoners of The Military. They don't know where they are, but the ride in the APC took an hour. There's no cell phone reception. They've all received Medical Treatment (heals 2D3 hit points) and an inoculation to counter the effects of any zombie bites they received in the Jasper

Grand Hotel. Following treatment they were marched through a maze of gleaming metal corridors. High-tech labs were glimpsed along the way.

As the movie begins, two soldiers shove them into a featureless metal room and command them to wait until Dr. Grey arrives to debrief them. The soldiers have not searched them, nor taken any of their possessions. The soldiers slam the door behind them. The door is locked and several inches thick. Characters that make a successful Spot check noticed that the room is designated A51.

Successful Idea checks will reveal that none of the soldiers are under 25 years old and it's impossible to identify their rank or military branch.

GAMEMASTER INFORMATION

The characters are in the subterranean top-secret military research base behind the Jasper Grand Hotel.

The inoculation they received for the zombie bites is an old version. Characters who failed their Potency vs. CON checks earlier are still at risk. This can be revealed in the Let's Blow This Saucer scene later in the adventure. Those who made their checks are free and clear.

In addition to Dr. Green's super-soldier zombie research, several other projects are active at the base. Only Project Verdant is relevant to the Happy Beavers. Technically, the director of Project Verdant, xenologist Dr. Grey, is superior to Dr. Green. In military fashion, the characters have become his responsibility.

Dr. Grey doesn't have time for them. He's in contact with an alien race, the Sredavni. Tomorrow the initial meet & greet is scheduled. However, what the Srevandi really need is some extra food for the return trip to their homeworld. They're showing up early to pick it up.

These brutal overconfident interstellar thugs plan on snatching a bunch of defenseless scientists. They'll put them in cold storage and chow down during their years long trip home. They were just going to pick up some cows, but since Dr. Grey offered...

THE DEBRIEFING

If this part of the adventure is being played several days after Resort of the Damned, encourage the characters to

discuss what just happened to them. Be sure to throw in commentary from any Major NPC's that are present.

After two hours, Dr. Grey bursts into room A51 followed by the two soldiers. They take up posts on either side of the closed door. Grey looks like he stepped out of an ad for body building supplements. Even so, he seems to have slept in his labcoat if he's slept at all in the last week. He looks the characters over, whips out a clipboard and points a pen at someone.

Before he can say anything a distant boom echoes down the corridor. One of the soldiers says, "Excuse us Dr. Grey, we're under attack. You'd best stay here." They trot out of the room.

Suddenly Grey puts a hand to his ear and listens to something the characters can't hear. He gawks at the person he pointed his pen at and announces, "They're not supposed to be here for eight hours!" He sprints from the room, the door left open behind him.

Why Us!?

A voice blares down the corridor instructing all non-military personnel to evacuate immediately. The sound of running feet and slamming doors should spur the characters to action.

Some of the people in corridors flee in full panic mode, while others saunter along. It's simple to get into an elevator with several lab techs. Calm techs chuckle at the agitated ones. If questioned they'll tell the characters, "Grey's aliens, the Sredavni, have shown up early. Seriously, the steroids have gone to his head." Others in the elevator are deadly serious. The two groups argue about this being a drill.

THIS NOT A DRILL

The elevator doors open to a meadow, a hundred yards across. The sky brightens toward morning, though stars can still be seen. The lab techs step out and walk or run across the meadow. Other people can be seen moving across the meadow toward a stand of trees on the far side.

When the characters step out of the elevator it disappears into the ground. The meadow sits in the bottom of a bowl shaped depression, surrounded by low hills. As they look around, another elevator rises out of the ground 50 feet away. Techs dash out and it sinks back down.

In the distance, the sounds of gunfire are heard. A moment later, two Humvees burst over the ridge. Onboard gunners fire wildly into the air behind them. Three LAW rockets streak overhead.

All of the techs break for the woods. The humvees bear down on the characters.

Seconds later, a flying saucer swoops over the hills and hovers above the meadow. Characters must make a 0/1D6 SAN check as the interstellar craft dwarfs the meadow.

Have the Players roll for Initiative. Their weapons can't damage the saucer. Use the Special Ops Trooper's DEX for the humvees initiative. Use the Sredavni's DEX for the saucer's Initiative.

Rockets from the other side of the hill explode against the ship's hull, to no effect. The humvee's barrage pings off of the saucer.

The saucer hits the humvees with purple energy blasts. The vehicles glow briefly and vaporize. The soldiers in the humvees are initially unharmed. They tumble to the ground at high speed.

In the next round, orange beams lance out from the saucer. They strike several of the surviving soldiers. The soldiers are engulfed in a nimbus of energy. Their skeletons are glimpsed briefly before they vaporize. Their clothing and weapons fall to the ground – unharmed. Witnessing this vaporization requires a 0/1D4 SAN check.

During an unearthly green light that emanates from the saucer and floods the entire meadow. All of the characters are caught in this light.

Overload!

In the next instant the characters appear on a raised transpo-pad aboard the Sredavni ship. Circuits blow. Smoke curls up from the floor. Some of the techs from the meadow appear briefly on the pad before they wink out of existence. By the miracle of movie magic, the player characters are the only ones remaining when things settle down.

They're not settled for long. Two Sredavni techs operate the transpo-pad, one on each side. Sredavni are bipedal, 3 meters tall, green and look like a cross between a

cephalopod and a reptile with lots and lots of teeth. Their skin shimmers, making them appear wet and slimy. Seeing a Sredavni is a 0/1D6 SAN check.

One stands and yells at the other. The other speaks into the sparking console in front of it. If the characters could read the on-screen translation it would say, "I told you it was too many. You overloaded the transpo-pad. I'm calling Captain Ssakik and telling him you wrecked it." Successful Idea checks reveal the gist of it.

The Sredavni draw large ray pistols. The characters are likely to be caught in the crossfire, so it's time for Initiative checks. The standing Sredavni fires a purple energy bolt that passes through the sitting alien and hits the hull behind it. The hull glows and a large hole appears in it. There's a rush of air. Characters now see that the saucer is rising slowly. They're already too high to jump for it.

The sitting alien shouts something like, "Ha! That's what you get when you shoot an animate creature with an inanimate substance beam." It attempts to fire at the standing alien. The weapon issues a piercing whine and explodes. The sitting alien glows for a moment, looks briefly like an X-ray image, then vaporizes. It's in the character's interests to eliminate the standing alien as quickly as possible. It will try to eliminate them after it switches modes on its ray gun.

SREDAVNI RAY PISTOL

These large pistols can be set to disrupt either animate (purple beam) or inanimate (orange beam) material. The beams pass through the opposing material with no effect. The ray guns can be switched between modes by using a toggle. Overuse (4 shots) causes the weapon to overload with a piercing whine - a design flaw of all Sredavni technology. The resulting explosion destroys either animate or inanimate material in a 3-meter diameter, depending on which mode the pistol's in when it overloads. The explosion occurs 1 round after the weapon overloads.

A Fumble causes the weapon to explode immediately.

Characters hit by the purple beam glow briefly, their skeletons become briefly visible and they vaporize completely. Characters may make a Luck check when struck by a purple ray. A Success indicates a graze and only a single limb is disintegrated. The wound is fully cauterized. No blood flows. A Special Success results in the vaporization of one extremity (hand or foot). A

Critical Success results in the vaporization of one digit (finger or toe). The GM should choose the location for best effect. A disintegrated toe can be seen through even the thickest boots.

Having one of your body parts vaporized requires a SAN check of 0/1D4. A human can fire a Sredavni ray pistol but must use both hands.

THE SREDAVNI SAUCER

There are 4 round decks. From top to bottom they are:

1. Bridge – Captain Ssakik and 12 crewmembers operate the ship from here. All are armed with ray guns.
2. Living Quarters – This is the largest deck at 100 meters across. It's a big open swamp. This makes the ship stifling hot, muggy and reek like an open sewer. 20 Sredavni lounge in the muck, their ray guns nearby.
3. Transpo-pad & Food Processing – Victims are beamed to this deck, frozen and chopped up for dinner – not necessarily in that order. This is the deck the characters first arrive on. There are only two operators here. Characters will quickly realize that they're in a slaughterhouse and that they were soon to be entrees. This realization requires a 0/1D4 SAN check.
4. Weapons Control – Two Sredavni operate the controls. One fires the inanimate matter destructor beams. The other fires the animate matter destructor beams. They watch the results of their attacks on a large monitor. Also present are two other Sredavni who bet on the results of the attack. 1.5 meter tall consoles are arranged in a semi-circle around the operators.
5. Anti-grav Shaft – A single circular shaft connects all of the decks. Rungs along the sides allow the Sredavni to pull themselves along in the shaft. Mostly they leap into the shaft and maneuver by pushing off of the walls. The shaft is big enough for two Sredavni to easily pass each other.

All of the decks use artificial gravity.

LET'S BLOW THIS SAUCER

Decks 1 & 2 are obviously dangerous places. If the characters take the anti-grav shaft to these decks some of the crew will certainly come after them.

Deck 3 is quickly losing air as the saucer climbs toward the vacuum of space. Danger! Danger! Red lights flash.

Claxons shriek.

Deck 4 holds the solution to the character's problems. Once the characters are all here, seal it off. The loss of pressure on deck 3 causes this to happen. The powerful ship's weapons can be rigged to overload. Overloading the animate material system will vaporize everyone on board. The ship will burn as it tumbles to earth. The aliens are defeated!

The best solution is to overload the inanimate material system. This vaporizes the entire ship along with everyone's clothes, weapons and everything else non-living. Characters and aliens will tumble back to earth. A successful Idea check will produce this solution. You can also have another ray pistols overload. They resulting hole in the ship will create more danger and possibly nudge the characters in the right direction.

They'll have to fight their way to the weapons consol to create the overload. Characters with the Electronics skill can figure out how to overload the system. Mechanical Repair could also be used with a Difficult Modifier. In a pinch, a spray of gunfire and a successful Luck check will cause the overload.

This is a good dramatic moment to have characters with zombie bites make a Potency 13 vs. CON check. Fumbles turn into zombies in 2 rounds. Zombies will be destroyed by the inanimate overload. They're no longer living matter.

No matter how long it takes the characters to accomplish this, the ship will just barely be in breathable atmosphere when they begin to fall. Plummeting 12,000 meters to one's apparent death requires a 1/1D6 SAN check.

SPLASH DOWN

In accordance with B-Movie reality, characters neither pass out nor pass away as they fall. Luckily, they fall into Lake Tahoe. Anyone who makes an effort to dive into the water will survive. If no one thinks of this, have them make Luck checks. Successful Luck checks indicate that one of the Sredavni broke the water's surface by hitting it under the character. Failed rolls indicate that the character hits the water at terminal velocity – emphasis on terminal. They take 4,000D6 of damage.

None of the Sredavni survive the plunge. Nothing remains of them but green slime on the surface of the

lake. Survivors gain 1D6 San from having defeated the Sredavni.

FINALE

We next see the shocked faces of the guests at a fancy, up-scale lakeside resort where the fortunate, though nude, survivors slosh out of the lake moments later.

Ask the Players to give you their characters' final lines.

PROPS AND HANDOUTS

Buy some green plastic Aliens at a toy store. The Sredavni now look like that.

Hang some B-Movie posters off of your GM screen. You can find them online. The MST3K site has lots. Search online for the color swirl INTERMISSION image. Print it and hang it on your GM screen between features.

Pick up a How Are We Doing? form at a nearby eatery. Create your own form to hand to the Players. Have them fill it out during intermission or after the game.

NPC'S

Eriká & Becca, Age 19, Resort Liaisons

Stats are the same for all Happy Ways liaisons and Jasper Grand staffers.

STR 11	Effort 55%	CON 15	Stamina 75%
SIZ 9	Damage Bonus 0	INT 15	Idea 75%
POW 12	Luck 60%	DEX 14	Agility 70%
APP 16	Charisma 80%	HP12	Major Wound 6
Move: 10	Sanity 60 Points		

Skills: Persuade/Seduce 65%, Small Talk 45%, Insight 55%, Listen 35%, Spot 35%, Massage 50%, Brawl 35%.

Suggested names for liaisons and staffers: Angela, Carissa, Cynthia, Daniella, Jessica, Marina, Melinda, Minka, Miranda, Natasya, Sandra, Sylvia, Tilda, Aaron, Bryan, Dustin, Jason, Jeremy, Justin, Kyle, Parker, Todd, Wesley.

Zombies

STR 17	Effort 85%	CON 17	Stamina 85%
SIZ 13	Damage Bonus +1D4	INT 6	Idea 30%
POW 1	Luck 5%	DEX 7	Agility 35%
APP 3	Charisma 15%	HP14	Major Wound 7
Move: 4			

Skills: Moan 50% Grapple 35%, Bite 35% 1D3+1/2db

Powers: Impale weapons do minimum damage. 5+ points of damage to the head kill it. Bite causes Potency 13 infection.

Use the Soldier stats on Pg 365 of the BRP rules for the Special Ops Troopers.

Sredavni

Captain Ssakik is a superior alien. His skills are noted in brackets [] after the common Sredavni skills.

STR 23	Effort 115%	CON 13	Stamina 65%
SIZ 26	Damage Bonus +2D6	INT 9	Idea 45%
POW 7	Luck 35%	DEX 10	Agility 50%
APP 5	Charisma 25%	HP20	Major Wound 10
Move: 11	Armor: 3-point scales		

Skills: Kick 35% [45%] 2D6+db, Claw Swipe 35% [55%] 1D6+db, Grapple 45%, Ray Gun 30% [50%] vaporization - unless grazed

PLAYER CHARACTER

DAWN ANDERSON, Age 17, GOTH HIGH SCHOOL STUDENT

Dawn's 17, going on back off, you revolting creep for asking how old I am. She looks younger than she is and the white makeup doesn't help her look older. Next year she's gonna test to get out of High School early.

There's a shooting range near her house in the Oakland Hills. Dawn's found out that she's good with a handgun. Her favorite Glock 17 is always with her. No creep's gonna mess with her, that's for sure.

The other thing she's into is ritual magic, tarot and astrology. There's no end of people to learn from in nearby Berkeley. She's been making predictions using astrology & tarot for a couple of years. Weird thing is that the stuff she predicts comes true. Real vampire slayer kinda things. One girl laughed at her and is in the hospital with a brain hemorrhage. Dawn's not sure if she predicted it or caused it. She's taking this trip to try this stuff out on strangers, see what happens.

STUFF – Overnight bag, Glock 17, 5 x 17Rnd clips, tarot deck, laptop w/astrology program, small kit for doing ritual magic

STR 11	CON 10	Stamina 50%		
SIZ 9	Damage Bonus 0		INT 15 Idea 75%	Effort 55%
POW 12	Luck 60%		DEX 14 Agility 70%	
APP 11 Charisma 55%	HP 10		Major Wound 5	
Move: 10	Sanity: 60 Points			

Skills: Astrology 25%, Botany 15%, Chemistry 60%, Computer Use 30%, Occult 35% Ritual Magic 25%, Tarot 25%, Insight 35%, Listen 35%, Sense 35% Spot 35%, Stealth 30%, Glock 17 Pistol 70%.

Successful rolls on tarot or Astrology tell Dawn that big changes are coming. The Death card almost always comes up.

PLAYER CHARACTER

STEVE BRODIE, Age 31, "HERB" DEALER

Steve did a little college time at Humboldt State, where he got interested in the chemistry of recreational drugs. He custom blends his own pot, mixing it with all kinds of other substances. His 'surfer boy' good looks help keep him out of trouble.

While he avoids using, he personally tests any new product he develops. You can't sell it, if you can't describe the high. He's like a good coffee, tea or tobacco salesman. He gives his stuff names. Some of this has trickled out into street slang. Steve's very proud.

Some of the mixes didn't work out so well and Steve's a little physically slowed down because of it. Still he's robust. Some recent mixes have worked out too well and this has drawn unwanted attention from the competition. Steve's just started carrying a pistol for protection. Last night they shot up one of Steve's labs. It can't be traced to him, but a guy working there took a couple of slugs. If that guy wakes up and rats out Steve... well it'd be best if Steve was out of town.

STUFF – Overnight bag, drugs and paraphernalia, .32 Auto, 2 X 8rnd clips

STR 13	Effort 65%	CON 17	Stamina 85%
SIZ 14	Damage Bonus +1D4	INT 15	Idea 75%
POW 13	Luck 65%	DEX 9	Agility 45%
APP 15	Charisma 75%	HP 15	Major Wound 8
Move: 10	Sanity: 65 Points		

Skills: Bargain 45%, Persuade 35%, Conceal 45%, Mechanical Repair 25%, Accounting 40%, Biology 10%, Botany 65%, Chemistry 65%, Law 45%, Pharmacy 55%, Insight 30%, Listen 35%, Spot 35%, Pistol 40%.

PLAYER CHARACTER

J.D. DEXTER, Age 29, MALE ESCORT

J.D.'s a big good-looking guy. Some women like that. Rich women in Marin really like it. J.D.'s floated around Marin and Mill Valley having 'girlfriends' pay his way for the past 5 years. Some of the women are married, some not.

J.D.'s tried most sports, baseball, arena football, boxing, martial arts. The only thing he still does is martial arts. He was never well rounded enough to make it in pro sports. He could bat but not field, catch but not remember routes, punch but not strategize. Bad luck in the form of several neck and shoulder injuries have caught up with him.

The ladies always come to him, so he decided to make that work for him. Each one seems a little more twisted than the last. Maybe he'll go into "adult films". He's seen a thousand of them. Last night things got a little wild and one of his regulars fell through a glass coffee table. Big bloody mess. J.D. needs a little time out of town to try and get the image of femoral spray out of his head. Maybe think about a move...

STUFF – Overnight bag, leather jacket, condoms, Attitude

STR 16 Effort 80%	CON 13	Stamina 65%
SIZ 17	Damage Bonus +1D6	INT 9
POW 6 Luck 30%	DEX 11	Agility 55%
APP 16 Charisma 80%	HP 15	Major Wound 8
Move: 10	Sanity: 30 Points	

Skills: Art Appreciation (Adult Films) 30%, Persuade 20% Seduction 65%, Astronomy 20% First Aid 45%, Insight 20%, Listen 35%, Spot 35%, Catch 55%, Dodge 55%, Martial Arts 55%, Bat/Club 60%, Brawl 85%.



PLAYER CHARACTER

DEE DUFFY, Age 38, BARTENDER

Dee's tended bar at the biker bar WAREHOUSE 502 in Oakland for the past 16 years. The first 3 years were fun. She was young and it was an exciting scene. She had a great guy – Rick Springer.

The real biker days are long gone. Most people who come to the 502 are pampered wannabe's. Those that aren't are jerks trying to be tough. Dee's become quite the bar brawler. She's about done with it. This trip's a chance to check out a classy place. Maybe she can cover her tatt's and move up a few notches. A new place might be hiring.

Everything changed when Rick was killed - hit in a crosswalk by a drunk driver. Dee's seen the kind plenty of times - called cabs for 'em – got 'em home safe. She was a wreck for a year. Then she started the D.D. Darwin Project. Here's how it works: Get some loser drunk. Dare him to follow her home. If he can keep up, she'll give out her phone number. The trick is to get him to roll his car. Dee knows all the best places. She wins if the scumbag dies. She's at 359 – 7 to go. She's decided to stop at 366. One for every day she was in mourning.

Stuff – Overnight bag, Pair of boot-mounted throwing knives

STR 12	Effort 60%	CON 14	Stamina 70%
SIZ 13	Damage Bonus +1D4	INT 15	Idea 75%
POW 13	Luck 65%	DEX 15	Agility 75%
APP 11	Charisma 55%	HP 14	Major Wound 7
Move: 10	Sanity: 65 Points		

Skills: Persuade Drunk 60%, Tend Bar 70%, Accounting 30%, First Aid 40%, Insight 50%, Listen 35%, Spot 35%, Dodge 45%, Drive Motorcycle 60%, Throw 35%, Brawl 60% Grapple 55%, Knife 30%, Throw Knife 55%.

Note: Dee has met Bob Plant. On a successful Idea check, she'll recognize him from the bar.

PLAYER CHARACTER

CASH FLAGG, Age 35, FINANCIAL PLANNER

Cash is one of those people who bilk old couples out of their savings. He does this by selling them 'investments' that net him big signing bonuses. These people are going to die with a ton of unspent money anyway. Cash is helping the economy along. The President of the United States practically ordered him to. His name is Cash after all...

Since his work is stressful, Cash studies martial arts. He studies a form that involves vertical jumps combined with kicks. If Cash makes his Jump, Martial Arts and Kick checks, he can kick to targets at once.

Cash is afraid that he may have overstretched in his latest scam. He's worked an angle that double pays him on a certain investment package. Problem is that the 2nd cut is supposed to go to the company he works for. He's sure he detected monitoring on his computer. It's a big time federal crime to divert investment money. Cash could use a nice calm weekend away to think up a way out of this.

STUFF – Overnight bag, martial arts clothes/shoes, deck of cards - in case the opportunity for some poker comes up.

STR 11 Effort 55%	CON 8 Stamina 40%
SIZ 13 Damage Bonus 0	INT 15 Idea 75%
POW 11 Luck 55%	DEX 17 Agility 85%
APP 11 Charisma 55%	HP 11 Major Wound 6
Move: 10	Sanity: 55 Points

Skills: Bargain 35%, Fast Talk 65%, Persuade 45%, Accounting 25%, Computer Use 30%, Investing 50%, Law 25%, Poker 30%, Insight 25%, Listen 35%, Spot 35%, Dodge 35%, Jump 55%, Martial Arts 55%, Kick 55%, Fist 30%.

PLAYER CHARACTER

WENDY GREER, Age 32, SPORTS REPORTER/ANCHOR

Wendy was well on her way to a tennis career when she blew out her knee. A botched surgery ended it all. Her good looks and silky voice had netted her endorsements even before going pro. She still plays for fun and to keep her figure and athlete's legs.

After her knee, she needed a new career. She did color commentary for a few tennis matches and worked her way up. She's as competitive in sports journalism as she had been in tennis. She'll do whatever she needs to do to get ahead. She's edging out Kwan Yung, the full-time Sports Anchor.

The rivalry between Greer and Yung is well known. Last night, after the broadcast, Wendy decided to change tactics and to try and 'befriend' Kwan. She took him out for drinks. After a few shots, he became irritable. She took him home. At the top of his stairs he tried to take advantage of her. There was a scuffle. He tumbled down the stairs and cracked his skull.

Wendy will be out of town when the story of Yung's death breaks. She's sure she can get someone to agree that she was already at the resort last night.

STUFF – Overnight bag, tennis racket, can of tennis balls

STR 11 Effort 55%	CON 12	Stamina 60%
SIZ 10	Damage Bonus 0	INT 16 Idea 80%
POW 11	Luck 55%	DEX 16 Agility 80%
APP 17 Charisma 85%	HP 11	Major Wound 6
Move: 10	Sanity: 55 Points	

Skills: Fast Talk 40%, English 70%, Persuade 55%, Seduction 40%, Computer Use 35%, History 30%, Journalism 30%, Insight 25%, Listen 35%, Spot 35%, Dodge 50%, Tennis 70%, Throw 50%, Tennis Racket/Club 75%.

PLAYER CHARACTER

BOB PLANT, 28, MOTORCYCLE MECHANIC

Bob joined the Army when he was 18 in hopes of becoming a Ranger. Turns out he's a lousy shot. He really got into hand-to-hand combat. Since he failed to qualify for Ranger school, Bob got another M.O.S. – mechanic. Seems he has a knack with bikes. He likes them & they like him.

Bob got out of the Army and has been fixing bikes in San Mateo for the past 6 years. A couple of years ago he got bored and felt he wasn't going anywhere & was accomplishing nothing. After seeing an Ultimate Fighting video, he decided to start an underground fight club. He fights there almost every week. He's fast and can avoid most blows. Still, he's not the best. Maybe he'll never be the best at anything.

At last night's fight, Bob got in a lucky punch. The guy went down and stayed down – couldn't move his legs. They dumped him at the E.R. Bob's afraid the hammer's going to come down. The guy had some of Bob's blood on him. Bob doesn't know much about DNA, but he's sure it will lead to him. Bob could use a few days away to get his head clear over all of this.

STUFF – Overnight bag, Switchblade, Multi-tool, steel-knuckled biker gloves

STR 15	Effort 75%	CON 14	Stamina 70%
SIZ 14	Damage Bonus +1D4	INT 10	Idea 50%
POW 9	Luck 45%	DEX 18	Agility 90%
APP 11	Charisma 55%	HP 14	Major Wound 7
Move: 10	Sanity: 45 Points		

Skills: Computer Use 25%, Electronic Repair 60%, Mechanical Repair 75%, Listen 35%, Spot 35%, Dodge 70%, Drive Motorcycle 55%, Brawl 75%, Club 50%, Pistol 40%, Rifle 40%.

Note: Bob's met Dee Duffy at the biker bar Warehouse 502 where she tends bar. He's not a regular, but sometimes finds a fellow gearhead to shoot the beeze with.

PLAYER CHARACTER

PROFESSOR REX REASON, Age 56, BIOLOGY TEACHER

Ever since he was young, Rex has been interested in women – and thirty-something women have been interested in him. He's really not much to look at and this confuses him as much as anyone.

His job teaching biology at the community college in San Francisco led him to study neurology. He's fascinated with stimulating women through electrical impulses. He's developed several pleasure enhancement devices. Word got around and most of his classes are half filled with eager soccer moms. He's snuck out of more than one house when the husband unexpectedly showed up.

One of his students recently left her husband, telling Rex that she's in love with him. Problem is that her hubby just got out of prison – for assault. Rex doesn't want to end up as this psycho's 3rd strike.

STUFF – Overnight bag, Black doctor bag containing six 12-volt battery operated pleasure devices - his favorite is named the Rocket Ramjet. Two dozen 12-volt batteries.

STR 12 Effort 60%	CON 13	Stamina 65%
SIZ 12	Damage Bonus 0	INT 15 Idea 75%
POW 16	Luck 80%	DEX 13 Agility 65%
APP 10 Charisma 50%	HP 13	Major Wound 7
Move: 10	Sanity: 80 Points	

Skills: Persuade 25%, Teach 45%, Electronics Devices 55%, Computer Use 45%, Biology 75%, Biochemistry 65%, Latin 25%, Neurology 55%, Physics 15%, Insight 10%, Listen 65%, Research 50%, Spot 65%, Stealth 20%.



PLAYER CHARACTER

CYRIL ROTH, Age 25, TELEMARKETER

Cyril works for a company in Daly City that sells copier supplies. They sell to big companies by getting a name at the company, sending them substandard supplies and billing them in the hopes of getting paid. Cyril likes the casual work atmosphere and tosses nerf-ball free throws while he works his scam. He excels at getting people to tell him enough for the invoice to go out.

Cyril went to community college for a couple of years - studied Sculpture and Art History. He created some disturbing pieces and connected with a Satanic cult. Cyril enjoys telling people that he's a "Devil Worshipper". He's mostly been using the cult to get inspiration for his art – oh yeah, and chicks. So far it hasn't lead to much art, but Cyril's developed a 'thing' for wicked goth chicks.

Two nights ago the cult had a new baby in the group. Since the father could be any of them, the entire group 'adopted' it. They were doing a purification ritual when the kid burst into flames! Tessa, the girl who had the kid, took it to the hospital, where it died. Last night the police talked to her. She probably ratted them all out. Good time to spend a long weekend in Tahoe

STUFF – Overnight bag, 'magic bag' to perform protection spells, Satanic bible

STR 13	Effort 65%	CON 10	Stamina 50%
SIZ 14	Damage Bonus +1D4	INT 13	Idea 65%
POW 15	Luck 75%	DEX 10	Agility 50%
APP 10	Charisma 50%	HP 12	Major Wound 6
Move: 10	Sanity: 75 Points		

Skills: Fast Talk 65%, Persuade 75%, Conceal 40%, Art History 30%, Computer Use 25%, Occult 55%, Sculpture 45%, Insight 25%, Listen 35%, Spot 35%, Throw 35%, Shoot Free Throws 40%.

PLAYER CHARACTER

DR. FORREST TUCKER, Age 57, GYNECOLOGIST

Dr. Tucker's San Francisco fertility clinic is known for its high success rate. Tucker has a better understanding of the man's role in the process than most doctors. He keeps this knowledge secret – and it's made him a wealthy man.

Wealth has put him in high social circles. To distinguish himself there he's taken up English boxing and skeet shooting. He's quite good at both, boosting his inflated ego. He's obsessed with women - with how their bodies work.

Dr. Tucker's secret is that he impregnates the women with his own sperm. One day he plans to do a study of his superior sperm. Some sperm is donated by artificial insemination and some he injects in the old fashioned way. He gets endless referrals. The trouble is that friends have children that look quite similar. An ugly lawsuit, forced him to participate in a paternity test. The results come out tomorrow. Good time to be at the lake.

STUFF – Large overnight bag, First Aid Kit, Automatic Shotgun w/8 shells

STR 13 Effort 65%	CON 9 Stamina 45%
SIZ 13 Damage Bonus +1D4	INT 14 Idea 70%
POW 10 Luck 50%	DEX 12 Agility 60%
APP 11 Charisma 55%	HP 11 Major Wound 6
Move: 10 Sanity: 50 Points	

Skills: Play Piano 25%, Biology 50%, Chemistry 45%, First Aid 70%, Latin 35%, Medicine 80%, Insight 40%, Listen 35%, Research 50%, Spot 35%, English Boxing 70%, Shotgun 70%.

THE ELEVENTH ADVENTURE²

RUIN NATION

TO BITE THE HAND THAT FEEDS

BY JASON WILLIAMS



INTRODUCTION

It is the year 2075 late in the 21st century after the devastating resource wars. Between the years of warfare for the last precious drops of oil, nuclear terrorism, devastating man-made plagues and wide scale food riots, the world-wide population now numbers less than one billion persons.

Entire nations are now either tightly under strict martial law or areas of widespread lawlessness and chaos. Much of the world has descended into a new dark age where survivors huddle together in walled villages to protect themselves from marauding tribes of bandits.

To protect and maximize precious resources, the suburbs surrounding all large cities have been abandoned and allowed to fall into ruin except for small bands of squatters. Huge, but efficient, housing structures called Megapartments have been built near the surviving industrial areas within which families are assigned living spaces no larger than 400 square feet. Single individuals are assigned to barrack spaces holding up to 100 persons. All new construction has been utilitarian, based purely on the efficient use of resources and maximizing productivity.

In this harsh new world the ruling councils demand total obedience and mete out swift and severe punishments. Laws are imposed by a special class of enforcers comprised of a national police force and small rapid response military units. Advanced technologies are used to create a total surveillance system and psychological units develop educational programs designed to make citizens docile

and compliant. It has become a land of fear where family members and friends report each other for even the smallest infractions. Due to the destruction of facilities and the deaths of many researchers, weaponry has not advanced greatly beyond that which was available during the first two decades of the century.

Every morsel of food and drop of water is strictly rationed and all citizens must have a government provided RFID chip inserted in their body to provide positive identification in order to obtain their basic needs. Private ownership of vehicles has been outlawed and only public transportation systems and government and military vehicles are permitted.

Throughout America small bands of survivors who call themselves The Unmarked and who have fled the system, and reject being chipped, hide amongst the ruins of small towns and the deserted suburbs, living off the land and staging small raids on food storage facilities. If these groups become too disruptive, the government will assign some of their limited military resources to hunt them down, but usually ignores them. Each group has developed terms to dehumanize their opponents and make killing them more psychologically acceptable. The authorities and those within the system generally refer to The Unmarked as The Outsiders. Those that are not living inside the system refer to the people within the system as The Drones.

Players will assume the role of one of these fugitive survivors and try to fulfill the goals as outlined in the gamemaster notes section. Ultimately, survival is the goal for the characters and if necessity dictates, the option to flee and cut their losses might be their best course of action. The individual groups of The Unmarked only come together if

a larger number of individuals are required to accomplish a specific task. For the most part they remain dispersed to make it more difficult for the authorities to capture them.

An area leader will brief the player characters about the goals of the mission and what resources are available to them. If they ask for additional support he can provide two more men, one with police training and the other with military experience (See NPC's section at end of scenario). Both are refugees from the city complex and have undergone surgical procedures to have their RFID chips removed.

GAMEMASTER NOTES

Within this scenario the players will play the roles of a number of The Unmarked who have a multiple stage mission with each step depending on the success of the previous. The goal of the scenario is for the players to enter into a food storage/transfer facility and use an emergency backup communication system to upload a software package to the Homeland Security data center. This will permit the leadership of The Unmarked to detect and, in some cases, create blind spots in the national surveillance systems. The long-term goal of this mission is to be able to conduct future missions using the blind spots and possibly upload additional commands to shut down other systems. These opportunities will be sparingly used since every usage will risk exposure and having this advantage removed by the authorities.

This scenario is designed for a group of 3 to 4 players who should have characters with a variety of professions and a good mixture of skills. It can be played without any of the optional rules in the Chaosium Basic Role Playing book, but the gamemaster should use whichever rules they feel will enhance game play. They should anticipate several instances of combat and for some sections good planning and teamwork amongst the players will be required for survival. The gamemaster should take into account the experience and playing style of the players. If there are any gaps in the variety of skills amongst the players characters the gamemaster should add a few NPC's (Non Player Characters) available at the end of the scenario.

VARIATIONS

Σ Have one of the players assume the role of an infiltrator from the authorities with a secret mission to betray their associates if given the opportunity.

Σ During the initial attack on the cargo truck, provide some additional support for the truck crew from the farmer and his oldest son. If you do this you should detail them out with statistics and skills.

Σ If the players have difficulty with the initial truck ambush you might want to reduce the number of soldiers that will arrive in the APC at the Food Depot.

RECOMMENDED PROFESSIONS FOR THE PLAYER CHARACTERS

Computer Tech
Criminal
Hunter
Mechanic
Soldier
Spy
Technician

In addition to the standard skills for these professions as presented in the Professions section of the Basic Roleplaying book, each character should also have a higher than average proficiency in at least one firearm. This represents a regimen of practice that members of The Unmarked engage in.

There are three skills that will be necessary for the players to successfully undertake this scenario and those are Computing, Demolitions, and Electronics.

Within the scenario are a number of situations where the gamemaster might wish to use miniatures to represent character locations when combat occurs.

PART 1-STOPPING A FOOD TRUCK

The mission is to stop a food truck and to capture the driver or if he is killed, extract his RFID chip which is embedded inside his head. This chip will be used in the second part to gain access to a storage/transfer facility.

The following items are available with which the players may attempt to stop the convoy. The players can decide how the equipment is distributed.

- 4 wood axes (Statistics for using these as weapons are located in the Historic Weapons table on page 253 of the BRP book)
- 2 hunting rifles 5.56 x 45 mm NATO round (treat as Rifle, Assault on page 255)
- 2 handguns 9 MM (treat as Pistol, Medium on page 255 of the BRP book)
- 2 EMP (Electro Magnetic Pulse) mines (Directional 50 yard cone) – successful Demolition skill roll required to place (see special weapons section at end of scenario)
- 2 EMP guns – five charges per weapon – rate of fire is one shot every three rounds (see special weapons section at end of scenario)
- 1 radio jammer 500 yard radius – successful Electronics skill roll required
- 200 yards of rope
- 2 aluminum 20 foot extension ladders
- 3 HES (Homeland Encryption Standards) 2-way radio headsets
- 3 smoke grenades (see Modern Explosives table on page 267)
- 2 flash bang grenades (see Modern Explosives table on page 267)
- 1 fragmentation grenade (see Modern Explosives table on page 267)
- 2 light bulletproof vests, modern (see Armor table on page 259)
- 3 sets of lightly armored chemical suits (2 HP of protection)
- 5 thermal camouflage overcoats with hoods that suppress IR detection in the 1000-12,000 nanometer range. To minimize detection by high altitude aerial spy drones.
- 1 roll of thermal camouflage netting 15 feet wide and 200 feet long
- 5 balaclavas (headgear that covers the wearers entire head exposing only the eyes)
- 2 pry bars
- 1 truck cab, painted to match the Homeland Security food trucks in the event that the one which the players will be attacking is severely damaged or destroyed
- 3 facsimile truck guard uniforms – body armor is not real, it is merely padded material
- Package of 3 unprogrammed RFID's
- 1 ruggedized portable computer

The players should be allowed to select basic equipment. The Unmarked leader will also provide the following information:

- Their target convoy will be passing through their area in two days
- It is expected that the convoy will be lightly guarded by two soldiers plus the driver
- The vehicle will be a tandem truck with two linked cargo trailers being towed by a lightly armored truck cab
- Provide the players with the convoy route map. This particular farm facility is in a known aerial surveillance dead zone
- Standard operating procedure is for the truck to enter the compound where the storage barn is located and load cargo containers onto their trailers using electric forklifts
- The family in the farm house across the road from the storage barn is notified as to what day a pick up will occur. They have instructions to have no contact with the truck personnel. This is to prevent the people becoming too familiar with the truck crews, and possibly being used in a surprise attack by The Unmarked

It should be noted that the driver and guard are experienced and very alert and will quickly respond to an ambush. Players should not be surprised if a frontal style assault gets some or most of them quickly killed. A well executed plan with the ambushers staying in cover until the combat is over is the best course of action.

TRUCK CAB STATISTICS

Armor of doors, roof and floor = 10 points

Armor of glass = 8 points (small specific target)

4 gun ports from which the guards can shoot with their military assault weapons, the driver will either fire his handgun at exposed targets or if one of the guards is injured or killed will pick up their weapons and continue.

The back of the truck cab has a sleeping area with two bunks, a small refrigerator, and a microwave oven. By regulation one of the crew must always be awake and in the cab behind the wheel.

The rear facing of the truck where the trailers are attached is a blind spot to the defenders. If the players have brought the available ladders, they could rapidly scale the trailers, run along the tops of them, and make a Jump roll from one to the other. Players may avoid the Jump roll if they take the time to bridge the gap with one of the ladders and use it as a bridge. Once on top of the truck cab, a DEX x 3 roll will allow them to drop a grenade through one of the gun ports. The occupants of the cab of the truck will

attempt to make a DEX x 3 roll to exit the cab before the device detonates. Once outside, they will be under fire from the attackers for a full combat round before they can attempt a hide roll to find cover.

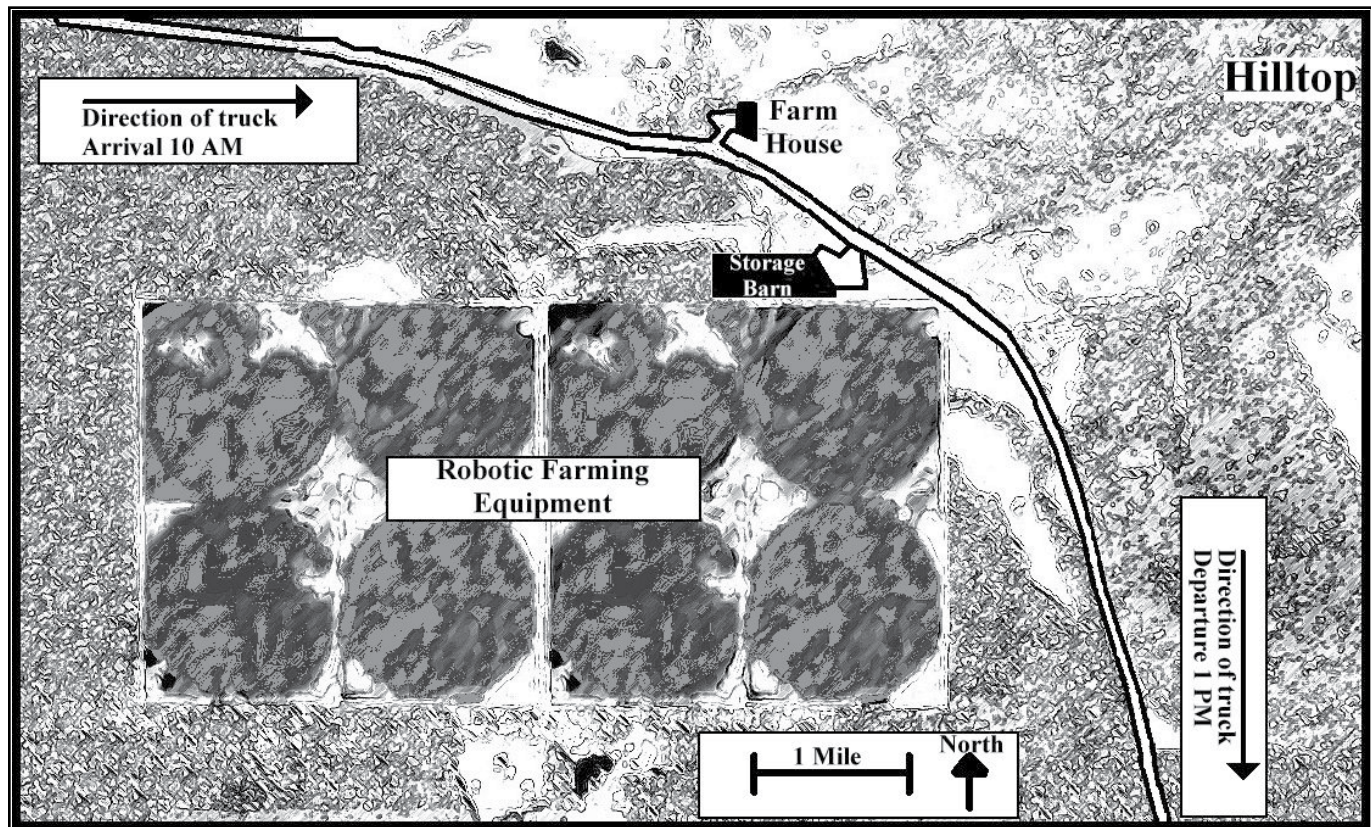
Another alternative would be for the players to use the approach from the back of the truck to haul brush to place beneath the truck cab and set a fire to roast the defenders out. If this latter tactic is used, the gamemaster should take the following points into account:

- This rural area provides food for many people in the largest local centers of population so anything that may look like a forest fire will be responded to quickly and will attract aerial surveillance within 30 minutes. Once the ambush has been detected by Homeland Security they will send out two heavily armored vehicles on a rescue mission. (See APC description in the Entering the Food Depot section).
- Burning brush will generate a great deal of smoke. The defenders within the truck can escape into the woods using the smoke if they make a successful Sneak/Stealth roll. Once the players realize that the convoy driver and guards have escaped they can attempt to track them.

Once it becomes clear that the attackers are going to overwhelm the truck guards or one or more of them takes damage equal to $\frac{1}{2}$ or more of their total hit points, they will surrender. It is purely up to the players if they wish to accept the surrender and what they do with any prisoners that they capture. The gamemaster should remember that the players only need the chip from the head of the driver. They can either bring him along as a prisoner, bring his head or cut out the chip.

There are several areas nearby where the damaged/destroyed truck cab can be hidden from aerial view. If the players have planned ahead, they will have their backup truck cab nearby and can immediately head for the food storage facility.

The automated farm is fenced to prevent animals from getting into the fields and the family that lives in the farm across the road is responsible for maintenance. The actual fields where the crops are grown are highly automated with radial equipment that, depending on the season, plows, plants, fertilizers, waters, sprays pesticides and harvests. The only manual intervention that is required is repairs to equipment and driving a collection vehicle during harvest time to the individual sections to collect the produce. Once the food has been collected it is taken



to the storage barn where it is packaged in cargo containers for shipping.

The barn has a large array of solar panels on the roof that collects enough energy to run the automated equipment plus supply the needs of the farm house.

There is a chance equal to $\frac{1}{100}$ the lowest Luck score amongst the player's characters that the driver will get outside either because he is bored or he has to go to the bathroom.

KEY TIMELINE POINTS

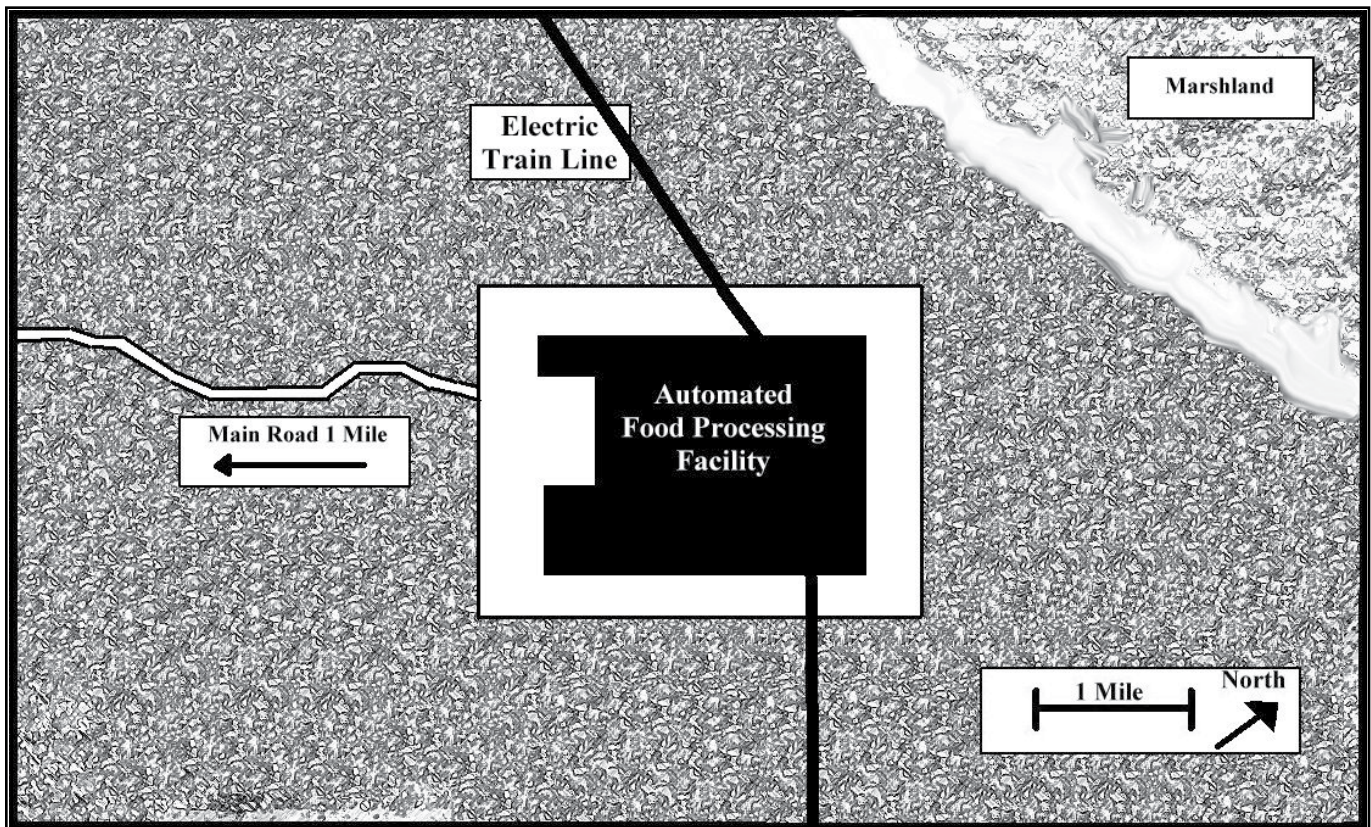
- Food truck will arrive at the storage barn at 10 AM travelling from the northwest at 50 miles per hour.
- It will begin slowing down as it passes the farmhouse and come to a complete stop as it arrives at the roadside gate in front of the storage barn.
- The gate will take a full thirty seconds to read the drivers RFID, authorize clearance (at a local level) and open.
- Once the truck has entered the storage barn compound it will take a full two minutes to position its trailers at the loading dock.
- When the truck shuts down, the two guards will exit from the cab. One will open the doors of the trailers and the other will roll open the doors of the barn and begin moving out the food containers.
- Official protocol is for the driver to stay inside the cab of the truck while the other two are outside.

PART 2-ENTERING THE FOOD DEPOT

The storage/transfer facility is an unmanned facility and has robotic cargo handling equipment that unload the cargo containers and store them for when the freight train arrives twice per week. The facility is climate controlled and has a small control room which monthly maintenance crews will use to service the equipment. The train's engines are electric and there are extra electric cables buried in conduit under the tracks that power the facility. An approaching train will remotely open the gates in the outer fencing while it is still a half mile away. A small river and marshy ground lays to the north of the facility, if player characters find themselves in a position where they have to escape, any vehicles sent for them would not be able to follow them into the marsh.

The outer defensive fence is topped with razor wire and

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motion sensors. Access to the warehouse docks is by a two-lane road with the gate opening in the proximity of an authorized RFID. Access is recorded and if the players take longer than 24 hours to enter the facility from the time that they ambush the truck, then a query will be sent to the communication device located on the warehouse wall. This will be displayed as a small video screen flashing red with a notice for the driver to contact the main office to explain the delay. If there is a failure to respond to this within 15 minutes of arrival, the facility will lock down with the doors sealing. (Doors are each 30 STR). Within half an hour an armored vehicle will arrive at the facility with a squad of heavily armed and armored soldiers.

The player character with the closest SIZ and APP to the driver of the ambushed truck can be disguised to appear more like him. If he chooses to reply to the message flashing on the loading dock communicator they will be talking to the equivalent of a call center employee who is just processing a routine query in response to the trouble signal. As long as the player character has the RFID in his possession and can stay calm during the conversation (Successful Fast Talk roll) then nothing will be detected as amiss. Should the player character not have the RFID, or fail their skill roll, the same result as failing to respond will occur (see previous paragraph).

There may be another truck parked at the loading docks with the crew is inside in a small housing facility provided for the crews to get cleaned up, eat and catch some sleep between runs.

Where the other crew is when they arrive at the facility depends on the time of day.

5 – 7 PM – On the loading dock getting their trailers set up so that the robot cargo handlers can unload.

8 – 11 PM – In the housing facility getting cleaned up or eating. Unless the players create a major disturbance the truck crew will not know that another truck has arrived. Players entering the storage facility can attempt a Listen roll at a -10% penalty (due to equipment noise) to hear the other crew.

11 PM – 7 AM – In the housing facility sleeping.

7 AM – 9 AM – Performing maintenance on their truck before they take it back on the road.

9 AM – 5 PM – Players will see the other truck pulling out of the facility. It is normal to toot horns in greeting or to simply wave through the window at the other driver. If players do not respond they may draw attention to

themselves on a failed Luck roll.

Depending on how the players approach the facility and deal with the communication request and any other crew that might be present, they should follow procedures to set the trailers up to allow the robotic equipment to unload and then enter the control room.

THE CONTROL ROOM

The control room has a simple electronic lock on the door that can be defeated with a successful Electronics skill roll. If none of the characters have any success opening it, the door can be forced open with the combined STR of two characters. The control room door has a 30 STR resistance. Each attempt will take 5 minutes, which is important if any alarms have been triggered and a military response team is on the way.

Once into the control room, a Computer skill is required to interface a portable computer to the older redundant emergency system. Once established the transfer must continue uninterrupted until over twenty gigabytes of information has been uploaded. This will take twenty minutes using the link to the older communication system. When confirmation has been received through the system that the file was uploaded correctly, the person using the computer may try any of the following with a successful Computer skill roll.

- Locate and download the mission instructions for all aerial surveillance drones or monitor their data streams.
- Locate and download information about individuals that are currently being held or sought by the Homeland Security authorities.
- Upload and create false identity and use the local terminal to program a blank RFID.
- Establish a communication tap that will duplicate an information flow to and from a specific location.
- Upload a worm virus that can be triggered by an event or will launch at a preset time.
- Send one untraceable message to any individual.
- Change the settings on the local network so that the can tap into the main computer system by using a portable computer.

A fumble indicates that they have tripped an alarm while accessing the main data center. There will be a brief visual indication on the communication screen that the player

can notice if they make a successful Spot skill roll.

There is a weapons locker in the control room that holds the following items:

- Six assault rifles – 4.73 x 33 mm caseless ammo in 50 round block cartridge (treat as Rifle, Assault on page 255 of the BRP book)
- 2 night vision scopes
- 1 case containing 500 rounds of ammo for the assault rifles in 50 round blocks
- 1 case containing 6 tangle-grenades (see special weapons section at end of scenario)
- 2 ground to air interceptors – 3 rounds per weapon (see special weapons section at end of scenario)

THE WAREHOUSE SECTION

The food processing and packaging facility is highly automated and rarely requires human intervention except to inspect or maintain some of the moving parts. There is a locked doorway from the control room that permits entry

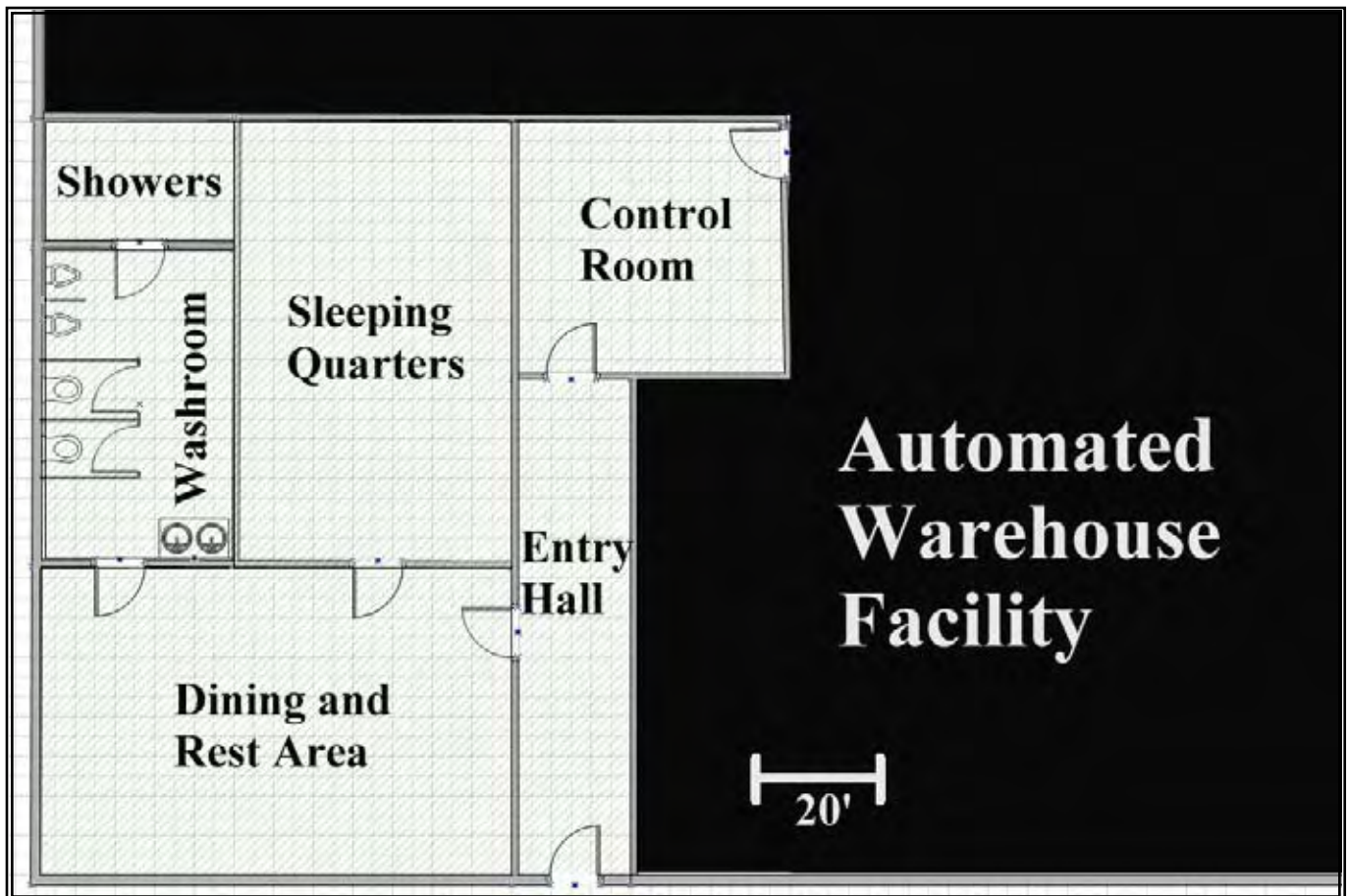
into the warehouse. There are no lights in the warehouse except for what is turned on from the control room. The lighting system is alarmed so that if no orders have been issued to perform work in that section a security alert will be issued. This information is deliberately withheld from the truck crews since the policy is intended to catch crews that have been infiltrated for the purpose of tampering with the food supply.

Should the players find themselves pinned down in the control room, this may be a means of escape. If they choose this route each character must make two successful climb rolls to work their way through the maze of equipment and storage bins. The place is so noisy that the players cannot hear each other and long term exposure (one hour or more) will cause a permanent hearing loss (-5% to Listen). Players may choose to exit through either the west or east side of the massive building where the rail lines enter. Trains come through for a few hours every three days. There is only a 10% chance that a train will be loading or moving through the warehouse. If there is one there, robotic loading equipment makes passage through the area very dangerous. Have the characters make a Spot

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skill roll to see moving equipment in time in order to avoid taking 1D4 damage.

SECURITY TEAM ARRIVES

If an alert has gone out, 60-2D20 minutes later an armored personnel carrier will show up at the main gate. The vehicle has a driver, 2 gunners and is carrying an 8 man assault squad that will initially attempt to determine what is going on within the warehouse. An aerial spotter drone will be launched that will slowly circle the area at a 300 foot altitude providing video feed to the soldiers.

In addition, a scout robot sensor platform will be sent towards the warehouse to try to enter and determine what is going on inside. If the players manage to disable or destroy the scout robot the next step will be for the assault team to send in a hunter robot.

SECURITY TEAM TACTICS

- The armored personnel carrier will block the entrance to the compound from the road. They will not allow anybody out or in until they determine what is happening.
- Two soldiers will dismount from the vehicle and open a supply box attached to the exterior. Inside is a small tracked robot that is powered by a small fuel cell. It contains video and audio sensors covering a broad spectrum. If the players brought the radio jammer with them, there is a 75% chance that the signal feeding back to the APC will be too garbled to discern. The fuel cell of the robot can be remotely detonated and will have the same effect as a hand grenade.
- While the progress of the scout robot is being monitored and controlled by one of the soldiers inside the APC the two that are outside the vehicle will begin preparing the hunter robot. It is roughly twice the size of the scout and in addition to its audio and video sensors it contains a mixture of lethal and non-lethal weapons that are selected by its operator. The preparation process to load ammo and check its systems will take approximately ten minutes.
- If the soldiers determine that there are unauthorized persons inside the warehouse, four more soldiers will dismount. Two groups of two will advance on each

side of the building to cover the entry points for trains from approximately one hundred yards.

- The two gunners and the driver will not dismount from their vehicle and only move it from the position at the gate if it will give them a tactical advantage.
- If the hunter robot is sent inside the warehouse, the two way audio connection will be initially used in an attempt to negotiate surrender from the player characters. If there is a refusal, or the players attack the robot, they controller will escalate to non-lethal force with the next step being deadly force.

POSSIBLE OPTIONS FOR THE CHARACTERS

If they end up being cornered inside the warehouse with the robots and soldiers closing in on them, they will have the following choices:

- They can attempt to shoot their way out of the warehouse, reach one of the trucks and try to force their way past the APC. This has deadly potential since the gunners are still in the APC and have enough firepower to destroy a cargo truck.
- Try to bluff their way out by talking to the soldiers and making either a *_ Bargain* or *_ Persuade* skill roll. If that is successful, each player character must make a successful Luck roll to avoid drawing attention to their self and closer scrutiny.
- Enter the warehouse through the door in the control room by forcing it open (it has the same stats as the door mentioned in the first paragraph of the control room section). They can then work their way through the warehouse using the information provided in the warehouse section. If sufficient time has passed, when they make their way to the rail line entrances, they will be attacked by the two soldiers waiting outside.
- Hide inside the warehouse and try to escape inside one of food containers that will be loaded on the next train. If they take this option, there may be no way for them to exit the train until it reaches the closest major city. Escaping from the delivery zone on the edge of a city should not be a major problem, but it may be a long dangerous trip to get back to their homes.

ESCAPING FROM THE WAREHOUSE AND SOLDIERS

- The player's first obstacle when leaving the warehouse will be determined by which direction they select. If they choose to exit through the loading dock they

will potentially come under fire from the APC which will still have four soldiers, two gunners and a driver present.

- If they leave by one of the train exits, they will have to get past two soldiers who by this time have taken partial cover. Depending on the range to the players, they may try to capture them with their tangle grenades or, if the situation calls for it, they will shoot to kill. If the players are being careful and they take time to stay by the opening to the warehouse and look for enemy positions, allow them to spot the soldiers if they make a successful Spot skill roll. At the same time, permit them a second Spot skill roll to see the aerial drone that was launched when the APC first arrived at the entrance to the warehouse compound. If the players examined the weapons locker in the control room, it is likely that they have at least one of the ground-to-air weapons which they can use to shoot down the drone.
- If the player's characters follow the tracks the woods are too thick for the APC to follow them. Alternatively, they can go north to ford the stream, which is only chest high, and cross through the marshland. There is enough cover that they can take their time and be guaranteed to escape. At this point if the gamemaster wishes to make the escape more difficult or exciting, have any remaining soldiers chase the players characters and try to pick them off.
- One other option is conditional on if they changed the local network settings while they were in the control room to be able to tap into the main computer. If that option is available to them, they can try a Computer skill check to attempt to take control of the aerial drone. If they are successful, they can crash it directly on top of the soldiers waiting for them outside causing 1D6 of damage to each of them plus distracting them for 1D4+1 rounds. The individual controlling the drone can also view the video feed to determine the positions of the soldiers.

WEAPONS

EMP Mines – Unlike a regular mine, an Electro Magnetic Pulse mine does not explode, instead it projects a blast of energy that destroys or damages any electronic devices in its path. It is a bulky device that contains high yield capacitors and a large battery package. It requires two persons to handle and a successful Demolitions skill check to place it and arm it for remote detonation. The pulse

fires out from the front of the device in a 50 yard long cone that has a front width of 50 yards.

EMP Guns – These are small hand-held units that are wired to a battery pack worn on the user's belt (5 pounds). It has a range of 10 yards with a 5 foot wide path. The pulse is much weaker than that of an EMP mine and only has a 50% chance to destroy the electronics in the object that it is targeted at. There is a slow recharge on the capacitors of the device and it can only be fired once every three rounds. The battery pack is good for five shots before it requires one hour of recharging.

Aerial Drone – These devices are used to rapidly gather tactical information from an aerial vantage point. They can be launched within minutes of arriving in an area and feed a video signal that is available to the entire squad. Drones recharge themselves with high efficiency solar arrays built into the wing surfaces and can stay on station indefinitely. The on-board batteries are sufficient to keep the drone airborne overnight and power the imaging equipment and the on-board low power transmitter (range of 2 miles).

Assault Rifle with caseless ammunition – These are the standard issue assault rifle for the Homeland Security soldiers. Ammunition comes in 50 round blocks that are inserted into stock of the weapon. Each bullet is surrounded by a compressed compound that vaporizes to fire the projectile. There are no shell casings ejected from the weapon to jam in an ejector port so it is highly reliable. Use the "Rifle, Assault" statistics for this weapon that appear on page 255 of the BRP book.

Tangle Grenades – Use the Throw skill on page 83 for details on range and effects of a failure or fumble. This advanced anti-personnel weapon launches high tensile strands in a five yard radius when they detonate. The ends are a combination of nanotechnology and reactive chemical that rapidly activate when exposed to air. Each person in the blast radius will be struck with 1D6 strands that burrow through clothing and exposed skin doing 1 point of damage per strand. Light body armor will completely stop these strands from penetrating but they will still have to be detached from the armor. Once attached the nanobots release a protein based lattice anchor that instantly bonds to what they are in contact with. Pulling a strand out of your body once it has anchored will do 1 point of damage. A person can remove one strand per round but multiple persons can work on an individual to assist them. The trailing ends of the strands anchor to the ground or wall or whatever they happen to be touching.

Individual strands are approximately 1/16th of an inch in diameter and ounce-per-ounce is as strong as spider silk.

Ground-to-Air Interceptors – These small rocket devices are simple to operate and have a base chance of 20% per round of getting a weapons lock. The device has a range of 3000 yards. The firer aims the device until it locks on to the target which is indicated with an audible tone. A trigger is pulled and the device launches tracking the target until it is within a few yards when it automatically detonates. Against a soft unarmored target such as an aerial surveillance drone it will automatically destroy it. Against other airborne targets such as helicopters it will do 4D6 damage.

Armored Personnel Carrier – This rapid transport military vehicle has the equivalent statistics as the Tank, Modern on page 271 with the exception of Armor which is 18 instead of the listed value of 24. This difference represents the lighter armor on a personnel carrier as opposed to a main battle tank.

Hunter Robot – The Hunter is a compact design that is propelled on two tracks with armored skirting. The armor rating on all areas of this robot is 8 points. It has a total of 40 hit points. It has video feeds on all sides and a two way audio system that enables remote communication between the operator and target(s). In the event that the Hunter is directed to attack, it contains the following weapons:

- Automatic Shotgun (50 shots) – Use the statistics found in the Modern Missile Weapons table on page 255
- Chemical Spray (Pepper spray) (20 shots) – Use the statistics found in the Modern Missile Weapons table on page 255)
- Taser Dart (10 shots) – Use the statistics found in the Modern Missile Weapons table on page 255
- Chainsaw (for clearing obstacles) – Use the statistics found in the Modern Melee Weapons table on page 255

NPC'S

Driver – Use the statistics for an average Police Officer found on page 364.

Guards – Use the statistics for an average Police Officer found on page 364.

Soldiers – Use the statistics for an average Soldier found on page 365.

The Unmarked Local Leader – Use the statistics for an average Spy found on page 366.

The Unmarked Soldier #1 – Use the statistics for an average Soldier found on page 365.

The Unmarked Soldier #2 – Use the statistics for an average Police Officer found on page 364.

THE TWELFTH ADVENTURE:

THE TIME SHARE

BY SIMON YEE

A Post-Apocalyptic/ Steampunk Adventure

This adventure requires the use of the Basic RolePlaying book by Chaosium. References to pages within this book will be in parenthesis and have the BRP acronym and then page number. Example (BRP, p176).

Description: You're on vacation in New Jersey when the end of the world comes knocking at your door in the form of several mushroom clouds. Fortunately you find a nuclear fallout shelter. It seems to be your only hope...So say 'Good Bye' to the world as you know it!

KEEPERS INFORMATION

This adventure is set 15 years into the future when a nuclear war, between two far off countries, sets in motion the destruction of all humanity. People scramble in the chaos to survive. A radical treatment for the radiation is tested on the population of New Jersey with horrific results. The citizens that survive the radiation injection devolve into a vampiric state of existence and cannot walk in the sun unless they feed on living human beings.

Above in the sky an unseen universe waits to exploit the dying planet.

A galactic consortium of alien business cartels made bids for land real estate on Earth, and when the smoke cleared, the small business venture capitalist called the Queens Enterprise Limited (QEL) won the area we now know as New Jersey. The plan is to recondition New Jersey to become a luxury vacation resort and then sell time share

homes to Aliens across the galaxy who wants to get away from it all and relax.

To Queens Enterprise Limited (QEL), this is a perfect business plan till they find Earthlings alive in New Jersey (AKA: the players). The intergalactic business law has a provision, called article 22, stating that indigenous natives of the planet found alive within 2 year cycles after a planet wide holocaust are considered default owners to the real estate if residency in the area is proven. The bids won in the Galactic Exchange Consortium prior to such discover are rendered null and void. Exceptions to the provisions are indigenous natives who can be considered machinery (robots) or re-animated dead.

The intergalactic business law also prevents businesses from interfering in the matters of under-developed planets, like Earth, and requires the planet citizens to meet their own demise by their own hands before claims to real estate can be made. Earth had been a likely candidate for destroying itself when the trend of technology got away from steam power and started to utilize nuclear power. It is common knowledge within the galaxy that over 80% of planets that develop nuclear energy destroy themselves. Likewise those planets that develop steam technology will eventually grow and be invited to join the Galactic Exchange Consortium because steam technology is always the way of the future. Note the aliens in this game look exactly like humans with minor odd discoloration in their hair. All the aliens can speak the same language as the players because of implants in the ear and mouth that convert languages to understandable words.

Meanwhile the players in this game will find a fallout bunker at a bed and breakfast. They will escape the nuclear winter and are unaware of the events as they unfold above

the ground. The adventure will start as they are presented with the option to enter the bunker or brave the radiation as it pours down on them.

BRP SYSTEM OPTIONS

This game will utilize several options found within the Basic RolePlaying system. Authors note: I found the BRP system to be fairly robust if options within the text are considered for the genre and adjusted appropriately. The plurality of options can be confusing but I found as I became familiar with each one the amount of flavors you can give a setting became limitless. I felt much like being a Chef, since you can adjust the mechanics to bring out the best within a setting.

FATE

One of the most significant option inclusions to this adventure is the FATE points (BRP, p176). The inclusion of this option is to encourage players to add more color to the setting and a pulp feel. (Not that the Steampunk portion in this setting should be pulp because the scenario can end up being more about role play than action). What the BRP book does not detail is how players can attain or how many FATE points they start with.

For the purpose of this adventure, players should start with 7 points. The points are gained when they involve their characters in a scene and dramatize a situation in a way that is distinctly connected to the characters background and personality makeup. Also you can award points if players make a novel and entertaining description that adds to the adventure.

Such as a player has a character that is very curious by nature and has a wanderlust attitude can be given points if he/she chooses to enter a dark and scary basement, without telling anyone, instead of getting the rest of the groups attention to give her/him back up.

As a rule of thumb, once a player commits to a description that adds irrevocably to the characters personae/theme have him or her write a brief description in the character failings section of the players sheet (BRP, p382) and offer them points in future scenes to invoke that description about their player if the situation would produce it but is contrary, to what the player would prefer to do, or if it would move the scene/adventure forward.

The range of points given should be 1-3 FATE points depending on the quality (by GM's subjective choice). Basically if it was just minimally interesting give them one. If it was really entertaining and moved the game along then 3 FATE points would be good. Have a cap

that max's out at 20.

Note: Redundant abuse of this optional rule within the same scene can be considered cliché and does not accrue points

CHARACTER CREATION

If the players wish to generate characters instead of using the pre-generated characters then I would recommend using the Point-Based Character Creation Option (BRP, p19) and use Step 7: Skill Point Allocation for a Normal Game level (BRP, p23). I would also utilize the Sanity Points (BRP, p32) the Post Apocalyptic portion of this setting benefitted from its inclusion. Recommend most players come from New Jersey and have drivers license to show they are from New Jersey.

PLAYERS INFORMATION

Today is 15 years in the future. The adventure begins in the Telos-Satori Bed and Breakfast off the outskirts of New Jersey. There is a nearby town a mile down, called Morrisey, which has a church, grocery store, sporting goods, doctor's office and clothing store. The TV in the living room begins to display an emergency broadcast about nuclear war between four nameless countries. The report continues about how the nuclear fall is so massive that it is covering the globe within a matter of minutes. Players can see the orange-purplish radioactive clouds in the far horizon rapidly cover the sky. The Bed and Breakfast owner, Max Von Schell, grabs the players and directs them to the backside of the lodge. Initially it looks like a basement entrance but players soon realize that it is a nuclear fall out shelter. Max explains in his thick German accent that it the state of art bunker with enough food to last for up to a year. Looking above you can see that the nuclear winter haze blotting out the sun. "I close ze doors unt 10 minutes...call your loved ones or get what you can quickly!" Max exclaimed. "10 minutes I say...and no more. Hurry!"

THE TEN MINUTES

Have players explain what they are getting and who they are trying to contact. The actions cannot take longer then 10 minutes. Players can role play the discussion on the cell phones (with the other players playing the person receiving the call) with the people they are trying to contact for the last time. This would be a scene in which players can try to

get FATE points. If players do not make it into the bunker within the ten minutes allotted use the radiation effects table (BRP, p231) under moderate radiation intensity. If for some reason the players do not go into the bunker, start out at moderate radiation intensity for the first week and then go up to medium radiation intensity there after and then jump to acute or fatal radiation intensity on the third week.

THE NUCLEAR FALLOUT BUNKER

The bunker is about 200 feet down under the bed and breakfast lodge with heavy vulcanized titanium doors. Several feet of lead and concrete make up the walls. Max explains that he had the shelter built when his wife had visions/nightmares of nuclear bomb blowing up New Jersey 3 years ago. The bunker has 3 bedrooms, 4 bathrooms and a living space with kitchen. Under the bunker is a water recycling and purifier system. In the wall behind the kitchen is waste incinerator system and central heating convertor. There is a 1,000 gallon water system and a years worth of non perishable food. There is no wireless/phone connections/cable in the bunker. The players will be spending a year in this bunker and will have the issue of needing to get more food as it gets closer to a year passing.

NO EXIT (OPTIONAL SCENES)

If players want to role play the experience of living in the bunker or if they wish to gain FATE points then have them make up to 3 scenes of their choice during the course of their stay. Give them points for developing the event, the conflict and for role-playing the events out. Such as 3 months have passed and the players begin to believe someone in the bunker is getting food from the storage while everyone else sleeps.

A YEAR PASSES

Max explains that the bunker is running out of food and speculates that the group will have to consider leaving the bunker to find food. There might be some players suggesting cannibalism but Max will be against this idea. Those that venture out will find the Bed and Breakfast gone. It had burnt to the ground along with the surrounding forest. There is no radiation in the area because the Queens Enterprise Limited (QEL) had utilized several environmental radiation filter machine to decontaminate the land. There is only one road and it leads to the town a

mile away. The cars at the Bed & Breakfast and in the town will not start automatically because it has been over a year since the car battery was run. Also electrical equipment that were running on the surface during the past year no longer work because the QEL machine that cleaned the radiation had an electromagnetic pulse component.

THE BURNETT HOUSE

If the players walk down the road toward the town they will pass the Burnett house. It is a single story house that was left untouched by the forest fire that engulfed the Telos-Satori Bed and Breakfast. Inside the house is the leathered corpse of Marge Burnett on the couch. Those seeing the corpse must SAN check (0/1D3, see BRP, p317). The stench of human decay and mildew permeate the rooms of the house. A successful Spot Check will reveal a pamphlet detailing the location to get an injection against the radiation. The location is in the Town of Morrisey inside the Church hall. A successful Medicine Roll on the body will reveal that Marge died horribly from radiation poisoning approximately 10 months ago. Various knick knacks fill the walls and all the electrical appliances do not work.

THE TOWN OF MORRISEY

The town is really a small strip mall on the side of the road. Players will see a Church with a big sloppy red cross painted on the side. A gas station and liquor store separates the Church from the strip mall. Tall green trees surround the town and the shimmering of Ogden Lake can be seen west of the town. The road going North leads to New Jersey, which is 145 miles away. The road going south goes to the Bed & Breakfast.

THE CHURCH

The Church is the biggest structure in town and players will notice that the side of the church has two painted red lines crossing each other. A military Humvee vehicle is also parked in the front. The doors to the church are left wide open and the corpse of a national guard lays sprawled at the entry. Those seeing the corpse must SAN check (0/1D3, see BRP, p317) unless they have witness one previously in the past hour.

Inside the church, players will notice that it was set up for a medical triage and the inoculation of the radiation treatment. Most of the pews and medical equipment seem to be in disarray. Various bodies of the town locals lay

randomly on the makeshift beds and 2 more mangled National Guard's corpse are situated by the altar. A successful Spot Check will reveal bullet holes in the pews, doors and window sills. An Idea roll will suggest that the soldiers were firing inside the church and at some of the bodies of the locals while they were sleeping. A successful Medicine Roll on the soldiers will reveal that the throats were chewed out and exsanguinations of the bodies with no trail of blood.

The Humvee outside the church has six boxes filled with needles carrying the experimental treatment. If the players inject themselves with the treatment then they must roll against a difficulty of 20 verses their CON or turn into one of the Morrisey Vampires. If they are successful then they injected a compound that is not potent and do not suffer any consequences. Likewise chemical compound does not provide any real benefit against radiation to players.

THE GAS STATION AND LIQUOR STORE

There is no gas in the pumps and have been siphoned out by the QEL. Also the pumps to the gas have been soldered to the tank. The liquor store still has booze and soda. The store seems unusually clean compared to the rest of the station. A Spot Check will reveal QEL stickers on various items with a crown symbol and motto "Queen Enterprise Limited: When getting treated like royalty counts in life."

GROCERY STORE

Players can find non perishable food in cans through out the store. The windows to the store are covered in tin foil. Players will notice that sunlight from outside is prevented from entering the store. If players search the grocery they will be greeted by little Amy Kopowski, a Morrisey Vampire. She appears as 6 year old girl with pony tails in a summer dress. She will not go out in the sun and ask players to go towards the darker areas in the store to show her toys and dolls. If asked where her parents are she will tell players that they are in the stock room. If players try to get her to outside with them for any reason she will jump toward the friendliest players arms and say "I like you the best." Upon falling into the players arms she will wrap her arms around the persons neck as if suggesting to be carried out and proceed to bite the persons neck till she has the needed POW to run out into the sun. If it is at night when players encounter Amy Kopowski then she will follow players and watch them out of curiosity. The exception to this is if the players walk toward Ogden Lake. She fears going out there because of ghost stories about an

evil old man who eats little children named Mr. Huxley.

Little Amy Kopowski, a Morrisey Vampire

STR 18 CON 20 SIZ 6 INT 9

POW 13 DEX 14 APP 14

Move 12

HP 13

DB: None

Armor: None

Attacks: Bite 50%, 1D4 (bleeding) + Blood Drain (see Morrisey Vampire)

Hypnotic Gaze, POW vs. POW (see Morrisey Vampire)

Grapple 75%, special

Skills Dodge 50%, Ettiquette 50%, Hide 70%, Insight 60%, Jump 75%, Listen 60%, Persuade 60%, Sense 75%, Stealth 80%, Track 75%

Super powers: Wall Walking(BRP, p164), regenerate, Night Sight, Hypnotic Gaze, Blood Drain.

Weakness: Decapitation, Sunlight (treat like High radiation 20 difficulty), Stakes and Fire do twice damage.

GROCERY STOCK ROOM

In the stock room is a walk in freezer with 11 local town's people who are Morrisey Vampires. They are fairly polite but somewhat guarded by humans who survive the radiation fall out. Unlike vampires from myth there is no craving for blood. In fact the only reason the Morrisey Vampires would bite the players is if they needed to go out in the sun. The Morrisey Vampires need to drain 9 POW from a human being to last a day out in sunlight without getting radiation damage from the sunlight. The Morrisey Vapires will attack if they are attacked and can use weapons (if GM deems it would be fun). The vampires will recall the events that happened at the church and say that the National Guards turned the town's folks against them after turning them into vampires. "They just became afraid of us and started shooting." The Vampires also know of Brandon Thomas Huxley and think he is an evil man who is bent on killing them. They will tell players that he lives by the Ogden Lake. The Vampires are also aware of some strange men who are dressed up in red robes with hoods and gas masks that walk around during the day. These happen to be the QEL research and development team who are on surveillance.

The Average Morrisey Vampire

STR 21 CON 20 SIZ 10 INT 13

POW 13 DEX 10 APP 12

Move 12

HP 15

DB: +1D6

Armor: None

Attacks: Bite 50%, 1D4+DB (bleeding) + Blood Drain (see below)

Hypnotic Gaze, POW vs. POW (see below)

Grapple 75%, special

Skills Dodge 50%, Ettiquette 50%, Hide 70%, Insight 60%, Jump 75%, Listen 60%, Persuade 60%, Sense 75%, Stealth 80%, Track 75%

Super powers: Wall Walking(BRP, p164), regenerate, Night Sight, Hypnotic Gaze, Blood Drain.

Weakness: Decapitation, Sunlight (treat like High radiation 20 difficulty), Stakes and Fire do twice damage.

Description:

See page 348 under vampires. Ignore the cravings for blood and most of the myths like no reflection, hairy palms, killing chief vampire cure, not crossing water, garlic, having servants and needing to be invited. These are not your typical vampires. More like experiment gone wrong. The Morrisey Vampires do have the vampire powers of Blood Drain, Hypnotic Gaze, Night Sight, regeneration and the super power of Wall Walking(BRP, p164), as described in the BRP book. Chill touch and claw attacks are not part of these creatures. The weaknesses are the same only do not include Holy items, and sacred Earth because they do not apply. Daylight weakness is different in that it is treated like High on the radiation effects table (BRP, p231) with no regeneration. The QEL will treat the Morrisey Vampires as reanimated dead.

Note: If players are injected with the radiation treatment found in the Humvee outside the church and is turned into a Morrisey Vampire then they must double STR and CON. They gain the super powers and weaknesses associated with being a Morrisey Vampire.

THE SPORTING GOOD STORE

This store will have sporting rifles and sporting shot guns (BRP, p 255) with 12 ammo (50 count) boxes for each. Axes, machete and other reasonable sporting equipment can be found here.

DOCTORS OFFICE

Office has medical equipment that will improve first aid and medicine rolls by +15% if used here. Various pharmaceutical items can be found here as well. GM decision. The resident physicians name is Walter Corbitt.

CLOTHING STORE

Various clothing items can be found here in any style with good fashion sense.

OGDEN LAKE

Medium sized lake. On the south end of the lake a brass shinning contraption can be seen with smoke rising from it. This is the Golden Turtle. Brandon Thomas Huxley lives here for now and is trying to establish his 90 day squatting rights. Intergalactic business provisional laws state that a squatter can claim land if he is can establish residency for more than 90 days. Brandon chose the lake area because he did not think QEL would come out and check the area rigorously and find him. He has various poles around his camp and some have Morrisey Vampires impaled on them. Much like the rest of the galaxy Brandon does not see the vampires as people but animated beings that he can kill without discretion. Since Brandon is a squatter and retired intergalactic rebel smuggler he will be a bit paranoid of players that approach him and will fire warning shots from his space cargo ship called the Golden Turtle. If players can establish that they are natives of the planet then he will be curious enough to invite them into his camp unmolested. He will try to hatch a plan to get the players to establish their land rights with QEL by having them find the QEL Dirigible that has the Galactic Commerce Auditor. Brandon knows that QEL has to have the Auditor for another year to audit their development plans and knows that the auditor is the only person in the near galaxy that can legitimize the players claim. Players only need to show drivers license. Brandon will try to secure his land by bargaining with the players for the property by offering his help.

Brandon Thomas Huxley- Planetary Land Squatter and retired Smuggler

STR 16 CON 15 SIZ 14 INT 15

POW 21 DEX 17 APP 15

Move 10

HP 15

DB: +1D4

Armor: None

Attacks: Rail Gun 60%, Blaster Rifle 45% 2D8+3, Energy Stiletto 75% 2D6+DB (bleeding), Brawl 80%, 1D3+db (crushing)

Skills Climb 75%, Command 50%, Dodge 50%, Ettiquette 50%, Hide 70%, Insight 60%, Jump 75%, Knowledge (Galaxy) 45%, Breaking Law (Galaxy) 70%, Listen 60%, Martial Arts Navigate 80%, Persuade 60%,



Pilot (Space Ship) 73%, Repair (Mechanical) 55%, Sense 75%, Stealth 80%, Track 75%

The Golden Turtle

Rated Speed 90 Armor 15

ACC + 10 Size 150

Move 42k HP 350

Weapons: (2) Rail Guns Damage 6D8+6 Range 10,000
Attk 1/3 HP 64

Brandon's trusty Smugglers Space Ship. He used to smuggle contraband for rebels during the old civil wars in the galaxy. Has reinforced Brass exterior with copper trim. Vehicle is run by high advanced steam technology from the Carcosa Asteroid Belt of Superior Technologies. The shape of the ship is basically like an egg with metallic bi-plane wings. Two rail gun turrets provide fire power covered by a see through dome. The turrets are controlled by copper goggles that have advanced aim targeting systems, which provides a base 35% for those not skilled in the rail gun proficiency. On the side of the ship is a classic naked woman nose art with the phrase written under it saying "Peace guaranteed through superior fire power."

Queens Research and Development

The QEL sends out workers to help collect data and find areas still contaminated with radiation. In this adventure the players will come across them in the middle of the road leading to New Jersey or by the Ogden Lake...actually any place the GM feels would make for an interesting encounter. The workers will first check for radiation and then try to have them peacefully incarcerate the players on charges of being intergalactic planet squatters. If the players resist or prove that they are indigenous residents of New Jersey then the workers will use their stun guns to immobilize them and take them prisoners on one of the QEL dirigibles not containing the Auditor. A large bronze transport ship, shaped box with copper inlays in the design of the QEL logo, follows the workers with steam billowing under the base. Workers are dressed in red robes with complimentary colored hoods in black trim. Their faces are covered by gas masks that filter out impurities in the atmosphere because of working regulations. Workers can actually breathe the air on the Earth. Usually there are 7 workers.

QEL Worker Stats

STR 16 CON 14 SIZ 15 INT 10

POW 10 DEX 12 APP 10 EDU 11

Move 10

HP 15

DB: +1D4

Armor: 1 point environmental robe

Attacks: Stun Gun 60% (BRP, p256), Brawl 36%
1D3+db

QEL Transport Ship

Rated Speed 92 Armor 18

ACC + 10 Size 120

Move 50k HP 180

IN THE SKY ABOVE NEW JERSEY

There are three QEL dirigibles above Trenton, New Jersey. In the middle Dirigible is the QEL vice president Aesop Cavendish III and the Galactic Commerce Auditor, named Philip Wintermute. Aesop also has 4 of his cronies following him around. If players try to approach the dirigibles without identifying themselves then Aesop will order the dirigibles to fire upon them. Claiming the players to be hostile squatters trying to scare off the QEL from the property they rightfully own. The dirigibles have mile long flat screen panels on the side of the balloon showing the QEL logo and images of the luxury time share resorts they are planning to develop. The cabin under the balloon has a docking station and three rooms. The Driving station is in the front and consists mainly of a big 3 foot round steering wheel with steam propulsion joy stick.

Dirigibles

Rated Speed 12 Armor 12

ACC + 2 Size 100

Move 134 HP 100

Each ship has 8 QEL workers

Each dirigible is manned by 3 canons 35% 4D8+4
1/5 rate of fire.

QEL workers

STR 16 CON 14 SIZ 15 INT 10

POW 10 DEX 12 APP 10 EDU 11

Move 10

HP 15

DB: +1D4

Armor: 1 point environmental robe

Attacks: Stun Gun 60% (BRP, p256), Brawl 36%
1D3+db

Skill: Dirigible Piloting 35%

Cavendish Cronies

STR 12 CON 10 SIZ 9 INT 14

POW 13 DEX 14 APP 13 EDU 14

Move 10

HP 10

DB: 0

Attacks: Brawl 30% 1D3

Skill: Accounting 65%, Business Law 45%, Fast Talk 35%, Persuade 45%

These old men hover around Aesop giving advice and nodding their heads saying 'yes.' Dressed in long tails suites with parted hairlines down the middle of their head.

Aesop Cavendish III- QEL Vice President

STR 11 CON 10 SIZ 13 INT 18

POW 10 DEX 12 APP 15 EDU 19

Move 10

HP 12

DB: 0

Attacks: Brawl 30% 1D3

Skill: Accounting 65%, Bargain 45%, Business Law 65%, Command 55%, Dodge 65%, Fast Talk 35%, Gamble 36%, Persuade 45%, Research 75%

Aesop appears as a tall young man in his mid twenties dressed in Edwardian style clothing with a top hat and cane. Heavy copper long hair flows down his back. Dark round optical glasses in a brass frame hides his eyes. Aesop will try to suppress or discredit the players once he discovers they are from New Jersey. Another trick he may attempt is to have the players sign away or gamble away New Jersey to QEL. Aesop will not murder the Auditor.

Philip Wintermute-The Galactic Commerce Auditor

STR 12 CON 15 SIZ 10 INT 13

POW 13 DEX 14 APP 13 EDU 16

Move 10

HP 13

DB: 0

Attacks: Brawl 30% 1D3

Skill: Accounting 65%, Business Law 95%, Fast Talk 35%, Persuade 45%,

Philip is open to meeting non hostile players and will ask place of origin. If players say they are from Earth he will ask for identification. Once he is shown ID he will grant the land of origin to the players and keep Aesop in his place. This would mark the end of the adventure.

Fini

Players finish the adventure by proving to the Auditor that they are from Earth. Aesop will plead to work out a deal and offer to give stock into QEL. If players made

friends with the Morrisey Vampires and Aesop discovers this he may threaten to kill them(bluff) if players do not negotiate with him.

I would like to thank

Danielle

www.rpg-sandiego.org playtesters Wintermute, Neuro, Czernia, Dnd3eplayer, and Bryan.

NPC's and Pre-Generated Characters:

This adventure is well suited for players to make their own characters but here are some characters that can either be NPC's or Pre-generated characters that the players can play. The two characters listed are the owners of the B&B. Players might notice that these characters are not the type that are ready for combat and may be reluctant to play them. When it comes to combat, this adventure can go either way.

Max Von Schnell- Owner of the Telos-Satori Bed and Breakfast

STR 10 CON 15 SIZ 10 INT 15

POW 15 DEX 18 APP 12 EDU 20

SAN 75

Move 10

HP 10

DB: 0

Attacks: Brawl 25% 1D3

Skill: Language (German)100%, Language (English) 68%, Status 30%, Craft (Wood Carving) 30%, Heavy Machine (Aircraft) 36%, Repair (Mechanical) 65%, Repair (Structural) 45%, Technical Skill (Computer) 40%, Spot 40%, Dodge 50%, Pilot (Propeller plane) 32%, Repair (Electrical) 55%

Background: Max lived most of his life in Germany working as an Engineer for a big Military contractor. He is 66 years old. He retired three years ago with his wife Maria and immigrated to America. His wife had visions about the end of the world and begged him to build a state of the art nuclear fallout shelter. While not very superstitious by nature Max built the shelter only because he knew his wife's vision had a way of becoming true. Max normally lets Maria do most of the talking with the guest and will usually be in the kitchen baking apple strudel for breakfast. The Operating the Telos-Satori Bed and Breakfast is Max's dream retirement.

Maria Von Schnell- Owner of the Telos-Satori Bed and Breakfast

STR 10 CON 10 SIZ 10 INT 16

POW 16 DEX 16 APP 16 EDU 20

SAN 80

Move 10

HP 10

DB: 0

Attacks: Brawl 25% 1D3

Skill: Etiquette 35%, Language (English)100%, Language (Spanish) 55%, Language (German) 40%, Persuade 50%, Status 30%, First Aid 70%, Medicine 60%, Psychotherapy 30%, Science (Biology) 36%, Insight 55%, Research 65%, Spot 50%, Dodge 40%

Powers: Danger Sense-passive, Divination(Currently, does not have the power)

Background: At 64 years old, Maria is a retired physician. Travelled all over the world and lived in Germany after marrying Max. Maria does most of the speaking between the two in the B&B. When they were living in Germany it was the other way around and Max was the talker. Maria has trouble sleeping because her dreams are sometimes disturbing. She is strong willed and stubborn when it comes to her feelings. Her favorite hobby is to knit sweaters.





SCIENCE FICTION

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THE THIRTEENTH ADVENTURE⁵

PLANET-FALL

BY BRUCE THOMSON

An emergency landing on un-surveyed planet LM-7890677 forces the crew of scientists and tourists on the warp capable ship Progress into a fierce battle for survival against a harsh and deadly environment. Their journey to the planet Taion has been abandoned after a problem with the ship's main computer during warp.

CREW OF THE VAUS

5 survey Droids

Hans Karlstrom – Scientific team leader.

Morgandus Maecus – A space transport union boss on annual leave.

John Merriman – Winner of the trip of a lifetime competition run by Space Now! Magazine

A of the Kay – Lead singer of the retro punk band the Kay

Silive Terlamason – Attractive historian and music fan.

Elise Pleasere Minderian – Talk show queen of Rhesus Altar

Fast Elby Fackaran – Tri-planetary unarmed combat champion

Preity Sulvan – Miss Gaerlaon 23254

Heather McDonald – Red-headed nymphomaniac and Geologist

Jack Off – Stand up comedian

AGAINST A HARSH LANDSCAPE

The surviving crew of the Progress awake to find themselves marooned on LM-7890677 with little hope of rescue. Outside as seen on viewing screens is a green and fertile plain stretching in all directions. The fauna is lush and

seems to bear several fruits and support many kinds of plant and fungal life.

ON BOARD

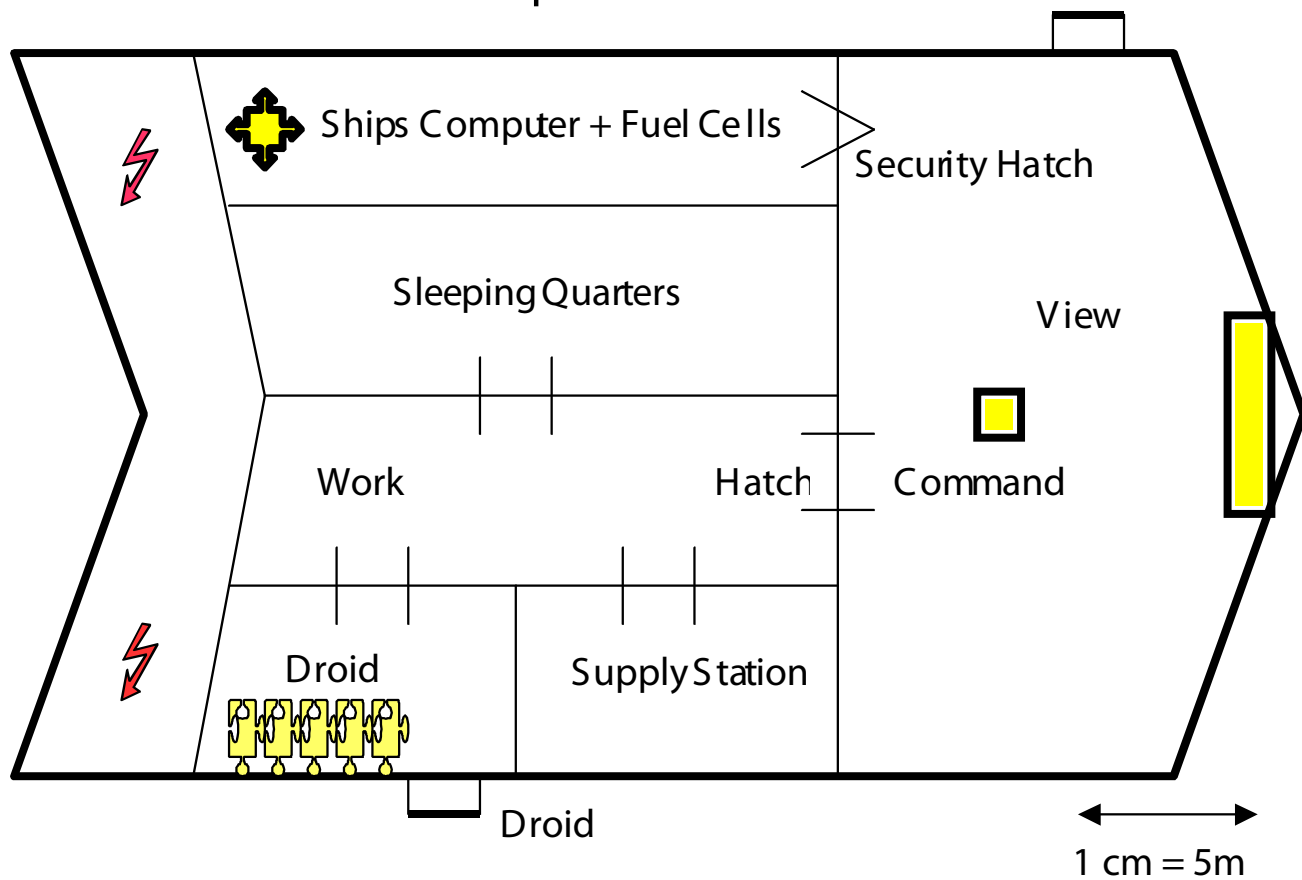
Vaus is an emergency escape vehicle and is only designed for planet entry, it has several facilities to help the PC's survive. The stranded ship is stocked with food and has energy supplies to last six months. There is a work area on board which can be used to fabricate low tech items such as shovels, sleds and depending on the skill of the builder-more complicated products such as electric torches and electronic components. The supply station has units of food (unfortunately contaminated – see below), survival gear (tents, snowshoes, ice-axes, backpacks, saws, knives, flotation aids, inflatable rafts, five space-suits and medical supplies). The ships view screen and command module can be used to view pictures from Droids, view images from the computers memory banks or for computer programming functions. It can also be used to remote pilot Droids through the computer. Though the computer can pilot Droids without using the view screen it may be an aid for PC's.

SHIPS COMPUTER AND FUEL CELLS

Only the nominated group leader's command can open the security hatch into this area. It contains fuel cells to power the life support and computer systems on the ship. Also the computers positronic brain. If the computer is destroyed then the view screen and other features on the ship will no longer function. Also Droids lose their ability to recharge and communication abilities and become simply vehicles that have to be driven manually. They will run down and cease to function 48 hours after

Map of the Vaus

Escape Hatch



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their last charge. There is enough power in the fuel cell to last six months of normal use.

(Natural History)40%, Strategy (30%), Technical Skill (Computer Programming) 70%.

Ships Computer

The Beta computer has the power of speech and can be a valuable aid to the players. It can analyze and process data supplied by the scientific Droids or by PC's. It can answer any logical question but it has no knowledge of LM-7890677...

INT 15
 SIZ 6
 Move: 0
 Hit Points: 10
 Armour: 3 point casing
 Skills: Language English (80%), Pilot (Space Craft) 80%, Pilot (Droids) 80%, Teach (50%), Repair (Electronic) 70% (Mechanical) 60%, Research (Electronic Data) 80%, Science(Chemistry) 60% (Astronomy) 80% (Planetology) 80% (Physics) 60%

Droid Bay

Droids must return to the bay for maintenance and to recharge their fuel cells every 48 hours for at least one hour.

Survey Droid Drones

The survey Droids follow the three rules of robotics as laid down by Isaac Asimov (judged by the ships computer, if the computer is destroyed then PC's could use the Droids any way they wished):

1. A robot may not injure a human being or, through inaction, allow a human being to come to harm.
2. A robot must obey orders given to it by human beings, except where such orders would conflict with the First Law.
3. A robot must protect its own existence as long as such

protection does not conflict with the First or Second Law.

Droids can take samples and provide data to the Beta computer which has a vast scientific database at its disposal to make analyses. They can also provide video/audio feedback available to the humans on the ships view-screen. They can work alone or be piloted by/carry a passenger. Two people could fit inside the Droid at a squeeze. The Droids move on an anti-gravity cushion and can hover a few inches above the ground or water. They can move on slopes up to a 50 degree angle. Each has a laser mining tool that can be used on instruction from the PC's or main computer as per a laser rifle. The Droids have limited intelligence but can be used to communicate with the ships computer directly and take their instructions from the computer (if the computer Beta is destroyed they will no longer have any intelligence and must be piloted like a normal vehicle). They must be recharged for one hour every 48 hours in the Droid bay or they will cease to function.

STR	17
CON	25
SIZ	25
INT	Special (15) from ships computer
POW	8
DEX	12
Move:	30
Hit Points:	25
Damage Bonus:	+1d4
Armour:	12 point plating
Attacks:	Brawl 30%, 1D3+db (crushing) Power Tools 50%, 1D6 (electric) Laser Rifle 60%, 2D8 (impaling)
Skills:	See Beta computer's skills.

Vehicle Data:

Type	Survey Droid
Skill	Pilot
Rated	3
Maneuver	-
Handling	10
ACC	
MOV	+/- 2
Armour	12/1
SIZ	30
HP	
Crew	25
Passengers	25
Cargo	0/1
Speed	12

GM'S INFO ON ARRIVAL

The players after a fast exit from the progress and hair raising entry to the planets surface find themselves landed on LM-7890677. Since they had to be awakened from stasis they may have little knowledge of the other survivors and the players should introduce themselves. They must nominate a group leader that will be recognized by the ships computer and given security clearance to access the secure areas of the ship. Characters not played by PC's will be NPC's. This may prove useful for keeping the plot moving or to take some of the deadly impact of the planet before the PC's. Also they may terrorize the players after being driven insane by the spores of the Amondeva plant.

Ships computer Beta-

Standard date 23458 and seventy three units ninety three sub units.

Status of the Progress: Ship is abandoned in Warp cycle 34323.34 in sector 34-34-54-43-83 JHJ 894 JH. Reason: Miscalculation of Alpha module, unrecoverable error. Pulled warp for emergency planet entry on LM-7890677 life possible planet. Only limited cargo has been saved per emergency schedule 3 (ship abandonment).

Update: Progress encountered heavy planet entry and had to be abandoned. Alpha computer has been abandoned. Emergency computer Beta is operational in Vaus (emergency craft). No emergency signal can be sent via warp as Alpha did not respond in time.

Action: Surviving crew has been awakened from warp stasis.

Advise: Stay in the ship and await rescue.

The information in handout one will be conveyed by the monotone Beta computer voice.

GM'S INFO - LEAVING THE SHIP

On instruction the Computer will open the hatch of the escape vessel. The atmosphere is safe and breathable. The players will see the lush green vegetation and red sun of LM-7890677, the blue coloured moon is also visible in the pinkish atmosphere. At first glance the planet may appear to be something of a paradise with food readily available and several large fruits (resembling watermelons and pineapples) are within the crash site vicinity. Several problems will become apparent in time, as listed below under local vegetation and the section on lightning strikes.

The local area around the ship is free of mandrake infestations due to the presence of Drakons (see below) that sometimes feed on these large plants. However any party that sets out on foot will in time run into some

serious trouble from the plants or the Drakons themselves. In fact without the shelter of the ship or a spacesuit (spacesuits can run for 72 hours before the battery's need recharged to maintain life support) during the long 24 hour night death is almost 100% certain.

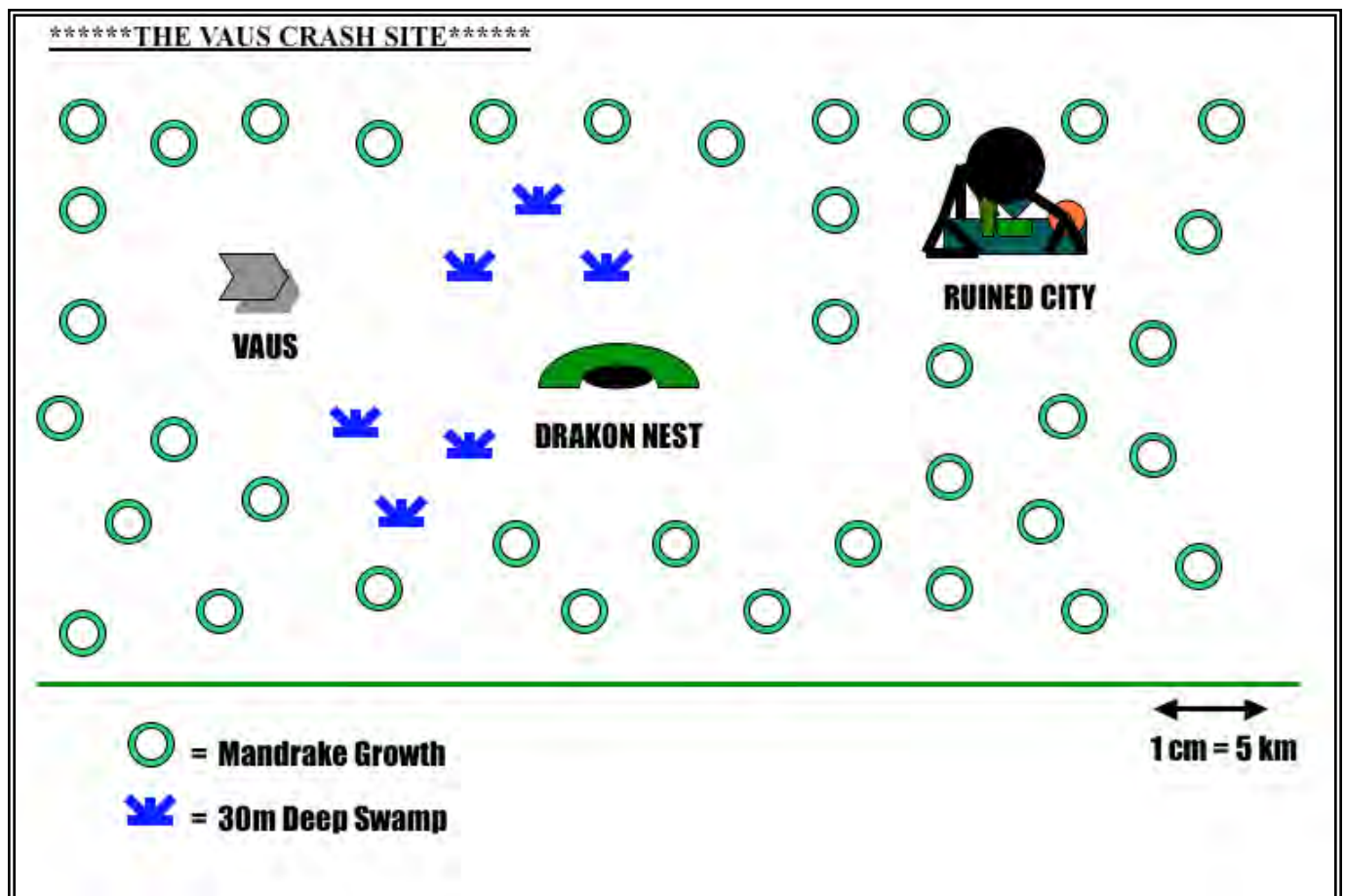
Scanners in the Droids may pick up a life form within 1km (roll every hour) if the ships computer can roll its Electronic research skill halved. Note this will not work if the life form is submerged in water or underground where Drakons tend to idle. It may be able to detect Mandrake plants but this requires a natural history roll. (roll once and don't roll again until the computer is provided with a sample of the plant and instructed to analyze it. Then make the roll once every day till it is identified).

THE TROUBLE WITH DRAKONS

Apart from the trouble the crash survivors may have with each other any excursion on the planet risks the encounter of the local apex predator the Drakon. They have a nest near to the crash site that provides a home for 4-5 of

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the creatures. They have a tendency to go underground or submerge in water when not feeding. If the players venture across the deep waters of the swamps near the Drakon nest in survey Droids the Drakons will attempt to ambush the PC's by encircling them and attacking in a group. Similarly if they venture into the Drakon nest the Drakons will attempt to draw them in and encircle them forcing them into a dead end when they will attack. They tend to feed at night when the Fauna of the planet is more active. Though they may fish during the day.

DRAKON

Drakons are comfortable on water as on land, although they are mainly vegetarian they also devour large fish like creatures that can be found in deep water on the planet. They are always hungry and deeply territorial they will attack and devour any intruders. Hunting as a pack. They are lizard like and green in colour. They have piercing red eyes and a large bone protrusion in their foreheads that they may use to charge an opponent.

	Roll
STR	4d10+10
CON	2d10+10
SIZ	4d10+20
INT	5
POW	1d6+8
DEX	3d6
Move:	11 (10 swimming)
Hit Points:	32
Damage Bonus:	+4d6
Armour:	6-point scales
Attack:	Tail lash 50%, 1d6+1/2db (crushing) Charge 75%, 2d6+db (crushing)

(Charge attack is only used if the Drakon is enraged or near death. Usually they will try for a bite or tail lash a victim then make a bite attack)

	Bite 50%, 1D6+1/2db (impaling)
Skills:	Listen 40%, Spot 40%, Hide 30% (in water), Swim 70%, Track 30%

LOCAL VEGETATION

Apart from the Drakons the local vegetation is a serious problem. If the PC's ever venture out at night (day and night go through a 48 hour cycle) they will find that the lush vegetation of the planet becomes highly toxic and can kill a human on exposure to the spores roll every four hours (POT 15) or die from a massive seizure. If a PC is inside a survey Droid they will not be susceptible to the poison and may not notice this effect. Falling into a mandrake plant can also be deadly (see mandrake description). Also the Amondeva plant is a serious problem which can arise

on the GM's discretion (see below).

SPORES OF INSANITY

The spores from the Amondeva plant can cause insanity. On GM's discretion a player must roll against POT 15 or his character will behave irrationally and start to develop homicidal thoughts towards his fellow PC's for 1d20 hours. A GM controlled character will attempt to destroy the ships computer and pilot one of the survey Droids on a murderous rampage. If the ships computer is destroyed the chances of survival on the planet are reduced. If a deranged crew member managed to destroy the fuel cells in the computer section then the chances of survival are very low. Though Droids and very basic life support will function without the computer (Droids become simply vehicles) if the fuel cells are destroyed then nothing will work and Droids and Space-suits cannot recharge. The GM should feel free to use an Amondeva induced frenzy as a plot device to spice up the action. It will take time and medical research rolls/analysis of samples to identify the cause of this phenomenon.

MANDRAKE PLANT

The mandrake plant is a dangerous native of LM-7890677. The plants are hard to spot and usually occur in large clusters. The only safe way to travel the growths is inside a survey Droid as their metallic bodies will not trigger the plants attack.

On being grabbed a PC must make a resistance roll against the strength of the plant or fall into an underground trap inside the growth. Where they will fall into a deep sleep and have sweet pleasurable dreams if they succumb to the plants toxicity (POT 12, roll every five minutes) they will take 1d4 damaged every hour they are asleep as the life sapping tentacles of the Mandrake feed off their body. Droids could scan and cut the victim free within fifteen minutes. Humans with simple tools could take 1d4 hours (After the plant had been killed).

A Mandrake may contract itself if it takes damage. It may not make attacks in this state but its Armour value increases to 9.

	Roll
STR	1d6 + 10
CON	2d6 + 20
SIZ	2d10 + 20
INT	3

POW 3d6
 DEX 2d6
 Move: 0
 Hit Points: 28
 Armour: 1-thick skin covering
 Attacks: Grab 70% Special (see below)

THE FOOD PROBLEM

Food on board Vaus has been contaminated in the transfer from Progress. On ingestion of the food after one hour the character will begin to have severe stomach pains and if not treated they will contract severe food poisoning this will give the chills as per the BPR rulebook. It should be treated as an acute illness and will take one hit point per day if a Con roll is failed until recovery. Players must harvest the fruits from the lush vegetation planet side. Even then there are not enough vitamins to ensure human survival. Analysis should reveal this on a successful roll. However the effects of this malnutrition will not become apparent until after three weeks of a diet consisting solely of the vegetation. When characters will have to roll Con x 5 per day or lose 1 HP. Perhaps the players can slay a Drakon if they encounter one for the necessary nutrition.

LIGHTNING STRIKE

Storms ravage the planet and each day the players are outside there is a 25% chance they will encounter a lightning storm that has a 10% chance of dealing 1d6 damage to each player (roll in turn).

SCENARIO DIRECTIONS

HOPE OF RESCUE

This scenario pits the players against themselves and the harsh environment they have been forced into. Rescue may arrive in time but the main point of this adventure is to create a feeling of isolation and strangeness. Rescue may come or not depending on the GM's discretion. One possible hope of escape is in the ruined alien city (see below).

A DARK SOUL

One of the crew casts a dark shadow. John Merriman is really a psychopath who has killed 36 women. The main

focus of his insane behavior is to have power, sexual or physical over females. How long will he be able to keep his strong urges under control in the intense environment of LM-7890677? He should not generally be played as a PC but it is possible that a player could be told in secret about his deviant tendencies to surprise the other players.

JOHN MERRIMAN

At any time during the adventure Merriman's true personality may emerge. Think of him as a joker among the pack of characters that upsets the ordinary scheme of things. Especially if he is left alone with a female. If he should ever be left alone with a female character he must make a POWx5 (sanity) roll or he will be forced to try to rape or kill her. He may also try to destroy the ship's computer so he can use a Droid (while laughing maniacally) to strip and kill any female that crosses his path. Of course any character that learns his true nature will have to be killed before they can tell the others.

STR: 15 CON: 14 SIZ: 14 INT: 14 POW: 15

DEX: 13 APP: 16 EDU: 15

Move: 10

Hit Points: 14

Damage Bonus: +1d4

Armour: None

Attacks: Knife 60%, 1d6+db (impaling)

Skills: Brawl 75%, Dodge 50%, Hide 60%,
 Language (English) 50%, Listen 45%,
 Stealth 80%, Throw 50%, Track 40%,
 Fast Talk 40%,

Knowledge(Accounting)40%,

Knowledge (Law) 50%.

Items: Space Transit Clothes

Heavy Plastic Knife

Disguised as a Work of Art.

MISERY LOVES COMPANY

The players encounter survivors from the wreck of the Progress. This may not be a happy reunion...

During one of the days the computer will suddenly advise anyone inside the Vaus that a humanoid is outside and display on the view screen the figure of a ragged man moving round the ship trying to find a way inside. He is dirty and his eyes are red tinged. If the players try to make contact with him he will reveal that his name is Alan Lainsborough and he is a chef headed for a new job on Taion. The first thing he remembers is waking up inside

a wrecked section of ships hull embedded in the side of a hill about five kilometers to the north. He and the other survivors (around four) have been struggling to survive ever since on limited resources (they have lost track of the time but it must have been weeks). They saw lights in the sky when the Vaus came down and came to investigate. He says that any aid would be appreciated.

Unknown to the players not all that he is saying is strictly true. They did survive the crash but things went badly wrong from there. Several were killed by Mandrake plants trying to find food and died in exposure to the toxic night air. Alan and the other five survivors have been driven insane by Amondeva spores they have killed the uninfected survivors and used them for food (they have received a heavy dose). Alan will not warn the players of the dangers of the planet (if they do not know them already) and may in fact try to lead them into harm. Only if the players can somehow figure this out (possibly if they have had contact with Amondeva before they may recognize the symptoms) and keep him under guard for one full day inside the Vaus for the effects to wear off will he come to his senses (he will be suicidal). In his insane state he plans to lead the players back to the wreck so they can be killed and eaten.

Alan will want to head off quickly if the players agree to come with him. He asks that they bring clothes, simple tools and food. He will insist that the other survivors will stay in their wreck for the present as they have adapted it for their use. They do not wish to impose on the Vaus crew. Surely together they will have a greater chance of survival if they pool their resources.

THE WRECK

If the players choose to come with him (If they take too long to decide he will become agitated and insist that his friends need some aid). He will lead them north overland to the wrecked section of the Progress. There is a 50% chance that he may lead them into a Mandrake grove with malicious intent. Perhaps until someone is taken by the plant then he will lead them away towards the wreck again. On the journey there is a 20% chance he may crack and try to bite one of the players arms if he is able.

When reaching the wreck with Alan or on their own (scanners can pick up the metal of the wreck. Roll for electronic data research if using a Droid) -

“In the side of a small hummock of vegetation a steel coloured broken cylinder bears markings your recognize

as the livery of the “Interplanetary Super fast Ferry – The safest journey through space!” ship the Progress. Two humanoid forms emerge from a burnt looking slit in the side of the cylinder making their way towards you.”

If Alan is with the players he will move forward and talk to the two more ragged looking survivors. Otherwise they will simply attack the players on sight. (Note Droids will not do harm to a human if the ships computer is functional). They will introduce themselves as Badrack and Simeon. Two tourists headed for the pleasure places on Taion. They are filthy in appearance and appear unhealthy. They will lead the players inside the ship.

Ducking to enter the slit the PC's will be hit by a sickly unidentifiable smell and the recognizable smell of human excrement. There are several chambers inside and a roof section reached by a metal ladder. The Wreck survivors will try to lead the PC's into the deepest chamber in the ship talking about how glad they are to see them and how wonderful it is to see other human faces. When reaching the chamber the players will see a metal table and several cooking pots. On the table is a human skull still covered in thick black hair. The other two Wreck survivors will be standing beside it with burning insane looking eyes and filthy bloodstained clothes. They will immediately attack.

Wreck Survivors

1 STR 12 CON 10 SIZ 12 INT 12 POW 12
DEX 12 APP 7 EDU 8

2 STR 10 CON 11 SIZ 12 INT 10 POW 12
DEX 12 APP 7 EDU 12

3 STR 15 CON 12 SIZ 14 INT 11 POW 12
DEX 13 APP 7 EDU 12

4 STR 10 CON 10 SIZ 11 INT 9 POW 12
DEX 10 APP 7 EDU 10

5 STR 9 CON 10 SIZ 12 INT 9 POW 12
DEX 14 APP 7 EDU 9

Move: 10

Hit Points: 10

Damage Bonus: Number 3 has +1d4

Armour: None

Attacks: Finger Rake 60% 1d4+db

Knife 40% 1d6+db

Skills: Cookery 40%, Dodge 25%, Hide 20%

If the players survive this (if things are going badly the Wreck survivors may turn on themselves in a frenzy).

It is possible if the players have identified how that the survivors could be subdued, taken back to the Vaus and cured from their infection.

ON BOARD THE WRECK

If the players venture up the ladder they will find some unused fuel cells and supplies of electronic components. There are also some discs that can be used if they are recognized to enable the ships computer to detect large deposits of metal using the Droids scanners. If this software is installed then they will find that there is a massive deposit of minerals to the East possibly a sign of inhabitation (the ruined city).

AN ANCIENT MYSTERY

Inside the Alien city large domes and strange crystal spires may provide clues to lost alien technology of great value. However some security devices are still operational...

If the players complete the Misery Loves Company section or they have been on the planet for some time either the ships computer will pick up on Droid scanners a large deposit of minerals to the East or the players will encounter strange manufactured looking relics. Obelisks and cones that seem to be more numerous in an Easterly direction.

If they venture East over water they will very probably encounter Drakons. Heading overland they will encounter the Drakon nest and if they venture inside the Drakons will attempt to lure them in deeper so they can surround the PC's and ambush them.

THE NEST

"A dark opening in the side of a fertile bank. Long vines trail down at the sides, leaving an oval shaped entranceway. The ground in front of the opening is muddy and furrowed. Something large must be using this passage".

If they players carry on East or survive the encounter with the Drakons they will eventually come to the outskirts of the Alien City. Drakons will not enter the city if they are in pursuit.

THE ALIEN CITY

"Brown, Yellow and Red obelisks rise from the green vegetation before you. As you venture closer the vegetation gives way to black hard earth and as you top a rise before you is a vast complex of shapes and connecting passageways. Two once massive towers are broken and shortened to around 400ft in height. One black and one yellow. Two incredibly large rectangular shaped buildings seem relatively undamaged among the scattering of lesser buildings. Several of the connection passageways are broken and there are openings. There is a stillness in the air around the ruin. There is no sign of vegetation around the buildings and the earth is hard and black."

LESSER BUILDINGS

20ft-50ft high diamond shaped, rectangular, circular e.t.c. Buildings. They may be red, yellow or brown Often connected by 30ft diameter circular walkways constructed of a smooth black material. If the players enter one of the buildings roll 1d10.

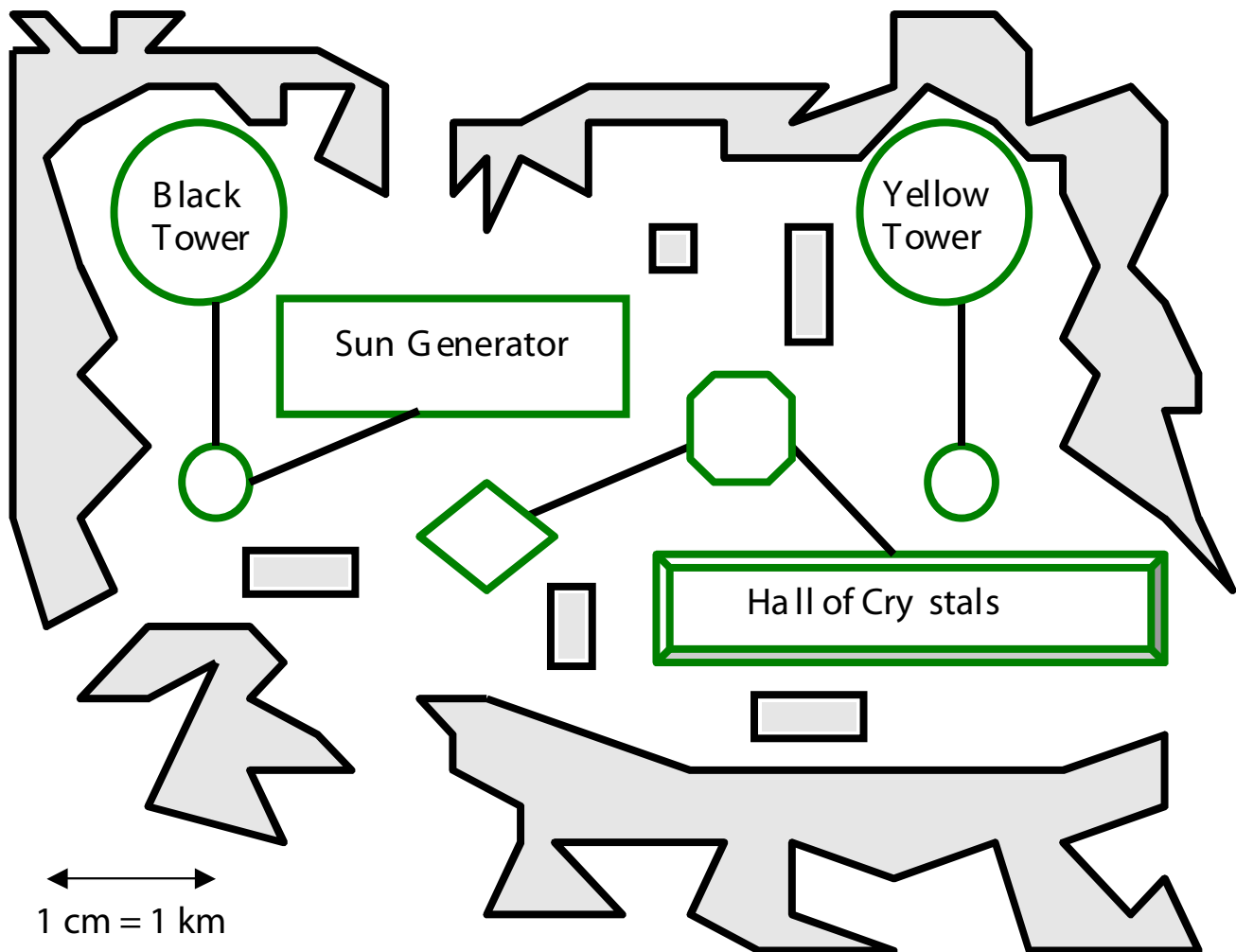
1: Red building containing several floors. The shiny black surfaces on the ground are scattered with a paper like substance containing script in an unknown language. There is little furniture yet what is seen is larger than human sized and made of a very tough shiny black material.

2: Yellow building. Inside this building are seating areas and what look to be egg shaped sleeping mini-buildings consisting of two levels and several rooms. In the center of several bench like areas sit lozenge shaped black stones of unknown purpose.

3: Brown building segmented into hexagonal sections. Each section has several doors and scattered furniture. Several coloured stones are embedded in the walls. The inside of these buildings are maze like and a roll may be required to find the way back out.

4: Yellow building as above but if the players approach small buildings a black rock embedded on top of the egg dome will suddenly fire an energy ray at one of the players. The device will keep firing once every two rounds until the players retreat 20 feet from the egg dome or until it is destroyed.

The Ruined City



Security Device:
 Hit Points: 10
 Armour: 5-point stone
 Attacks: Energy Beam 70%, 2d8
 (electric)-2d8+5 against Droids

5: A rectangular building filled with broken pieces of stone and with gaping holes in the roof allowing the light of the red sun to filter through. Massive lumps of stone and various metallic looking grab arm devices (capable of lifting massive stones) are visible. There seems to be no obvious power source and they seem entirely inoperable without any obvious controls.

6: As number 4.

7: A circular building with a clear dome like covering.

The dome has several broken sections. Clear walkways reach out over a vast forest of different coloured rocks from 10ft to 30ft in height. The walkways congregate into a central section consisting of a clear column about 100ft high. The walkways have deteriorated with age and if more than three characters move on one at a time there is a 50% chance it will break. The weight of a Droid would definitely cause a break. The walkways are about 3 meters above the stones and anyone falling will take 1d6 damage and need to be retrieved unless they make their way to the sides to climb out.

If the players make their way to the central column they will discover that is unnaturally warm. If they touch the column and roll under their POWx5 then they will be gripped with visions of massive machines lifting stones directed by ten foot tall reptilian humanoids with bone

protrusions in their foreheads. They seem to be directing the machines with gestures and looks. Resting on their foreheads are black stone looking bands. The vision fades...

8: As 5 but on one of the metallic machines is a security device as above.

9: As 7.

10: A rectangular building filled with shallow trough like receptacles. A successful biology roll will reveal they could have been used to grow plant materials for scientific analysis. Several areas are raised and contain several kinds of coloured rock. Their purpose unknown.

Red Tower:

The massive doors of this tower lie smashed and broken on the ground as though shattered by a massive force. They are at least three feet thick. Rubble lies strewn through the vast entrance way. Intricate designs seem to be carved into the stone of the 100ft high walls in swirls and unintelligible markings. At the far end of the rubble strewn chamber is a 60ft high statue of a reptilian figure with a large bone protrusion coming from its forehead. Its features seem benevolent and it appears to be smiling. A stone walkway leads up a 30ft high incline into its cupped hands at its waist to a dark opening.

If the players approach the opening up the walkway they will find a vertical shaft stretching up into darkness.

GM's note: The lift mechanism to the upper level is not currently active. There is no way up the shaft as the lift itself is blocking the way about 40ft up the shaft. The chambers above contain schematics for alien technology's worth a fortune to anyone that can decipher them. All the other entrances to the upper levels have been destroyed.

If the players find their way up (possibly using the tower in the hall of crystals to activate the lift). They will find the battered remains of the flower of the civilization that once created this city. Works of art, vast galleries of images and stored knowledge. Including the mechanics of sending a rescue beacon off planet. The palaces (mostly destroyed) of the elite are on the top level. Nearly 5/6ths of the tower has been destroyed.

Yellow Tower:

This tower is similarly destroyed as the Red Tower. The same massive doors lie shattered at the entrance way. The interior looks more fortress like and has several battlement

like structures and defensive areas. However these have been shattered and in some places the rock looks like melted glass as though it has been totally vaporised. Massive 40ft thick doors of an unknown metal are torn and dented as though by massive blows. If the players make their way deeper into the building they will encounter more destruction. Rooms obliterated of any features. If they make their way upwards through walkways they will find on the first floors more destruction and rooms strangely untouched filled with black stone furniture and boxes who's contents apart from stones have long disintegrated. Here and there are caches of a paper like substance covered in unknown glyphs. Dotted here and there are black lozenge shaped obelisks. In the center of one of the upper floors is a large chamber dominated by a vast throne. Now split neatly in two.

Hall of Crystals:

There appears to be no entrance to this building but there are several holes in the 100ft high walls. Inside is a vast open space several kilometers long. The floor is made up of multi-coloured stones in a patternless mosaic. Debris and broken ceiling pieces (though the roof is hole-less). Litter the floor. Dimly in the center of the structure a raised tower can be seen withing the building, it glitters with unnatural light and is unlike anything else in the ruined city.

If any of the players step on the multi-coloured floor they will find that it is charged with alien energy and will immediately take 2d8+5 damage (unless in a Droid where the anti-gravity cushion will protect them). They must make an Idea roll to realize what has happened and then an Agility roll to step off the pattern or they will take further damage. If someone tries to grab them from a safe place are they will take 1d8 damage in the process. It is possible to reach the tower by jumping from one piece of debris to the next.

In the center of the Hall of Crystals is the crystal tower. It glitters as though lit from inside with multicolored light. As they approach an opening will appear in the side. A slit gradually widening into a 12ft square opening. The tower radiates warmth and if it is touched with bare skin (if the players do not state they will avoid any contact with the surface they must each make a luck roll not to have done so) a player will receive a one off 1d4+2 permanent boost to intelligence (if this brings their IQ over 18 they must fail a POWx5 roll or be driven permanently insane) and a vision:

"Reptilian figures clothed in red, yellow and brown robes toil with hand-tools in the heat of the jungle. They seem to live in holes in the ground and are fairly low-

tech. A figure dressed in a multicolored robe performs some religious seeming rite on a lozenge shaped black stone – The vision flickers and the reptile men are now living in a stone town made from hard black stone. The jungle has been cleared back and the reptiles are making use of primitive machines. - A flicker again and you see images of hordes of reptiles engaged in combat with each other, the buildings grow larger and more impressive – Flicker, two massive towers are being constructed in the city as you have seen it now but the buildings are whole and thousands of reptile men move around on their daily business. Hauling rocks using large mechanical machines controlled by men with black stone bands round their foreheads. - Flicker, in egg shaped houses the reptiles lay eggs, they congregate around black lozenge shaped rocks that glow and pulse. - Flicker, the red tower now complete is entered by a lift controlled by one of the men with a black headstone, busy with large reptiles gesturing to smaller reptiles rapt on their words. In the background large complex constructions of glowing lights and crystals make a humming noise. They display an image of a crystal tower glowing with multi-coloured lights. - Flicker, The hall surrounding the crystal tower is half completed and the scale of the project seems to dwarf anything you have seen so far. The level of complexity is immense. - Flicker the tower stands before you completed then your vision returns to normal.”

If the players enter the tower and ascend a spiral ramp through chambers containing complex collections of crystals they will reach the central chamber. Around 200ft wide and 30ft tall it is dominated by a crystal throne in the center which contains a large skeleton with a bone protrusion coming from its forehead. Resting above the protrusion is a band of black stone.

If any player touches the surface of the throne of the tower with his bare hands they will experience the effects detailed above.

If a player touches the black band with his bare skin they will see the following vision:

“Thousands of reptiles stand gathered round the crystal tower as inside a small collection of reptiles in multi-coloured robes watch as one of their number wearing the black headband sits in the crystal chair. His face breaks into a reptilian grin and suddenly the air around the tower glows with a fast array of lights and the crowd outside raise their hands as vast rocks are lifted from the floor and are suspended in the air. Suddenly the reptile in the chair cries out and blood trickles from his ear holes. His face becomes a mask of rage and he turns red eyes to the others in the room. In an instant they vanish and become patches of dust on the floor. Suddenly the people outside

start to scream as the floor starts to burn them. The reptile in the chair's face is a drooling mask of rage. There are flashes of light and you perceive invisible energy's breaking inside the towers and killing everyone they find. With invisible rays of energy or massive crushing force. You have a vision of a large reptile with crystal ring around his head on a throne. Suddenly the throne is split in two along with the reptile. The drooling figure in the crystal tower clenches his fists and the two towers shatter and fall into the screaming masses of the city. Thousands attempt to flee into the jungle and the figure in the tower lets out a scream and raises his hands. Multitudes scream as one and clutches their head falling to their knees, blood trickling from their ear holes. The figure in the tower smiles a terrible smile that suddenly turns to a look of horror as he suddenly slumps immobile on the throne...”

The player will remain lucid for 1d4 hours and then will collapse into a catatonic stupor for 1d4 days. Losing 1d6 intelligence.

However any player that attempts to wear the band must make a resistance roll against the catalyst machine's intelligence of 10. If they succeed then the ill effects of touching the band will be canceled out. Their intelligence will permanently increase to 18. However if they fail they will collapse into a catatonic stupor for 1d4 days and lose 1d6 intelligence permanently. If they can wear the band they will perceive how to activate and operate basic reptile machinery and deactivate security devices. They will also be able to understand the reptile language at 40% while wearing the band.

If they try and sit on the crystal throne wearing the band they will instantly start to feel sick and black out for 1d10 hours taking 1d10 damage. This technology was never designed to be used by a human mind.

SUN GENERATOR

This building is a massive rectangular building made from the black stone like substance. It has several entranceways. On the roof of the building is a massive array of clear crystals of various sizes sparkling in the red light of the sun. This is in-fact a vast energy powerhouse. If the players approach any of the entrances they will be fired upon by security devices (see above). There is no way inside this building unless the devices are deactivated as there are any number of them.

Inside the players will find vast arrays of warm crystals. Connected in forms and arranged in vast patterns of different colours. Beautiful and entirely alien. This is the source of power for the city and potentially a very profitable new form of energy production...

VAUS CREW STATS

Hans Karlstrom – Age 40 – Scientific Team Leader – Has black hair streaked with gray and a bushy beard. Brown eyes.

STR: 12 CON: 10 SIZ: 12 INT: 15 POW: 14 DEX: 10 APP: 11 EDU: 15 MOV: 10

HP: 11 DB: None

SKILLS: Persuade 50%, Teach 50%, Technical Skill (Electronic Repair) 40%, Research 40%, Pilot 30%, Science (Mathematics) 41% (Physics) 11% (Meteorology) 41%.

ITEMS: Space Transit Clothes, Pocket Calculator/Basic Computer.

Morgandus Maeus – Age 50 – Space Transport Union Boss on Annual Leave – He is balding, overweight and prone to sweat.

STR: 12 CON: 9 SIZ: 15 INT: 10 POW: 16 DEX: 10 APP: 10 EDU: 10 MOV: 10

HP: 12 DB: +1d4

SKILLS: Bargain 45%, Insight 50%, Listen 50%, Knowledge (Accounting) 50%, Brawl 50%, Laser Rifle 45%, Knowledge (Law) 45%.

ITEMS: Space Transit Clothes, Briefcase.

A of the Kay – Age 23 – Lead singer of Retro Punk Band the Kay – He has short spiky black hair and several facial piercings.

STR: 12 CON: 13 SIZ: 12 INT: 11 POW: 15 DEX: 15 APP: 16 EDU: 7 MOV: 10

HP: 13 DB: None

SKILLS: Perform 30%, Persuade 25%, Climb 60%, Drive 30%, Pilot 41%, Jump 60%, Swim 50%, Dodge 50%, Brawl 45%.

ITEMS: Space Transit Clothes, Bottle of Whisky.

Silvie Terlamason – Age 27 - Attractive Historian and Music Fan - She has long blonde hair and a curvaceous figure.

STR: 11 CON: 14 SIZ: 14 INT: 14 POW: 10 DEX: 13 APP: 16 EDU: 12 MOV: 10

HP: 14 DB: +1d4

SKILLS: Perform 35%, Teach 50%, Medicine 40%, Insight 35%, Swim 60%, Dodge 51%, Knife 45%, Knowledge (History) 35%.

ITEMS: Space Transit Clothes, Stuffed Teddy Bear.

Elise Pleasere Minderian – Age 37 – Talk Show Queen of Rhesus Altar – She is black and has short bobbed hair.

STR: 10 CON: 14 SIZ: 14 INT: 12 POW: 16 DEX: 10 APP: 13 EDU: 10 MOV: 10

HP: 14 DB: None

SKILLS: Perform 45%, Persuade 35%, Teach 40%, Repair (Mechanical) 45%, First Aid 60%, Knowledge (Streetwise) 25%, Knowledge (Politics) 35%, Dodge 30%, Pilot 41%.

ITEMS: Space Transit Clothes, Image Recorder.

Fast Elby Fackaran – Age 29 – Tri-Planetary Unarmed Combat Champion – Elby is well muscled and has a neat trimmed mustache.

STR: 17 CON: 16 SIZ: 16 INT: 10 POW: 13 DEX: 17 APP: 14 EDU: 5 MOV: 10

HP: 16 DB: +1d6

SKILLS: First Aid 60%, Strategy 31%, Listen 60%, Pilot 51%, Dodge 64%, Martial Arts 51%, Knife 70%.

ITEMS: Space Transit Clothes, Portable Music System.



Preity Sulvan – Age 19 – Miss Gaerlaon 23254 – Preity is very pretty and has a laugh that can endear her to nearly anyone.

STR: 9 CON: 10 SIZ: 10 INT: 12 POW: 14 DEX: 16 APP: 18 EDU: 15 MOV: 10

HP: 10 DB: None

SKILLS: Perform 25%, Art (Painting) 35%, Craft (Cooking) 45%, Craft (Ceramics) 35%, Pilot 31%, Swim 60%, Throw 60%, Insight 35%.

ITEMS: Space Transit Clothes, Makeup Case.

Heather McDonald – Age 30 – Red-Headed Nymphomaniac and Geologist – She has long red hair and is quite busty.

STR: 13 CON: 14 SIZ: 14 INT: 15 POW: 9 DEX: 10 APP: 14 EDU: 12 MOV: 10

HP: 14 DB: +1d4

SKILLS: Fast Talk 35%, First Aid 60%, Science (Geology) 51%, Science (Planetology) 31%, Research 50%, Dodge 40%, Psychotherapy 30%, Knife 65%.

ITEMS: Space Transit Clothes, Gossip Magazines.

Jack Off – Age 34 – Stand Up Comedian – He is tall and lanky his hair is dyed a bright orange. He also has a green mustache.

STR: 10 CON: 10 SIZ: 10 INT: 15 POW: 15 DEX: 10 APP: 10 EDU: 10 MOV: 10

HP: 10 DB: None

SKILLS: Perform 65%, Persuade 65%, Fast Talk 51%, First Aid 40%, Knowledge (Linguistics) 35%, Laser Rifle 45%, Brawl 45%.

ITEMS: Space Transit Clothes, Inflatable Chair.



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