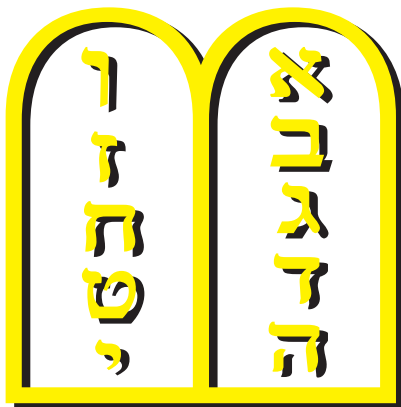
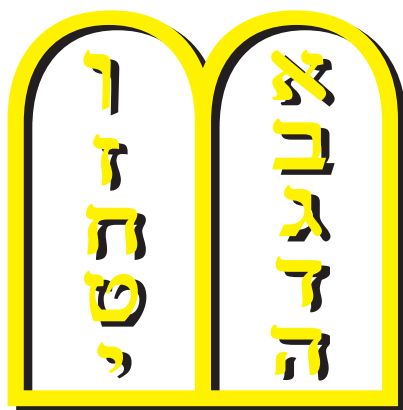


THE END: EXODUS



THE END: EXODUS



by Joseph Donka and
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WARNING!

The following section is for Judges only! If you are going to play *The End*, you should not read this section. There are a lot of surprises in the town of Rakow, and if you are aware of them beforehand it will spoil the fun. Content yourself with the rest of this book, that's plenty to read.

If, on the other hand, you possess a truly burning curiosity to read this section, browbeat your Judge into running it quickly so you can read it after the part of the game set in Rakow is over.

You have been warned.

RAKOW, MONTANA

This chapter is a combination of an introductory adventure common to almost all good roleplaying games, as well as a detailed description of one of the major colonies. We recommend that until you are used to running a game of *The End*, you use this section as your setting. It answers most of the off-the-wall questions that your players will come up with to make your life difficult. Once you are used to running this game, it's up to you.

SCOPE

The scope of this adventure is very small. There are only 666 residents of Rakow, not including the

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characters, and many of them live far out on the outskirts of town. The whole of the adventure will probably involve fewer than twenty people. This entire adventure centers around a personal ethical question for the characters, and how they live with their answers.

Depending on how everything works out in the wrap-up, this could be the springboard for an epic adventure, but we will leave that up to the individual Judge to decide.

THEME

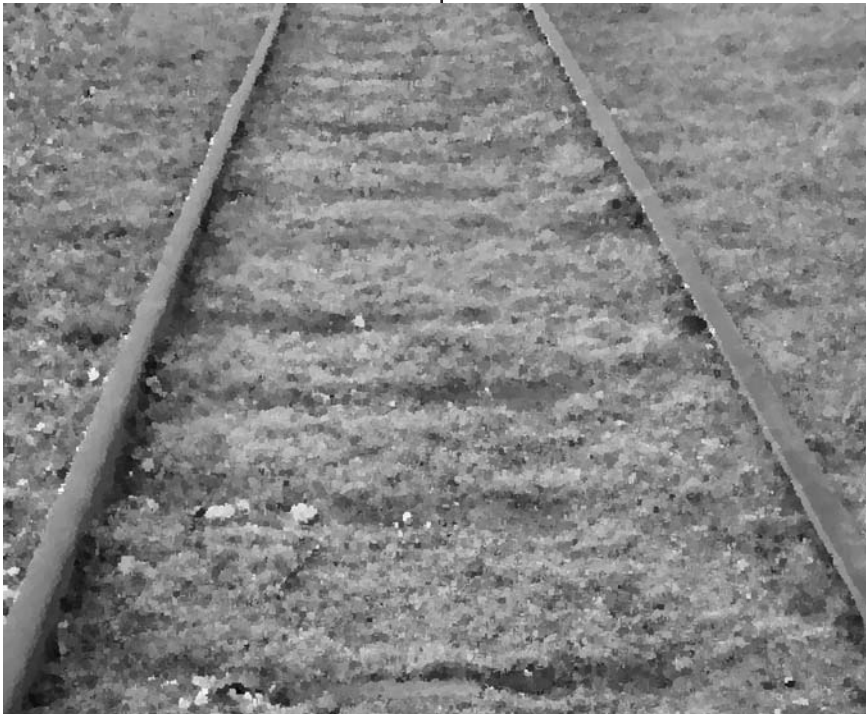
The theme and main conflict in Rakow is the battle between comfort and sacrifice. If the characters give themselves over to the comfort that this idyllic little town offers, they will have to live with the heavy price that it demands.

If, on the other hand, they give up their comfort for their ethics, they

will be made pariahs and scapegoats for all that is going wrong in the community. This theme will not be introduced until the characters have been in the town for some time however, so the initial theme will be a conflict of man vs. nature. Most of the surprises written into this section depend on the unexpected change in theme. A quick mid-stride change will throw the characters better than anything that you can do directly, so plan when and how exactly you are going to spring this change on them.

MOOD

The mood of Rakow is another thing that will change direction rapidly later on. Initially, you should portray the town as positively idyllic. Every night should be a crystal clear summer night, perfectly designed for romance and dreams. Emphasize the positive aspects of





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small town life. The characters should be positively intoxicated with a feeling of community and responsibility to their new home.

Later, the mood will change to horror, as the characters realize just exactly what they have put their faith in. Again this change is best if it comes suddenly and unexpectedly, plan this change very carefully.

PACE

Again, the quick change will play a tremendous part here. The pace throughout Part One: Getting There, should be nightmarishly fast and filled with constant threats to life and limb. Around every turn should be many opportunities for a quick and messy death.

Part Two: Meeting the Neighbors, should crawl by contrast. Let the characters relax, make new friends and adjust to their new home.

A Word to the Judges

Much like other adventures in the world of The End, this story deals with tough choices and forces the players to make a decision that not everyone may be comfortable with. It is entitled Do not take this lightly.

Keep the tastes and boundaries of your players in mind when running this game. Your players may get uncomfortable if you provide too much detail on the murders and the violence. Don't provide intricate details of the violence if you know or even suspect that it will make your players uncomfortable.

Let them settle into their new lives.

Part Three: Modest Proposals is where all of the twists come into play. After this point, which is detailed fully later on, the pace becomes nightmarishly fast again until the problems are resolved.

SETTING

Rakow is located twenty miles off of I-94 between the towns of Circle and Lindsay in Dawson County Montana. It was once a small farming community, charmingly like so many small towns throughout the area.

GETTING TO RAKOW

Rakow was directly off route 200s which ended twenty miles to the southeast in I-94, which is a remarkably well-preserved part of The Way. Road travel down 94 is as suspected, clear and fast except for the parts that have been clogged by stalled traffic from Before.

Route 200s is quite another story. Since the End, Route 200s has decayed to the point of being no more than an overgrown dirt road that is impassable without a four-wheel drive vehicle. Even with such a vehicle, the twenty miles are extremely hard driving. It should take the characters almost a full day to travel from the exit at Glendive to Rakow. Several jaunty signs off of I-94 proclaim "This way to Rakow" complete with good directions. The markers are always signed by "Auntie Ruth". Vehicles outfitted with CB radios will also hear a recorded message of directions to Rakow on the channel formerly reserved for emergencies.

Route 200s does not pass through any towns or wrecks for the twenty miles to Rakow, so there will be no opportunity for the characters



to replace any lost gear between the interstate and Rakow proper. Other than 200s, there is no way in or out of Rakow. The other country roads have been completely lost to the Blues, there are no rail lines anywhere near the town and the nearest airport is 350 miles away.

CLIMATE

The weather in Rakow is extreme. In the winter months it is extremely cold being 8 is the average high in January, and in the summer months it is extremely hot, often climbing as high as 99 degrees. The spring and fall are a little more endurable, and the summer nights tend towards the beautiful side.

PART ONE: GETTING THERE

DAY ONE:

After you have run the characters through the introduction, it is your responsibility to shepherd them in the direction of Rakow. This will be easier if the characters are from the Great Plains or Rocky Mountain regions, but if you get them onto I-94 heading west from just about anywhere east of Montana they should be just fine.

The driving down I-94 should be relatively easy until the characters reach the Montana border. Once over the border, it is vital that you make

them begin to feel uncomfortable.

The first incident should take place just over the border. The characters should find the remains of a campsite, complete with burnt out

The Real World

Judges may or may not want to refer to real world maps and documents to provide detail and realism to this adventure. We have also provided some maps. On the whole, *Exodus* provides enough details to ground itself and provide a starting place for Judges who do want to research more detail. Groups comfortable with a much more loose gaming style needn't worry, as setting the game against a much less distinct backdrop of streets and forests is just as easy.

fires and discarded food wrappings. A Spot check (DC 10) will reveal that these camps should have a large amount of spent bullet cartridges lying around, as well as empty liquor bottles, drug paraphernalia and Harley tracks. If you really want to drive the point home, include

several fresh corpses in the description of the remains.

This entire area is being prowled by a chapter of a bizarre cycle gang known as The Black Spike that is a mixture of former Hell's Angels, former soldiers and "former" criminals. They spend their days looking for food and gear, but they don't shy away when they find the occasional victim. They have been preying on people traveling to Rakow for several weeks, and at least one of the campsites should contain the bodies of a young man and woman. The gang has taken a liking to crucifying the men that they catch. The women are always raped and then shot once in the head.

NIGHT ONE:

Throughout the character's first night in Montana, several things should happen. The night should be filled with far-off sounds of motorcycles, gunshots and screams. Don't actually attack the characters, just let



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the wind carry the sounds back to the camp. Make them nervous and edgy.

Here you should give them the first signs of Rakow. If the characters have been prudent enough to pick up a CB, let them hear the soothing message and the directions to Rakow. Let them know that they could be there in two days. If they attempt to respond, let them. A matronly voice will come on and ask them a few questions before telling them to come ahead. One of the questions that the voice WILL ask is: is anyone hurt or does anyone need medical attention? If the characters answer affirmatively, they will inquire why the doctor is needed. If there is a pregnant woman in the group, they will have the characters stay where they are until they can send out someone to pick them up. If there isn't a pregnant woman, they will give exact directions to town.

The night, other than these two events, passes uneventfully.

DAY TWO: Morning

The characters are awakened by the sound of Harleys coming from the east. If the characters have posted a watch, then they will have almost three rounds to prepare for the coming attack. Since the country is flat and uncultivated, there is nowhere for the characters to hide besides a few trees that they can use for concealment when the shooting starts. It is important that the characters be very nervous about this meeting, since if they don't resist, they will be slaughtered.

The bikers ride out of the rising sun and combat ensues. The Judge should have between 4-10 bikers present depending on the party's size and experience.



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Character Statistics Blocks

A note upon character statistic blocks (as opposed to monsters): The Judge should note that the entries for Attacks, Saves, and Skills are merely "Base" levels and do not reflect bonuses from abilities, feats, or items. This was done to allow the adventure to be easily customizable. Judges should adjust encounters to the level of the party as they see fit.

BIKER

Sin: Varies
Place of Birth: Varies
Apparent Age: Varies
Citizenship: None
Type/Class/Level: Meek 3
Challenge Rating: 3
Size: M
Hit Dice/Points: 21 Hit Points
Initiative: +2 (+2 Dex)
Speed: 30 ft.
Armor Class: 13 (+1 Armor, +2 Dex)
Attacks: +2 (Adjust for weapon used, proficiency, feats, etc.)
Saves: Fort +1, Ref +1, Will +3
Abilities: Str 13 (+1), Dex 14 (+2), Con 13 (+1), Int 10 (+0), Wis 10 (+0), Cha 12 (+1)
Skills: Climb +2, Bluff +2, Disguise +3, Driving (Automobile/Motorcycle) +5, Gather Information +3, Hide +6, Jump +2, Wilderness +3
Feats: Firearms Proficiency- Pistol, Rifle, Shotgun; Any three of the following: Blind-fight, Combat Reflexes, Endurance, Iron Will, Lightning Reflexes, Toughness
Special Abilities: Survivor, Soul
Possessions: At a minimum, the equivalent of a Kevlar Vest(Worn), one firearm (Good), and other general equipment. Judge should adjust to fit the encounter.

BLACK CHUCK, THE LEADER

Sin: Sinner
Place of Birth: Los Angeles, CA
Apparent Age: 30
Citizenship: None
Type/Class/Level: Meek 4
Challenge Rating: 4
Size: M
Hit Dice/Points: 21 Hit Points
Initiative: +3 (Dex)
Speed: 30 ft.
Armor Class: 14 (+1 armor, +3 Dex)
Attacks: +3 (Adjust for weapon used, proficiency, feats, etc.)
Saves: Fort +1 Ref +1 Will +4
Abilities: Str 13 (+1), Dex 16 (+3), Con 13 (+1), Int 10 (+0), Wis 10 (+0), Cha 12 (+1)
Skills: Climb +3, Bluff +5, Disguise +3, Driving (Automobile/Motorcycle) +6, Gather Information +3, Hide +5, Jump +3, Wilderness +3
Feats: Firearms Proficiency- Shotgun, Blind-fight, Combat Reflexes, Lightning Reflexes, Toughness
Special Abilities: Survivor, Soul
Possessions: Leather equivalent to a Kevlar Vest (Good), Shotgun (Excellent), Motorcycle (Good) and other general equipment.

Chuck rides point, with the others in tow. They will ride in, hoping to catch the characters unaware. They will ride in with their guns drawn, and combat will ensue. The bikers make a point of never getting off of their cycles, so that if combat goes against them they can beat a hasty retreat. They will not shoot at any women traveling in the group, but will attempt to kill any armed men quickly.



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If the characters are prepared and behind cover, they should be able to fend the bikers off fairly easily. Don't make it seem easy for them however. It is important that at least one of the bikers escapes, so that he can get the other (6-8) gang members who are camped 5 miles due east.

During the cleanup, or shortly thereafter, make sure that the characters hear more cycles coming at them from the east. The bikers will be riding hard, so make it sound like at least 15 more are coming and begin the chase.

DAY TWO: Evening

This section assumes that the characters have been traveling all day without being caught. This is not to say it has to be easy. Give the characters a few shots at the bikers who are riding behind in the distance. Throw a few blockages in the road that the characters have to make some tricky rolls to drive around, or worse, take the time to clear. Make this one of the longest days of the character's lives, filled with danger and excitement. If you feel particularly sadistic, give one of the bikers a sniping rifle and the skill to use it for whenever the characters have to stop.

At nightfall of day two, the characters should make it to Route 200s, which will take them the rest of the way to Rakow. The road has been completely overgrown and is now impassable to all but off-road vehicles. The bikers will not be able to follow them anymore. (Unless the characters are on cycles or in an ordinary automobile. Even then, the bikers aren't going to follow the characters into a forest where there are ample opportunities for an ambush, but the players don't have to know that).

The characters will have to camp that night in the forest, since the darkness is total. This is when they meet danger number two: the wolves. Once the characters have bedded down for the night, they begin to hear howling in the distance. After a few hours, they can see movement in the shadows to the north. Once they have noticed the movement, they will begin to see the eyes of what they will assume to be wolves.

The wolves do not attack, nor do they come close enough for the characters to actually see them. Force the characters to go without sleep or rest of any kind. When dawn comes, the wolves disappear back into the forest.

DAY THREE: Morning

The characters awake to find that there is a new addition to their group. A large Irish Setter has slipped into camp and curled up next to the fire. If treated well or fed the

Character Involvement

Much of this adventure is written as it would unfold without direct or significant character involvement, to allow Judges to properly tailor the situation to their needs. If players have built characters with the status of lower soldiers, they will have little say in broad decisions and their influence will be limited to their immediate surroundings, as dictated by the orders they receive. Characters that are given leadership roles have a much greater impact, as their decisions direct a large number of men. Any success they achieve may lead to a better outcome than the event summarized in this book, just as their failures could turn this into an even greater tragedy, at the Judge's discretion.



dog will bond with one or more of the characters. If the dog is attacked, he will flee. The dog looks malnourished, but healthy. The dog's collar has the name "Barkeley" and the address 130 Abercrombie Road, Circleville, Kansas. Other than this the morning and afternoon should pass uneventfully.

DAY THREE: Evening

The characters, following the directions from either the CB or the highway signs, find the town of Rakow. The howling seems very close when they arrive, which should be around sundown.

The characters are stopped along the road by three men wearing Montana State Police uniforms. The leader is a short, well built Filipino man. He introduces himself as Terry Prado (see below) and interrogates the characters. He will ask the characters to surrender their weapons for the time being, and inquire where they are going. If the characters answer his questions honestly and politely, they will be driven into town. If they are obviously wounded, he will skip the interrogation and rush them into town to the Dr. Rackett's office, but he will still ask for their weapons first. Under no circumstances will he allow anyone into the town carrying firearms. He has two deputies with shotguns behind him in case anyone tries something (see below).

Unless the characters do something stupid, they will be driven into town, and what they see there is bound to leave them speechless.

The characters are driven into town to see...a town picnic. The entire town is out on the common celebrating the perfect summer night. Several young women are giving out fresh squeezed lemonade beside two matronly women who are

servng fresh fried chicken and buttermilk biscuits. The characters are flocked around and made to feel comfortable. Lawn chairs are pulled up, plates brimming over with a fine country feast are put into their hands and places to stay are offered, without reservation.

Any character in need of medical attention will be driven directly to Dr. Rackett's office. Rackett is a curmudgeonly old country doctor, but he does his job conscientiously and well. If the characters seem to be physically competent, or are veterans, he will offer to let them stay in his home until they find homes for themselves. The healthy characters are welcome to stay with their friends, but the doctor will suggest that they join the festivities.

THE FESTIVAL

It is assumed that the characters are going to take part in the festival, if they do not, you will have to help them into the party spirit. Once they have joined into the festivities there are a few events that need to occur. These need not happen in any particular order, with the exception of "The Seduction" which must take place before nightfall. If, for some reason, this section can't take place before nightfall, you will have to work it in on another day.

Meeting Auntie Ruth:

One of the first things that the characters will have to do is be introduced to Auntie Ruth. Immediately following the character's arrival, Auntie Ruth will approach them with Terry Prado in tow. She will shoo off all of the people who gather around the characters with lines like "Back away, y'all. Let these folks have a little breathing room" or



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"Like hungry dogs around a pork chop" or something equally rural.

She will introduce herself as Mrs. Ruth Remmand, but will demand that the characters call her Auntie Ruth. She will tell them that she is the only native of Rakow, and therefore she can help them find a place to stay better than anyone. She also lets the characters know that she is the chairman of the town council and an excellent cook. Once she learns the character's names, she will leave them to the festival.

She stops short a few steps away and comes back to inform the characters that the chapel that sits in the middle of the town common (roughly 45 feet away) is unsafe. She will tell them that it has been abandoned for years and should not be entered for any reason. With that, she leaves.

Hiring Hall:

After the characters have had the time to have a full meal and a few drinks. Terry Prado approaches them again. He lets them know that if they are going to stay on in town, they will have to take on a work detail.

They have a choice between Wolf Watch, which entails sitting on a roof and shooting the wolves that approach the town with high-powered rifles, and Perimeter Watch, which is what Prado was doing when he met the characters.

This choice will only be offered to the men in the group, any women

are expected to care for the men who are on Wolf or Perimeter Watch. While the characters may remark on the sexism of this, Prado quiets them down by saying that they can't risk the women's lives if they expect to repopulate this town.

If the characters refuse to live up to this obligation, they will be informed that they have worn out their welcome. They will be escorted out of town and given back their (now unloaded) firearms.

Foundlings:

Throughout the festival, the male characters will be approached by women with offers of hospitality. These will range from sly sexual innuendo to motherly hospitality. At some point the male characters are expected to choose one to cook and clean for them. Some of the women in this town look at this as a place to meet a mate and some are mothers who lost their children in the Revelation and want to replace them.

These characters may stay with the person they have chosen to care for them, but they will be expected to set up their own homes within the week. These women are offering hospitality to the newcomers, they are not offering indentured servitude.

The Seduction:

At some point after the characters receive their first offers of hos-

Rakow at a Glance

Population: 666

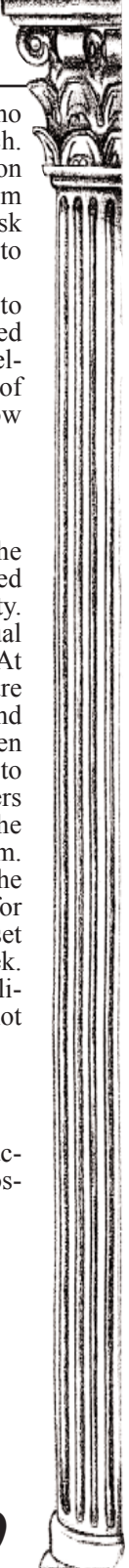
Leader: Auntie Ruth

Government: Democracy

Attitude: Friendly

Electricity: Nominal

Supplies needed: Virtually everything, weapons, medical supplies and manpower



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pitality, Gina Harris will make her appearance. She is wearing a white cotton sun dress that leaves very little to the imagination. Immediately after Gina arrives, the characters should begin to hear the gossip start. Let them overhear snatches of conversation such as "here comes that little slut" and "that whore". One of the older ladies nearby will even warn the characters away from "that big city tramp".

She will approach the character with the highest Charisma, or the character that seems most capable of protecting her, and introduce herself. She will invite the character to stay with her, and whisper in his ear what that will include. If she does not receive a "yes" immediately she will move on to the next most desirable member of the group. Regardless of when she appears, she will disappear just before it gets dark. If she does not get a "yes" from one of the characters before nightfall, she will never approach the characters again.

PEOPLE

Dr. George Rackett: George began his medical career with a tour in Vietnam. When he finished his tour, he returned to the States and moved to a town where he never thought he would have to deal with gunshot wounds again. He set up his practice in Mosby, MT and remained there until the Revelation. He was one of the first arrivals to Rakow and is indispensable to the community. While he seems like a grouchy old widower, he is proud of his career and his time in the military and will amiably talk your ear off if he is given an opportunity.

DR. GEORGE RACKETT

Sin: Humanist

Place of Birth: Las Vegas, NV

Apparent Age: 55

Citizenship: Rakow, Montana

Type/Class/Level: Meek 4 /
Physician 3

Challenge Rating: 7

Size: M

Hit Dice/Points: 24 Hit Points

Initiative: +2 (+2 Dex)

Speed: 30 ft.

Armor Class: 12 (+2 Dex)

Base Attack: +4 (Adjust for weapon used, proficiency, feats, etc.)

Saves: Fort +5, Ref +2, Will +8

Abilities: Str 12 (+1), Dex 14 (+2),
Con 10 (+0), Int 17 (+3), Wis 13 (+1), Cha 14 (+2)

Skills: Animal Empathy +3, Bluff +1, Climb +2, Concentration +4, Diplomacy +2, Driving(Auto) +3, Medical-Treat Illness +7, Medical Investigation +5, Medical-Treat Wounds +7, Professional (Doctor) +3, Read Lips +3, Spot +5, Science-Chemistry +6, Science-Electric +3, Wilderness +2

Feats: Improved Initiative, Dodge, Mobility, Stabilize, Run, Combat Medic I, Counter Poison I, Improved Treatment I

Special Abilities: Survivor, Soul, Nature Sense

Possessions: Medicine Kit and Tools (Excellent) (pretty much every thing a combat doctor could carry), Knife (Good), .45 Pistol (Good)



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Auntie Ruth: Every new arrival meets Auntie Ruth. She is a gray haired, wrinkled woman who reminds just about everyone of their mother. She takes a personal interest in every new arrivals affairs until they settle down. At times it is hard to tell whether she is an old gossip or whether she really cares, but since everyone in town takes her word as gospel it is probably the latter.

Gina Harris: Gina is a striking woman. Long red hair, long legs, oozes sex from every pore. She was born and raised in Seattle and is horribly bored by this bucolic little town. She will flirt and tease any man that she sees as "a real big-city type" until they come home with her. She also always seems vaguely edgy, and is constantly checking over her shoulder.

AUNTIE RUTH

Sin: Agnostic
Place of Birth: Aurora, CO
Apparent Age: 63
Citizenship: Rakow, Montana
Type/Class/Level: Meek 3 / Founder 3
Challenge Rating: 6
Size: M
Hit Dice/Points: 19 Hit Points
Initiative: +0
Speed: 30 ft.
Armor Class: 10
Base Attack: +3 (Adjust for weapon used, proficiency, feats, etc.)
Saves: Fort +3, Ref +2, Will +5
Abilities: Str 6 (-2), Dex 10 (+0), Con 12 (+1), Int 14 (+3), Wis 17 (+3), Cha 15 (+2)
Skills: Bluff +5, Diplomacy +7, Hide +4, Knowledge(Rakow) +7, Language/Literacy +2, Medical-Treat Illness +3, Medical-Treat Wounds+4, Perform +5, Sense Motive +3, Spot +2
Feats: Leadership (Fou), Alertness, Endurance, Firearms-Shotgun
Special Abilities: Survivor, Soul, Inspire 2/day, Latent Energy (When available- See Cartaiesh entry)
Possessions: Basic First Aid Kit (Good), Shotgun (Good), 30 shells worth of ammunition (Good).

GINA HARRIS

Sin: Agnostic
Place of Birth: Seattle, WA
Apparent Age: 25
Citizenship: Rakow, Montana
Type/Class/Level: Meek 2
Challenge Rating: 2
Size: M
Hit Dice/Points: 12 Hit Points
Initiative: +0
Speed: 30 ft.
Armor Class: 10
Base Attack: +1 (Adjust for weapon used, proficiency, feats, etc.)
Saves: Fort +0, Ref +0, Will +3
Abilities: Str 9 (-1), Dex 11 (+0), Con 10 (+0), Int 11 (+0), Wis 11 (+0), Cha 16 (+3)
Skills: Climb +2, Bluff +2, Disguise +1, Driving (Automobile) +2, Gather Information +3, Listen +3, Hide +5, Jump +2, Knowledge (Seattle) +2 Wilderness +3.
Feats: Alertness, Combat Reflexes, Endurance, Iron Will
Special Abilities: Miscellaneous, no weapons or armor.



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TERRY PRADO

Sin: Pride

Place of Birth: Seattle, WA

Apparent Age: 50

Citizenship: Rakow, Montana

Type/Class/Level: Meek 7 / Thug 1

Challenge Rating: 9

Size: M

Hit Dice/Points: 35 Hit Points

Initiative: +3

Speed: 30 ft.

Armor Class: 15 (+2 Kevlar Jacket, +3 Dex)

Base Attack: +6 (Adjust for weapon used, proficiency, feats, etc.)

Saves: Fort +3, Ref +2, Will +7

Abilities: Str 15 (+2), Dex 16 (+3), Con 12 (+1), Int 11 (+0), Wis 13 (+2), Cha 10 (+0)

Skills: Appraise +2, Bluff +4, Climb +2, Diplomacy +2, Driving (Automobile) +3, Driving (Motorcycle) +2, Gather Information +3, Hide +3, Intimidate +2, Innuendo +1, Jump +2, Knowledge (Seattle) +4, Medical Investigation +2, Medical- Treat Wounds +2, Move Silently +2, Open Lock +2

Feats: Alertness, Automatic Weapons Proficiency, Blindfight, Dodge, Firearms Proficiency- Pistol, Firearms Proficiency- Shotgun, Mobility, Point Black Shot, Shot on the Run, Track, Weapon Specialization (Shotgun)

Special Abilities: Survivor, Soul, Latent Energy (When available- See Cartaiesh entry)

Possessions: .38 Pistol (Good), 30 rounds, HK Caws Shotgun (Good), 50 shells, Kevlar Jacket (Excellent), Handcuffs (Good)

Terry Prado: Terry is a stocky 31 year old Filipino who actually looks about 20 years older. A career policeman from San Francisco, Terry has been appointed as the Town Watch Commander, and he takes his job very seriously. Most of the other citizens of the town avoid him, but he doesn't seem to mind. He is known for being grim and lacking any sense of humor whatsoever.

Most of the town has been gossiping about his rapid aging, but none of them have any proof of their wild theories.





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Candy Wallheim: Candy is one of the women who will offer to take in the characters at the festival. She is petite, fairly pretty and very intelligent. She was a newlywed when the Revelation began, and is grieving for her dearly departed husband. At least one of the characters should be taken in by this woman, as she will play an important part later in the story.

Helen DuChamplain: Helen, a pretty woman in her mid-thirties, is Terry's second in command and the head of the Perimeter Watch detail. She is a driven woman who will not allow any man to talk down to her simply because of her sex. Unfortunately, she often mistakes any flirtation that her beauty brings on as sexism. She is not afraid to take any man down a few pegs, especially one that threatens the chip on her shoulder.

CANDY WALLHEIM

Sin: Sinner
Place of Birth: San Jose, CA
Apparent Age: 24
Citizenship: Rakow, Montana
Type/Class/Level: Meek 2
Challenge Rating: 2
Size: M
Hit Dice/Points: 14 Hit Points
Initiative: +0
Speed: 30 ft.
Armor Class: 13 (+3 Dex)
Base Attack: +1 (Adjust for weapon used, proficiency, feats, etc.)
Saves: Fort +0, Ref +0, Will +3
Abilities: Str 9 (-1), Dex 16 (+3), Con 10 (+0), Int 114 (+0), Wis 11 (+0), Cha 17 (+3)
Skills: Bluff +2, Climb +2, Driving (Automobile) +3, Handle Animal +1, Innuendo +2, Jump +1, Knowledge (San Jose) +1, Listen +2, Perform +2, Sense Motive +1, Spot +1, Swim, +3, Wilderness +2
Feats: Alertness, Dodge, Mobility, Run
Special Abilities: Survivor, Soul,
Possessions: .Glock .22 (Good), 10 rounds, Knife (Good).

HELEN DUCHAMPLAIN

Sin: Sinner, Pride
Place of Birth: Los Angeles, CA
Apparent Age: 33
Citizenship: Rakow, Montana
Type/Class/Level: Meek 5
Challenge Rating: 5
Hit Dice/Points: 25 Hit Points
Initiative: +3 (+3 Dex)
Speed: 30 ft.
Armor Class: 15 (+2 Kevlar Jacket, +3 Dex)
Base Attack: +3 (Adjust for weapon used, proficiency, feats, etc.)
Saves: Fort +1, Ref +1, Will +4
Abilities: Str 11 (+0), Dex 16 (+3), Con 10 (+0), Int 13 (+1), Wis 15 (+2), Cha 17 (+3)
Skills: Carpentry +2, Climb +2, Disable Device +2, Driving (Automobile) +4, Gather Info +5, Hide +4, Intuit Direction +2, Jump +1, Science-Electric +7, Spot +3, Swim, +1, Wilderness +2
Feats: Dodge, Mobility, Make Motor, Quick Work-Electrical, Firearms Proficiency- Rifle, Point Blank Shot, Far Shot
Special Abilities: Survivor, Soul, Latent Energy
Possessions: ..30-06 Rifle (Good) 50 rounds, Glock .22 (Good), 10 rounds, Knife (Good), Kevlar Jacket (Good)



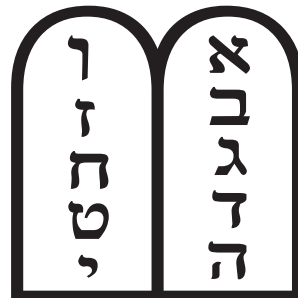
Leo Krogger: Leo is a heavysset young man who had an affinity for videogames and easy living. Thoroughly lazy prior to The End, Leo was forced to work to find a new place to live. He does not want to work that hard again and will now work "a little bit" just to make sure of his place.

LEO KROGGER

Sin: Sloth
Place of Birth: Dublin, OH
Apparent Age: 28
Citizenship: Rakow, Montana
Type/Class/Level: Meek 3
Challenge Rating: 3
Size: M
Hit Dice/Points: 19 Hit Points
Initiative: +1 (+1 Dex)
Speed: 30 ft.
Armor Class: 11 (+1 Dex)
Base Attack: +2 (Adjust for weapon used, proficiency, feats, etc.)
Saves: Fort +1, Ref +1, Will +3
Abilities: Str 15 (+2), Dex 12 (+1), Con 14 (+2), Int 11 (+0), Wis 11 (+0), Cha 10 (+0)
Skills: Bluff +4, Climb +1, Driving (Automobile) +3, Innuendo +3, Jump +2, Knowledge (Dublin, OH) +1, Spot +3, Swim, +3, Wilderness +2
Feats: Alertness, FirearmProficiency-Rifle, Point Blank Shot, Power Attack, Improved Bull Rush
Special Abilities: Survivor, Soul, Latent Energy
Possessions: ..30-06 Rifle (Good) 10 rounds, Knife (Good)

TOWNSFOLK

Sin: Varies
Place of Birth: Varies
Apparent Age: Varies
Citizenship: Rakow, Montana
Type/Class/Level: Meek 2
Challenge Rating: 2
Size: M
Hit Dice/Points: 12 Hit Points
Initiative: +0
Speed: 30 ft.
Armor Class: 10
Base Attack: +1 or +2 (Adjust for weapon used, proficiency, feats, etc.)
Saves: Fort +0, Ref +0, Will +4
Abilities: Str 9 (-1), Dex 11 (+0), Con 10 (+0), Int 11 (+0), Wis 11 (+0), Cha 10 (+0)
Skills: Bluff +2, Climb +3, Driving (Automobile/Motorcycle) +3, Gather Information +1, Hide +3, Jump +2, Knowledge (Rakow) +3, Wilderness +3. These can be adjusted to reflect particular Professions or crafts as well.
Feats: Any 3 of the following- Alertness, Combat Reflexes, Endurance, Iron Will, Lightning Reflexes, Toughness
Special Abilities: Survivor, Soul,
Possessions: A rifle or pistol, and a knife or club. Other typical possessions.



Average Townsfolk: For any individuals in this adventure that are not detailed above, please use the following statistics.

Two example average townsfolk:

Sheila: Sheila is a twelve year old girl that lives with Candy. She has lost a lot of memory about the Revelation and her life before it. She wandered into town a few days after Candy and became convinced that Candy was her mother. She is a delightful, if disturbed, child who will immediately begin treating any man who stays with Candy as her own father.



Sharon Brown: Mrs. Brown is a sweet older woman who takes an active interest in the lives of any new arrivals. She is the one most likely to appear at the characters door with a fresh apple pie as a welcome present. She knows just about everyone in town and goes out of her way to play matchmaker for two "nice young people". She is in her 60s, and has terrible arthritis problems, but she is easily the friendliest person any of the characters will meet. Any character that she takes in can expect to be well fed and well taken care of.

PART TWO: THE NEIGHBORS

It is assumed that all of the requirements in the Part One synopsis have been met before moving on to this section. This section will have to be modified if not all of the requirements have been fulfilled, such as no one going home with Gina Harris.

Additionally, the characters may have to split up for this section. There are four places that the characters may end up: on Perimeter Watch, on Wolf Watch, on Maintenance Duty or in Dr. Racketts office. Each of these areas will be addressed separately.

DAY ONE: MORNING

Perimeter Watch:

Men on the perimeter watch are driven back to the place where they entered Rakow. It is their duty to set up a watch over Route 200s to the southeast.

The first adventure for the characters is meeting Helen

DuChamplain. She is the person in charge of this whole operation. She will be personally overseeing the training of the character or characters that have ended up on Perimeter Watch. She is stern, aggressive, intolerant of incompetence, short-tempered and mean. She is also extremely attractive. Any man who points this fact out is almost certain to get a left hook in the mouth.

She will set them into positions and instruct them to keep an eye out for any other people trying the road. She will instruct them on how to use the walkie-talkies and when they are allowed to open fire.

One odd thing that she says before leaving is that under no circumstances are the characters to open fire on any group containing a pregnant woman. She instructs the characters that they may not even open fire on a group containing a pregnant woman if they are shooting at the characters. The penalty for shooting at the wrong people is exile or death. She then leaves the characters to their work. Nothing else of note will happen until the shift change.

Maintenance Detail:

This work detail, made up entirely of women and skilled repairmen, is responsible for preparing houses for the new arrivals. This morning they will be preparing homes for the characters to move into.

The character who is on maintenance is put into a group to go and get "the Smits' House" ready. The character will notice that the others on the detail with them muttering and crossing themselves, but will not have a chance to inquire before their truck pulls up to the house.

The Smits' house is a magnificent Victorian style house with large stately columns and sprawling ter-



THE END

EXODUS

ances. It is easily the largest and most beautiful house in town. It is the work crew's job to replace the fuse box, clean the carpets and supply the house from a few of the abandoned stores around town for the new arrivals.

If the character asks any of their co-workers about this house, a middle aged lady by the name of Collette Jenkins will tell the story of why it frightens the residents so much. After starting the dishes Collette begins to talk:

"Well, a young couple moved into this house, oh, almost a month ago, right after they got into town. Well, shortly after they settled in, Tommy Smits, that was this little boy that they were taking care of, just up and wandered off. Well, they turned this town upside down. Bout half a day later, they found him. He'd been picked over pretty badly. Wolves, Terry said."

"Well, Lizzie, that was the moth-

er's name, Lizzie, cracked up. She would sit up in that nursery and cry and cry. One day, round about two weeks ago, Allan came home from Perimeter Watch and finds her. She hung herself right there in the nursery."

"Allan Smits, he lasted about a week before he gave in. Shot himself upstairs in the master bedroom. Carol's upstairs trying to shampoo the stain out of the carpet. They're both buried in the cemetery down the way. I'm surprised no one told you that story before now dearie."

The cleanup goes quickly, with the exception of a bloodstain on the carpet in the center of the master bedroom. The character who took part in the cleanup is welcome to lay claim to this house...if they really want it.



DAY ONE: NIGHT

Wolf Watch:

Any characters who have elected to work the Wolf Watch are instructed to sleep through the day, since the wolves are only active at night. Shortly before sunset, Leo Kroegger, a heavyset young man, will come by to pick them up. The work crew is very relaxed and social. Introductions will be made all around and several of the experienced Wolf Watchers will volunteer to train "the new guy". The character is quickly placed on a roof alongside any of the main roads in Rakow, and instructed to shoot any wolves that they see. They are also given a walkie-talkie, but it should be obvious that this is used more for sharing dirty jokes than any actual work.

Around midnight the Wolf Watchers will go to work. A dozen low, creeping shapes will appear out of the woods and begin approaching Main Street. The character, who will have been supplied with a .30-06 rifle if they did not have a rifle already, is instructed to start shooting.

Two shots will scatter the wolves, so the character will have to down one on one of his first two shots to do any good. Downing a wolf will entitle the character to an ice cold beer, which Leo brings around when he picks up the wolf corpse. Steve, the character's trainer, will offer to cover for the character that downed the wolf so they can sneak down and look at the kill before he calls in Leo. Steve concludes his offer with "It's against the rules, but hey, what the hell."

If the character does not check it out, the night goes by quickly. If the character does slip down to check it out, they will find the corpse of a large mutt. It looks like a Siberian Husky/German Shepherd mix, but it is definitely not a wolf.

WOLVES

Hit Dice: 1d10 (9 hit points)**Initiative:** +0**Speed:** 30 ft.**Armor Class:** 16 (+4 Dex, +2 Natural)**Attacks:** Bite +4 melee**Damage:** 1d6+1**Face/Reach:** 5 ft.**Special Attacks:** None**Special Qualities:** Scent**Saves:** Fort +6, Ref +6, Will +3**Abilities:** Str 10, Dex 16, Con 15, Int 4, Wis 8, Cha 10**Skills:** Hide +6, Listen +6, Move Silently +6 Spot +6**Feats:** Alertness**Climate/Terrain:** Any**Organization:** Pack 2-4, 5-20**Challenge Rating:** 1**Treasure:** None**Advancement:** None**Combat Actions:**

A "wolf" (Dog) may detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. When a creature detects a scent, the exact location is not revealed- only its presence within range.

The creature may take a partial action to note the direction of a scent, and if it moves within five feet of a scent, it may pinpoint the scent's location.

A creature with scent may follow tracks by smell, making a Wisdom check (typically DC 10 modified as appropriate) to follow or find a track.

In addition, the "wolves" receive a +1 racial Bonus to Listen, Move Silently, Hide and Spot checks. The "wolves" also receive a +2 bonus to Wilderness Lore checks when tracking by scent.



THE END

EXODUS

When Leo and his helper Tony (regular townsfolk) get there, they will pick up the corpse just the same and climb up to talk to the character that shot it. If the character does not mention that it was a dog, Leo will spin a huge yarn to the effect of "that was one of the biggest wolves he's ever seen. Must have been easy to hit that big bastard." If he is corrected about it being a wolf, he will slink away quietly, but the character will be closely watched after that.

Dr. Rackett's Office:

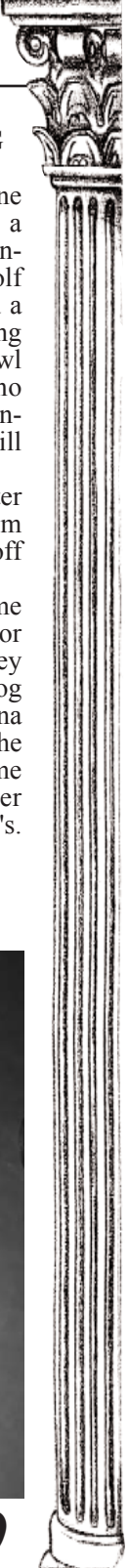
Any characters who were brought here upon their arrival in Rakow will just be waking up from the powerful sedative that they were given. Shortly after they awake, Dr. Rackett will come in and chat amiably with them. He will want to know where the character is from, what they did for a living before, etc. It is meant to be an informal little chat, but in actuality, the good doctor is deciding whether or not he can trust the newcomer. If the character is being honest and courteous with the doctor, make a note of it. Whether or not the doctor trusts them could be important later on.

DAY TWO: EARLY MORNING

Whichever character has gone home with Gina Harris will have a curious encounter early in the morning. If the character is on Wolf Watch, he will come home to find a very large German Shepherd sitting on the front porch. It will growl menacingly at anyone who approaches. If the character continues approaching the house, it will attack.

If, on the other hand, a character stays still and lets the dog check him out, the dog will eventually lope off down Main Street.

If the character that went home with Gina is on Perimeter Duty or one of the Maintenance Crews, they will come out early and find the dog sitting amiably on the porch. Gina will not have mentioned any dog the night before, but it looks so at home on the porch that any character should assume that the dog is Gina's.



EXODUS

THE END

DAYS TWO THROUGH FIVE:

The characters should be allowed to settle into a regular routine. This will be the trickiest part of this adventure. Characters should be made to feel at home. Their shifts on Perimeter or Wolf Watch duty should provide all the excitement that they need.

Encourage the characters to take an active part in the rebuilding of the town. If they notice that the town doesn't have something, encourage them to build it. Spare-time projects that are already at work in the community include maintaining the power station, deer hunting, repairing and reopening the drive-in movie theater, clearing the abandoned vehicles off of the back roads that lead to residential areas, cleaning up the streets, fixing up the town watering holes, etc.

On Day Five the town will be shocked by a gruesome double murder. Hank Cartwright and Mary DiUlio, everyone's pick for the cutest couple in town, will be found dead. He has been beaten and crucified in his living room. She has been brutally raped and then shot through the head.

The characters should recognize this as the trademark of Chuck and his gang of bikers. (Even if the characters wiped out Chuck and his gang in part one, the details of this should not be modified). Either way, thanks to a heavy rain last night, there are easy to follow vehicle tracks in the mud around the farmhouse. The tracks lead out of town down rural route M76.

Less than two hours after the bodies are found, Auntie Ruth and Terry Prado will gather the characters together and ask them to go after the people who did this. If they are asked why them, Auntie Ruth will explain that the characters have been

"out there" a lot more recently than anyone else. She will also mention how none of the characters have "settled down" yet, regardless of whether any of the characters have shaken up with Gina Harris.

If the characters say no, they are informed that they are no longer welcome in Rakow, and that they have 24 hours to leave. If they refuse to leave, they will be dealt with...terminally.

If the characters accept this mission, they will be given all the supplies that they ask for as well as a high-powered CB radio to keep in touch with Terry.

This will give you an opportunity to play up how bad it is outside of Rakow, and give the characters every inclination to stay in and protect this town. This feeling of safety is very important in Part Three, so it is important that you play it up at this time.

Gina will not take the exit of her protector very well, and will likely go into hysterics. She will scream endlessly about "they'll come back to get me" and "they'll kill me as soon as you leave." She will not say, and in fact does not know, who "they" are. She will not go along with the characters.

The characters, now equipped and armed, will be driven out to Cartwright's farm and seen off. Their departure marks the end of Part Two.



PART THREE: MODEST PROPOSALS

The characters can easily follow the tracks as far as 10 miles out of Rakow. After that the trail gets increasingly harder to follow since the downpour of two nights ago did not extend this far north.

Allow the characters to use whatever methods they choose to find the bikers. Chuck and his crew are apparently heading back to I-94 to lay in wait for more travelers. They have a long head start on the characters, so feel free to make them spend a couple of days traveling.

When the characters make camp, it is very important to make them feel in danger. On at least one of the nights that they spend outside of Rakow, they should be attacked by real wolves (See MM). They need to feel terrified at night.

On the third day out of Rakow, Helen DuChamplain calls on the CB. A group of three people are heading towards town, but they're afraid that they are being stalked by someone. They said that they can hear motorcycles in the distance. They have not been attacked yet, but they would appreciate an escort.

The incoming group consists of two well-armed men and a female who was wounded in a wolf attack three nights ago in a battered gray

Oldsmobile. The woman, Cheryl Teuler, is also almost 6 months pregnant. They are on I-94, about 50 miles from Route 200s.

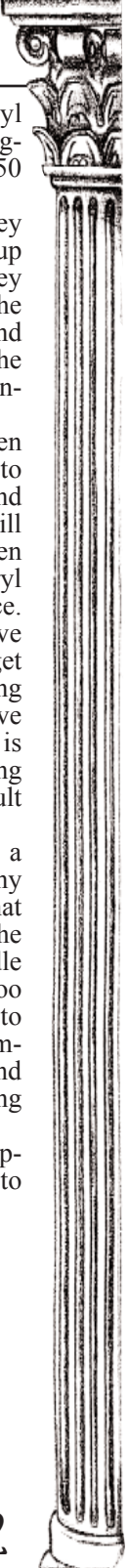
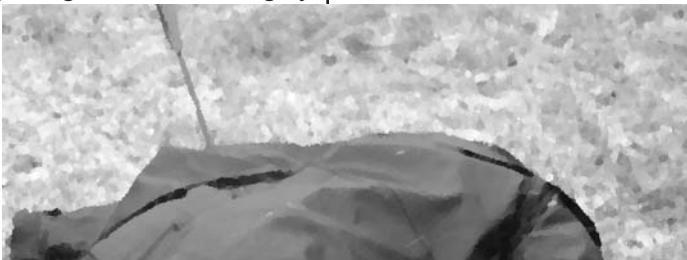
Helen informs them that they are to proceed directly to the group as fast as they can. Whether they knock out the biker gang or not, the group is to arrive in Rakow alive and in good health. Once they reach the perimeter guards, the group can continue with their original mission.

Darren and Brian, the two men in the incoming party, will attempt to come with the characters. Terry and Helen will not hear of it. They will turn over their weapons and be taken to Auntie Ruth immediately. Cheryl will be rushed to Dr. Rackett's office.

The characters must leave immediately if they are going to get back to I-94 before Chuck's gang gets too far. The gang should have taken a few heavy hits by now and is getting a little threadbare. Taking them out shouldn't be too difficult for the characters.

Should the characters capture a member of the gang, he will deny ever being in Rakow. He claims that the gang didn't think the road the characters came out on could handle their bikes. Besides, there are too many people in Rakow, they like to pick off travelers that they outnumber 5 to 1. He will sound sincere, and no amount of torture or threatening will change his story.

Once the gang is killed or captured, the characters can return to town.



DAY ONE:

Once the characters return to town, they will be taken to Auntie Ruth. She will want to know all of the details to take before the town council at the meeting tomorrow. She will question each one of the characters about what happened in the fight with the bikers. She guarantees each one of the characters a medal for their bravery.

The meeting with Auntie Ruth being over, the characters can return to regular duty and their normal lives in town.

After a few days, the characters will notice that they have not seen Darren or Brian in town. They are not on Wolf Watch or Perimeter Detail, and no one in town knows who they are talking about if they ask. Everyone is positive that the characters were the last new arrivals in town. If they think to ask, no one knows anyone named Cheryl either. (The plot will have difficulty progressing if the characters did not get along with Darren or Brian. It is important that they try to look them up as soon as they return to town, so be sure to play them as sympathetic characters).

When the characters go out to Dr. Rackett's office, they will find him without any patients. He explains that they haven't brought him anyone since the characters arrived in town. He does not seem amazed that three people have disappeared. Whatever his suspicions, he keeps them to himself.

THE INVESTIGATION:

The strange disappearance of the party that the characters worked so hard to rescue should motivate the characters into action. There are a few details that the characters will need to know if they are to carry on

a, quite unofficial, investigation.

Detail #1: The only other people that have definitely had contact with the three missing people are Helen DuChamplain and Terry Prado.

Detail #2: Darren, Brian and Cheryl all disappeared between the perimeter and town, without going down the standard road into town. They will know this since no one on Perimeter Watch will say that they know anything about any new arrivals.

Once these details have been agreed upon, there are several methods the characters could use:

Since the missing people were not driven by any of the checkpoints on 200s, the characters could look for other routes that they might not know about into or around town. After two nights of Searching (or a successful check against DC 25 whichever comes first) the characters will find a trail through the woods south of town.

The trail is extremely long (almost 10 miles) but it eventually ends about 300 yards from the Cartwright farm. Any character walking down the path should be allowed a Spot (DC 12) roll to spot the car. The gray Olds that Darren, Brian and Cheryl were driving has been pushed into the woods and covered with undergrowth. The rear driver side window and the front passenger side window have been shot out and there are bloodstains on the front and back seats. There is an empty syringe on the floor of the back seat. The only thing that seems to have changed here is the addition of two graves marked Henry Cartwright and Mary DiUlio. Judging from the condition of the gravesite, the couple was apparently buried only two or three days ago.



In actuality, the couple was buried the night that the characters left to pursue Chuck and his gang. This is common knowledge to anyone who was in town on the day of the burial (i.e. everyone except the characters). Until they ask someone about this, let them continue to believe that they were recently buried.

Two shallow graves were dug directly above where Hank and Mary are buried, and the bodies of Darren and Brian were thrown in. From the looks of the lawn, Leo Kroegger had been out here with the backhoe that they use to bury the wolf carcasses. Darren and Brian had both been shot through the head. A Successful Medical Investigation roll (DC 15) will determine that they were shot with a .357 at point-blank range.

The syringe once held a powerful morphine-based sedative (Medical Investigation, DC 12). Dr. Rackett can identify the drug as well as its most common use. It is an anesthetic, designed to be used on pregnant women, which will not affect an in utero child adversely.

The second method that the characters could use is to confront Terry, Helen or Auntie Ruth. Auntie Ruth will be just as confused as everyone else is if these newcomers are mentioned, but will tell the characters that Terry and Helen are in charge of new arrivals. She will suggest that the characters go and see Terry and Helen.

Terry and Helen will not try to lie to the characters. In fact, they will hardly talk to them. They will listen to any questions that the characters have and then respond: *"If you want to keep your place in this town safe, you won't go asking folks these stupid questions."* They will say no more.

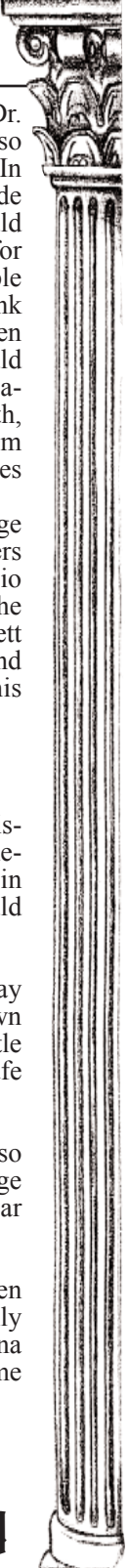
If the characters confide in Dr. Rackett, he will confirm that he also has suspicions about this town. In addition, he will be able to provide information that the character would have to take the time to discover for themselves, such as when the couple was buried, where the path to Hank and Mary's farm is, and how Darren and Brian were killed if he should see the bodies. He will not accompany them to confront Auntie Ruth, Helen or Terry, but he will help them in any way he can as long as it does not involve actual conflict.

He will also impart a strange piece of information if the characters have earned his trust. Mary DiUlio was four months pregnant when she was killed. As far as Dr. Rackett knows, only he, Hank, Mary and Auntie Ruth were ever told this information.

Summary of the Facts

By this time it should be unmistakable to the characters that something very strange is happening in Rakow. The following facts should be clear at this time.

1. Auntie Ruth wants them to stay away from the church in the town square. Though the church is a little decrepit, it does not seem as unsafe as she claims.
2. The wolves that everyone are so afraid of are actually a pack of large stray dogs, many of which still wear collars.
3. The "wolves" are always seen approaching the church. The only confirmed "wolf attack" was on Gina and her previous lover as they came out of the church.



4. There is a strange dog that sits on Gina's front porch whenever she is home and attempts to scare away anyone who approaches from the outside.

5. Rakow puts an incredible amount of importance on protecting pregnant women, but the first one to come into town disappears without a trace.

6. Tommy Smits was supposedly mauled by "wolves" miles from the church, despite the fact that the "wolves" have never been known to attack anywhere except around downtown.

7. Chuck's gang denies ever being in Rakow, but someone killed Hank and Mary in their trademark fashion. The only other people who could have known the gang's modus operandi is anyone that talked to incoming parties on the CB, namely Helen and Terry.

Choices

No matter how the characters dress it up, they have only three choices. They can do nothing and forget about all the weird things that are going on. They can look around the church, which is the only truly unexplored ground that they should have left. Finally, they could go and confront Terry, Helen and Auntie Ruth with what they know.

If they go to the church, they will have to go in the dead of night, or else they will be seen defying Auntie Ruth's orders. Dr. Rackett will not go with them.

The First Methodist Church of Rakow is a run-down structure that has obviously stood since Rakow was first settled as a cow town in the 1890's. It is dull and unremarkable inside, without any form of idols, art

or decoration. A simple altar is the sole point of interest in the structure. It is unadorned, except for a large green vomit stain and a pair of leopard skin print panties. There are a few empty bottles of Grant's Creme deMenthe and White Zinfandel.

There is a small room to the right of the altar which is obviously someplace for the now absent reverend to prepare his sermons. It is cluttered with decorations and paraphernalia for weddings and funerals. One wall has a picture of a reverend standing arm in arm with a younger Auntie Ruth at a church picnic.

Beneath a small writing desk is a trap door, which is locked with an old-fashioned skeleton key lock. The door can be easily forced open with a crowbar to expose a bare-earth cellar (Str check DC 18. The cellar stairs go down at least twenty five feet, and don't look as if they have been used in over 20 years. The first person to go down them will crash right through the first step and take out the rest of the stairs on the way down (Damage: 1d8, Reflex save DC 12 for half damage). Anyone else who wants to go down will have to find another way.

The character, now in the cellar, may look around if they are still conscious. The entire cellar consists of one room as large as the above structure. There are no light sources in the cellar, so the character will have to have some way to see or they may fall down the well. If they fall down the well...they will likely die (10d10 damage from the drop and stones at the bottom).

Once the character provides a light source, they will see the decomposing body of Cheryl Teuler next to a large hole that looks conspicuously like a well. She has been killed by a wound that appears to have been made with surgical precision (Medical Investigation check



THE END

EXODUS

DC 16). Her lower abdomen has been slit open and the infant removed from her womb. There is no sign of the infant.

While the characters above are searching for a way down, they are surprised by the door of the church opening and two figures slipping inside. Since the characters must have had a light source to see inside the church, they can not hide.

Terry and Helen walk out of the shadows, each is holding a drawn shotgun. They will force the characters to lay down on the altar and Helen will inject them with a syringe. If the characters do not surrender, they will open fire. Before they black out, the characters can identify Leo Kroegger and his assistant Tony as the ones standing behind Helen. Terry will walk back to the trapdoor, close and lock it again. He does not seem to care if there is someone down there or not.

If the characters do not go to the church, opting instead to confront Helen, Terry and Auntie Ruth directly, they will deny all allegations. The characters will begin experiencing strange attacks in the dead of night. (The secret police is out to get rid of the snoopers. These attacks are not detailed, since you should tailor make them to fit any given situation. Let your imagination go wild).

THE PROPOSAL

The characters will wake to find themselves strapped to sheets of wood in what looks like an unfinished basement. Their hands are cuffed behind the boards and they are tied at the throat, chest, stomach and ankles (Escape Artist, DC 30). Auntie Ruth and Helen are in front of them. Auntie Ruth speaks:

"Well, you kids just couldn't

leave sleeping dogs lie. You had to go sticking your noses into business that wasn't yours. I'm just surprised that I haven't had this little meeting more often."

"I guess you have to know what's going on. We have ourselves a benefactor here in town. He set it up, got the power on, hell, He even got rid of the bodies that were here from, you know, before."

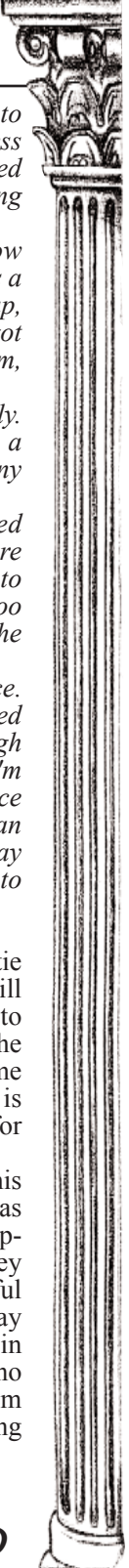
"He doesn't ask for much really. A little blood and a few souls from a few little people who aren't of any use to us anyway."

"You're smart. You handled those motorcyclers and we were really just sending you out there to die. We figured you'd just be too curious, and you were just not the right element for this town."

"I'm going to give you a choice. You can work for us, or we can feed you to Him. You're smart, and tough and you know our little secret, so I'm going to make you our little sacrifice committee. You just round us up an infant every week and you can stay here. What will it be? He'll want to eat the day after tomorrow."

This having been said, Auntie Ruth will await an answer. She will be polite and allow the characters to talk amongst themselves while she and Helen "go up and have some cocoa". She will wait until she is called back down to the basement for the character's answers.

Let the players talk about this amongst themselves for as long as they want. Make them feel the temptation of the town. Not only will they have all the benefits of this beautiful and perfect little town, but they may become the most important people in the community. They really have no choice but to accept, but make them feel the guilt over actually accepting this offer.



Throughout the conversation the characters can hear Helen and Auntie Ruth talking upstairs. They can make out the conversation quite easily. Though their conversation contains no useful information, it is important for the characters to know that their conversation can be listened in on as well, so discussing treachery will earn them just as messy a death as refusal will.

THE TEST

Once the characters accept, as they must, a test will be put to them. Helen will inform them that the little girl that lives with Candy Wallheim, Sheila, will have to be the next sacrifice. The benefactor, who is actually a demon, prefers the blood of unborn children, but will make do with the blood of a virgin.

If the characters balk, especially the character who was living with Candy and Sheila, Helen will tell them that it worked before and that a place to live that is this good demands a few sacrifices from all.

It is up to the characters how they capture her, but it has to be in the next two nights. If they try to stall, they will be reminded that their friend is still in that cellar with Cartaiesh, the demon.

If a character refuses to join up with their captors, Helen will produce a ball-peen hammer and calmly break the nearest character's left kneecap (-1 Dex permanently). They will let the others consider some more after they see this.

THE ESCAPE

The character that has been stranded in the basement will be left there for about 24 hours. Provided that they do not attempt to go down the well, nothing in the basement will harm them. If they attempt to go

down the well...let's just say that sacrifices are thrown down the well and anyone climbing down will be treated the same way as a sacrifice.

After 24 hours, at about the same time that the captured character(s) are regaining consciousness, the trapdoor above is unlocked and opened. Someone, who the character can not see, throws down a rope ladder. Once the character climbs out, he will be greeted by Terry and Dr. Rackett.

Terry carefully avoids eye contact with the character while he says:

"Get out of here, but don't try to leave town. Stay in hiding and make sure no one sees you, especially Helen or Auntie. I'll cover for you as long as I can. If you hear the air raid siren on the town hall go off, get the hell out of Dodge. Got it?"

If the character asks why he is doing this, he will respond that *"George and I had a talk. I just can't do this shit anymore. I like being able to look at myself in the mirror without feeling sick."*

Dr. Rackett will explain that there is no way that he can harbor the character, since Terry has just informed him that he has been watched for the last three weeks. Helen did not trust the good doctor not to act on his suspicions like the other residents. He will recommend that the character either return to where they were living and stay in the basement or cellar or find a nice abandoned house, like the Smits' place.

IMPORTANT NOTE: If the characters have not confided in Dr. Rackett, or have impressed him as being untrustworthy, this event will not happen and the characters will remain trapped in the cellar.



THE END

EXODUS

THE DECISION

At this point the characters have three choices: They can capture Sheila and turn her over to Helen and Auntie Ruth, effectively joining them, they can flee or they can fight.

If the characters join Auntie Ruth:

This is an option to be dealt with if you ran this adventure correctly. It should be entirely possible, and even normal, that the characters should become the Sacrifice Squad for this idyllic community.

If they do throw in for good, they will be expected to bring on or eliminate any of their friends who don't go along with the program. It is then their responsibility to gather the proper sacrifices on a weekly basis. The town does not have enough of the proper type of people to maintain the demon, so they will probably be forced out into the wastes to raid any small community that they can find. Eventually the sacrifices will run out and then the entire town will have to face the demon's wrath.

This can make for an excellent, if jaded, long-term campaign, with the characters desperately struggling to keep up with the demon's hunger balanced against the constant threat of losing the perfect home.

If the characters flee:

The entire Wolf and Perimeter Watches will be called out and heavily armed. They will be given orders to shoot the characters on sight, and not to ask any questions. This can lead to some extremely fast-paced action, since the characters will most likely attempt to rescue a few of their favorite NPCs like Gina Harris, Candy Wallheim, Dr. Rackett and Sheila.

If it looks like the characters are actually going to escape, Auntie will

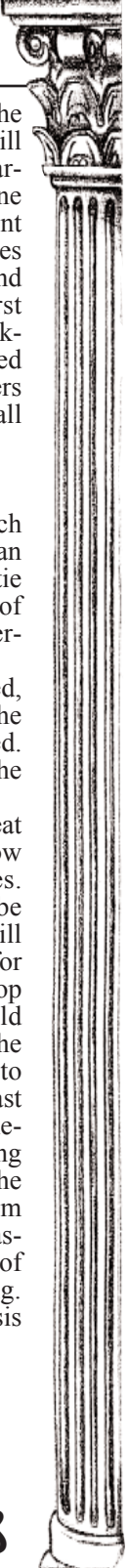
wake Cartaiesh and tell him that the characters know their secret. He will take wing and go out to kill the characters himself. There is only one way to escape this demon: at present he may not go farther than 25 miles from the place that he has bound himself to, namely the First Methodist Church. He will be awakened after the very first shot is fired and will not rest until the characters have escaped the area or they are all dead.

If the characters fight:

They really don't have much opposition. If the characters can take out Helen DuChamplain, Auntie Ruth and Leo Kroegger the rest of the town won't have enough leadership to fight back.

If the rustic cabal is attacked, Auntie will wake the demon just the same as if the characters had fled. Also, if Auntie Ruth is killed, the demon will wake automatically.

If the characters do not defeat Cartaiesh, he will continue to grow and demand more sacrifices. Eventually, Rakow will not be enough for him and its citizens will begin to raid other communities for their children. If he were to stop receiving sacrifices, he would attempt to raze the colony to the ground, which is the only way to break the spell of binding that he cast upon himself. If the characters somehow released Cartaiesh (by burning the church down, for example), he would first attempt to destroy them and then move on to greener pastures such as becoming the patron of another colony or a biker gang. Chasing Cartaiesh could be the basis of further adventures.



CARTAIESH

LESSER LORD OF SLOTH

Hit Dice: 9d8 +10 (52hps)

Initiative: -2 (-2 Dex)

Speed: 10 ft/20 ft Flying (three round limit).

Armor Class: 20 (-2 Dex, +12 natural)

Attacks: Bite +6 melee; 2 claws +10 melee

Damage: Bite 1d6+3, Claw 2d4 +3

Face/Reach: 10 ft.

Special Attacks: Sloth

Special Qualities: Damage Reduction 10, Immunities (Poison, Fire), Resistances (Cold 20, Acid 20), Telepathy 100 ft, See in Darkness, Latent Energy

Saves: Fort +4, Ref +0, Will +11

Abilities: Str 18, Dex 8, Con 14, Int 17, Wis 17, Cha 18

Skills: Climb +10, Hide +10, Intuit Direction +3, Listen +9, Move Silently +9, Search +6, Spot +9

Feats: Multiattack, Weapon Finesse (Bite), Alertness, Power Attack, Cleave, Fly-by Attack

Challenge rating: 10

Combat:

SPECIAL ATTACK:

Sloth. If Cartaiesh can make eye contact (free action) with a target, he can overwhelm the target with sloth. The character must make Will Save (DC16) to successfully resist this power. If the character fails to save, they are unable to take any action for 1d3 rounds (treat as Stunned). A character who fails three such saves within a day, becomes a minion of Cartaiesh and will serve him unquestioningly until the death of either. Fortunately, Cartaiesh is too lazy to aggressively use this aspect of his power. His minions are Auntie Ruth, Terry Prado, Helen Du Champlain, and Leo Krogger.

SPECIAL QUALITY:

Latent Energy. Cartaiesh' sloth throws off latent energy which his servants (Ruth, Terry, Leo, Helen) can utilize. Up to seven times per day, the minions of Cartaiesh can utilize this latent energy to give the individual servant ten temporary hit points or +7 on any single save or attack roll. This use of latent energy is a free action. If Cartaiesh has received a sacrifice of consumed a soul within the last twenty four hours, this ability may be used five more times per sacrifice or soul. This energy is spread across all his minions. For example, if Ruth used the energy twice and Terry once, there would be four uses remaining. If Cartaiesh has not received a sacrifice in the last week, no use of latent energy is possible.



THE END

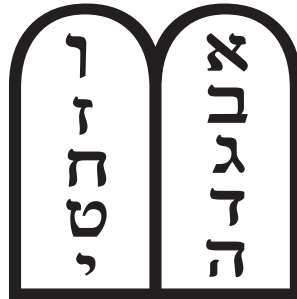
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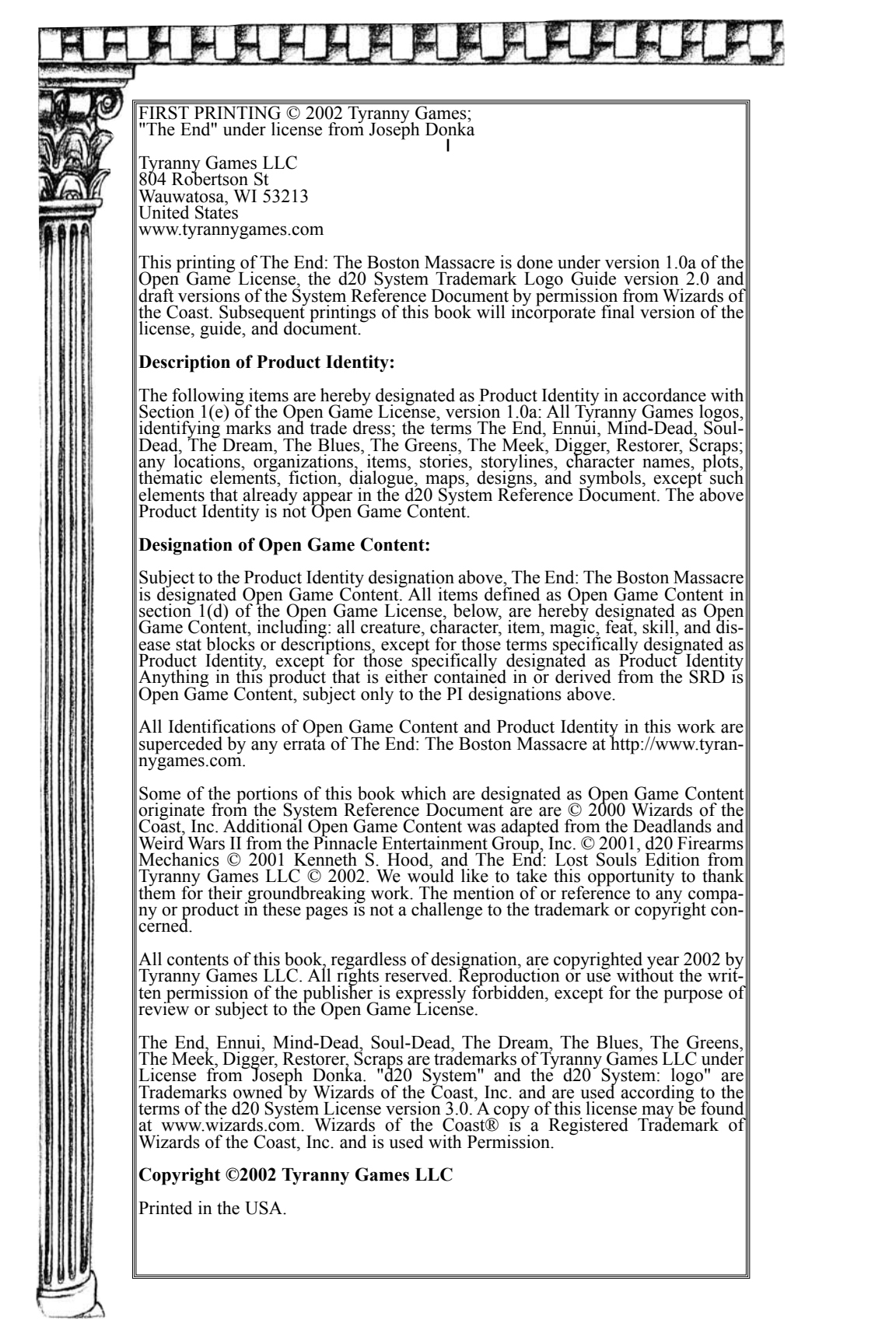
Since there are so many possibilities on how the characters could react, there are no hard and fast rules for the ending. One thing that is certain, however, is that sooner or later the characters will have to deal with Cartaiesh, either in combat or while fleeing for their lives.

Description of Cartaiesh: Cartaiesh was one of the demons that spilled onto the Earth during the last days of the Revelation. When the end finally came, he preferred dominion on Earth to servitude in Hell. He bound himself to the First Methodist Church of Rakow shortly after Ruth Remmand defiled the altar. Cartaiesh is a lesser lord of sloth, and, as such, is not a very active demon. He has not left the church since he put the town back in working order, fulfilling his compact with Auntie Ruth. He finds it difficult to move except immediately after receiving a sacrifice, and he even lacks the energy to speak most of the time. (Any attempts to communicate with him will be hampered by this fact). As long as he receives his sacrifices, he will not move. If he has received a sacrifice recently, his hit points will be 15 points higher and his movement will double. Each sacrifice permanently increases his points by five. If Cartaiesh reduces a human to negative hit points, he may consume its "Soul" to gain 10 temporary hit points. Consumption of a Soul takes one full round. The character whose Soul is being consumed must make a Will Save against DC 20 to avoid the consumption. If the save is successful, the character's Soul cannot be consumed.

Cartaiesh's Appearance: Cartaiesh is bound into his current form as long as the First Methodist Church is standing. He is eight and a half feet tall and muscular with smooth ebony

colored skin. His wings are shriveled and atrophied, but still adequate for flying. Cartaiesh does not move or speak unless in combat, and then he does both extremely slowly.





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Thank you to the families and friends of all involved.

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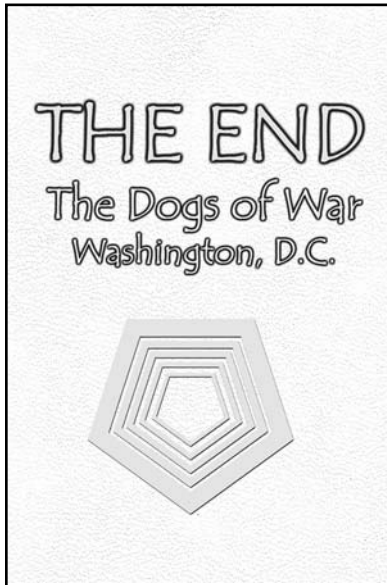
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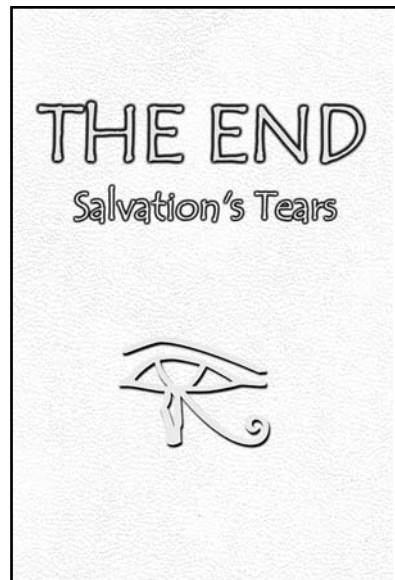


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