

ADVENTURE SUPPLEMENT FOR

DANGER
International

S.H.A.D.O.W.

OVER SCOTLAND™



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•INTRODUCTION•

S.H.A.D.O.W. Over Scotland is a mystery/horror/action adventure designed for use with *Danger International*, but conversions for several other games are included in the back.

NOTE: *Players who intend to participate as Player Characters (PCs) in this adventure should stop reading here.*

Game Masters (GMs) read on...

In this adventure, the PCs must uncover clues that eventually lead them to the discovery of the evil force behind seemingly-supernatural occurrences. Amidst the cool fog and along the bleak cliffs of a remote Scottish coastal village overlooking the North Sea, the PCs tangle with vampires, werewolves, and other denizens of the dark.

So, you might consider this adventure a "horror/mystery". To give the players the appropriate sense of dread this genre deserves, give detailed descriptions of the atmosphere and the environment — make it creepy, tense, and exciting. Take your time in revealing the secret behind the supernatural creatures — keep the players in suspense; let them *gradually* put the clues together and come up with the truth. It's quite satisfying to see the ideas unfold, and it's fascinating what some players come up with before they hit upon the right answer.

•HOW TO USE THIS BOOK•

This adventure contains: (1) a "supernatural" mystery adventure for two to four players, (2) a full description of a powerful criminal organization used in the adventure, (3) details of a small, terrorized Scottish town, (4) all the information the Game Master needs to run the adventure, and (5) useful information you can use in other adventures.

You, the Game Master (GM), should read through the material at least twice to get a feel for where everything is and what can happen. Decide on which elements of the adventure you like, and ignore or change the parts that you don't, making sure to tailor the material to your game before you start to play. Remember, complete knowledge of the adventure will enable you to run it better.

Throughout various parts of the adventure there are choices for numbers of different types of personnel in a given situation. Choose the higher numbers of personnel if the PCs and players are tough and well-experienced, and the lower numbers if the PCs and players are beginners or non-combat oriented. Of the four suggested scenarios included in this book, select one that best suits the particular PCs in your campaign (don't pit physically weak characters against trained assassins.).

To help the players visualize where they are in relation to everything else, map out the area as they explore it. Give the players full descriptions of everything they encounter.

•OVERVIEW•

S.H.A.D.O.W. Over Scotland takes the PCs to northeastern Scotland to discover the secret behind a mysterious disappearance and a gruesome vampiric murder. During their investigations, the PCs encounter vampires that are immune to bullets, a murderous werewolf, and animated skeletons. Eventually, the PCs should discover that the "supernatural" creatures are actually cleverly designed false fronts for an international criminal organization called S.H.A.D.O.W.. This organization has a hidden base concealed in an island castle near the isolated village of Dunross.

Ostensibly a haunted home for the village's wealthy but secretive benefactor, the castle is guarded under the pretense of housing a research facility. But eccentric leader of the base is careful not to rely on simple security measures. In order to secure the base's privacy, she designed the specious legends and fake monsters to scare curious intruders away from the base. The PCs have to discover the base, find out what kind of nasty plot is brewing there, and disrupt S.H.A.D.O.W.'s plans.

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S.H.A.D.O.W. OVER SCOTLAND™

*A mystery/horror adventure for **Danger International™***

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•S.H.A.D.O.W.•

•HISTORY•

The history of S.H.A.D.O.W.'s origins is clouded even for its leaders. In the late 19th century, several organized crime leaders merged to form a single large syndicate in an effort to avoid territorial struggles between the criminal families. Since the original four leaders did not always agree, this arrangement did little more than to keep an uneasy peace.

However, this combined might was sufficient to allow the four families to slowly assimilate other small illegal organizations and criminal operators.

Around the turn of the century, the oldest and richest gang leader died and his son, Mackson Anciau, took his place in the oligarchy. Anciau wanted more than to be one of four controlling crime in a few cities. He wanted to be the only one controlling the world.

The other three leaders died in an "accident" and Mackson Anciau moved to "help" the other gangs during the emergency by taking over their operations. He appointed Division Commanders to oversee each family, and the commanders organized the four organizations into one cohesive unit, with Mackson Anciau at its head. Everyone involved prospered, so no one complained — more than once.

Anciau gave the new order a name: the **Strategic Headquarters for the Absolute Domination of the World** — S.H.A.D.O.W. for short.

Anciau realized the important role technology would play in the future, and organized a superb Technology Section to keep ahead of scientific developments in the rest of the world. To achieve their goal, S.H.A.D.O.W. borrowed a select cross-section of the world's top scientists from government, business, and university laboratories. These talented men and women vanished from public and reappeared in S.H.A.D.O.W.'s labs, giving the revamped syndicate tremendous potential. Before long, S.H.A.D.O.W. ceased to resemble a gangster mob; instead it had become something far more dangerous.

During World War II, Anciau secretly conferred with the Germans and Japanese. He admired the technology, discipline, and psychological manipulations of the Nazis, and the loyalty and courage of the Japanese. He also admired the powerful Ninja assassins, and made close contact with a particularly powerful Ninja family.

In return for money, arms, and supplies, Anciau promised to undermine the United States government, so that when the Axis invaded North America there would be little resistance. This alliance with the Axis powers gradually resulted in S.H.A.D.O.W. taking on many of the customs and attitudes of the Germans and Japanese, giving the organization a truly international flavor.

Anciau felt that the Axis really had no chance of winning, so he delivered lies in exchange for the German supplies. S.H.A.D.O.W.'s Axis connections were never discovered by Allied intelligence and, in fact, S.H.A.D.O.W. leaked information to the Allies which helped insure the victory of Normandy. Despite the Axis defeat, the syndicate came out of the war very rich and powerful.

At the time of Anciau's death in 1947, S.H.A.D.O.W. essentially controlled the underworld of the U.S.A., a formidable accomplishment. When his successor, John Lassenger, was appointed by the Division Commanders later the same year, the organization had the economic base to quickly expand its tentacles into Canada, Mexico, South America, and eventually toward Europe.

Suddenly, in 1975, the F.B.I. tracked down a big drug-dealing lead that led to the doorstep of S.H.A.D.O.W. headquarters in Boston. A savage battle erupted. The S.H.A.D.O.W. installation — designed for concealment, not battle — fell before an overwhelming federal force, but the F.B.I. never realized that it had broken up anything but a simple dope-smuggling operation.

John Lassenger died in the battle, but S.H.A.D.O.W. by no means perished. Lassenger was replaced by a mysterious man named "Mr. Nunn," who stepped out of nowhere to take over the position of Supreme Commander. No one had ever heard of this man, but he knew everything he needed to know to run the syndicate and had all the physical and mental prerequisites of a Supreme Commander. This included enforcing his rule by eliminating the two most vocal of the hostile Division Commanders.

Mr. Nunn rebuilt the S.H.A.D.O.W. headquarters on a secluded island in the Atlantic Ocean, where it was safe from meddling lawmen. He also ordered many smaller bases built throughout the world to make S.H.A.D.O.W. less vulnerable to a single lucky blow. By 1976, Mr. Nunn employed at least a few agents in every public and private business of any consequence in the world — most of whom did not know that they worked indirectly for S.H.A.D.O.W. This covert growth and organizational invisibility has been maintained and enhanced up to the present day, making S.H.A.D.O.W. one of the preeminent threats to international stability.

Although S.H.A.D.O.W. has yet to attain its ultimate goal of world domination, Mr. Nunn has several plans in action, any one of which should allow him to reach the goal before the year 2000 — assuming no one upsets his program.



•S.H.A.D.O.W. TODAY•

MR. NUNN

Mr. Nunn is the current Supreme Commander of S.H.A.D.O.W. and seems to spend most of his time coordinating the syndicate's activities from his well-protected office deep within the S.H.A.D.O.W. Island headquarters.

Occasionally, Nunn disguises himself and leaves the base to direct or even perform a mission. Usually the mission is of grave importance, but sometimes the quest is little more than a lark. He always acts to further S.H.A.D.O.W.'s ends, though his love for fun and action in the field sometimes seem to contradict organization policy.

Nunn's exact Characteristics and Skills are not listed anywhere because the GM should specifically fit him to his campaign world. The Supreme Comander should be built on about 200 points plus his Disadvantages. He is a typical megalomaniacal mastermind; a mixture of gallantry, scheming, and arrogance.

One of Nunn's disadvantages is a perverse love of a challenge, although he has never been suicidal. He likes to put enemies in deathtraps and, if they succeed in getting out, he sometimes allows them to escape. Whether a victim goes free or not is hard to predict, for who knows with Mr. Nunn?

THE S.H.A.D.O.W. AGENTS

The four Division Commanders each command one Division:

- (1) **Observation**, the gathering of information through espionage;
- (2) **Infiltration** the planting of agents into other organizations for the purpose of controlling them;
- (3) **Appropriation**, the theft of equipment, plans, money, people, etc.; and
- (4) **Assassination**, the elimination of individuals who stand in S.H.A.D.O.W.'s way.

These Commanders are built on about 75 points plus Disadvantages.

Give them skills and knowledge appropriate to their divisions, maybe a little bit of Luck, and a suitable amount of administrative skills and knowledge.

The Divisional Commanders work with the **Organization Section**, which advises the Supreme Commander and coordinates and details his plans. This section also determines which Divisions will act in any particular mission (usually two or more for any complicated endeavor). This section also coordinates the actions of the Technological Section personnel and the various S.H.A.D.O.W. bases. Organization Section personnel are built on 25 points + Disadvantages. Give each a good INT and a smattering of administrative skills and knowledges.

The **Technological Section** consists of a hierarchy of skilled scientists, engineers, and operators who develop special chemicals, weapons, and miscellaneous devices, and supply bases for equipping field agents. Most of the personnel are built on no more than about 25 character points + Disadvantages, with primarily scientific skills and knowledges.

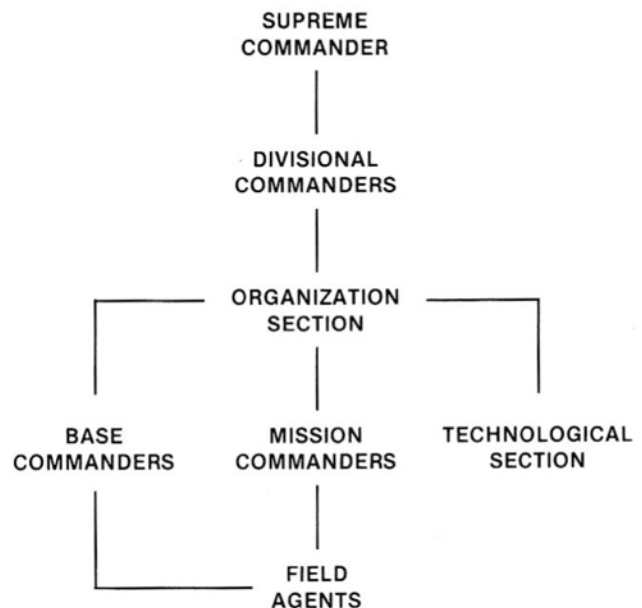
There are several types of S.H.A.D.O.W. bases scattered throughout the world. Small **Supply Bases** are designed only for equipping field agents. **Development Bases** (such as lbscher) are used to train field agents and conduct scientific experiments. **Mission bases** are designed for the preparation and headquarters for a specific, lengthy, elaborate mission.

The bases are guarded by a number of armed **security agents**; exact numbers depends on the size and importance of the base. They work as servants, chauffers, minor bodyguards or patrolmen. They often receives special training for special functions. They are trained and loyal, but not necessarily smart. **Base Commanders** are built on 25 to 75 points + Disadvantages, depending on the importance of their base.

Mission Commanders direct missions that do not depend on a particular base. They are built on 10 to 20 *more* points than the agents they direct. They are like the field agents described below, but have higher INT, PRE, and skills like Tactics.

Field agents follow the instructions of the mission director. Each S.H.A.D.O.W. division has many field agents, who may start with anything from 25 to 75 points + Disadvantages, together with skills appropriate to their division.

THE S.H.A.D.O.W. HIERARCHY



•GOALS AND METHODS OF OPERATION•

S.H.A.D.O.W. plans to achieve its objective to take control of the whole world by maneuvering its agents into positions where they can own and control, directly or indirectly, virtually every critical business and a few key governments. Though its methods are sometimes a bit drastic, S.H.A.D.O.W. maintains secrecy by hiring and training others to do the dirty work and take the blame. For instance, many terrorist factions unknowingly work for S.H.A.D.O.W. and take the blame that is rightly S.H.A.D.O.W.'s, unwittingly shielding the parent organization from any danger.

Currently, S.H.A.D.O.W. influences many political factions, most of the underworld, and several countries to one degree or another, although its reliance on covert operations has kept the syndicate from seizing outright control of any nation up to this point in time. After all, once detected and recognized as a threat, S.H.A.D.O.W.'s goals would become much harder to achieve.

• THE DUNROSS S.H.A.D.O.W. BASE AND PERSONNEL •

• HISTORY •

Two years ago, S.H.A.D.O.W. operative Lady Morgan Mac Thain inherited a medieval Scottish castle from a "relative." This castle is located on a lonely island just off Scotland's North Sea coast, not far from the village of Dunross. Lady Mac Thain realized the strategic possibilities of the area — it is isolated, yet not far from key countries and shipping lanes — and she managed to convince the S.H.A.D.O.W. leaders to finance the building of a medium-sized base under her command on the location.

The medieval castle was too small to house the base, but prior owners of the modest fortress had used the site to smuggle contraband goods into northeastern Scotland and had carved extensive tunnels in the sea-caves that laced the islet, the adjoining strait, and the facing shore. Lady Mac Thain expanded these unusually large and rather crude chambers to accommodate the syndicate's special needs. So the underground was cleared out and re-engineered to fit the specifications of a full S.H.A.D.O.W. base: ventilation system, barracks, laboratory/training area, submarine dock, etc. Construction proceeded under the pretext that Lady Mac Thain was building a private research facility in order to advance her deceased husband's interests in the field of marine biology. Secrecy was still required, however, and it took S.H.A.D.O.W. over a year to build the base.

Occasionally during this time, a curious villager or farmer would wander too close and see too much. To keep the base sacrosanct, Lady Mac Thain felt compelled to eliminate these intrepid intruders, although she realized that eliminating everyone who came by would raise suspicions and draw attention to the area. So, the young mistress arranged accidents to dispose of the trespassers and she began to promote old legends regarding the castle's age-old haunting. It would be better just to scare off the locals, if possible.

Known for her strange, perverse imagination, Lady Mac Thain decided to play on the superstitions of the local peasants. She knew that Dunross Castle had long been associated with tales of ghosts and the stories of haunted burial sites on the islet and nearby coast dated back to Celtic times. Her ancestors had successfully used these legends to ward off curious locals during the late Middle Ages, so it was only natural to revive her predecessors' ploys. This wasn't hard, considering the fact that most of the superstitious locals already subscribed to the idea of a "Dunross Curse."

But the mistress of Dunross went a step further, adding a particularly bizarre twist. Dressing some of her elite security guards as undead Celts and Scots, Lady Mac Thain staged a series of carefully orchestrated sightings which played upon local superstitions and confirmed otherwise unfounded fears. She even introduced a pack of wild dogs to patrol the woods and keep the villagers from any nocturnal sojourns. Although these canines are hardly man-eaters, their howling adds a chill to the local night and the dogs are blamed for the deaths of two villagers who actually were slain by the Lady's large pet wolf. Together with the "skeletons" and "ghosts" that periodically appear in the graveyard, the dogs ward off virtually anyone who might stumble across the secret entry to the S.H.A.D.O.W. base that lays tucked among the tombs overlooking the cliffs on the mainland shore by Dunross Island.

The greatest element of Lady Mac Thain's ruse, however, is undoubtedly the clever use of vampires. Using a variation of the themes found in the popular stories and films, she dressed her most elite security agents as vampires. These agents serve as her favorite revenge mechanism, and anyone of consequence who threatens the Dunross base is likely to receive a nocturnal visit from one of these skilled assassins. The vampires' methods, while predictable, recall the accepted legends and add fuel to the local belief that death stalks Dunross Island.

Lady Mac Thain's "vampires" hunt down and kill their prey using brilliantly designed devices that mimic blood-sucking fangs. By draining their foes' blood through two small holes in their victims' necks, these vampiric assassins insure that S.H.A.D.O.W.'s personnel stay in line, and that any potential enemies avoid the area like the plague.

By day, of course, the comely Lady Mac Thain is the benevolent but eccentric mistress of an unusual estate. In her guise, she pretends to be a wealthy, retired recluse living in the castle with her servants and guards, carrying on the research work that late her husband once shouldered. She rarely ventures off Dunross Island, but she is careful enough to liberally endow local charities and attend social functions of particular import to the nearby gentry. Who would suspect that this gracious and rather stunning young lass is an agent of one of the world's most dangerous organizations?



•STANDARD PERSONNEL•

LADY MORGAN MAC THAIN

Lady Mac Thain is a tall, lithe, coldly-handsome, young Scots woman. She has long, straight, blonde hair with a single black streak. Except when entertaining company, she usually wears a black silk shirt, black leather pants, and black leather boots. She always carries a set of keys for the base helicopter, yacht, and motorboat, and a master key to all the doors in the S.H.A.D.O.W. base.

Lady Mac Thain has a morbid sense of humor, and she goes to great lengths to express it. She also has a short temper, and often takes it out on those who work for her. Although she considers most people inferior, she respects capable people (like her bodyguard, Brian MacDonald), and may be favorably disposed toward PCs who prove themselves capable — she won't let that get in the way of her mission, however. Morgan's not known for her compassion. PCs succeeding in seducing her won't get any better final treatment, though the route to that final fate might be more pleasant.

Lady Mac Thain is usually unarmed, but she will get an automag from her office desk if there is any sign of trouble. She will fight like a tiger if necessary, but she isn't stupid, and she won't fight if it's suicidal. The mistress of Dunross prefers to bide her time and escape at the first good opportunity. A vengeful person, the Lady doesn't take kindly to annoyances.

LADY MORGAN MAC THAIN

STR:	14	DEX:	15	CON:	18	BODY:	10	INT:	15
EGO:	13	PRE:	20	COM:	20	PD:	4	ED:	4
SPD:	3	REC:	7	END:	36	STUN:	30	Cost:	71

Pts Skills Roll

3	Bureaucratics 13-
3	Contortionist 12-
10	Luck (2d6)
3	Persuasion 13-
1	S.H.A.D.O.W. Knowledge 8-
2	Scots Gaelic (native English)
3	Seduction 13-
2	Running +1" (total 7")
1	Familiarity with Piloting (helicopters) 8-
1	Familiarity with Sailing (motorboat) 8-
1	Familiarity with SCUBA diving 8-
10	Kung Fu - <i>MA 80% reach</i>
2	Familiarity with all firearms

71 Characteristics Costs

113 Total Cost

75+ Disadvantages

3	Distinctive Looks - Hair
11	Hunted by British Intelligence (MIS) on 8
8	Watched by SHADOW on 11
4	Follower, few restrictions, Dangerous, Major Consequences
8	Arrogant
4	Morbid Sense of Humor

113 Total Pts

CHA of 71 + SKILLS of 42 = 113 total points

THE BODYGUARD, BRIAN MACDONALD

Brian MacDonald is a huge Scots albino with sharp, angular, features, red eyes and dyed black hair. You could say Brian naturally looks very much like a stereotypical vampire. He knows this, and he plays the part well, enjoying the fear he inflicts on people who see him. Of course, those who see him rarely live to tell of their horror, for McDonald is Lady Mac Thain's chief enforcer.



Brian's gleeful but deadly game provides him with one of his few joys, so he has taken to wearing his extremely cumbesome vampire disguise rather frequently. Oft times he sets out in a his old-fashioned but well-tailored black suit, a black cape with red lining, white gloves, and false fangs. The suit and cape are actually body armor (see details in the Special Equipment section under Vampire Outfit).

MacDonald usually carries a Beretta M22 in a hidden shoulder holster under his left arm. Under his right arm, he carries a small tranquilizer dart blowgun with three darts, and on his back under the cape is a small hand-pump device (detailed under the Vampire Attack Tools). Brian also keeps a pair of sunglasses on hand at all times in case he is exposed to bright light. He always bears a set of keys to the base helicopter, yacht, and motorboat, and a master key to all the doors of the S.H.A.D.O.W. base.

MacDonald is a cunning fighter, but he will run (if possible) or surrender if faced with a stronger force. He will use every trick in the book to escape at the first opportunity (don't forget his tranquilizer dart blowgun — for, if the opportunity arises, he might employ it on his captors). Anyone who sees MacDonald closely and makes a World Politics Knowledge roll will recognize him as a terrorist who escaped from prison (the escape drew world-wide attention).

BRIAN MACDONALD

STR: 20 DEX: 17 CON: 15 BODY: 12 INT: 10
 EGO: 13 PRE: 20 COM: 8 PD: 8 ED: 3
 SPD: 4 REC: 7 END: 30 STUN: 33 Cost: 80

Pts Skills Roll

3 Disguise 13-
 3 Interrogation 13-
 3 Lockpicking 12-
 10 Luck (2d6)
 10 Karate 5d6
 6 Running +3" (total 9")
 2 Swimming +1" (total 3")
 7 Stealth 13-
 1 Scots Gaelic (native English)
 3 Piloting (helicopter) 12-
 3 Sailing (yacht) 11-
 1 Familiarity with SCUBA diving 8-
 2 Familiarity w/Fire arms
 3 +1 w/pistols

80 Characteristics Cost**137 Total Cost****75+ Disadvantages**

8 Protective of Lady Mac Thain
 4 (8) Sadist
 6 Distinctive Looks - Albino
 8 Albinism - light sensitive
 13 Hunted by Scots Police on 11
 5 Watched by S.H.A.D.O.W. on 8
 5 Follower, many restrictions, Dangerous, Major Consequences
 13 Experience

137 Total Points

CHA of 80 + SKILLS of 57 = 137 total points

SECURITY AGENTS

All security agents of the Dunross-area S.H.A.D.O.W. base wear a uniform of tan slacks, a short leather flight jacket, and a red beret with a black "S" sewn in front (The beret is not worn while the agent is masquerading as one of the "reclusive Lady's bodyguards"). Each agent carries a photo identification badge and keys to all rooms and their personal lockers (personnel without keys must ask a security

SECURITY AGENTS

STR: 13 DEX: 12 CON: 13 BODY: 10 INT: 8
 EGO: 10 PRE: 13 COM: 10 PD: 3 ED: 3
 SPD: 3 REC: 6 END: 26 STUN: 23 Cost: 24

Pts Skills Roll

2 Familiarity with all firearms
 1 Familiarity with knives
 10 Commando Training
 3 A 3-pt skill appropriate for his special assignment. The Vampire agents have Disguise, for instance.

24 Characteristics Cost**40 Total Cost****25+ Disadvantages**

5 Watched by S.H.A.D.O.W. on 8
 4 Follower
 6 Minimum Characteristics

40 Total Points

CHA of 24 + SKILLS of 16 = 40 total points

agent to give them access to a locked room. The keys and the rooms are numbered.) Each agent also carries an HK 54 SMG and on his belt has a walkie-talkie, a pair of handcuffs (the key is in a pocket), a lockblade knife, and a flashlight. About half the agents smoke and those agents also carry a lighter and a pack of cigarettes.

Occasionally, some security agents are required to wear the disguises (described under Celtic Ghost Garb and Vampire Outfit), to scare people away from the base.

Security agents usually call out for intruders to halt before they start shooting. When they shoot it is usually to capture, not kill, unless the adversary proves to be too powerful. If cornered by overwhelming forces, they surrender. These men aren't too bright, and they can often be fooled by less than brilliant tricks.

NORMAL BASE WORKERS

Most workers at the Dunross Base are the people who perform the less-hazardous, routine jobs: the base secretary, the communications officer, two cooks, and the men who load and maintain the submarine and helicopter. Each of these workers carries a photo ID badge and keys only for his locker and the rooms in which he works.

These people generally try to avoid combat, although one of the cooks is a bit on the ornery side. Treat these people as normals with 10s in all primary characteristics and a skill or two to cover their profession. They all have familiarity with pistols and the cooks also have familiarity with knives. The communications officer is a pretty good actor and mimic.

•THE SUBMARINE•

The personnel who operate the small submarine stationed at the S.H.A.D.O.W. base include the following lot.

SUBMARINE COMMANDER KLAUS HAMMER

STR: 15 DEX: 14 CON: 13 BODY: 10 INT: 13
 EGO: 13 PRE: 15 COM: 10 PD: 3 ED: 3
 SPD: 3 REC: 6 END: 26 STUN: 25 Cost: 43

Pts Skills Roll

3 Demolitions 11-
 3 Electronics 11-
 3 Mechanic 11-
 3 Interrogation 12-
 1 S.H.A.D.O.W. Knowledge 8-
 2 Nazi Party Historical Knowledge 11-
 5 Sailing (submarine) 12-
 4 Submarine Knowledge 13-
 1 English (native German)
 2 Familiarity with firearms
 6 +2 with pistols

43 Characteristics Cost**76 Total Cost****50+ Disadvantages**

8 Watched by Shadow on 11
 4 Follower
 8 Acts like/fascinated by Nazis
 3 Age 50
 2 Bad leg (-1" Running — total 5")
 1 Distinctive Looks — bald

76 Total Points

CHA of 43 + SKILLS of 33 = 76 total points

THE SUBMARINE COMMANDER, KLAUS HAMMER

Klaus Hammer is a short, shifty, bald man with a small mustache that makes him look something like Adolph Hitler. He even wears a full Nazi naval captain's uniform and carries a holstered WWII 9mm Luger (Mauser Parabellum). His current assignment is to work with Lady Mac Thain, so he is headquartered at the new S.H.A.D.O.W. base.

SUBMARINE CREW

Working under Hammer are four men who crew the submarine. They dress in white coveralls and black deck shoes. These men are quiet, quick, efficient, and well-disciplined. They will fight only if necessary or if ordered to by their commander. Treat these men as normals with 10s in all primary characteristics and appropriate secondary characteristics. Give them a skill or two to cover their profession, and familiarity with all firearms.



•AGENTS IN THE VILLAGE OF DUNROSS•

The two S.H.A.D.O.W. agents are stationed in the village of Dunross report to Lady Mac Thain, even though they have no idea that the local castle is actually a S.H.A.D.O.W. base.

INNKEEPER IAN KEITH

Ian Keith is a short, fat, balding man with a dirty grey beard. He has poor social graces (he belches in company, scratches when he itches, and constantly chews on toothpicks [this is important] except when he is smoking a foul smelling pipe), but he generally appears to be a harmless old man well on the road to senility. He will be relatively friendly towards the PCs and any other strangers, but he's not very friendly with the people of Dunross.

Keith has worked on and off as a minor S.H.A.D.O.W. contact for the past thirteen years. Four months ago he moved into the area on S.H.A.D.O.W.'s orders and re-opened the village's only inn, which had been closed for several years. When asked how long he has been in Dunross, he says he has been innkeeper for four months but he has been in the village two years. Of course, any native of the town can contradict this story.

INNKEEPER IAN KEITH

STR:	14	DEX:	11	CON:	10	BODY:	13	INT:	13
EGO:	13	PRE:	10	COM:	8	PD:	3	ED:	2
SPD:	2	REC:	5	END:	20	STUN:	25	Cost:	20

Pts Skills Roll

3	Bugging 12-
3	Driving 11-
3	Concealment 12-
3	Electronics 11-
2	Scots Gaelic (native English)
3	Lockpicking 11-
3	Shadowing 11-
3	Streetwise 11-
1	Familiar with pistols
6	Perception +2 (Per roll = 14)

20 Characteristics Cost

50 Total Cost

25+ Disadvantages

8	Irrational Fear/Loyalty of S.H.A.D.O.W.
5	Watched by S.H.A.D.O.W. on 8
4	Follower
8	Experience

50 Total Points

CHA of 20 + SKILLS of 30 = 50 total points

Keith's job is to keep an eye on Dunross and the surrounding area, and report anything suspicious to the S.H.A.D.O.W. base. He sends his information via a radio in his room, and has no idea where the base actually lies. Keith is paid handsomely by mail, and he is rarely contacted directly by S.H.A.D.O.W. operatives. He knows essentially nothing about his employers, but suspects that they may be supernatural. He will only admit involvement with the syndicate if he is threatened with severe bodily harm. If the PCs force Keith to talk, he can reveal only the above information and his part in Graves' and Snow's deaths (detailed in the Scenario section).

Ian is supposed to work with, and watch, Elise Graeme. If Elise steps out of line, he is ordered to inform the S.H.A.D.O.W. base, who will then have her fall victim to a "vampire" or "werewolf" or something really nasty.

Keith rarely arms himself, but he has a revolver in his inn room which he will use if necessary. The only things in his pockets are his room key, which also fits all the other door locks in the hotel, and the key to the cash register.

THE "VACATIONING SECRETARY," ELISE GRAEME

Elise Graeme is a short, slim, pretty Scots brunette with shoulder-length hair. She smiles too much and always seems a little nervous.

Recently there have been too many nosy people around Dunross, and S.H.A.D.O.W. has become mildly concerned. Lady Mac Thain has hired a new recruit (actually a secretary from a S.H.A.D.O.W.-controlled business) named Elise Graeme. She is assigned with Ian Keith in identifying and misleading curious outsiders. If any suspicious people show up, then she is supposed become friendly with them and find out what's up. She reports to Keith, who then passes the information to S.H.A.D.O.W. via radio. (Sometime, someone following Elise might see her meet with Keith, since they usually meet once or twice per day; however, they make their rendezvous look purely social.) Like Keith, Ms. Graeme has no idea who she really works for, but she's paid not to get too curious.

Elise is nervous about her new job. She'd like to quit even though she makes a bundle, but she fears her invisible employers. Elise is a hopeless romantic, so any male PC succeeding with a Seduction Skill need only roll against her will to have her fall in love with him. Then, if he asks the right questions, he might coax her to confess that she works for some frightening unknown person or group, and that she wants out of the whole deal. Elise will then betray her part in Leonard Snow's death (see "Getting the Player Characters Involved"). A convincing threat, or a Persuasion skill roll at -2 should get the same results, although she will not mention Keith's involvement unless specifically asked about the involvement of others.

If the PC tries to use Ms. Graeme to feed false information to the S.H.A.D.O.W. base, play it by ear. More likely than not, Keith will see through her nervous lie (using a Perception roll), and something very nasty will happen to Elise...

ELISE GRAEME, SECRETARY									
STR:	10	DEX:	11	CON:	11	BODY:	8	INT:	13
EGO:	10	PRE:	8	COM:	18	PD:	2	ED:	2
SPD:	2	REC:	4	END:	22	STUN:	19	Cost:	5
Pts	Skills Roll								
3	Bureaucrats 11-								
3	Computer Programming 12-								
4	Scots Gaelic (native English)								
3	French								
3	Mimicry 11-								
3	Paramedic 12-								
3	Persuasion 11-								
3	Sleight of Hand 11-								
2	Professional Skill: Secretarial 11-								
5	Characteristics Cost								
32	Total Cost								
20 +	Disadvantages								
5	Watched by S.H.A.D.O.W. 8-								
4	Follower								
3	Hopeless Romantic								
32	Total Points								
CHA of 5 + SKILLS of 27 = 32 total points									

IRA TERRORISTS

STR: 13 DEX: 14 CON: 11 BODY: 10 INT: 10
 EGO: 13 PRE: 13 COM: 10 PD: 3 ED: 2
 SPD: 3 REC: 5 END: 22 STUN: 23 Cost: 32

Pts Skills Notes

2 Area Knowledge: Great Britain 11-
 5 Stealth 12-
 10 Commando Training
 3 Security Systems 11-
 1 Basic German
 1 Basic Scots Gaelic (native English)
 3 Streetwise 12-
 3 Demolitions 11-
 2 Familiarity with Small Arms
 1 Familiarity with Knives
 3 +1 with Major Weapon

32 Characteristics Cost

66 Total Cost

50+ Disadvantages

11 Hunted by British Police 8-
 5 Enjoy killing

66 Total Points

CHA of 32 + SKILLS of 34 = 66 total points

ASSASSIN DIVISION AGENTS

The base houses some of the elite agents of S.H.A.D.O.W.'s Assassination Division. Each agent wears a black turtleneck sweater, black slacks, black boots, and a black beret with a red "S" sewn on the front. They only carry keys to their lockers, but they are never denied access to any area. Each agent owns three weapons with which he has great proficiency. Choose once from each list following:

Main Weapon	Backup Weapon	Hand-to-Hand Weapon
SVD Sniper Rifle	AMT Backup	Garrote
H&K M93	Walther PPKS	3 throwing knives
M-14	Beretta M92	Dagger
.50 Cal Sniper	Browning Hi-Power	
	Llama Sml. Frm. Auto	

The assassins' backup and hand-to-hand weapons are always kept in various holsters and sheaths on the agents' bodies. An agent's main weapon is never far away, and almost invariably has a noise suppressor (-2 to sound location Perception rolls, +2 to size). The backup weapon has a silencer (-3 to hearing Perception rolls, +1 to Size, -1 to OCV).

•SPECIAL PERSONNEL•

Depending on the scenario you choose for your adventure, the following personnel may or may not appear on the scene.

IRA TERRORISTS

The terrorists wear denim pants, turtleneck navy sweaters, and denim or corduroy jackets. Each carries one firearm, a hunting knife (dagger), and a pocketful of 1d6 extra clip(s) for his gun. The firearm is one of the following:

1. Uzi SMG
2. Sterling L2A3 SMG
3. Ingram MAC 10 SMG
4. Browning Hi-Power 9mm automatic
5. Walther P-38 9mm automatic
6. Colt Lawman MkIII .357 magnum pistol

Either pick an appropriate weapon or randomly determine the weapon carried by each terrorist. About half the terrorists smoke and carry a lighter and pack of cigarettes.

These people are just plain nasty. Their sense of humor revolves around creative ways of killing anyone who might jeopardize their mission.



The assassins do not smoke, drink, or have fun, since they are almost always in training. They act superior, cold, and deadly-logical at all times. When in combat, they usually attack specific body locations on their victims, confident that they won't miss. When capturing a foe, they will shoot the victim's weapon, arms, or legs. Should they desire a kill, they usually shoot for the head. The assassins usually attempt to capture intruders, rather than kill them, unless they become too difficult to capture or the assassins are away from the base when they run across the intruder.

ASSASSINATION DIVISION AGENTS (average)

STR: 15 DEX: 14 CON: 13 BODY: 10 INT: 13
 EGO: 13 PRE: 15 COM: 10 PD: 5 ED: 3
 SPD: 3 REC: 6 END: 26 STUN: 26 Cost: 35

Pts Skills Roll

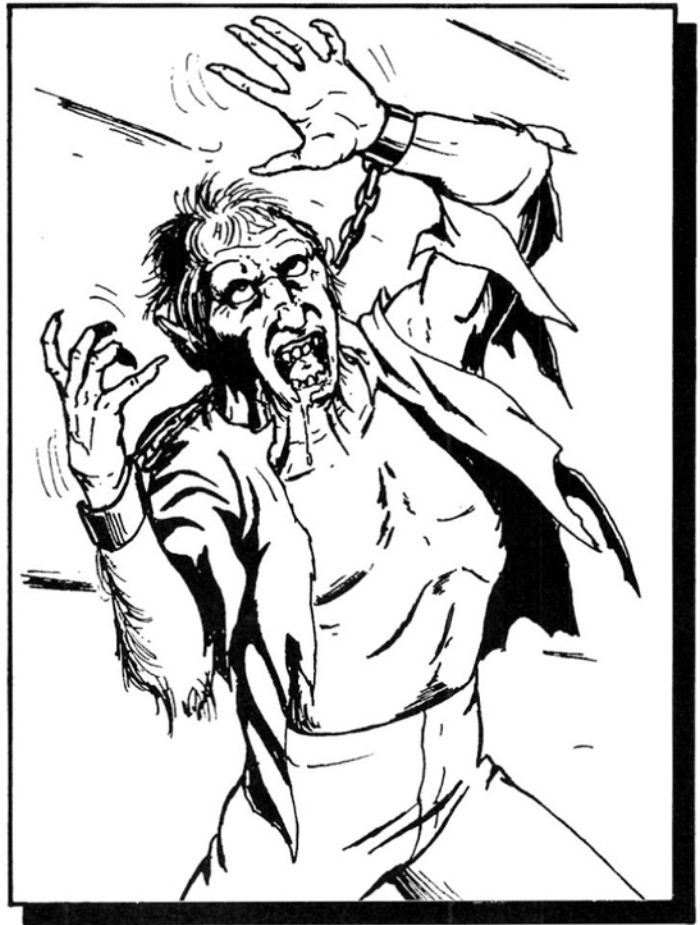
5 Breakfast 13-
 3 Climbing 12-
 3 Disguise 12-
 3 Lockpicking 12-
 10 Karate
 3 Security Systems 12-
 5 Shadowing 12-
 5 Stealth 12-
 3 English (various native languages)
 10 +2 with Small Arms
 2 Familiarity with small arms
 1 Familiarity with hand-to-hand weapon
 6 Two of the following:
 A vehicle skill 12-
 Demolitions 11-
 Gunsmith 11-
 Concealment 12-

35 Characteristics Cost**94 Total Cost****75+ Disadvantages**

1 Distinctive Looks (ID scar on chest)
 8 Watched by S.H.A.D.O.W. 11-
 4 Follower
 5 Arrogant
 1 Experience

94 Total Points

CHA of 35 + SKILLS of 59 = 94 total points

**MISSILE TECHNICIANS**

Each missile technician wears glasses and a white lab coat over blue coveralls. They all carry photo IDs, several pens, and the keys to the base laboratory and their personal lockers.

The technicians have worked long hours for months to manufacture a missile (details are given in the missile scenario section). They are tired, irritable, and anxious to see their results succeed. Although normally quite docile, they will be enraged and attack with whatever is handy if their pet project is threatened. Treat them as normals with an INT of 13, and 8s in the rest of their primary characteristics. Give them electronics and/or mechanics, and maybe a science or two.

MEDICAL SCIENTISTS

These men dress like the missile technicians detailed above, except that they wear normal clothing under their coats. Psychologically, they are much more sadistic and arrogant than the missile technicians, and they will become enraged if their "patients" are killed. Give these men the same characteristics as the missile technicians, but their skills should run along the line of biological sciences.

PATIENTS

The patients are the creations of the medical scientists detailed above. They look like huge, hairy, deformed ape-men, and they wear nothing but heavy metal collars attached to four meter chains (used to keep them in line). They also smell like locker rooms.

Because of the "manic drug" they've received, the minds of the once-human patients have degenerated to near animal level. They have little or no self-identity, and very little memory of their life before the drug intake. However, their physical capabilities have increased tremendously, especially their Strength. The patients act with extreme violence, but they fear their cruel masters (all the S.H.A.D.O.W. base

personnel) and obey their lords' simple verbal commands (e.g., "kill", "sit", etc.). Since they have been trained to attack, and they have brawling skills.

PCs making an successful Animal Friendship PRE attack, or who have the time (i.e., are not in combat) to treat a patient kindly, *may* befriend or at least calm a patient. (Treat this action as a regular PRE attack.)

PATIENTS

STR: 23 DEX: 14 CON: 16 BODY: 16 INT: 5
 EGO: 5 PRE: 15 COM: 4 PD: 8 ED: 3
 SPD: 3 REC: 8 END: 32 STUN: 36 Cost: 48

Pts Skills Roll

9 Perception +3 (roll = 13-)
 6 +3" Running
 3 Brawling (+1d6 to punch/kick)

48 Characteristics Cost**66 Total Cost****50+ Disadvantages**

11 Extremely Violent
 5 Driven by savage instincts

66 Total Points

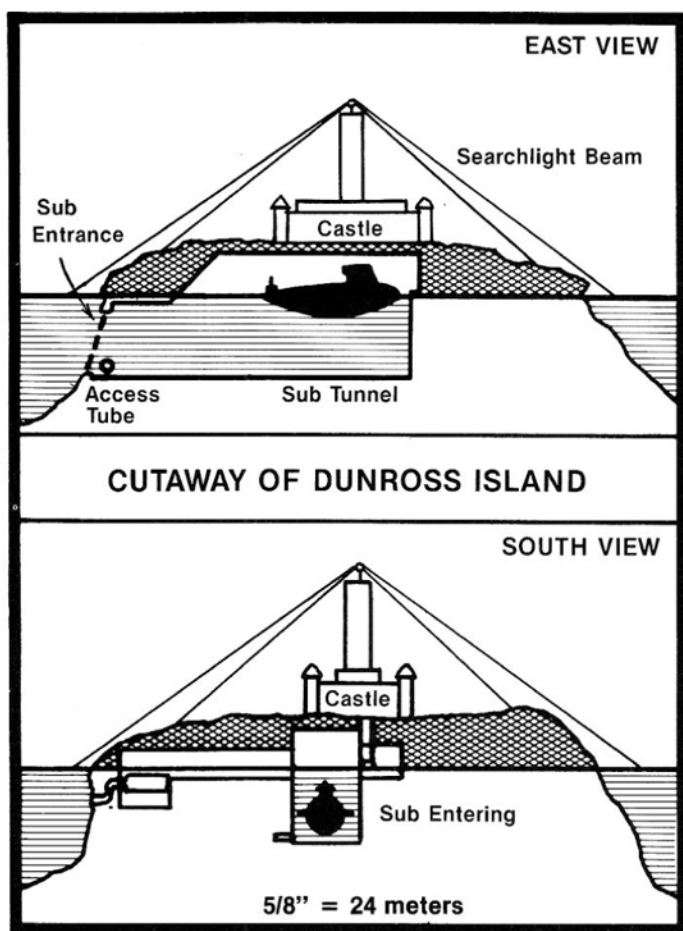
CHA of 48 + SKILLS of 18 = 66 total points

•S.H.A.D.O.W. BASE MAPS•

•ISLAND MAP KEY•

Morgan Mac Thain's castle and the island S.H.A.D.O.W. base are located in an inlet on a small isle 200 meters off the mainland. The island's rocky shores rise to a maximum height of almost 30 meters above sea level at high tide. The castle, which sits on the highest point on the island, is surrounded by barren slopes, although half-meter tall grasses and bushes grow abundantly everywhere among many small rocks and pebbles. A sparse covering of short pine trees (four to seven meters tall) occupies the island's protected nooks and level areas.

The cutaway views of the island show where the base underground fits in the island.



A) Pier: A two-meter-wide wooden pier juts out from the stone quay on the eastern side of Dunross island. The dock is built low to the water, only half a meter above sea level at high tide, in order to accommodate small craft. Four boats are moored at the pier: a Cobalt CM-9 motorboat, a light sailboat, a black racing rowboat, and a custom-designed yacht (described in the Special Equipment section).

The black racing rowboat has some paint scraped off its side. If the PCs compare a paint sample from the boat with the paint scraped off on the rock by the Nordsee Inn, they will find them the same.

If the PCs examine the crane on the yacht, they will find flakes of gray paint scraped off on the steel cables (from where George Graves' gray Jaguar was dumped into the sea).

B) The Castle: This is described under the Castle Exterior Map Key.

C) Searchlight Beam: Described in the Special Equipment section and in the Castle Exterior Map Key.



D) Submarine Entrance: The two huge, submerged doors covering the submarine tunnel entrance to the S.H.A.D.O.W. base open out of the island's sloping southern face, safely out of sight and well under water. These heavy metal (DEF 10, BODY 12) seagates are twelve meters tall and twelve meters wide, and the top of the doors is four meters below sea level at low tide. Colored to mimic the rocky face, they are set flush into the sloping wall of the island at about a 55 degree angle. PCs swimming within sight of the doors may make Perception rolls to notice them. Add +3 to the modifiers for size and high contrast.

Without powerful explosives, the PCs cannot open the gates. However, underneath and to one side of the doors is a small service access hatch for divers. PCs must make a second Perception roll, this time at just +1 for contrast, to notice this service entrance. The hatch consists of a round metal door set into the cliff, a one meter wide metal tube leading from the outside to the submarine tunnel, and another hatch at the end of the tube. The outer hatch is magnetically sealed during the day, for the S.H.A.D.O.W. divers only use it under cover of night. At sundown the magnetic seal is turned off, allowing anyone applying at least an 11 STR exertion to twist open the hatch; but during the day the hatch is impossible to penetrate without using explosives.

If swimming PCs somehow find the access tube, they will have a 15-20 meter journey from the sea surface to the outer hatch. It will then take three phases (as well as the night time and minimum STR 11 requirements) to open the outer hatch. The tube is six meters long, and the second door also requires three phases to open. The nearest surface air in the submarine tunnel (where the ceiling rises above sea level to permit the submarine to surface), is a 22 meter trip away. The south end of the submarine tunnel is very dark, but PCs in this area will see a dim glow from the lights above water around the submarine dock.

E) Cliff: A good portion of the western shore consists of a four-meter-high cliff of slippery, rough rock (-3 to Climbing Skill rolls, but a new skill roll can be made at each 10 meter section). Characters hanging onto the cliff and keeping low will not be found by the infrared scopes, the searchlights, or any patrolling security agents looking for intruders, but the clinging character will have to expend END each phase to hold up his weight.

F) Termination Room Water Tubes: Directly west of the island, six meters off from shore and under three meters of water, are two shiny metal grates set into the side of the island. Any PC within visual range of the grates must make a Perception roll to notice each of them. Add +1 to the modifiers for the shininess of the grates. One grate is small (20cm in diameter) and located twelve meters north of the second grate. This is the screen over the water outlet used to drain the base's Termination Room shark pool (described later).

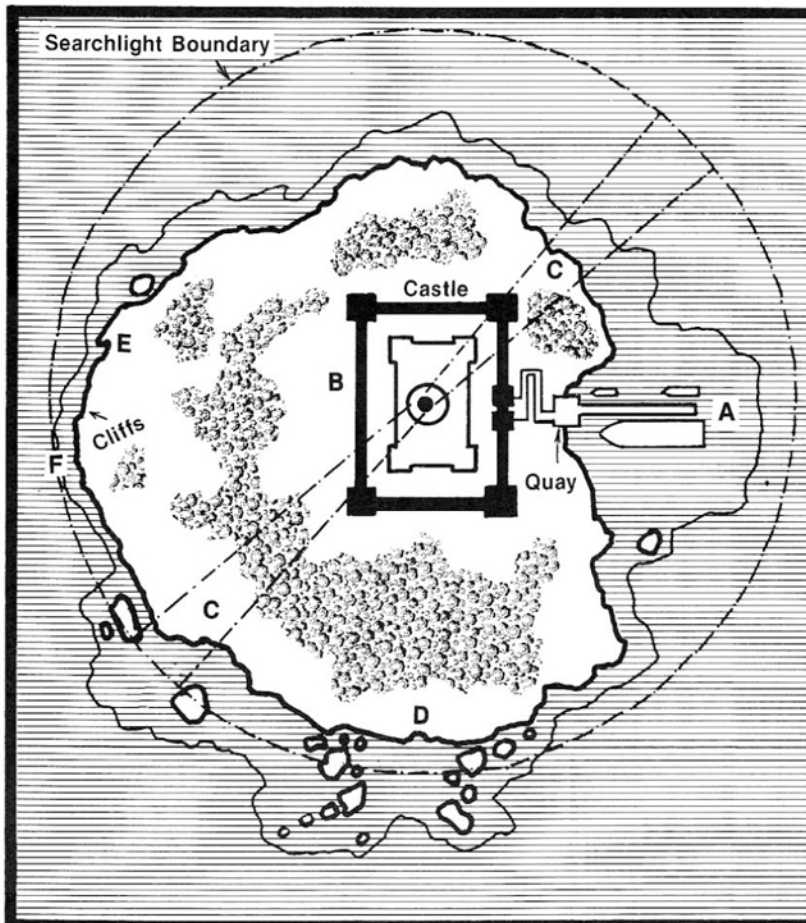
The second grate is one meter in diameter, and surrounded by a low wall of cement, which prevents debris like sand and seaweed from being sucked into the system. This is the water intake screen, which covers the conduit used to fill up the Termination Room shark pool. A total STR exertion of 18 or more is required to remove the large grate. The twelve meter long metal tube under the grate is wide enough to permit someone to swim through easily. A heavy metal door placed one meter

short of the end of the tube, seals off the tube and keeps the sea from rushing into the shark pool just beyond it. Of course, if the Termination Room is in use, the door may already be open. In this case, the inner grate between the tube and the shark pool will be closed, and a diver may still have second thoughts about opening the screen if he sees the shark slide by...

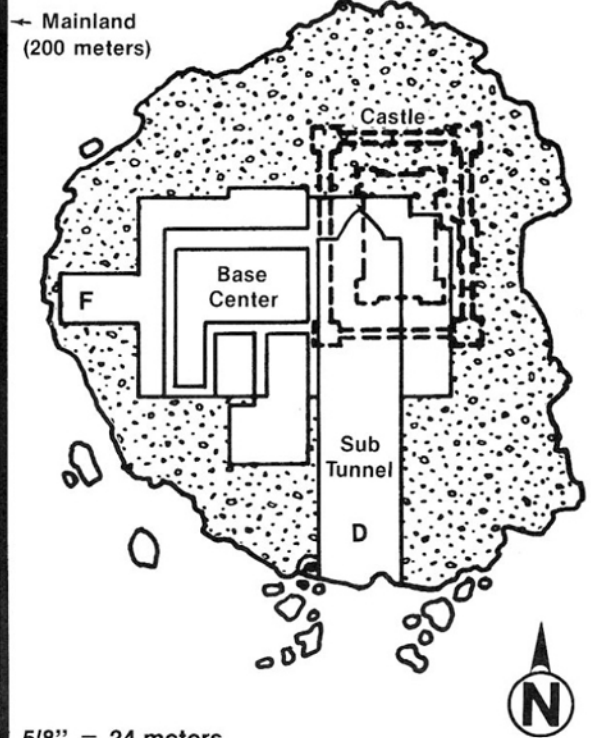
A diver with Electronics skill may attempt to open the door by working on the electronic activator set into the tube wall by the door. A successful roll means a circuit is tripped, and the heavy metal door will instantly slide down. The diver will then be shoved forward by the water rushing through the tube, and he will be smashed into the interior grate covering the end of the tube in the shark pool. This impact will inflict 4d6 normal damage on the unfortunate diver before the grate is forced open by his weight. The diver might also lose his face mask and a flipper or two, plus anything carried in his hands (make a DEX roll for each item). The Termination Room will fill as if activated normally, and the shark will act as a normal shark (see the Shark Attack Rules). Hopefully the frazzled diver will make it to the ladder before he becomes shark chow. If the door to the Termination Room is unlocked, the diver may then enter the S.H.A.D.O.W. base.



Anyone in or near the tube will be sucked down into the shark pool when the door opens — unless he can make a DEX roll to grab hold of the cement wall, and a STR roll to keep his grip. If the outside grate was replaced prior to the door dropping open, anyone outside the tube and near the grate will be sucked down against the grate. Such victims will receive a total of 4D6 normal damage minus 1D6 for every game inch he was away from the grate when the door opened.



THE ISLAND (OVERVIEW AND SECTION)



5/8" = 24 meters

•CASTLE EXTERIOR MAP KEY•

The Castle was originally just a simple, medieval Scottish stone fortress. But then Lady Mac Thain came along and converted the structure into a covert base for S.H.A.D.O.W. The exterior of the castle looks much like it always did, with high thick walls of fitted stone. Mold as old as the castle grows on the walls. At night the castle looks dark and sinister.

1) Castle Wall: The castle curtain walls are four meters thick and six meters tall, with a ramparts built into the top of the inner portion of the wall (see cutaway view). Parapets gives guards walking along the rampart protection from the waist down, while still allowing them to look down the outside of the wall for intruders. Three wooden ladders provide direct access to the rampart from the courtyard below.

There are always two or three security agents patrolling the walls at an average pace of 2" per phase (taking about seven minutes for each guard to make a full circle). During the day, both guards have binoculars to keep an eye on the boathouse. At night, they rely on their infrared (i.e., night-adapted) binoculars or the infrared viewing scopes set atop the castle's corner towers. If it is raining out, the guards wear raincoats over their standard uniforms.

PCs may at some time wish to scale the castle walls. They can find spaces between the stone blocks of the wall for fingerholds, so Climbing Skill rolls (roll once for each side of the wall) are at a +1. The patrolling guards rarely look over the walls, so only give them hearing Perception rolls to detect climbing PCs.

2) Wall Towers: Seven squat towers, each containing a narrow spiral stairway, permit passage between the bailey and ramparts; however, their iron-bound oak doors (DEF 4, BODY 5) are usually (on roll of 5+) locked. Four of the towers stand at the corners of the rectangular wall and another is set at the center of the castle's long western wall. The other two square towers guard the entry gate on the eastern side. At night, a guard is stationed in the northeast tower, the southwest tower, and the tower on the south side of the gate. Each of these towers is topped by an open area set four meters above the adjoining curtain walls, and each is equipped with an infrared viewing scope set on a swivel apparatus.

3) Castle Gates: The thick double gates in the castle's east wall serve as the main entry to Lady Morgan's citadel. DEF 6, BODY 5 heavy wood, and they are locked by a crossbar on the inside, negating any use of the Lockpicking skill. There is an intercom in the guard room in the tower north of the doors that connects to the panel monitored by the communications officer in the S.H.A.D.O.W. base. One guard constantly mans the gatehouse intercom and, while he is typically alone during the day, his nighttime replacement is usually accompanied by a companion who keeps watch outside the intercom room.

4) Courtyard (Bailey): The castle bailey is paved with large cobblestones. Near the northwest wall tower of the courtyard is a DEF 4, BODY 3 door. Inside is an unlit stairway with stone steps leading down to an unlocked door. Beyond that door is the submarine dock (detailed under the Submarine Dock Map Key).

5) Keep (Castle House): (See the description of the castle interior below.) The rectangular keep serves as Lady Mac Thain's home, as well as being the administrative center for the S.H.A.D.O.W. base. A fortified great-house, its old granite walls enjoy some rude adornment. Its narrow, barred windows (bars DEF 6, BODY 5), however, are anything but inviting, and PCs trying to squeeze through will find that plans are virtually impossible. (Even the most undernourished of adventurers can't force his way through a 6" gap guarded by two case-hardened bars.)

6) Keep Roof: The roof of the keep is nine meters above ground (two stories) and constructed of flat stone. The north side of the roof holds locked DEF 4, BODY 3 circular metal storage shed containing tools and equipment for helicopter maintenance. Near the shed is a full fuel storage tank for the helicopter. If an explosive is used against the tank, it will explode like a huge fragmentation grenade (X DMG = 8d6, OCV 9, R MOD -3/2", 1d6-1 DMG).

Three slots (i.e., machicolations) cut through the eastern roof, over the keep's front doors. These were originally used by the castle defenders to drop things on attackers below. If anyone attempts to assault the front doors, the security agents in the tower can run down to the roof and shoot through the slots at the assailants.

On the south side of the roof stands a fully-fueled helicopter (detailed in the Special Equipment Section). The helicopter may be hotwired by a PC making a successful Electronics Skill roll, or the keys may be acquired from Lady Mac Thain or her bodyguard.

7) Keep Tower: The keep tower stands seventeen meters above the courtyard and eight meters above the roof of the keep proper. A spiral staircase winds up the center of the tower all the way from second level. A door set into the tower wall opens out onto the roof, and a trapdoor at the top of the stair opens onto the top of the tower.

On the top of the keep tower are two stools, and a four meter tall metal frame supporting a dual-beamed searchlight (see Special Equipment Section), an infrared scope, and two infrared-adapted cameras equipped with heat sensors. This area has no shelter covering, only a one meter high stone railing around the perimeter.

One or two security agents man the keep tower at all times. They observe the surrounding area with normal sight, or by watching the video monitors displaying telephoto infrared images from the cameras by the searchlights. Although the sensors in the infrared watch system lock onto any heat source, suspicious cool objects are passed over. The security agents might notice these objects, however. Give them a Perception roll with no range modifier (because of the telephoto lens) to notice such objects.

If the guards detect anything suspicious, they attempt to get a fix on the suspicious object and call the communications officer on a walkie talkie. Brian MacDonald then sends a couple of armed security agents out to investigate. If it looks like there are intruders on the island, MacDonald sends one or two security agents for every supposed intruder, in hope that they will capture the interlopers.

If the PCs decide to approach the island by boat, there is a chance their boat will be illuminated by a glint from the castle lights or a flash of lightning, enabling the tower guards to get a fix on its movements. Give the guards a 1 in 6 chance of getting a Perception Roll to notice the boat. If a boat is detected, at least three security agents will be sent out in the Cobalt motor boat to turn the suspicious boat back, or to capture or kill the crew. In storm-tossed waters, this could be an effective and possibly amusing scene.

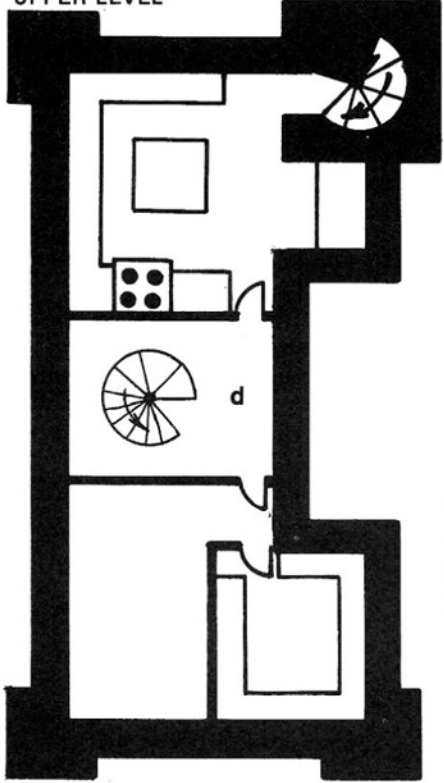
•THE CASTLE INTERIOR MAP KEY•

a) Entrance Hall: A pair of black, yew-faced doors set in alcove in the eastern side of the keep's base open onto the entrance hall to the S.H.A.D.O.W. base castle. The DEF 4, BODY 3 doors at both ends of the hallway are unlocked. The floor is made of metal and covered with a thick rug. Vertical slits ("embrasures") in the long stone walls were originally used to help defend the castle; pikemen and archers could attack through the slits from the other side of the walls.

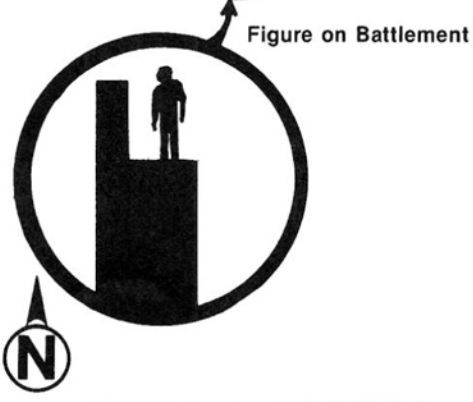
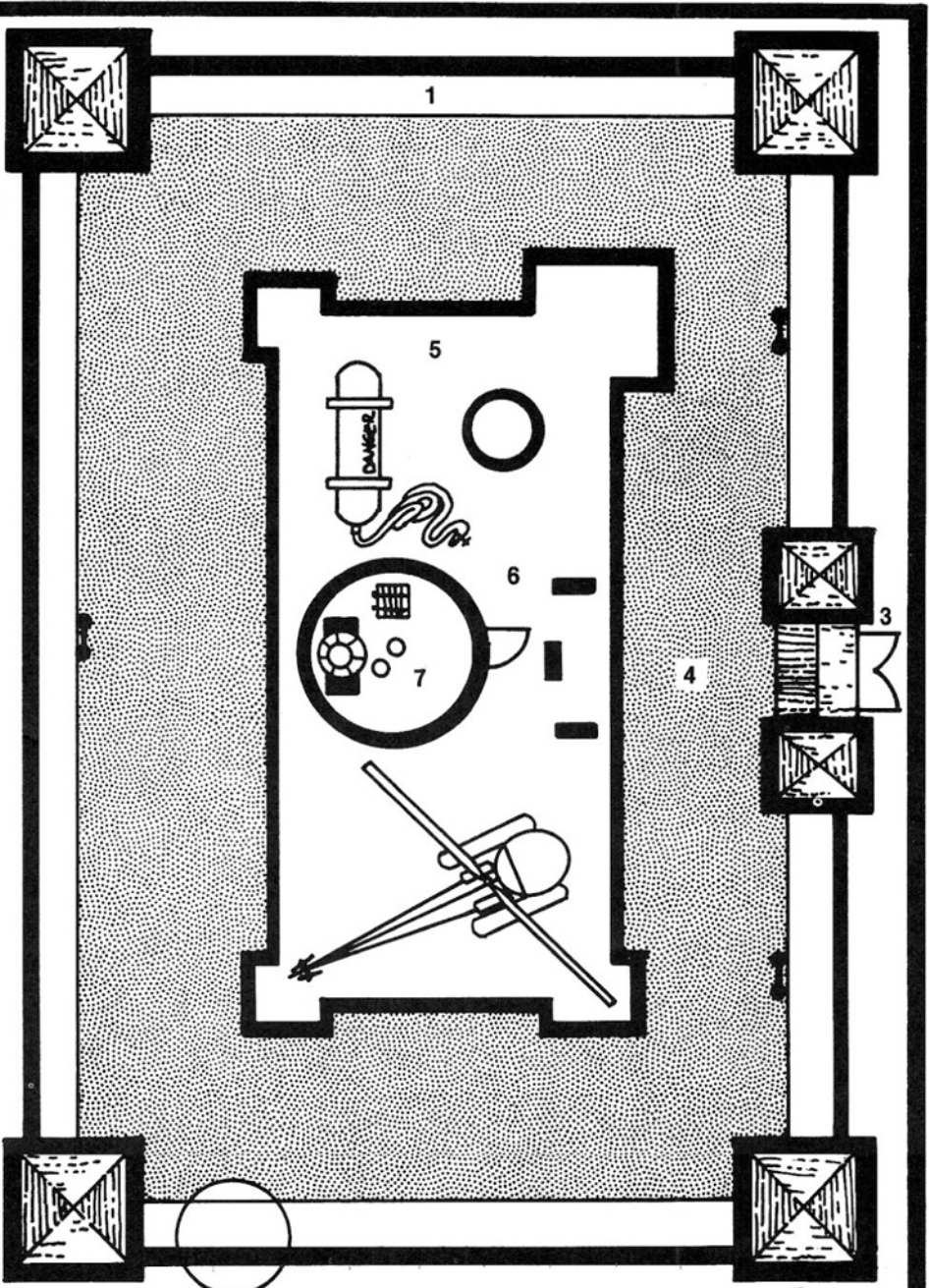
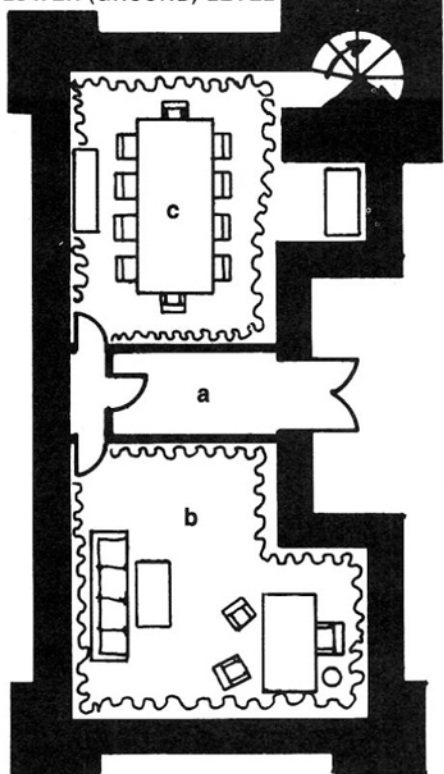
Recently, some S.H.A.D.O.W. technology added to the hallway's defenses in order to increase its effectiveness. Lady Mac Thain installed a trap which can only be deactivated by flipping a switch hidden behind the curtain near the south door of the castle dining room described below. If the trap is not deactivated, anyone stepping on the metal floor

CASTLE INTERIOR

UPPER LEVEL



LOWER (GROUND) LEVEL



Scale is 3/8" = 2 meters

CASTLE EXTERIOR

of the hallway (five kilograms or more mass) sets off the trap. Two DEF 7, BODY 5 steel panels slam down over the normal wood doors, blocking off any escape. A loud alarm sounds, and five security agents show up within two turns. They aim their weapons through the embrasures on both sides of the hallway, target the captives, and order the intruders to pass their weapons through the arrow slits (most weapons should pass through easily). Then they deactivate the trap and alarm, and one or two agents step into the hallway to handcuff and blindfold the victims before hauling them off.

The victims need not remain inactive during all this. They can reach through the embrasures and feel around for the deactivation switch. If they find and flick the switch, the steel doors slide up and the alarm ceases howling. However, the security agents will still show up. Once deactivated, the switch will not arm again for ten minutes unless it is flipped again.

b) Castle Office: This room has been converted into an office for use by Lady Mac Thain. Here, she meets with non-S.H.A.DOW. guests among an atmosphere of Celtic heirlooms and charts alluding to the castle's supposed connection with marine research. A large bookcase full of famous and "well-used" tomes on marine science is inset into the wall beside the door. The room has a thick blue carpet, three chrome and leather chairs, a blue velvet couch, an oak table, an oak desk, and a usually empty wastepaper basket. Floor length blue velvet curtains hang in front of all the walls in the room (far enough from the walls to permit someone to hide behind them).

If the PCs arrange an interview with Lady Mac Thain, she will meet them in this room. Dressed in a beige riding outfit, she will greet the PCs in a friendly manner, offer them seats, and ask what she can do for them. If asked about her estate, the Baroness will say she inherited the castle from her rich Scots-English ancestors, and that she had the interior modernized to suit her lifestyle (basically true). She values her privacy, and she has several guards around to insure it. This security is also necessary in light of the small facility she built to carry on her deceased husband's marine studies.

If questioned about the rumors that the island is haunted, she will laugh politely, scoffing at the suggestions as old wife's tales. As for the stories about vampires, she will state that she believes *something* horrible is happening on the mainland, but she also believes the expanse of moving water between the island and the shore keeps her safe from the threats. If questioned about the hermit (see "The Hermit's Shack Map Key"), she will say he owns the graveyard and has the right to his privacy. She had the graveyard carefully searched by her guards, and no signs of any ghosts or walking dead (undead) was ever found; and there was certainly no indication of a visitation from a vampire. Sure, large, strange dog tracks were found, but she remains unconvinced about any of the locals' ravings. Although the tracks looked like wolf prints, she knows of no wolves anywhere in Britain outside zoos.

Hiding behind the velvet curtains are four or five armed security guards. If the PCs ever overtly accuse Lady Mac Thain of having anything to do with the supernatural occurrences, the security agents will step out from behind the curtain and hold the PCs at gunpoint. The PCs will be disarmed, handcuffed, and blindfolded. They will then be taken directly to the Termination Room without hearing another word from Lady Mac Thain.

c) Dining Room: This room is used to entertain guests for the very rare (generally charitable) dinner occasions. The room is similar to the castle office, but it has a large oak dinner table, and oak hutch, and oak chairs. This room also has the same blue velvet curtains. A spiral staircase leads up to the second floor.

d) Second Floor: This floor is seldom used for anything but passing from one staircase to another. There is an empty kitchen and pantry used only when Lady Mac Thain entertains guests in the dining room below. The southwest room is dusty and unused. A second spiral staircase leads up to the roof and the keep tower.

•THE SUBMARINE DOCK KEY•

This area, along with most of the rest of the underground S.H.A.DOW. base, originally contained the castle stores, the dungeons, and a secret passage to the sea. Later, the smugglers added more storage room, carving the hall out of the natural volcanic caves beneath the isle. S.H.A.DOW. has converted the area into a secret base for its submarine transport. Most of the underground area is only one meter above high tide sea level; the ceiling is eight meters above that mark.

a) Loading Area: Many square crates (from one meter to a side — big enough to hide a person) litter the dock area. They have hinged tops and simple latches that can accept padlocks, though none of the crates are currently padlocked. Storage sheds on the east side of the dock area also hold many crates. One third of the crates are empty, but the rest contain base supplies or other items. Depending on which scenario is being run, the full crates contain firearms, ammunition, explosives, electronic and mechanical machines and parts, tools, and/or pharmacological chemicals. The contents of each crate is marked in black paint on its side.

The crates are moved to and from the submarine with a large crane, and a forklift (see Special Equipment Section) moves the crates around the dock. If any PCs get control of these machines, they may wreak a little havoc.

Two men work to load and unload crates and other supplies to and from the submarine. Depending on the scenario, the loaders may have more or less work to do.

Two or three bored security agents patrol the loading area at all times. At least one of the guards keeps lookout from the conning tower of the submarine, while the other(s) wander up and down the loading area at an average of about 1" or 2" per phase. In scenario #3, there is an additional security agent standing on the submarine by the cargo doors, and a missile technician works on the missile.

Due to the relatively high level of noise in the loading area (the crane and forklift moving, people shouting orders, water slapping, echoes, etc.) all hearing Perception rolls here are at a -3.

b) Submarine Tunnel: The water in this area is sixteen meters deep, permitting the submarine to submerge completely and back out of the underwater doors. Nine meters from the stern of the submarine, the eight meter high ceiling of the tunnel angles down at a 45 degree angle and disappears underwater 15 meters behind the submarine. The ceiling then levels out again all the way out to the underwater exit (see cutaway view of the tunnel).

Two small boats sit moored to the submarine dock. Each boat contains one full set of SCUBA gear, including a knife, but not a bang-stick. The boats and SCUBA gear are usually used when inspecting or making repairs on the submarine or in the hard-to-reach places in the tunnel.

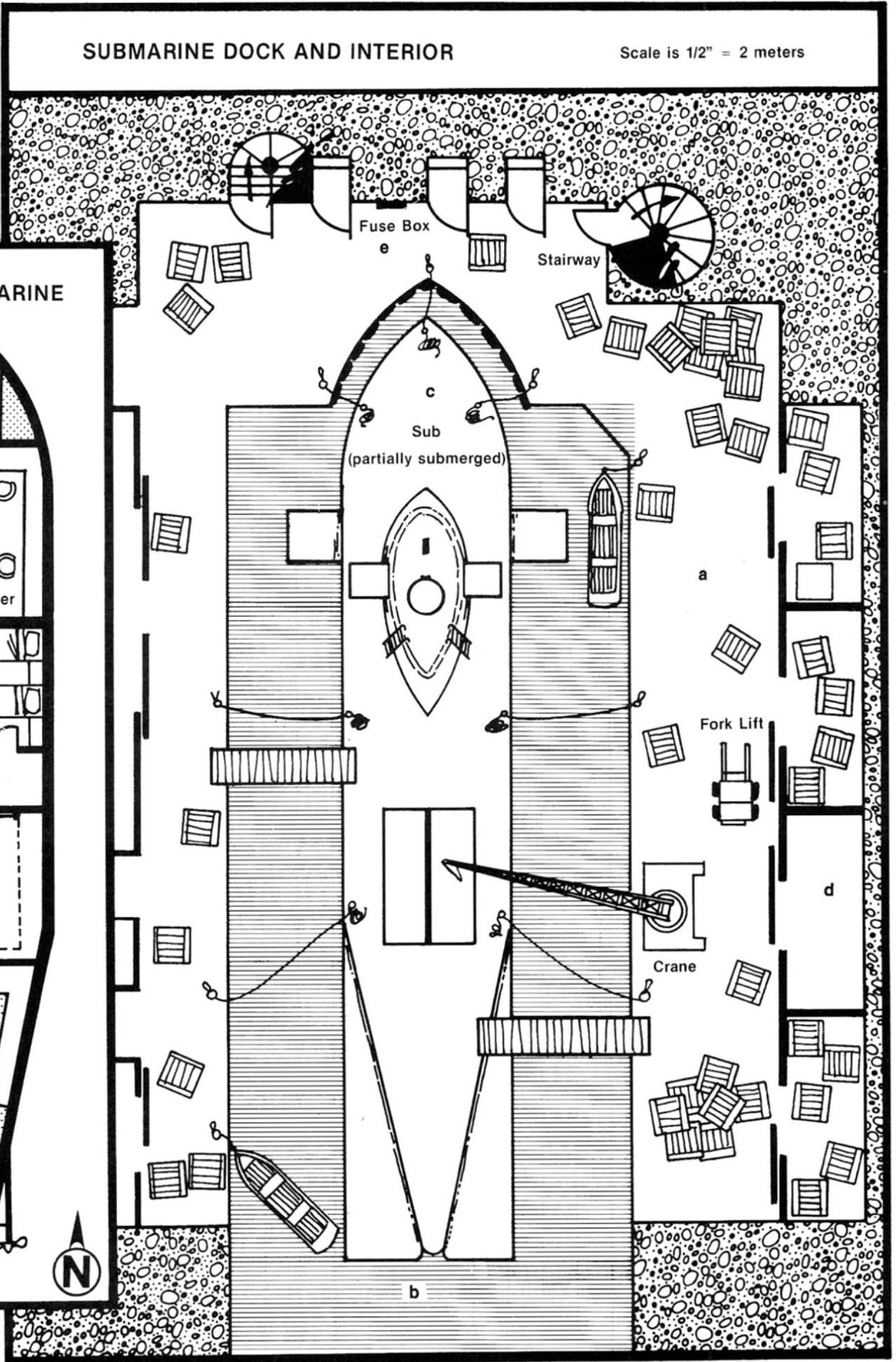
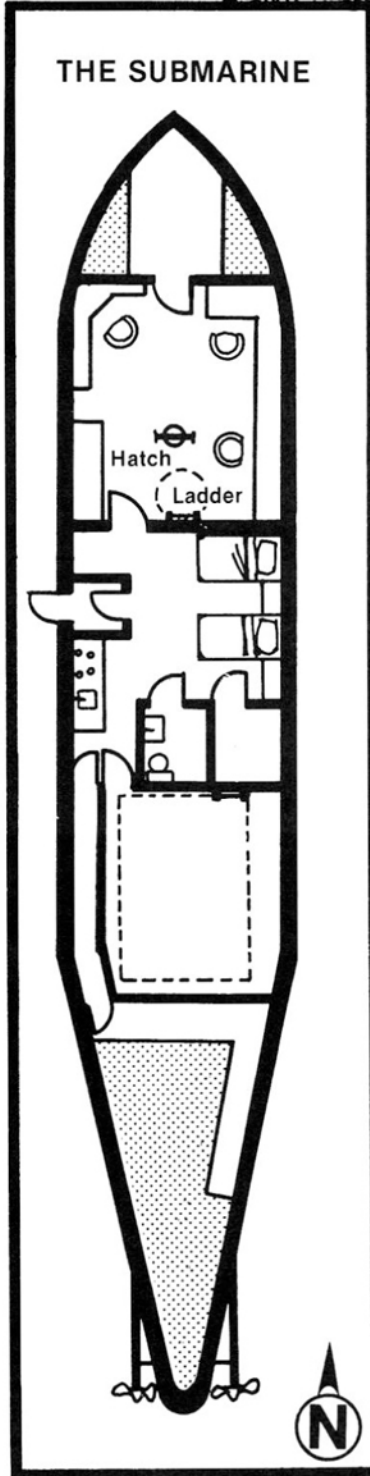
PCs may swim under the waters of the tunnel without fear of being noticed, because reflections from the powerful lights over the dock area make it extremely difficult for others to see into the waters from above. However, if a PC breaks the surface, others may see him with a simple Perception roll.

c) Submarine: The floorplan of the submarine is described in the Special Equipment Section. There is one security agent in the conning tower of the submarine and two in the living quarters. (This submarine has never been spotted; however, Lady Mac Thain knows that if anyone accidentally sights and identifies the wake of the sub, she can easily explain that her lab occasionally employs a marine biological probe.)

d) Storage Rooms: These storage rooms contain cleaning supplies, painting supplies, ropes, crowbars, nails, hammers, padlocks, etc. They are not locked.

SUBMARINE DOCK AND INTERIOR

Scale is 1/2" = 2 meters



e) Fuse Box: This is the fuse box for the entire base. It consists of a half-meter square metal box set about head-level above the floor. The metal door on the box is unlocked. The fuses control the electrical supply coming from a cable laid underwater from the mainland power net to the island. (Note that Lady Mac Thain's story regarding her research lab explains the rather large power demands of the S.H.A.D.O.W. base.)

Anyone wishing to deactivate the fuses may do so in one phase, or half a phase if he makes his Electronics Skill roll. If the DEF 4, BODY 1 fuse box is attacked (-1 to OCV due to size) and damaged, the whole base goes dark. Security agents will whip out their flashlights, then several will go to the generator room to kick in the gas-driven electrical generator. A couple agents will check out the fuse box and see if it can be repaired (extra fuses are available in the fuse box). Of course, obvious sabotage will be investigated.

•THE BASE CENTER MAP KEY•

This is where most of the S.H.A.D.O.W. base personnel live and/or work. All the ceilings are four meters high, and the walls are mostly made of DEF 5, BODY 5 mortared stone and brick. The hallways are only dimly lit by amber incandescent lights running along the ceiling (-1 to sight Perception rolls). All the rooms are well ventilated, and the continually-humming ventilation system subtracts 1 from all hearing Perception rolls. Unless otherwise mentioned, all empty rooms have their lights switched off.

a) Submarine Commander Klaus Hammer's Room: This neat and clean chamber contains a simple wood chair, dresser, closet, table, and bed. There is a thick, red-patterned carpet on the floor, and matching quilt on the bed. A large Nazi flag hangs on one wall next to several old WWII pictures. The room also has a connecting bathroom. Hammer rarely stays at this base, so the room holds only a few simple personal effects.

b) Bodyguard Brian MacDonald's Room: This room is similar to Klaus Hammer's room, but the carpet and bedspread are blue. A pair of crossed rapiers hang on the wall, along with many Bela Lugosi and other vampire movie posters. Taped to the dresser mirror is a photograph of MacDonald in full vampire garb standing next to Lady Mac Thain clad in a sexy black dress. Among the old formal clothes in the dresser is MacDonald's makeup kit.

c) Lady Morgan Mac Thain's Bedroom: Although similar in design to MacDonald's and Hammer's rooms, Morgan's room is larger and much more lavish. Six original Picasso paintings decorate one wall, and an assortment of whips and manacles hang on another wall. Mirrors cover most of the ceiling and walls. An expensive grandfather clock stands against one wall. The dresser and closet contain clothing, expensive jewelry, transparent negligees, spiked gloves, leather and latex teddies, Crisco oil, edible... well, you can make up the rest. Two real pink-painted hand grenades hang on strings tied to the ceiling (don't ask). The double canopy bed has "S.H.A.D.O.W." carved into the black-stained headboard.

d) Storage Rooms: There are two storage rooms in the base center. They are both unlocked, and they hold cleaning supplies, sheets, blankets, lightbulbs, and other odds and ends used for maintenance and housekeeping.

e) Meeting Room: This room contains a large mahogany table with ten matching chairs, an empty set of shelves, and a wall-mounted chalkboard with the operation name of the current S.H.A.D.O.W. base mission written on it in large letters (The names are given in the Scenario Choices Section). A deep pile burgundy carpet covers the floor.

f) Lady Mac Thain's Office: The Lady's office looks like a fancy executive office decorated with chrome, cloth, and wood furniture. She keeps a loaded Wildey Gas Action automag in the top drawer of her oak desk. A microcomputer rests on the desk, beside a small book stand that holds treatises on North Sea marine life. An intercom system connected with the communications office and a public address system used to speak to the whole base both sit inside a hidable panel set in the other side of the desk top. The rest of the room contains a table, three chairs, a couch, an empty wastepaper basket, and a chocolate-brown shag carpet. Both doors to this room are locked, and the two security agents guard outside the door to the hall at all times.

The computer holds technical information for whatever scenario is being run. PCs with Computer Programming Skill can attempt to break into the computer to find out almost anything about the operation, and maybe a hint or two about S.H.A.D.O.W. itself (just enough to let on that S.H.A.D.O.W. is a *big* threat run by a "Mr. Nunn," but not much more). Changing the information in the computer will not affect the base's operation in any way, it's just a repeater for the benefit of Lady Mac Thain.

When the PCs infiltrate the castle, Lady Mac Thain, Brian MacDonald, and Klaus Hammer will be in this office discussing operational plans. They will ordinarily remain here until Hammer has to leave and take the submarine out of the base.

g) Communication Office: This room has a drab gray hue, with metal desks, a filing cabinet, cheap wood chairs, and a stuffed bookshelf. The bookshelf contains dictionaries, atlases, navigational charts, and a 35 volume set of encyclopedias. The locked filing cabinet contains information profiles on all the base personnel (including Ian Keith and Elise Graeme), along with blueprints of the whole base and the submarine.

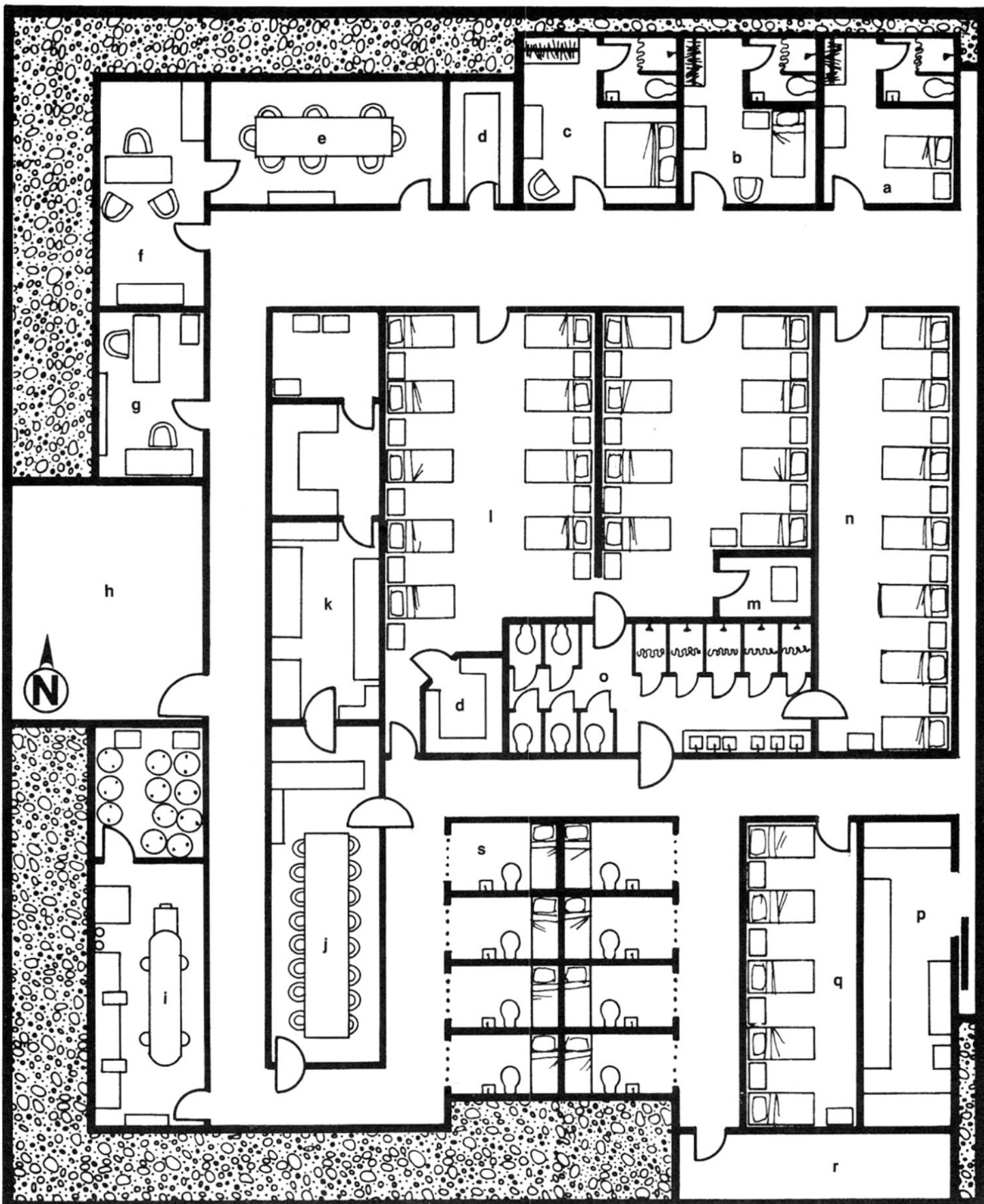
The S.H.A.D.O.W. base secretary works at the desk in the north side of the room between 8:00 AM and 6:00 PM, typing inventory sheets and other such mundane tasks. She has an intercom system on her desk to contact Lady Mac Thain's office or the whole base via the PA system. A communications officer works with a large short wave radio and intercom set on the south desk. The radio can be used to communicate with all security agents on the base, or with the submarine (or just about any other place within a few hundred kilometers). Both the secretary and the communications officer have Colt Detective revolvers in their desks.



h) Termination Room: This room is another of the Lady's little toys. She had it built for the convenient execution of inconvenient persons — and to tickle her sense of humor.

The DEF 8, BODY 5 door is only locked (-3 to Lockpicking Skill rolls) when the room is being used to dispose of someone. The door opens onto an area approximately three meters square. Attached to the wall is a small two-person boat with a paddle, which is usually used to permit safe access to the pump system for maintenance work. A metal ladder set into the wall leads down 2.5 meters to a second area. Attached to the walls of this area are iron chains with magnetically-locked manacles (which can be opened *only* with the magnetic key, or enough force, but not Lockpicking Skill). Up to four victims can be shackled here at one time.

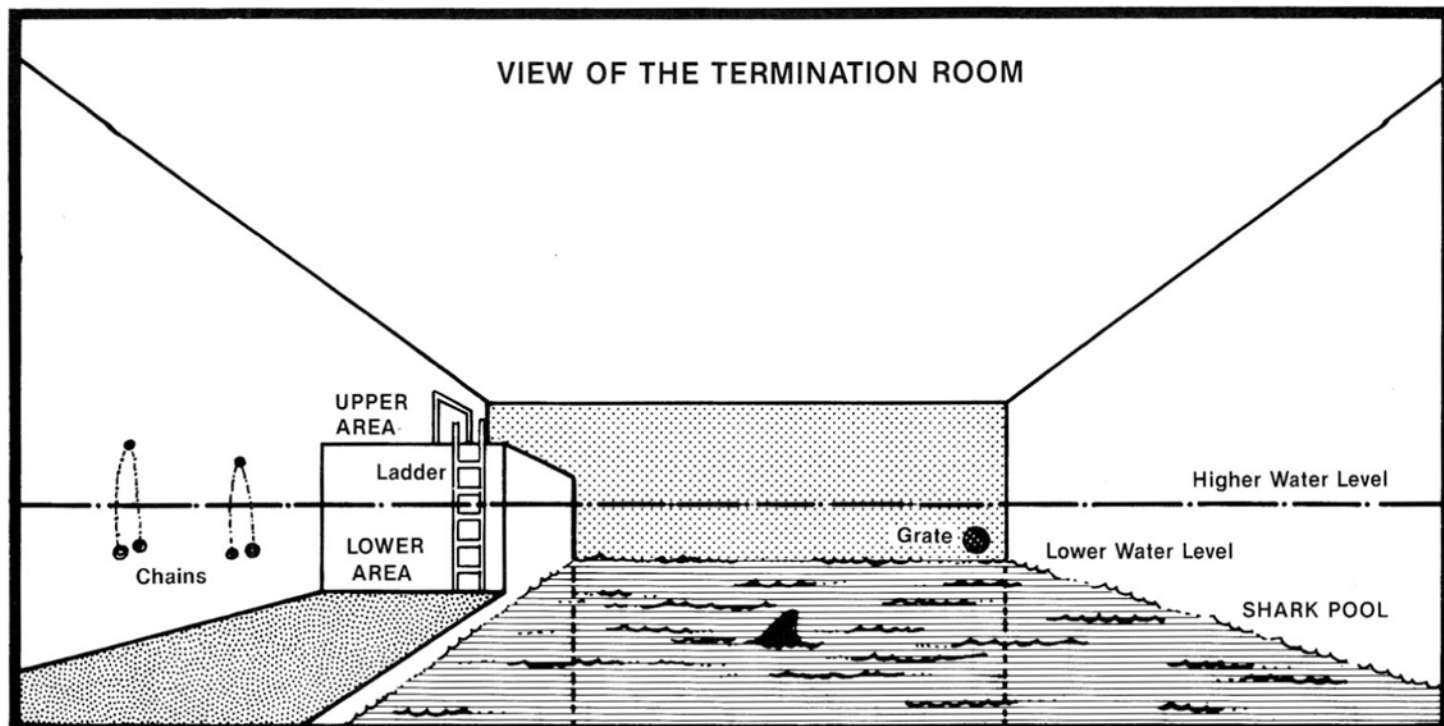
The west side of the room is one large three meter deep pool. The water level of the pool is only ten centimeters below the floor level of the second area (see illustration to help visualize the room). A three meter long tiger shark — Lady Mac Thain's "pet" — swims in the pool. In the southwest corner of the pool is a metal grate set into the wall, just above the water level. The grate covers a one meter diameter metal tube that eventually opens into the sea. A small trickle of water leaks into the pool from the tube.



THE BASE CENTER

Scale is 1/2" = 2 meters

VIEW OF THE TERMINATION ROOM



One meter inside the tube is a heavy metal door that seals off the tube and prevents the sea from rushing into the pool. In the hallway just outside the door to the room is an activation switch. When this switch is activated, the heavy metal door sealing off the tube slides down, permitting the sea to come rushing in. The sea enters in a *heavy* stream because the normal water level of the pool is one and a half meters below the sea level outside. Overflow from the pool floods the second area (the area with the chains), and the water keeps rushing in — the jet of water becoming less and less powerful — until the water level of the pool is raised to normal sea level. The whole process takes about one and a half minutes (8 turns), and the water level reaches about chest-high to manacled victims. The grate is completely submerged.

However, the shark may act before a victim gets his armpits wet. It is able to reach its victim before the water has reached his kneecaps — in about 25 seconds (two turns) — and it will act as a normal shark. (See the Shark Attack section.)

There is a second switch next to the one that drops the tube door and lets in the sea. When this switch is activated, the tube door slowly rises back up into place and seals off the tube. Then a pump built into the wall of the northwest corner of the room automatically activates. The excess water is drawn out of the pool through a small grate set below the *normal* water level of the pool, and pumped back out to sea. In about 10 minutes, the pool returns to its normal level of 1.5 meters below sea level, and the pump stops. The Termination Room is ready for another batch of victims.

If any PCs are ever captured and shackled in the Termination Room for dinner, they essentially have only two means of escape (short of rescue by other PCs). The first works only if the character has Contortionist Skill; if he makes the skill roll at -2, he slips out, taking 1 point of killing damage to each hand.

The second and easiest method of escape is by way of the Miniature Thermite Device (MTD) detailed in the Enter the Player Characters section. The PCs should still have their MTDs on them, even though they were searched. Smart PCs will probably use their MTDs against the point where their chains meet and attach to the wall. The thermite will melt the DEF 5, BODY 3 chains enough so the PCs can yank them from the walls. This will leave a manacle and a half-meter length of chain on each wrist, but at least the PCs won't end up as a snack, and the chains may be used as weapons. A Deduction roll *may* remind a PC who has forgotten he has his MTD with him. Luck might help, too. But of course, forgetful players should be made to sweat a bit before they receive any help.

A *total* STR exertion of 35 will rip a chain from the wall. If only one PC in a group of captured PCs has his MTD, he can escape with the MTD and then help the others by adding his STR to theirs in order to pull their chains from the wall.

Once the PCs are free, they can clamber up the ladder to safety. Then they can mull over which of the many ways they can use to escape from the Termination Room. First, they can try violently kicking the door open — which will make enough noise to bring the guards. Second, they can attempt to pick the room door lock (-1 to Lockpicking Skill roll from this side, besides modifiers for improper tools, etc.) Third, they can hide behind the door and wait until the security agent enters the room an hour later. They can then attack the agent with surprise and take his uniform and weapons.

The final method is for the PCs to take the boat and paddle out to the large grate. They can then reach underwater (the water won't be pumped out until the security agent returns one hour after activating the room), unlatch and open the grate (it swings into the room), and swim through the twelve meter long tube to its end (see maps). They had better not ignore the shark, however. The end of the tube is capped with a grate, but a total STR exertion (include pushed STR) of 18 can push it off and away. If successful, the PCs can swim to the surface and figure out what they'll do next.

Another possible means of escape is for just one PC is to hide under the boat and wait until the security agent returns. After the agent unlocks the door, checks the room, and leaves, the PC can sneak out and leave through the unlocked door.

The security agent will come to check on the PCs one hour after they were put in the room. If he sees the missing chains, he will assume the shark was a little more hungry than usual and pulled the chains from the wall. He will then exit, leaving the door unlocked. If the security agent sees the boat floating around the pool, he will leave the door open and go to alert Lady Mac Thain. She will come with guards, assess the situation, then go alert the security agents to make a quick search of the island outside the castle — just in case any PCs survived, which she'll doubt.

i) Generator Room: This room is locked and heavily sound-proofed. It contains an electrical generator, a water pump, and an air circulation system. The gas-driven electrical generator is only used as a back-up in case of a power failure. The other two systems supply the base with fresh water and fresh air, and the air circulation system is usually kept running at all times.

The storage room in the back contains spare parts, repair equipment, and many barrels of diesel fuel for the machinery. If a destructive PC somehow explodes the diesel fuel, the resulting 8D6 normal explosion will cause damage to this corner area of the base center (the walls are DEF 4, BODY 3), but the destruction of any of the machinery (even the air circulation system) will not begin to affect the base for at least several hours.

j) Mess Hall: A long wood-and-plastic table and sixteen chairs stand in the center of the room. A cafeteria-style food serving table stands just north of the dinner table. The room is always lighted, but it is never in use except during meal periods.

k) Kitchen: This room has a commercial stove in the northwest corner, a large freezer/refrigerator along the east wall, and large dishwasher in the southeast corner, and several shelves holding pots, pans, silverware, and plates. There are two fans set into the ceiling to clear the air of smoke and steam.

Two cooks work here, cleaning up from the last meal and preparing for the next. They have several knives, cleavers, and pots of boiling water for use as weapons, if necessary.

A pantry and a meat freezer lay north of the kitchen. The pantry has several shelves piled high with boxes, cans, and packages of food. The freezer holds many large portions of meat suspended from the ceiling on hooks.

l) Living Quarters #1: All the security agents and office personnel live here. Each person has a bed and an unlocked locker for extra uniforms and personal equipment, including the elaborate costumes used by the security agents who masquerade as ghosts or vampires. All of the beds are double bunks, and a few are triple bunks, so there is enough room for everybody. The room is kept dark at night, with only small night lights beside each locker, surrounding the locker with a soft orange glow.

In scenarios #1, 2, and 4 there are four to seven security agents asleep in the room. In scenario #3 there are about eleven sleeping security agents. Randomly place the sleeping agents in various beds throughout the room. The agents' clothes and weapons are draped across their beds or over their open locker doors.

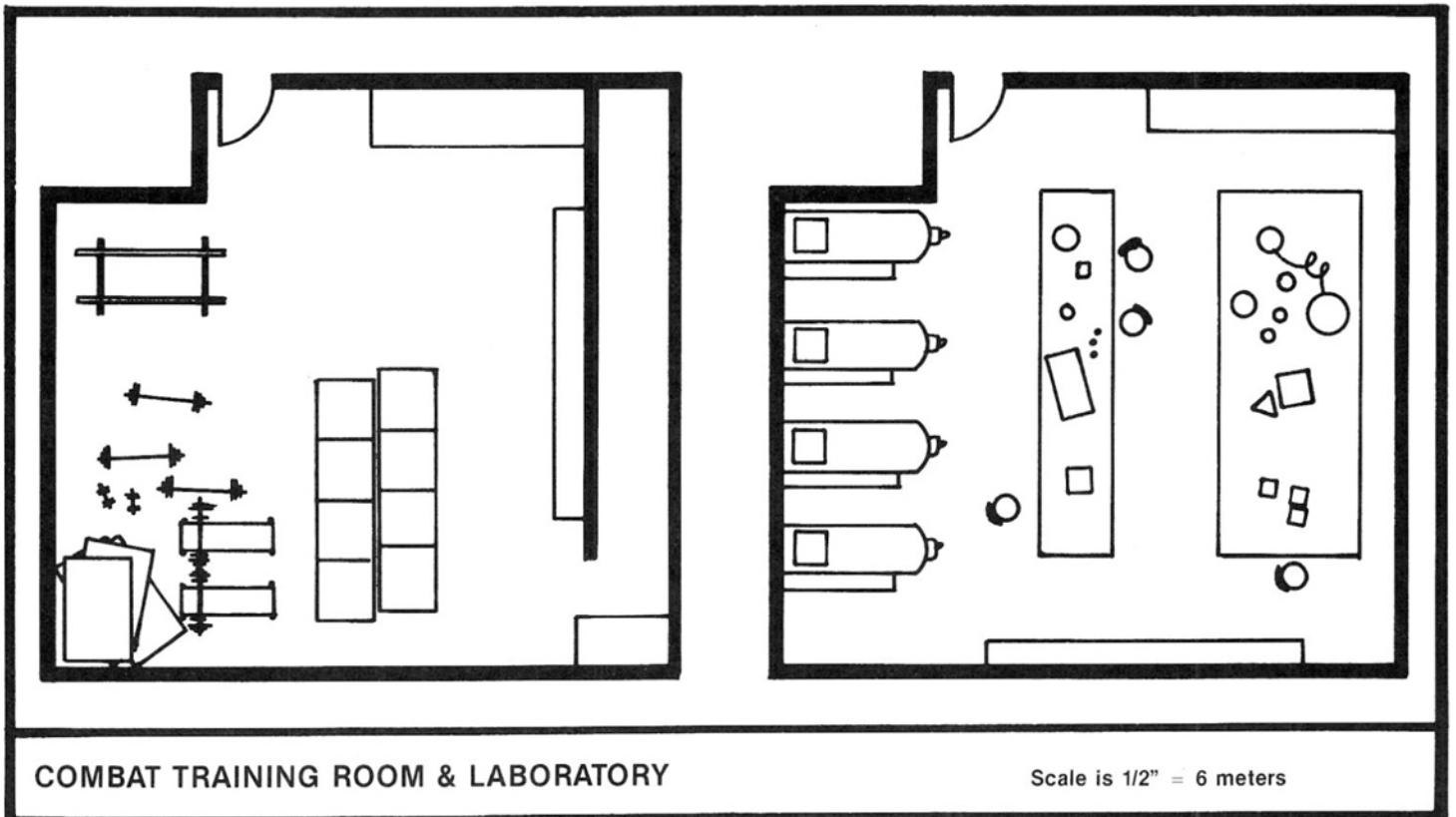
If sneaking PCs in the room make any suspicious noises (i.e.; don't make a Stealth roll), make a Perception Roll for each security agent nearby. The Perception roll will have a -1D6 modifier applied to it to represent current depth of sleep. Add the usual -1 for the air circulation system. If an agent awakens, give him an INT roll -2 (for grogginess and lack of suspicion) to become suspicious of the PCs. If he doesn't become suspicious, he will roll over and go back to sleep; but if he does become suspicious, he will attempt to grab his gun and capture the PCs.

m) Land Access Room: A brick-covered trapdoor set into the ground covers the undersea passageway (described in the Graveyard Area Map Key). A lever set into the floor opens the trapdoor from inside the room. There is a single lightbulb in the room, but it is currently switched off.

n) Living Quarters #2: The submarine loaders, the cooks, and the submarine crew (when the submarine crew docks here for any length of time) live here. The room contains the same sort of beds and lockers found in living quarters #1, but this room is currently lighted. The four submarine crewmen wait in the room, talking, playing cards, and resting up for the submarine trip ahead.

o) Bathroom: This room is decorated in clean, brick-red tile, and the lights are always on. There are five toilet stalls, five showers, and five sinks. All the base personnel, except for the Lady, MacDonald, and Hammer, use this bathroom. There is a 6- chance every minute that a submarine crewman or some other personnel will enter the bathroom for 1D6 minutes.

p) Machine Shop: The equipment in this room is used to repair and maintain the submarine, as well as the S.H.A.D.O.W. base itself. Various electric drills, saws, buffers, etc., stand along the east and west walls. The tables along the north and south walls contain shelves full of tools and spare parts. The shelves and work table along the west wall are littered with various pieces of equipment. Several fluorescent lamps line the ceiling, but they are switched off unless the room is in use. However, some light spills in from the loading area, dimly illuminating the room.



q) Guest Quarters: Guests and special S.H.A.D.O.W. personnel are housed here. The beds and lockers are the same as in the other quarters.

In scenario #1, the room is occupied by four IRA terrorists and one security agent. The grim-looking terrorists spend their time cleaning their weapons and talking quietly among themselves, waiting for their shipment to finish being loaded into the submarine. The security agent is there to assist the terrorists, and also to keep an eye on them. Not even S.H.A.D.O.W. trusts these cutthroats. The terrorists have no idea where they are, S.H.A.D.O.W. does not reveal its secrets to them.

In scenario #2, the room is unoccupied and the lights are out. In scenario #3 the room is dark, and a missile technician lies asleep in bed, resting up before the submarine leaves. In scenario #4, a single medical scientist lies snoozing in his bed, but the lights are still on.

r) Training Room or Laboratory: This room has two possible designs, depending on the scenario. In scenarios #1 and #2 the room is being used as a combat training room. Various training weapons hang on the walls and lie around the room: two *katanas* (OCV: +1, Damage: 1d6 + 1, Stun Mod: 1d6-1, STR min: 8, Size 10), two rapiers, a bullwhip, five throwing knives, two daggers, a crossbow, a garrote, a sap, four handguns of various kinds, two submachine guns, two rifles, two shotguns, and plenty of ammunition. There is a table, several gym mats, free weights, parallel bars, and a small shooting range. In scenario #1 the room is empty, dark, and locked (-2 to Lockpicking Skill rolls). In scenario #2 there are two or three (depending on the size of the PC group) Assassin Division agents working out in the room.

In scenarios #3 and #4 the room is a laboratory. There are three long metal tables covered with various meters, analyzers, glassware, chemicals (including acids), and other lab equipment. In scenario #3, two missile technicians are studying the missile plans and checking over details. This laboratory is geared toward nuclear physics, and it has special equipment to deal with radioactive materials (lead-shielded containers, lead suits, etc.). Four advanced-technology cryogenic (deep freeze) tanks line the west wall. They are intended for Lady Mac Thain, MacDonald, Hammer, and one other person to use, just in case they need to survive a nuclear or biochemical war.

The tanks each consist of a human-sized metal capsule and a complicated mass of machinery and computer circuits. The computers are set to awaken a cryogenic sleeper at a pre-set time. When a character climbs into a capsule and seals it, a rapid-freezing liquid is introduced to the capsule. This causes the character to freeze solid until the computerized chronometer decides it's time to reverse the process. S.H.A.D.O.W. scientists have developed a way to prevent the body's cells from expanding and exploding from the freezing process, so a cryogenic sleeper can remain frozen indefinitely, then thaw out and pick up where he left off with only minor and temporary side effects.

In scenario #4, two scientists work to develop more of their special drug. This laboratory contains many more chemicals containers than the nuclear laboratory, as well as a number of test animals in cages along the wall where the cryogenic capsules are in scenario #3.

s) Cells: Each prison cell has stone walls, floor, and ceiling. One wall of each cell consists of heavy DEF 6, BODY 7, iron bars, each spaced 25 centimeters apart. Built into the barred wall of each cell is a barred door with a simple lock (+1 to Lockpicking Skill roll). A hard double bunk bed lies along the back wall, and a toilet and a sink stand along the north wall. A single bare bulb dimly lights each cell that is in use.

In most scenario choices, the cells are all empty. In scenario #4, however, there are four patients in the cells because the rest of the personnel think they're too dangerous to be allowed to run free. A single security agent guards the growling patients, ready to release them in an instant to attack if necessary. He patrols at a 1" per phase pace (passing through each of the fourteen or so hexes around the cell area about once every minute and a half).

PCs may sometime find themselves locked up in a cell under 24 hour guard. The security agent guard will move like the guard above, with occasional stops to insult a prisoner. Smart PCs should figure out *some* way to escape, either by picking the lock or fooling the guard or something. Go ahead and reward ingenuity by increasing the chance of success. Remember the previous description of these guards... none of them are too bright.

• DUNROSS AND ENVIRONS •

• OVERVIEW MAP KEY •

This map covers a small section of the east coast of Northern Scotland. Most of this area is relatively flat, covered with long grass, bushes, and a few trees. Grass also grows sparsely on the rocky beaches. Gusty winds blow in from the sea much of the time, but periods of fog are not unheard of.

a) The Village of Dunross: This is described under the Dunross Map Key.

b) Farmland: Cattle and sheep graze outside the fences. Some of the farmers live in little houses by their fields. The rest live in town.

c) Main Road: This is a two-lane macadam road. Both ends of the road eventually lead to paved roads that eventually lead to the main highway.

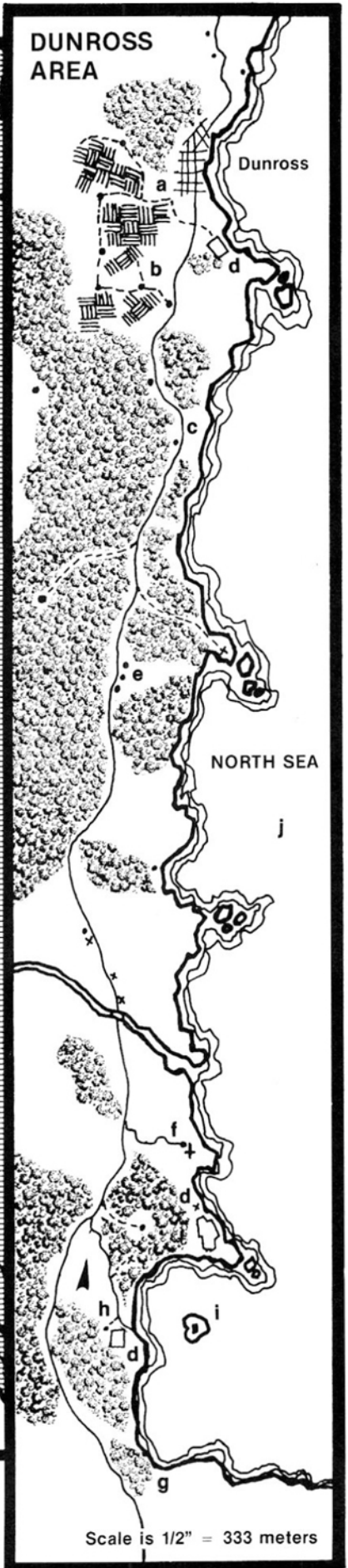
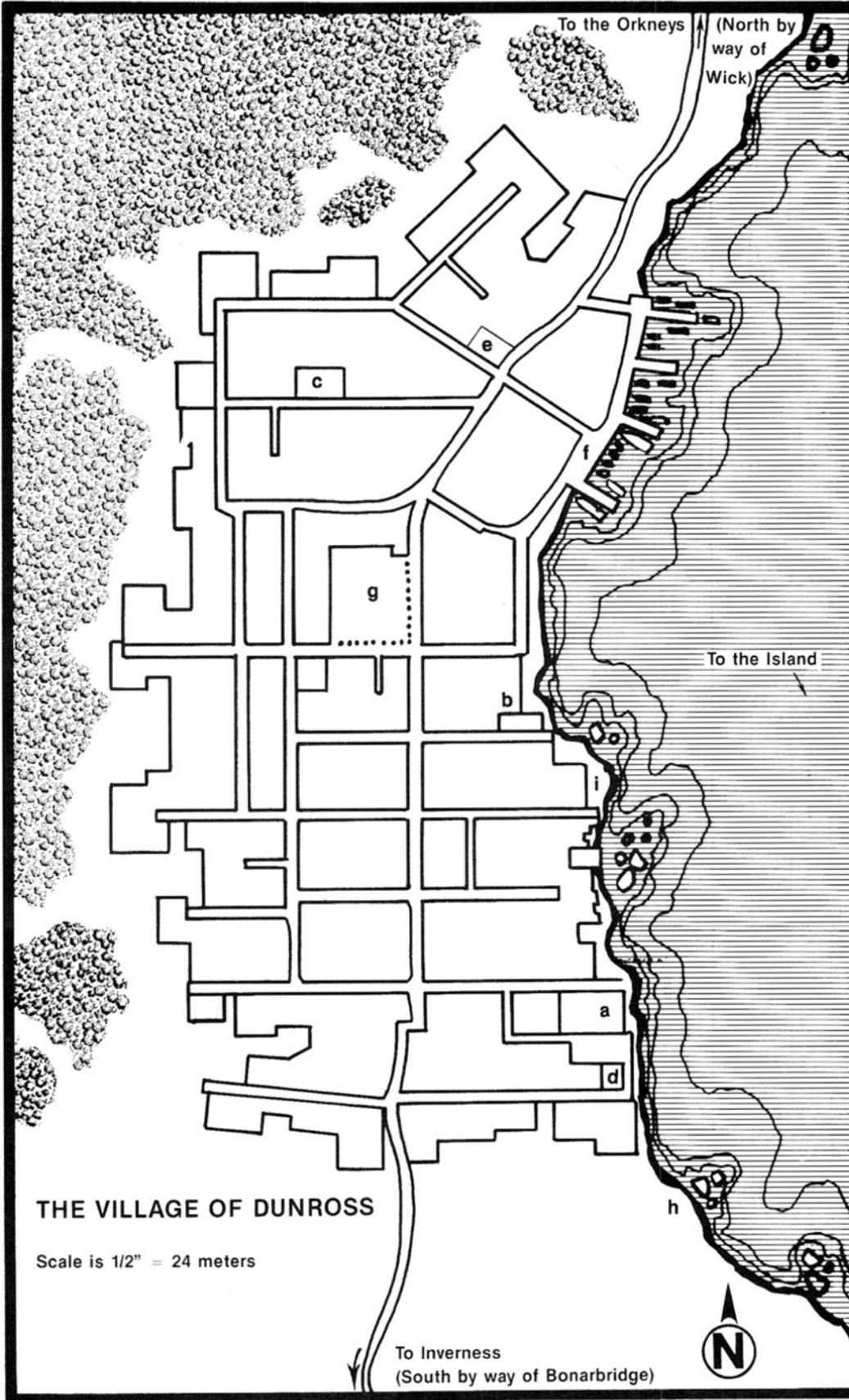
d) Graveyards: There are three graveyards in the area. The one closest to Dunross is still used and maintained by the people of Dunross. The other two in the south are old and decaying, with grass-covered graves, weathered tombstones, and a surrounding wood fence. All of them have mausoleums.

The people of Dunross feel that their current graveyard is sacrosanct, for it dates back to early medieval times and rests on land considered sacred to the Celts. Recent sightings of ghosts and a report about walking dead are considered suspect by some, but they only act to reinforce the local feelings. So, the villagers will not permit any grave to be exhumed or the mausoleum opened. A caretaker and his family live near the graveyard, and during the day they can see everyone who enters it. PCs wishing to explore the graveyard must do so at night.

If the PCs break into the mausoleum, they will find four corpses in various stages of decomposition lying on biers. One of the more fresh corpses is sitting up due to a severe case of *rigor mortis*. All four bodies have two holes in their necks, and they all appear to have died from blood-loss (these are previous vampire victims). There is nothing else of interest in this graveyard.

The graveyard second-nearest to Dunross has recent footprints within it. A PC making a Tracking Skill roll can follow the tracks to the church (described later). The tracks belong to the young priest who likes to take walks around the countryside now and then, but he won't admit it unless the footsteps are proven to be his (he's not supposed to go wandering about, and doesn't want his colleagues to find out).

The graveyard farthest south is part of the S.H.A.D.O.W. base and described under the Graveyard Area Map Key.



The map of NE Scotland is on the inside back cover.

Scale is 1/2" = 333 meters



e) Abandoned and Occupied Houses: Most of the houses in the southern area have been abandoned (the ones marked with an "x" on the map). The owners of these houses have either fled the area to avoid encountering the creatures who have stirred in the burial field, or they have disappeared mysteriously. The houses are mostly of stone or brick, with slate-shingled roofs. Most of the houses are still in relatively good condition, although they are beginning to look a little seedy. Some have "For Sale" signs in their front yards, but most previous occupants or their heirs haven't bothered to do this.

f) The Church: Of the four still-used residences in the heart of the monster-terrorized area, this church is the farthest north. The small stone building sits alone on a low grassy incline.

One old priest lives in and tends the church. Father Michael is quiet, and humble. The priest doesn't want to discuss matters involving monsters, but might be coaxed to say something if a PC successfully uses Persuasion or Conversation Skill.

If the PCs get Father Michael to talk, he will say that over the past four months he has seen ghosts walking outside several times at night. The priest has also occasionally heard blood-chilling howls from the south, but he has not seen the animal that makes the noise.

Father Michael thinks the abundance of holy items and the sacred grounds of the church have kept the ghosts from attacking him. Actually, that's precisely what the disguised S.H.A.D.O.W. security agents want everyone to think. They have left the church alone so the local people will believe the security agents are actually some of the dead stirred by the curse of Dunross.

g) The Farm Couple's Home: An old couple live far south in a densely bushy area. They have a small, old house, a dog, several chickens, a mule, and a small field of vegetables.

•VILLAGERS AND THEIR RUMORS•

If a PC can get a villager to answer his questions, he will be able to learn some interesting rumors. If the PC asks the right questions (your judgement), give him the appropriate rumor below.

1) A man by the same description of George Graves was seen around Dunross a few times a few weeks ago. He asked a few villagers many questions about the supernatural.

2) Ian Keith moved into Dunross only four months ago, and he is not at all friendly with the villagers (Keith claims to have lived in Dunross for almost two years).

3) A huge monster shark (actually just the S.H.A.D.O.W. base submarine) swims in the sea off Dunross; it has devoured several swimmers and sailors. The sea is quite shark-infested in this area, which has not been the case before in the memories of the villagers.

4) There are several graveyards within a short distance of Dunross. They have all been thoroughly searched for undead creatures by the people who own them, and nothing lives in any of them.

5) A powerful, male vampire terrorizes Dunross. A man named Leonard Snow was the first victim actually killed within the village limits. A werewolf roams the plains to the south, and it has killed several people over the past few months. Some say it runs on four legs, some say it runs on two.

6) There are several houses a few kilometers down the road that have been recently abandoned by frightened, dead, or missing people. There are still four dwellings occupied in the most terrorized area: the home of an old farmer and his wife, the shack of a mean hermit who owns the northernmost graveyard, the church/residence of three old ministers, and the castle recently refurbished by a wealthy and reclusive Lady. They have all been seen moving about by day, so none of them could be the vampire, although one might be the werewolf.

7) There have been a total of three disappearances and two unnatural deaths in the area over the last four months. The deaths were officially reported as "natural deaths" because the villagers do not want ridicule from outsiders. They prefer to deal with the supernatural by themselves, not with non-believing outsiders.

8) Shortly before his death, Leonard Snow made several trips to the south. He rented a boat from a fisherman one or two nights before he died. He returned the boat several hours later with a curious look on his face.

9) Elise Graeme was always asking questions about what Leonard Snow was up to.

Some people probably won't know all of the rumors (a child might not know of the vampire or werewolf). Just give each person the rumors they would logically know.

Both the farmer and his wife are quite schizophrenic; they live in their own fantasy world. They dream up all sorts of occurrences and then convince each other they really happened. For this reason, they are terrific liars. They enjoy talking with people, and they'd only be too happy to answer any questions — with fantasy, of course. Few people speaking with the couple for the first time are aware of their mental state because both of them do a good job of acting "normal". It often takes awhile for people to realize that the couple isn't dealing with a full deck. The PCs should be no exception.

If asked about ghosts, walking dead, or vampires, the couple will say that they have seen many sightings of ghosts — and that they saw a bat land in front of their door, turn into a vampire, and try to get inside their house. But vampires need permission to enter someone's dwelling, and the couple didn't provide the intruder with an invitation. ("They're not going to run us off!") If asked about werewolves, the couple will say that the hermit and at least one other villager from Dunross are werewolves. The farmer "saw" one of them chase and kill a deer several weeks before. If asked about monster sharks, the couple will claim they once saw a meter-tall shark fin gliding by not far from shore.

The Lady knows the old couple is insane and mostly unbelievable, so she feels they are harmless enough to leave alone. Their stories only add to the rumors.

h) The Hermit's Shack: This is the third still-tenanted residence and is described under the Hermit's Shack Map key.

i) The Castle: This is the fourth still-tenanted residence and is described under the Castle Map Keys.

j) The North Sea: Year round, the North Sea is a chill sea that can kill an unprotected man in a short time. Anyone swimming in these waters will lose 1D6 STUN and END per turn (during Post Segment Twelve) if only partially clothed, 1/2D6 STUN and END per turn if fully clothed, or 2 END and no STUN if in a wetsuit.

During the day, visibility underwater is only 6" and -1 to Perception Rolls. This assumes the swimmer is wearing a diving mask or goggles. Without a mask, visibility is reduced to 1" and -3 to Perception Rolls. At night, visibility drops to 0" unless a light source is used. A good waterproof flashlight will increase night visibility up to a maximum (while wearing a mask) of 4" and -2 to Perception rolls.

Swimmers ordinarily move at only 2" per phase; flippers increase water movement to 4" per phase.

Aside from exposure, a diver or a swimmer can run into one more problem: sharks. Morgan keeps them around by feeding them garbage and the bodies of some of her unlucky victims.

•SHARK ATTACKS•

The following rules for shark attacks are dealt with in this separate section so they can be easily used in other campaigns.

The waters around the S.H.A.D.O.W. base have an unusually high concentration of tiger sharks. The Lady likes to keep them around for protection, so she helps out by feeding them sides of beef and some of the "missing" persons abducted from the countryside. This shouldn't be enough to keep the sharks around, but for some reason they stay anyway.

For every minute a person spends floating still in the water, there is a chance of a 3 or less on 3D6 that a shark will appear. If the person is moving, the chance increases to 4 or less. If the person splashes, swims quickly, or moves violently, the chance increases to 6 or less.

If the swimmer is bleeding slightly (has recently received 1 to 2 BODY damage), add 1 to the needed roll. If the person is bleeding heavily (has recently lost 2 to 4 BODY), add two to the needed roll (a bleeding, quickly swimming, person would have a chance of 8 or less on 3D6.) If the person is bleeding profusely (has recently received more than four BODY damage), add three to the roll. If you wish to use the optional bleeding rules, use the above modifiers only if the person is bleeding. Also, if the person wears or carries anything brightly-colored, reflective, or strongly contrasting with his predominant color, add one to the needed roll (don't add this modifier if visibility is 0").

Roll for every character in the water, and keep rolling every minute even if a shark has already appeared. More can come at any time.

Once a shark appears, roll 2D6 and consult the Shark Attack Table to see what it does. A victim must make his Perception Roll to notice the shark before it moves in.

SHARK COMBAT SUMMARY

Type	DEX	SPD	OCV	DCV	PD	ED	STUN#	BODY	STUN	SWIM	DAMAGE
Nurse	12	2	6	4	1/4	1/3	22	8	25	6"	1&1/2D6
Tiger*	15	3	7	5	2/10	2/8	38	12	40	8"	2&1/2D6
G. White	15	3	8	5	5/15	5/12	51	15	55	10"	4D6

*This is the only kind to be fought in this adventure.

A roll of 6, 7, or 8, means the shark circles for 1D6 phases before you should roll again on the table. Any other roll means the shark acts as indicated for that phase only, roll again to see what it does the next phase. If an unmodified dice roll of 7 comes up three times in a row, the shark will leave the area. The shark will leave the area 2D6 turns after its victim *and* any blood clears the water.

If a PC attempts to scare away a shark with any actions (including punching it on the nose or swimming toward it), roll again. The tactic might work, or it might anger the shark. Make only one re-roll per shark per phase, even if several tactics are employed at once.

If the shark is half the size (or smaller) of the victim, move the roll one space in favor of the character (towards the center of the table). Characters can group together in one place to look like a larger animal. If the shark is at least twice the size of the prey, move the dice result one place towards the top or bottom of the table — a shark attack. Erratically moving prey or slightly bleeding prey each move the result one space toward the ends. Large quantities of blood move the result two spaces toward the ends.

Different species of sharks are more dangerous to humans than others. A calm gray nurse shark gives a +2 in the victim's favor, but a Great White gives +1 in the shark's favor. The chance of a particular species appearing depends on the locale. For this adventure, the common variety is the tiger shark, which gives no modifier in either direction.

SHARK ATTACK TABLE

2D6 roll	Result
2	Shark charges in at full speed and attacks
3	Shark moves in at half speed and attacks
4	Shark moves in and bumps prey with nose (0 to 4D6 normal damage)
5	Shark makes a close pass near prey (no more than 1" away)
6	Shark circles prey (1" to 3" away)
7	Shark circles prey (3" to 6" away)
8	Shark circles prey (1" to 3" away)
9	Shark makes a close pass near prey (no more than 1" away)
10	Shark makes a very close pass near prey (may touch)
11	Shark moves in at half speed and attacks
12	Shark charges in at full speed and attacks

•DUNROSS MAP KEY•

Dunross is a small, remote, coastal village with about 400 people in its neighborhood. The approximately 150 buildings are constructed mostly of stone with slanting, slate-shingled roofs, and are divided by narrow cobblestone streets. The village has one inn, three pubs, a central marketplace, a smithy, a stable, several barns, etc.

The people of Dunross are quiet, hard-working, and suspicious. They do not trust 'outsiders,' especially outsiders from foreign countries. They are polite around strangers, though they avoid talking to them. Strangers who insult or bother them will get no cooperation, and the strangers might even provoke a fight or two if they *really* bother the villagers. Some of the villagers do not speak any language but Gaelic as a point of honor, though everyone can speak English (albeit with a thick, sometimes incomprehensible accent to Americans).



A stranger to the town might think he has stepped through a time-travel device which has deposited him into turn-of-the-century Scotland. The people here have made a profession of avoiding contact with whatever central government is in charge. Whoever is in power, they all mean the same to the people of Dunross: someone interfering in their way of life.

Their response to the hauntings and disappearances is symptomatic of their attitude. No one has even thought of appealing for help to the central government. It's a local problem and they'll take care of it as best they can. This attitude is one reason why Lady Mac Thain thought she could get away with her supernatural ploy.

Many of the villagers fish for a living, and there is a dock along the shore near the north side of Dunross. The town is mostly self-sufficient, and it has little use for modern technology.

If a stranger does a good turn for the villagers, or acts *very* polite (Culture Knowledge: Scottish should help), the people will open up a bit and answer some questions put to them. Certain interpersonal skills (Persuasion, Conversation, Seduction, etc.) used the right way, and in the right language, might also coax some villagers to talk to a stranger. If the stranger does a great service for the villagers, they will cooperate with him to a reasonable degree.



The villagers are superstitious, and many believe the S.H.A.D.O.W. monsters are the real McCoy. Because of this, the village tends to shut down at nightfall; if any villagers must travel after dusk, they go in large groups with many bright lanterns.

If they must fight, the villagers will use their fists or anything they can get their hands on (tables, chairs, pitchforks, axes, torches, etc.). Treat the people as normals with 8 INT and EGO, and 10s in all other primary characteristics. Some may be more or less intelligent, and several of the rough fishermen and farmers may have a much higher STR, CON, and BODY. They are all DEX 10, SPD 2.

a) The Orkney Inn: This place is described under the Orkney Inn Map Key.

b) Leonard Snow's Office: This place is described under the Leonard Snow's Office Map Key.

c) Leonard Snow's Home: This place is described under the Leonard Snow's Home Map Key.

d) The Witness's Home: This is the home of the old man who witnesses the vampire entering the inn. It is a very old, poor, and overcrowded house. More details are included under the Sequence of Events section.

e) The Police Station: Described under the Police Station Map Key.

f) The Dock: During the early morning and late afternoon, this area is bustling with fishermen loading and unloading supplies and fish to and from their boats and the warehouses. Old boats crowd the moorings, and wives and children scurry around helping the fishermen. The fishermen are a tough lot, easy to take offense and start a brawl.

g) The Central Market: This is a large open area with a picturesque fountain in the center. From dawn until late afternoon on Friday, many small vending stands open up here. The wares include fruits, vegetables, meats, fish, tools, toys, and other supplies. Most simple supplies can be purchased here or in the nearby stores. Like the dock, the area often bustles with the activities of men, women, and children. Most of the stands are attended by women.

h) Cliff: The coast along the eastern side of Dunross consists of mostly-sheer cliff. The cliff starts where the beach ends, and rises up to a height of seven meters near the Orkney Inn. Several rocks protrude from the water at the base of the cliff.

i) Beach: The beach is quite rocky, with stones ranging from pebbles to head-sized boulders. Grass grows between the stones furthest from the water. Few people use the beaches here, and the various North Sea oil spills of the last few decades have missed them, so they are clean and unspoiled.

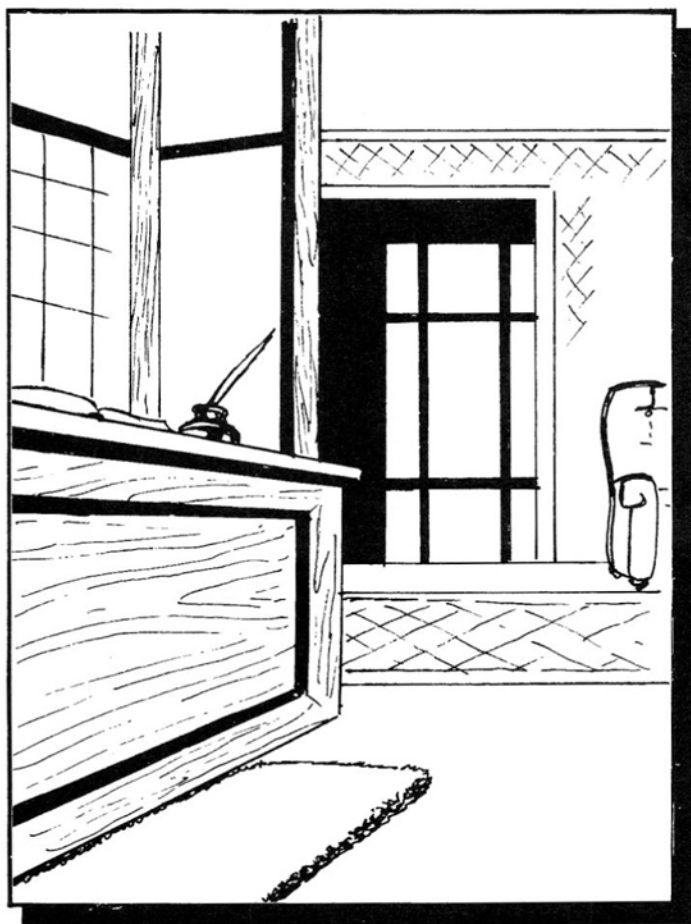
•THE ORKNEY INN MAP KEY•

The Orkney Inn was a small hostel closed up for lack of business when Ian Keith came into town four months ago and bought the place with S.H.A.D.O.W. funding.

a) Lobby: This area has a front desk with a register book and a cash register, a stool, and a wastepaper basket behind the desk, and a matching worn leather couch and chair in the lobby for the guests. The wastepaper basket contains chewed toothpicks, among other rubbish.

Keith usually spends his day sitting behind the desk, reading a trashy novel. However, every half hour there is a 1/3 chance he will leave for 1D6 minutes to go to the bathroom or get a snack.

The cash register holds \$69.00 in pounds, a box of toothpicks, and keys to all the rooms in the inn, except Keith's room, which he keeps in his pocket. The cash register is usually left unlocked during the day because Keith is usually there and crime is minimal in Dunross. At night the register is locked. Keith keeps the key with him at all times.



If the PCs check the register book, they can find two pages back in the book a name and a date next to a room number that have been heavily inked out. The room number is of one of the currently unoccupied rooms, next to Keith's room. The dates in the register book before and after the inked out date are for 24 days ago and 20 days ago. Keith did a thorough job inking the writing out, so the PCs will not be able to read what was written.

It was George Graves (see Scenarios) signature that Keith obliterated. If asked what name was on the list, Keith will say that some prankster inked in the name, and now he can't recall who the name belonged to. ("Some lady, I think...")

b) Rooms: The rooms are small but comfortable singles with wood floors and slanted ceilings. The doors are DEF 2, BODY 3. Each room contains a dresser, a wardrobe, two shelves, a vase of dried flowers, a soft bed covered with a quilt, and a crucifix over each bed. Each room has an inward opening window with a simple latch lock. There is also a string of garlic over the window in each room, and the smell is rather strong. If the PCs ask Keith about the garlic, he will look embarrassed and say it is for decoration. Of course, it's really to keep the vampire out.

Hidden in the ceiling lamp of each room is a wireless listening device. PCs must say they are searching the lamps and they must make the Concealment Skill roll to find them (or they can use a bug-detector). Any sound made by in the rooms is transmitted to a receiver in Keith's room, but there is no way for the PCs to know this without searching Keith's room. If the PCs want to feed Keith false information, let them. There is a 1/3 chance that any conversation the PCs have will be recorded by Keith (increase or decrease the chance depending on the time of day and situation). If the false information is recorded, decide if and how S.H.A.D.O.W. will react to the information when Keith sends the recording of the conversations by radio in a day or two, but don't let it disrupt the adventure. It's better to keep S.H.A.D.O.W.'s secret for as long as possible than to give it away before the PCs have a chance to deal with the undead at night in the graveyard. In any case, Keith will not let on that he knows anything about the bugs.

Every day a young boy (incompetent normal) named Andrew will come in at about 10:00 AM to clean the rooms and make the beds. He is a quiet, shy boy who tries to keep out of everybody's way. If asked very nicely if he's ever seen George Graves (and if given a description — Andrew never learned his name), he will say that Graves did stay at the inn, but that he just disappeared one day — luggage, typewriter, and all.

c) Ian Keith's Room: The door to Keith's room is always kept locked with a stiff key lock (-2 to Lockpicking Skill Rolls). The door is stronger than most to keep out nosey people: DEF 4, BODY 3.

Inside, the room looks much like any other room in the inn. However, the room is a bit of a mess, with clothes and half-eaten food strewn about the place.

On the dresser is a large radio/cassette player and seven boxes of cassettes. Although they look normal enough, and work normally, the cassette player has two special S.H.A.D.O.W.-constructed devices built into it.

The first is a shortwave transceiver, which Keith uses to communicate with the S.H.A.D.O.W. base. It cannot be adjusted to contact anyone else. The second special device is a radio signal receiver. It is designed to pick up the transmissions from the bugs hidden in the rooms of the inn and store the transmissions on cassette tape.

The cassette boxes belong to classical and Scottish bagpipe music albums, but most of them really hold conversations the PCs and other guests had in their rooms. Most of the remaining cassettes are blank.

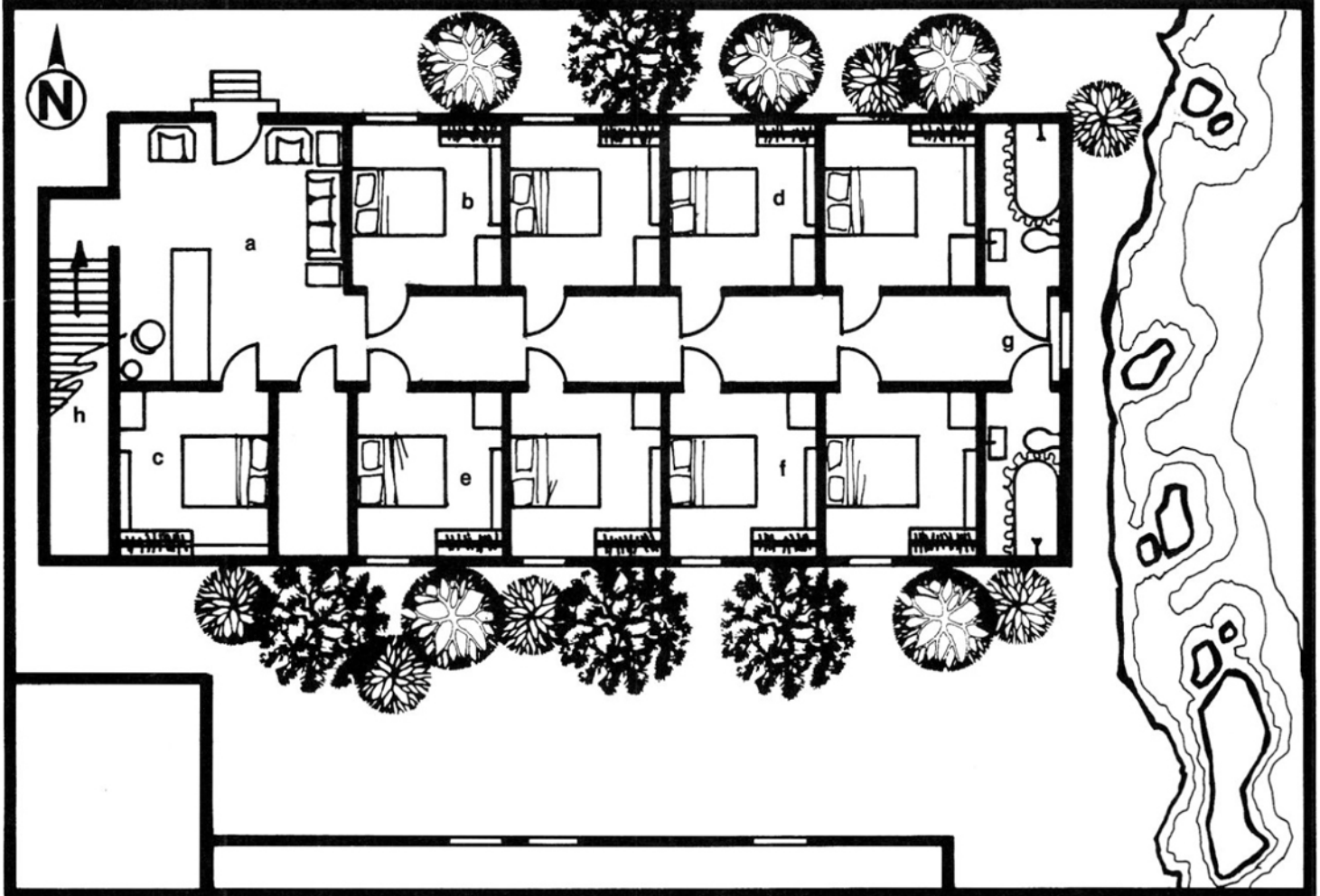
The cassette box on the bottom of the pile holds a recording of someone typing incessantly throughout most of the tape. Halfway through the tape there is a voice of someone talking to himself: "...I'm sure there's something funny going on up there, but I can't get in to find out. Hmmm... I'll drive out tomorrow night to check again. There might be a good story in this one..." The voice is George Graves', recorded the night before he died. If the PCs knew Graves, they will recognize the voice.

In the bottom drawer of the overstuffed dresser is a locked strongbox. Inside the box is \$6,884.00 in pounds — Keith's pay from S.H.A.D.O.W. The key to the strongbox is under Keith's pillow.

d) Elise Graeme's Room: The room is like all the others: neat, clean, and simple. Under the mattress of Elise's bed is an envelope stuffed with \$2,240.00 in pounds — her pay from S.H.A.D.O.W.

THE ORKNEY INN (Ian Keith, Proprietor)

Scale is 1/2" = 2 meters



e) George Graves' Room: George Graves stayed in this room before he was killed. His belongings have been removed. However, if a PC searches the top shelf of the closet, a successful Perception roll will allow him to find a small pile of rubbish the cleaning boy couldn't reach. The dusty pile consists of a bent coathanger, a crumpled piece of paper, a couple of cigarette butts, and some dust balls.

f) Glenda MacAlexander's Room: This is the room Glenda MacAlexander will be assigned when she comes to the inn. The vampire will enter room through the window and kill her.

g) Bathrooms: There are only two bathrooms in the inn, and they are shared by all guests. Each bathroom has a toilet, a sink, and a shower with a plastic curtain.

h) The Pub: Stairs lead down from the lobby to a large room under the inn. This is where someone can get a bite of typical Scottish food to eat (like haggis) and something to drink. The walls of the pub are dark wood paneled. There are two long tables of dark, heavy wood, two large kegs of beer, one light and one dark, and a well-stocked rack of whiskies. There is a kitchen in the back. A slow old lady named Siobhan does the cooking and serving. The pub has relatively few patrons. Most of the villagers prefer the two pubs that are unassociated with the inn.

• LEONARD SNOW'S OFFICE MAP KEY •

Leonard Snow rented this low-cost partially pre-furnished office specifically to help him in his search for George Graves. The office is locked, but PCs can get the keys from the next door landlord (who knows nothing about anything). Or they can pick the lock, or kick it in (illegal, of course, and the constable may find out).

Anyone with Lockpicking skill who inspects the lock will notice that some little scratches around the lock were made by a lockpick. Ian Keith made the marks when he broke into the office to fix the radio and attempt to break into the safe.

The office is neat and clean. A thick wool rug covers the floor, and several large framed landscape photographs hang on the walls. Also in the room are a bookshelf of investigation novels and booklets, a wastepaper basket, and a few assorted office supplies. There is also a polished wood desk with a computer, a modem, and a printer on it (your choice of brand), along with a shortwave radio transceiver.

A PC may use the computer and modem to send messages to other computers if the PC makes his Computer Programming Skill roll, or knows that particular computer well.

If the PC made his Computer Programming Skill roll, he will also be able to check the computer files to see what Snow had stored. The only thing the PCs will be able to notice (INT roll or if the player specifically asks) is that files labelled "L", "G", "S", and "V", which are referenced in the menu, have been deleted. These sections held information on the Lady, George Graves, S.H.A.D.O.W., and vampires. Elise deleted them to hide the evidence.

If the PCs attempt to use the shortwave radio, no matter which frequency they choose they will transmit and receive only to and from the S.H.A.D.O.W. base. This is because Ian Keith made a few adjustments inside the radio. Any messages transmitted by the PCs will be received by the communications officer at the S.H.A.D.O.W. base. The communications officer is a great actor, and he will do his best to convince the PCs they are talking to whatever station they intended to talk with. He can't imitate an exact person well unless he already knows him, but he can say that person is indisposed at the moment, so the PCs will have to deal through him.

A PC with some communications knowledge who makes his skill roll will realize something strange about the radio. The characteristic sounds such a radio should make while being tuned are absent, and sounds over the radio seem a bit too clear for a connection with a distant city. PCs realizing this may wish to feed the S.H.A.D.O.W. communications officer false information (let the S.H.A.D.O.W. base act on the false information if you want, but don't let it disrupt the adventure!) However, if the communications officer suspects the PCs know what is going on, he will sever radio contact.



A PC may open the radio casing to inspect the insides. A successful INT roll allows the PC to find Keith's tampering, and a successful Electronics Skill roll allows the PC to correct it safely. If a PC searches for fingerprints, a successful Criminology Skill roll will reveal fingerprints that match Keith's fingerprints, but the PCs will have to get Keith's prints from somewhere else to compare and match them.

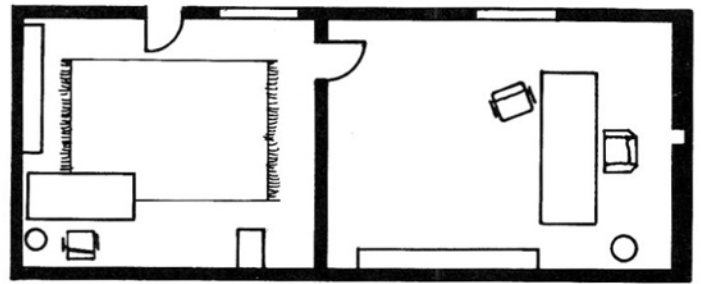
If the PCs search the half-full wastepaper basket, they will find a dozen crumpled up papers (mainly botched up memos, printouts, letters, used tissues, etc.), three wads of chewing gum, cigarette butts, a chewed up toothpick, a broken pencil, and one blood-stained tissue. The bloodied tissue is only from a cut finger, but the chewed up toothpick was tossed into the trash by Keith while he worked on the radio.

Concealed behind one of the photographs is a strong wall safe. If PCs inspecting the safe make their Perception rolls, they will notice scratch marks around the lock. This is where Ian Keith unsuccessfully attempted to break into the safe with a crowbar to find and remove any evidence it might contain. Only Leonard Snow had the combination to the safe, and Keith could not break in any other way.

The safe looks and is very durable (DEF 10, BODY 9) but the PCs may still want to blast the lock off with firearms or explosives. If so, the objects inside may be damaged if there is any extra BODY damage left over after the attack breaks through. Firearms can damage only one or two items per shot, explosives can damage the whole lot. Because of this, the DEF and BODY of every item in the safe is given with its description below.

A better way to get into the safe is for a PC with Lockpicking Skill to attempt to defeat the combination lock (-4 to the skill due to the complexity of the lock). An even better way is to find the lock combination written down on a piece of paper in Leonard Snow's home (detailed below). However, the PCs must first find the paper, and then realize that it is a combination to a safe.

If the PCs ever open the safe, inside they will find: \$898 in pounds (DEF 0, BODY 1), a pair of gold cufflinks (DEF 1, BODY 1), an Ingram MAC-10 (DEF 4, BODY 1), two 20 round boxes of 9mm ammunition for the gun (DEF 2, BODY 1, and just hope an explosion doesn't detonate the ammunition), and a roll of undeveloped 35mm photographic film (DEF 1, BODY 1).



5/8" = 2 meters

AGENCY OFFICE

Dunross has no facilities for developing film, but there is a home-made darkroom in Snow's home. If Elise Graeme finds out about the film, she may try to pickpocket it before it is developed.

If the PCs develop the film, they will find the first nine photographs are of various picturesque landscapes, house, and villagers (including Elise) from around Dunross. The last two photographs should really interest the PCs (show them the accompanying drawings).

The first is a fairly blurred picture taken at night with a flash of a dark-clad figure behind a tombstone (which graveyard the tombstone is in is not discernable). The person looks surprised, and the face is one the PCs have never seen before. It's actually a picture of a security agent disguised as a ghost of a Celtic warlord which Snow took and got away with the night he died.

The second photograph is a close-up of a tombstone also photographed at night. The tombstone has "John Doe" chiseled on it. This is where George Graves' body is buried — further details under the Graveyard Area Map Key.



•LEONARD SNOW'S HOME MAP KEY•

This is a small, cheap, rented cottage. Leonard Snow rented the place because he disliked hotels, and he liked the privacy of his own home. The front door is locked, but the key is under one of the six flowerpots near the door. Of course, the lock may be picked, or the door may be kicked in (DEF 4, BODY 2).

As with Snow's office, a PC with Lockpicking Skill who inspects the front door will notice the little scratchmarks on the lock were made by a lockpick. Keith broke in here, too.

Snow's home consists of a living room, a kitchen counter, a bathroom, and a bedroom/study. The house is fairly Spartan, but comfortable, with thick blue carpeting and tasteful wood furniture. The living room has one couch, a chair, a table, several framed landscape photographs, and a magazine rack with several newspapers and girly magazines. The bathroom is just a typical bathroom.

Snow's bedroom is a bit cluttered. It has a small bed, a large landscape mural covering one wall, a wood desk, two chairs, a bookshelf, a wastepaper basket, a large wardrobe, and a smattering of personal items.

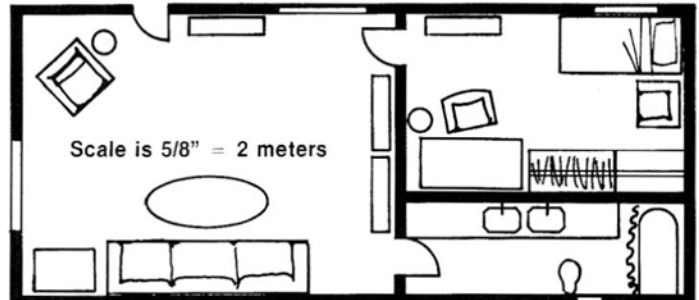
Inside the crowded closet are several suits and other assorted clothes, a hotplate, a coffee cup, a jar of coffee, some assorted utensils, a developing kit, and a full set of SCUBA gear. The SCUBA gear includes a waterproof flashlight, an hour's worth of air in the tank, bang-stick with five shotshells, and a regular speargun with two spears.

A *bang-stick* (Damage: 4D6 + 1, STUNX: + 2, STR Min: 10, OCV: + 1, Shots: 1, Size: 5) consists of a metal rod with a device at one end designed to hold a shotgun or rifle shell. When the end with the device is jammed against an object, the shotshell fires into the object. It is primarily used against the heads of sharks. The *speargun* (Damage: 1D6 + 1, STUNX: 0, STR Min: 8, OCV: 0, R MOD: 1/3", Shots: 1, Size: 6) is for use against less dangerous prey.

Half the closet has been converted into a functional darkroom. Snow's hobbies included photography. Any PC with Knowledge; Photography, can use the equipment. If no PC has knowledge of photography, there is an instruction manual in the bookshelf (see below).

Anyone searching the wastepaper basket will find several crumpled pieces of paper and tissues, a moldy carrot, an empty cigarette package, an empty wine bottle, and a worn out sock.

The crumpled papers are: a list with "wine, coffee, bread, mustard, soup", a note that says "Talk with villagers tomorrow — discuss rumors. Be *subtle*, be *nice*!" a note with a string of scribbled numbers and some writing "4114/33r2/7812 Don't forget to call before Fri." (The numbers are the combination to the safe in Snow's office. Snow wrote them down to help him memorize the combination. The note has absolutely nothing to do with the combination; it's just a note Snow jotted down to help him remember to cancel a social engagement), a piece of paper with "check air supply" written on it, and a paper with "Interview Henry" scribbled on it. This last is another meaningless note. It is actually seven months old but wasn't thrown away until recently.



The bookshelf contains twelve mystery novels, three science fiction novels, a book of monster lore, and a manual on do-it-yourself photographic film development. The PCs may use the manual to develop the film in Leonard Snow's office safe. It will take half an hour to read. With the equipment in the closet, developing the negatives will take two hours, and full prints will take another full hour.

If the PCs open the book on monster lore, a folded piece of paper will fall out. Written on it in Snow's handwriting is "Notes: bullets no good, cross = fair. Running works. They always find you. They crawl from graves. Who is wolf? Shark real?" These are some observations and questions Snow had. Leonard Snow used the monster lore book to compare what it said with his observations. If you wish, the PCs may learn a thing or two about mythical monsters by reading this book.

•THE LAW IN DUNROSS•

PCs can't go running around waving heavy weapons and shooting at people without piquing the interest of the law. True, the law in Dunross isn't exactly awe-inspiring, but if the PCs open up with a rifle in the middle of town in the middle of the night, the police are going to get understandably upset.

Dunross has one constable; treat him as a normal villager, but with a 10 INT and EGO, a 3 SPD, and an 11 DEX. He has typical small town police skills, and access to a bolt-action rifle, a new Browning Hi-Power, and an old double-barreled shotgun (kept in the gaol as described above). He usually only carries a truncheon.

The constable knows personally most of the people in town, and tries to keep the villagers happy. He is used to dealing more with light domestic squabbles than anything else, so he is more diplomat than fighter. He rarely has to threaten anyone with his weapon, and has never shot anyone. However, if anyone, *especially* a stranger, starts playing with guns, the law will too.

There are no strict guidelines for you to use to play the constable. If a villager sees a PC doing anything possibly illegal, the constable will learn of it and pay them a visit to find out what's up. He will investigate crimes, but he's not Sherlock Holmes by any means.

The chance someone will notice the PCs doing something illegal

should vary from about an 8- to a 14- chance. If the PCs shoot silenced firearms in town at night, make it at least a 14- chance. If they sneak around the town in the middle of the night, make it an 8- chance. Modify these rolls as you see fit; skills like Shadowing or Stealth could decrease some chances by the amount the skill roll is made by.

If the charge against a character is light, like disturbing the peace, the character *may* be required to spend a night in gaol and/or pay a fine. A medium charge, say starting a big fight or minor destruction of property, may incur a fine for damages and/or a week or so in gaol. A heavy charge, such as murder, will incur a gaol term until the character can be shipped off to a big-city prison for trial.

However, smart and resourceful characters can probably lie, bribe, or explain their way out of most situations. Escape from gaol is also a possibility; but don't get caught.

The Dunross constable does not work for S.H.A.D.O.W., but S.H.A.D.O.W. regards him as harmless. It can afford to bribe, if necessary, and the constable is no moral crusader. He just wants to keep the town quiet, and dealing with an international criminal organization is out of his league.

• THE POLICE STATION MAP KEY •

The police station consists of a front office and single gaol cell. The office contains a desk, a file cabinet, a telephone, and a locked glass gun cabinet. In the gun cabinet are a bolt-action rifle, an old shotgun, and a new Browning Hi-Power pistol. The gaol cell is a small room with a cot, toilet, and sink. The bars are DEF 6, BODY 3, but the lock can be opened with a successful Lockpicking Skill roll. At night the station is locked (DEF 4, BODY 5 door). The constable lives next door.

• THE GRAVEYARD AREA MAP KEY •

The graveyard area slopes up from sea level to a height of five meters above sea level at the hermit's shack. The ground is covered with uncut grass and scraggly bushes, and a few small trees. The ocean is relatively calm in the small, adjoining inlet.

a) The Hermit's Shack: This is described under the Hermit's Shack Map key.

b) Radar Range Limit: This invisible line shows the maximum detection area of the radar device located in the hermit's shack. Anyone moving around outside this limit will not be picked up by the radar.

The TV antenna (actually a radar antenna) rotates steadily once every twelve seconds during the night when no one can notice the movement (unless they use a starlight scope, or something similar). The radar detects any object within 130 meters of the shack as long as the object is above ground level and human-sized or larger. The radar detects an object one to twelve seconds after it has entered the radar's range. Inside the shack, a quiet beep alerts the hermit that he has visitors. He then watches the movements of the object on the TV set that is wired to the radar device.

The radar can "see" through night, fog, and rain, so PCs will find it extremely difficult to avoid detection within the radar's range if they don't know it's there. Security Systems Skill won't allow a PC to know that he is being detected, but if he is watching the shack through a starlight scope, *and* he makes his Perception roll to notice the antenna, *and* he makes his Security Systems roll, you can tell him the antenna may be some sort of security device. The best way to avoid the radar is to crawl along the ground, keeping to the lowest areas.

c) The Boathouse: This small shelter consists primarily of a red shingled roof supported by four cement posts. A solid cement railing protects occupants of the boathouse from the waist down. A small wooden pier juts out from the boathouse. During daylight hours, a Cobalt CM-9 motorboat (ACC: .5, MAX: 5, DCC: 2, TURN: 1, SIZE x2) is moored to the pier, and it is used by the boathouse guards to shuttle people to and from the island 200 meters from shore.

Two non-uniformed security agents man the boathouse during daylight hours. They carry walkie talkies on their belts, and Colt Lawman Mk IIIs concealed under their windbreakers. One of the agents' jobs is to cheerfully greet anyone wishing to speak with Lady Mac Thain, call the communications officer on a walkie talkie, and arrange an appointment with Lady Mac Thain.

Their main job, however, is to keep snoopers out of the graveyard and away from the hermit's shack. Their exact reactions to intruders are detailed in the following section. If the guards are attacked or killed, security agents watching the boathouse from the island will immediately dispatch an adequate force of heavily-armed security agents in the yacht to run off or capture the PCs. Even if the PCs somehow manage to get into the graveyard, the mausoleum is locked during the day.

If the PCs ask to speak with Lady Mac Thain, she will allow them to have a minute or so of her time. The PCs will be taken to the island in the motorboat, where they will be met by a servant in formal attire who is actually a security agent, with a Sig P-210-6 concealed under his suit jacket). He will usher the PCs to the castle where they will see seemingly lightly armed guards and the helicopter, and a particularly observant PC might notice the scrape on the side of the black rowboat. For details on the interview, see the Castle Interior Map Key.

d) The Mausoleum: This is described under the Mausoleum Map Key.

e) George Graves' Grave: This is where Lady Mac Thain had George Graves buried after he was shot to death by the security agents. Ordinarily Lady Mac Thain feeds "missing" victims to the sharks, but George Graves' surname perked her morbid sense of humor, and she decided to put his body in a grave. She had her security agents dig up an old grave in the graveyard, throw away the old bones inside, and bury Graves there instead. Lady Mac Thain did not feel that Graves should be using the former occupant's gravestone, so she had one made for him with "John Doe," (a name she knew was popular with Americans) chiseled onto its face since she did not want to risk using his real name.

Although the security agents tried to make the grave look old, an observant PC might notice that the earth covering the grave was recently turned. Give PCs *closely* inspecting the grave a Perception roll to notice this. Allow PCs closely inspecting the words on the tombstone to make a Perception roll to notice that the chiseling looks rather new.

If the PCs exhume the grave, a five hour task for a man with a shovel, they will discover George Graves' bullet-ridden body. After a couple weeks in the ground, it's not pretty.

f) Underground Passageways: The underground passageways were built by Scots hundreds of years ago. They are two meters wide, with stone block walls and arched ceilings just over two meters high. An electrical wire runs along the center of the ceiling, supporting a weak (40 watt) bare lightbulb every 48 meters. Water leaks through the ceiling in places, leaving puddles over the floor and making the hallways smell musty.

g) The Locker Room: This rectangular room has an unlocked door in each wall. Many lockers fill some of the spaces between the doors, a long, well-lit with lightbulbs, dresser and mirror cover most of the north wall. The lockers contain only one makeup disguise kit each (for the agents portraying ghosts or undead graveyard residents), although they can obviously hold a considerable amount of clothing, or even a person. The lockers are locked with key locks. Over the west door is a speaker set into the wall (used to transmit sounds from the mausoleum entrance — see the Special equipment section). Anyone in the room can often hear a slight eerie whistling of wind coming in over the speaker.

This is where the security agents occasionally gather in various ghostly costumes, before they go into the graveyard to terrorize or attack people snooping around at night. The attack procedure is shown under the Mausoleum Map Key.

h) The Grave Exit: This is how the security agents travel back and forth from the locker room to the graveyard. The east door of the locker room opens up to a very short hallway that ends with a flight of stairs leading up underneath the headstone of a grave. A lever juts out from the wall by the stairs. When the lever is lowered, the rectangular headstone of the grave slides to one side, and one can then simply climb the stairs and walk out into the graveyard.

If a small switch hidden under the edge of the headstone is moved, the headstone will slide shut and hide the stairs. The last agent usually does this as he comes up through the grave. Anyone carefully searching the grave must make a Perception roll to notice the switch. Either the lever or the switch can be used to open and close the headstone.

The PCs may find the grave exit after the security agents have used it at least once. They can follow the footprints of the agents to the grave if they make a Tracking Skill roll at -4 for darkness (-1 if they have a light source handy).

i) The Underground Passage: The east door of the locker room leads to a long passageway that leads to the S.H.A.D.O.W. base island, using one flight of stairs (40 degrees steep, 45 meters long) to descend below the sea bottom level, and another to rise up to the island base.

The lowest section of the passageway is very wet and slimy, and anyone making any fast or sudden movements will have to make a DEX roll to keep from slipping and falling for 3D6 normal damage.

At the end of the passageway to the island, the flight of steps leads up to what appears to be a dead-end brick ceiling. The brick ceiling is actually a secret door; if the middle brick is pressed, the whole ceiling swings open like a trap door, giving access to the interior of the S.H.A.D.O.W. base (See the Land Access Room of the Base Center Map Key).

j) George Graves' Vehicle: This is where the security agents sunk George Graves' gray Jaguar Vanden Plas. It now lies rusting half imbedded (front first) in the sea floor under seventeen meters of water and fifty meters from the boathouse on shore. Sea growth has begun to collect on it. A small nurse shark has made a home of the car's interior, using a broken windshield as an entrance. It is harmless and will leave as quickly as possible if disturbed, but not before giving the PCs a bit of a scare.

Any SCUBA-diving PCs swimming anywhere near the car should get a Perception roll to try and notice the two-hex bulk (See details on underwater visibility in the Overview Map Key). If they find the car and search the glove compartment, they will find the waterlogged manuscript of George Graves' Western novel. If they search the trunk, they will find Graves' few personal belongings: suitcase, passport, clothes, typewriter, etc. S.H.A.D.O.W. security agents stuffed the belongings here before dumping the Jaguar.

•THE HERMIT'S SHACK MAP KEY•

a) Above Ground: The old hermit lives in a home-made shack constructed of stone, brick, corrugated metal sheets, and wood boards. It is located only a short distance from the S.H.A.D.O.W. graveyard and the boathouse detailed before.

The shack has one locked DEF 2, BODY 2 door, four dirty windows, and a TV antenna. Inside is a rickety old bed, several shelves with battered metal plates and cups, a makeshift gun rack with the hermit's loaded shotgun, a chest of ratty clothes, a grimy toilet and sink, one bare lightbulb hanging from the ceiling, and a dusty old television set. There is also a set of shredded hermit clothes on the floor, with thirteen shotshells in the pockets (the purpose of this is described later). The room smells a bit like a kennel.

The hermit is actually a S.H.A.D.O.W. security agent disguised as a grizzled old man with a gray beard, old patchy clothes, and a nasty disposition. There are three agents who share this duty.

During the day, the hermit will greet any non-S.H.A.D.O.W. personnel approaching his "home" or the graveyard by holding them at gunpoint with an old double-barrelled 12 gauge shotgun (28" barrel, modified choke). He will yell at the intruders to get the hell off his property immediately or he will shoot. If the intruders do not leave, he will empty a round into a nearby bush, disintegrating it.

After the warning shot, the guards in the nearby boathouse will use their bullhorn to call out to the intruders to leave the old man alone, saying that he is insane, within his rights, and not worth provoking. If the intruders still won't leave, the hermit will shoot to kill, reloading his shotgun from a pocketful of thirteen shotshells. The

guards in the boathouse will use their walkie talkies to summon aid, and they will go "help" the intruders by escorting them off the hermit's "property." Of course, their real reason is to keep intruders out of the graveyard.

If the PCs badly hurt or kill the hermit, the many security agents will attempt to arrest/ capture the PCs and take them to the island; if that's not possible, they will attack to kill. And the hermit will be replaced with a fresh disguised security agent.

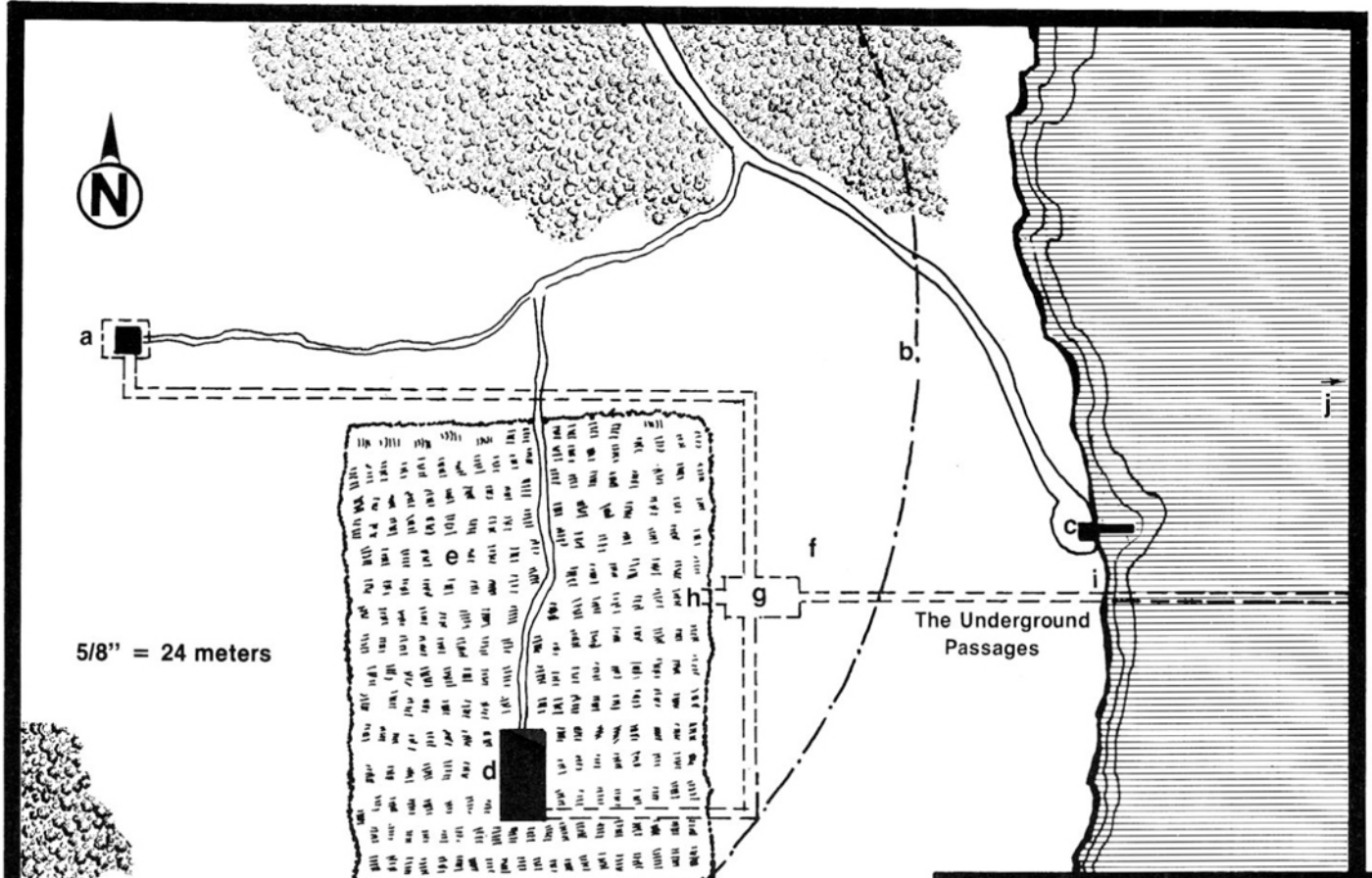
During daylight hours, the boathouse guards and the hermit are on constant watch to keep anyone from entering the graveyard. Under no circumstances will the hermit agree to speak with any intruders.

At night the hermit will make no attempt to be seen by any intruders. He uses the radar device to scan the area looking for PCs. If he detects any on the modified TV screen, he will immediately notify the communications officer at the S.H.A.D.O.W. base via a walkie talkie he usually keeps hidden under his pillow. Then he will open one window slightly. Taking his walkie talkie, he will then knock four times on a trap door located under the bed (the knocking opens the door), and climb down into a room below which is described later. A huge, attack-trained wolf lives in the room below. The hermit will send the wolf up the stairs to the shack. He will then close the camouflaged trapdoor and wait until the communications officer tells him to return to his post. Total time between detecting intruders and closing the trapdoor is two turns.

The wolf is a normal wolf, albeit a very well trained one. Lady Mac Thain has had it trained to act like a werewolf is supposed to — striking fear into the hearts of its victims before going for the kill. She has also had it fitted for torso armor to add to its aura of invincibility. Immediately upon entering the shack from the room below, the wolf will give a long blood-chilling howl. It will then leap out the open window and begin searching for the intruders. With its keen senses of hearing and smell, the wolf will find the intruders in one to three turns, depending on how far the intruders are from the shack. It will give another howl when it catches the scent of the intruders, and close in to just outside visual range of the intruders. There it will circle the intruders, keeping just out of sight and avoiding flashlight beams as much as possible.

If the PCs are pursued by the werewolf, they will hear its echoing howls. When it closes in, they will hear the wolf's movements, but they won't be sure of its location. Each phase a PC makes his Perception roll, he will know the general direction of the werewolf's location for that phase only. In foggy conditions, have the PCs make hearing Perception rolls; in rainy conditions, have the PCs make sight Perception rolls during flashes of lightning.

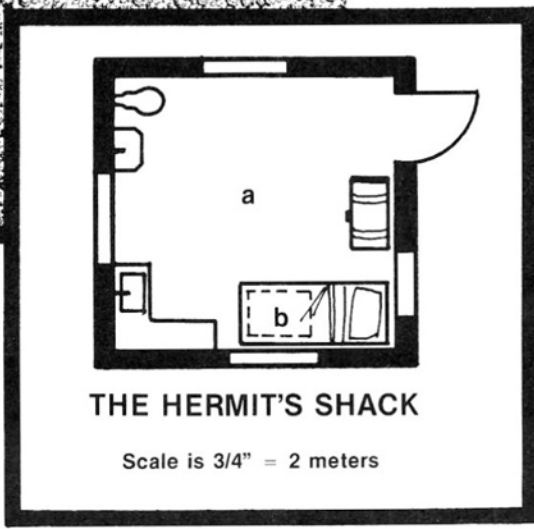
WOLF									
STR:	15	DEX:	15	CON:	15	BODY:	8	INT:	5
EGO:	5	PRE:	20	COM:	0	PD:	4	ED:	3
SPD:	3	REC:	6	END:	30	STUN:	25	Cost:	24
Pts	Skills/Weapons Roll								
30	2D6 bite								
10	+5 Perception (hearing and smell)								
20	+10" Running (total = 16")								
5	5 + 2D6 Presence when snarling								
6	4/4 Armor on locations 9-13								
24	Characteristics Cost								
95	Total Cost								
50+	Disadvantages								
15	No manipulatory appendages								
15	No real sentience								
10	Distinctive Looks cause fear								
5	Experience								
95	Total Points								
CHA of 24 + SKILLS of 71 = 95 total points									



$5/8'' = 24 \text{ meters}$

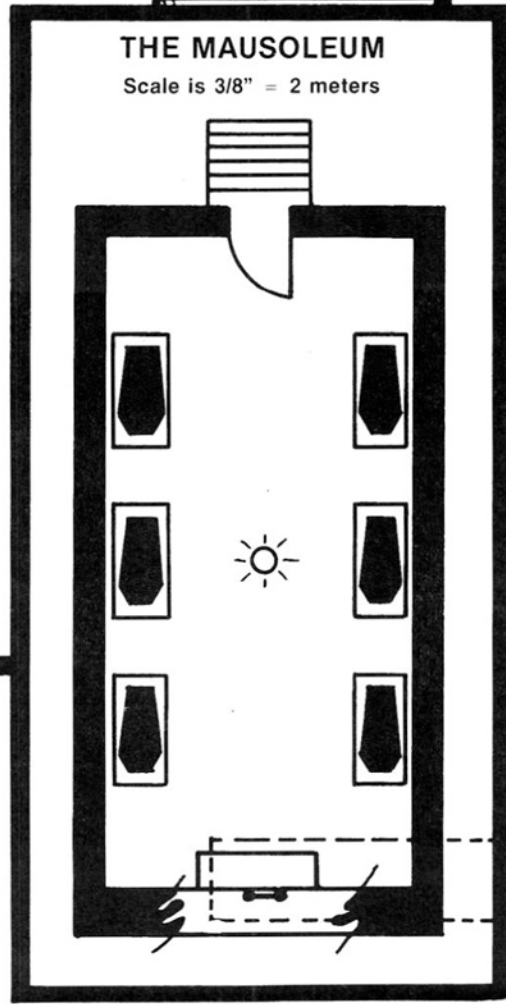
THE GRAVEYARD

The Underground Passages



THE HERMIT'S SHACK

Scale is $3/4'' = 2 \text{ meters}$



THE MAUSOLEUM

Scale is $3/8'' = 2 \text{ meters}$

If the PCs do not leave the area within two turns after the wolf begins circling them, the wolf will carefully and quietly approach the PCs from behind (if possible). When the PCs seem to be the most vulnerable, the wolf will lunge for the nearest PC. It will perform a flying tackle maneuver to try and pull him down, and then it will attack with its teeth until the PC falls limp. Then it will attack the next closest PC. If no other PC is available, or if it is wounded to less than half its normal BODY, the wolf will attempt to run off into the night. If the wolf is not badly wounded, it will then prowling about for other intruders until called back in by the hermit. If it is badly wounded, it will lay low until called in.

Whatever happens, try to make the werewolf's approach and attack as frightening as possible for the players.

If the PCs drive off or kill the werewolf, they will probably want to search the hermit's shack. They will see the room as described above. Perhaps they will think the shredded hermit clothes on the floor became shredded when the hermit turned into the wolf. If a searching PC makes his Perception roll, he will notice that a film of dust covers almost everything but the shotgun, the television knobs and screen, the bed, and the floor — indicating that these are the only areas ever used.

If the PCs turn on the television set, they will activate the radar device, and the TV monitor will display what it detects. PCs with Security Systems or Electronics Skills or any similar skills, or who guess anyway from the description, will realize they are seeing a radar image of the surrounding area.

Opening the back of the TV shows that the TV is not the device. An antenna wire leads from the TV up the wall to a small hole in the ceiling; a smart PC will realize this could lead to the radar device. Searching the ceiling reveals only several boards, three knotholes, and countless nails hammered into the ceiling. One of the knotholes conceals a small lever (the knothole must be probed for the lever to be found). If the lever is moved, a section of the ceiling will swing down to reveal the radar device. A PC making a Security Systems roll will recognize the device and how it operates. A successful Electronics Skill roll is required to alter the workings of the device.

PCs searching the floor will notice the secret trapdoor set into the ground if they make their Perception rolls at -4. The trapdoor cannot be opened from the interior of the shack without the proper four knocks. It is DEF 7, BODY 5, so the PCs will need explosives to open it from above.

b) Below Ground: This small room contains a large dog house for the wolf, a large dresser with a drawerful of "hermit" disguises and a loaded Colt .45 ACP (Colt Government), a freezer full of meat for the wolf, and a bare 60 watt lightbulb. A staircase leads up to the trapdoor in the ceiling, and switch by the stairs opens and closes the trapdoor. The switch is mounted on a box which also holds the sound activation device for the trapdoor.

Because the trapdoor to the shack above can't easily be opened by the PCs from above, they will probably approach this room from the underground passageways. A smell like a kennel is detectable from 60 meters down the passageway because the wolf is usually kept in the underground room. The door is locked but easily opened with a Lockpicking roll.

If the hermit is in the shack above, the wolf will probably be in the room, waiting to attack any PCs who come through the door. The hermit will hear the attack through the trapdoor. He will then take the shotgun from the wall, jump downstairs, and proceed to try and wipe out the intruders.

If the hermit is in the room, he must make his Perception roll at -3 in addition to any other modifiers to hear the PCs approach his door. He will probably not have the wolf with him to detect the PCs for him (the wolf will probably be outside looking for other intruders). If the hermit has time, he will take the pistol from the dresser, hide behind the doghouse, and wait for the PCs to come through the door. If he is surprised, he will pretend to be a doddering and senile old man. At the first opportunity, he will attempt to get hold of his or another's gun and attack the PCs.

•THE MAUSOLEUM MAP KEY•

The mausoleum is a huge, dark, gray stone structure, with weathered gargoyles carved into it. A short flight of steps leads up to a heavy iron door that groans when it opens. During the day the door is locked from the inside. At night it is unlocked, but it requires a bit of effort to open.

Inside the mausoleum are two rows of three stone biers lying lengthwise along each long wall of the mausoleum: approximately one meter separates each bier (see map). On each bier rests a rotating wood coffin. Along the wall at the far end of the mausoleum lies a slightly higher bier supporting a heavy, expensive, wood coffin in mint condition. In the center of the room stands a small brass oil lamp (kept fueled by S.H.A.D.O.W. personnel) sitting on a simple short stand. It barely illuminates the room with a weak amber light, throwing distorted and quivering shadows throughout the room. Dusty strands and sheets of (non-flammable) cobwebs lace much of the mausoleum interior, although no dust covers the floor. Anyone walking carefully should be able to avoid the majority of the cobwebs.

Entering the Mausoleum: Built into the hinges of the heavy iron mausoleum door is a small wireless microphone. If the door is opened, the noise is transmitted to two speakers in the area; one is inside the expensive, fancy coffin, and the other is in the underground locker room described under the Graveyard Area Map Key.

If the PCs enter the mausoleum, and they were detected by the radar system in the hermit's shack, then Brian MacDonald should be waiting in the fancy coffin in his vampire disguise. He will hear the opening of the mausoleum door through the speaker hidden in the coffin. He will then wait a couple of seconds to let the PCs get a good look at the room, then push the "O" button to open the coffin lid. Brian will sit up and stare at the intruders, performing a PRE attack against the PCs (total time between pressing the button and the PRE attack is one phase.). Grinning evilly, he will secretly press the "S" button, then step out of the coffin and walk towards the PCs. The animated skeletons will also leave their coffins, and they will walk towards the PCs at their usual 1" per six seconds. MacDonald will walk at almost the same pace, keeping a pace behind the skeletons to avoid getting hit by them.

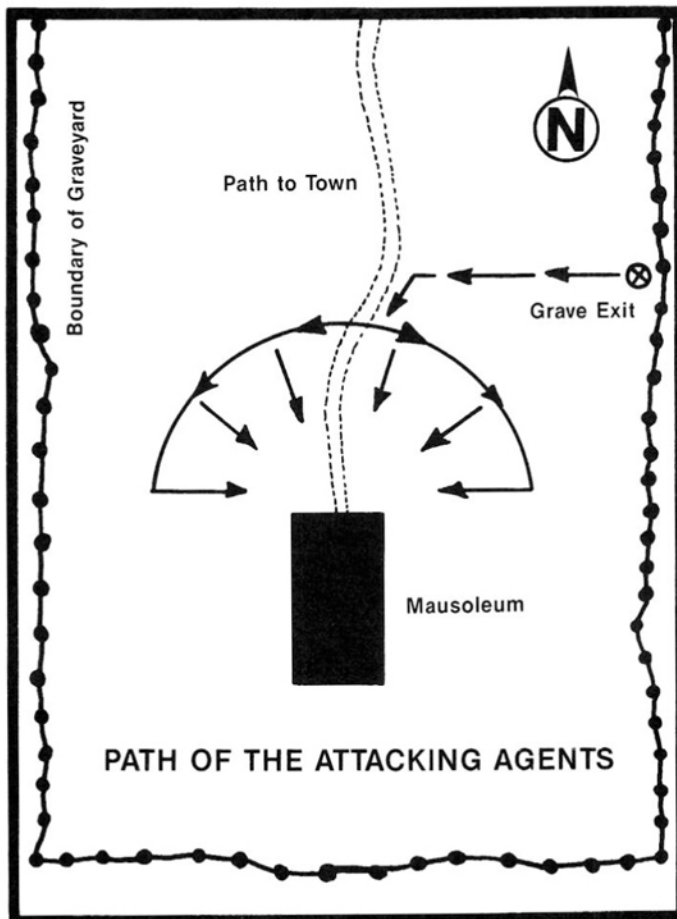
The skeletons only follow their programmed route, but MacDonald is free to move anywhere, and he will move towards any PCs who manage to get by the skeletons. If the skeletons walk into the same hex as a PC, the PC is subjected to the attacks detailed below. If MacDonald walks within hand-to-hand range of a PC, he will attack with his karate. He has practiced making the martial attacks look like normal attacks, not some oriental martial art form.

Of course, the PCs don't have to sit idle through all of this *unless* they are awed from MacDonald's PRE attack. When they can act, they may attack, run, or wait and see what happens. If they show a crucifix, MacDonald will pretend to be a *little* repelled, but it won't be enough to hinder him. If they attack with ranged weapons, MacDonald will turn his head and draw up the corner of his bullet-proof cape in classic vampire form. This will add the DEF of the cape to the DEF of the collar and the jacket.

The PCs can also attack the skeletons. Any projectile or blade thrust attacks against the skeletons will be at -2 OCV due to the thinness of their bones. The bones are each DEF 2, BODY 1. Slashing blade attacks that *miss* will have an 8- chance of cutting one of the supporting monofilament strands, causing the area missed (roll for location) to go limp. Describe the effect to the PCs in such a way that doesn't give away the secret of the skeletons (For example: "Your knife slash to the head misses. The skeleton ducks and your blade swishes through empty cobwebs. The skeleton's head rolls backwards against its back, and it keeps walking towards you...") The skeletons have an OCV of 1, a DCV of 1, a SPD of 2, and they do 1D3 killing damage. Their DEX is effectively 3.

Leaving the Mausoleum: When notified by the hermit that intruders were entering the graveyard, MacDonald raced for the Mausoleum and six security agents quickly donned their disguises (three as ghosts, three as undead) in their quarters in the S.H.A.D.O.W. base. The agents then rushed through the undersea passage to the underground locker room, slapped on their make up, and waited for the sound of the mausoleum door to come over the loudspeaker.

When they hear the sound of the mausoleum door opening, they all quickly file out through the exit grave. They will then run directly east from the exit grave at about 6" per phase. In one turn they will reach the path leading through the graveyard to the mausoleum. From there the agents will spread out to surround the mausoleum entrance. They will all keep about 10" away from the entrance until all the security men are in place one turn later. (The accompanying illustration shows the path of the six agents and their final positions two turns after having heard the door to the Mausoleum open.



Once all of the security agents are in position, they will begin to close in on the mausoleum entrance at 3" per phase. If the PCs don't exit by the time the agents reach the entrance, the disguised agents will enter the mausoleum.

If and when the any PCs who entered the mausoleum decide to leave (walking, running... or flying), they will probably encounter the ghosts and undead converging on the Mausoleum entrance. Exactly where the disguised agents will be depends on how fast the PCs leave the area. For example, if the PCs take off the instant the agent starts climbing out of his coffin, the agents will still be on the graveyard path prior to spreading out (don't forget Perception rolls for the agents and the PCs to notice each other). If the PCs wait awhile (maybe fighting MacDonald) before they leave, they may see the ghosts and undead closing in from all sides. Describe the scene to its fullest — make it as dramatic as possible and horrible as you can; don't forget the effects of swirling fog or flashes of lightning. Try to keep the PCs believing in these creatures until the last possible moment.

If the PCs get out of the mausoleum soon enough, they shouldn't have any problems escaping. Most PCs should at least be able to duck around behind the mausoleum and run off. The disguised agents mainly just want to scare off trespassers, so they will let running PCs escape, and won't chase them much beyond the graveyard fence.

PCs who get too close, however, will get pummeled with the brass knuckles under the agents' gloves. The agents will take survivors prisoner, if possible (blindfolding and tying them up well). If the PCs start getting the upper hand, then the agents might just whip out their handguns and start shooting as a last resort.

The disguised agents are supposed to return to the base no later than one hour after they were sent to the grave exit. If they don't show up soon after that hour, Lady Mac Thain will send a large group of heavily-armed and undisguised security men to see what's up. If they discover that the PCs have wiped out all the disguised agents, all subtlety will vanish, and an army of regular security agents will be sent to hunt down and wipe out the PCs.

After chasing off the PCs, the disguised agents will quickly return to the S.H.A.D.O.W. base through the grave exit. They will report to Lady Mac Thain, then go remove their costumes in their quarters. The hermit will be ordered to return to his post in the shack.

The PCs have only half an hour between when the agents leave the graveyard and when the hermit returns to his post, to return to the area and explore all they can. When the hermit returns to the shack, he will reactivate the radar device. If any PCs are located by the radar again, the whole defense process will be repeated. Of course, the werewolf bit may have to be excluded if the wolf was killed previously by the PCs.

Exploring the Mausoleum: Sometime the PCs will probably enter the mausoleum undetected by the radar device. They may then wish to explore the place. Each of the rotted wood coffins contains a puppet that looks and smells exactly like a well-rotted corpse. A PC making a successful Perception roll while closely inspecting the skeletons will notice monofilament strands among the cobwebs on the skeletons. The monofilament strands stretch from the ceiling and connect with the limbs of the skeletons. Also, any PC passing his arm over the coffins or skeletons will contact the monofilament strands and pull them taut. A second successful Perception Roll will reveal the concealed mechanism that opens and closes each coffin.

The fancy coffin is locked (DEF 5, BODY 9 and -2 to Lockpicking rolls). It has a padded blue silk lining tacked down with shiny brass studs. Three of the buttons are not brass; they are black plastic and labeled "O", "U", and "S" respectively. A Perception Skill roll will notice the buttons.

The "O" button causes the heavy and locked coffin lid to unlock and open. Pushing the button again causes the lid to close and lock.

When the "U" button is pushed, the side of the coffin set against the wall of the mausoleum slides down, revealing a ladder leading down to the S.H.A.D.O.W. base underground passageways. Near the ladder is a button that opens and closes the coffin's side from inside the passageway.

The "S" button activates Lady Mac Thain's skeleton puppets. In each of the six rotting coffins is a puppet that looks like a decayed corpse. Monofilament strands that look just like dusty cobwebs descend from a guiding mechanism hidden in the ceiling and attach to the skeletons' limbs. When the "S" button is pushed, the complicated mechanism in the ceiling causes the skeletons to open their coffin lids and climb out. They then walk jerkily towards the entrance of the mausoleum at 1" per six seconds, clawing the air before them as if seeking victims. When they reach the entrance, they stop and claw the air in front of them for one phase. Then they turn and lumber back to their coffins, climb in, and close the lid. Anyone standing in the path of one of these animated pseudo-corpse is subject to an 1d3 killing attack from the sharp claws.

Hidden under the lining of the coffin is a speaker. The speaker has a radio receiver to receive sound signals sent from the microphone hidden in the mausoleum door. Anyone in the coffin can hear what's going on at the door.

•SPECIAL VEHICLES AND EQUIPMENT•

The Dunross S.H.A.D.O.W. base has several pieces of special equipment the PCs may encounter and have to deal with. Although you may not need much detail on some of the items, they are included in sufficient detail for your use in future adventures. Some equipment, of course, is already described in *Danger International* and only needs a cursory description here.

•VEHICLES•

The various generic descriptions of vehicles given in *Danger International* apply to these vehicles as well.

Forklift: The forklift is located on the underground submarine dock. It is ordinarily used only for moving cargo, but the PCs may decide to use it for something offensive, so its stats are included here.

ACC: 1, MAX: 8, DCC: 3, TURN: 3, DEF: 6/4, BODY: 9, SIZE: x2, LOAD: 2000

Helicopter: The base Hughes 300C helicopter is parked on the roof of the castle. Lady Mac Thain has it on hand for long distance travel and quick escapes. It has pontoons so it can land on water, and a powerful shortwave radio. The helicopter is always kept fully fueled.

ACC: 1 MAX: 23 DCC: 2 TURN: 9 SIZE: x4 LOAD: 949

I.R.B.M.: In one of the possible scenarios outlined for you later, S.H.A.D.O.W. has managed to build a surprisingly small Intermediate Range Ballistic Missile armed with a simple U235 fission bomb with an explosive yield of over 100,000 tons of TNT — quite enough to devastate even a large city. The missile has enough fuel to carry the warhead to the U.S.S.R. The missile is DEF 7, BODY 13. Its programmed target is Moscow, a 46 minute journey.

ACC: 10 MAX: 500 DCC: 0 TURN: 0 SIZE: x6

Motorboat: The base's gold-painted Cobalt CM-9 is moored at the castle dock at night. During the day it is usually at the boathouse on the mainland, 200 meters away. It is used for quick trips by sea. On the deck are four life vests (wearer expends no END when just floating, 1/2 END when swimming) and two 10-liter cans of gasoline (an 8D6 normal explosion each if detonated by an explosive). Under the seat is a flaregun with four flares (OCV: +1, RNG MOD: -1/2", Damage: 1D6 + 1, STR MIN: 8, Shots: 1, Size: 5, Additional effect: 1D3 phases blinded if hit in front).

ACC: .5 MAX: 6 DCC: 2 TURN: 2 SIZE: x3

Rowboat: This is a long, slim, black-painted racing rowboat for one or two rowers, and it is moored at the base dock. Security agents often use this boat to take MacDonald and other vampire agents to their victims who live near the coast. When MacDonald has killed

his victim, he heads for the rowboat and "vanishes without a trace." It has a light auxiliary motor attached for faster and easier travel when silence is not required. Coiled at the bottom of the boat is a three meter length of rope.

ACC: .5 MAX: 3 DCC: 2 TURN: 1 SIZE: x2

Sailboat: This small recreational sailboat is moored at the base dock. Inside is an assortment of fishing gear and a 20 meter length of rope attached to a small anchor.

ACC: .5 MAX: 2 DCC: 1 TURN: 2 SIZE: x2

Submarine: This is the S.H.A.D.O.W. base's main transport vehicle because it can slip in and out of the base undetected through the base's secret underwater tunnel, detailed elsewhere. This is a small, diesel-electric submarine designed for short hauls. It can be entered either by climbing up one of the conning tower's two metal ladders (refer to map) and then down the hatch (1), by climbing through the open cargo doors (2) set into the top deck of the submarine, or through the airlock (described below, the door is underwater all the time). The submarine has a torpedo room (3) in the bow, with six small **torpedoes** (MIN R: 15", MAX R: 240", Damage: 5D6 + 1 AP, STUNX: 1D6 + 2, Size: 15, ACC: 15, MAX: 30) and two launch tubes. The bridge (4) has a periscope, communications center, radar detection system, ship function controls, ship's status readout, a table, and an electronic signal door opening system for opening the submarine entrance doors in the tunnel. The living quarters (5) has two triple bunks, a head, a kitchenette, a storage closet, storage lockers, and an airlock with three complete SCUBA suits and eight life vests. The cargo area (6) is used to store supplies. The engine room (7) gives the submarine crew access to the submarine's special diesel electric engines (DEF 7, BODY 6).

ACC: .5 MAX: 6 (on surface)/3 (below surface) DCC: .2 TURN: 1 SIZE: x6

Yacht: This white, custom-designed motor yacht is also moored at the dock. It is used by Lady Mac Thain for occasional breaks. The yacht is dressed up with fancy wood trimming, a shag-carpeted interior, and other luxuries. It has a bridge, galley, head, lounge, engine room, quarters for four, and a large space on deck for cargo.

On the deck is an unwieldy crane, strong enough to lift a car. On the bridge is a broken shortwave radio (non-repairable without parts). In the lounge are six flotation cushions (treat as life vests). Inside a small storage closet is a powerful waterproof flashlight, and behind glass is a **fire axe** (Damage: 2d6, STN MOD: 1d6-1, STR MIN: 14, OCV: -1, Size: 6). There is also a small bar with an assortment of expensive booze, and scattered in various places around the boat are a butcher knife, pens and paper, plastic bags, and any other mildly-useful doo-dads you might like to add.

ACC: .5 MAX: 5, DCC: 2, TURN: 2, SIZE: x6

•OTHER EQUIPMENT•

Spotlight: The S.H.A.D.O.W. base island has a powerful dual spotlight whose beam circles the island, illuminating the shore. The searchlight is powered by an electric motor designed to keep the spotlight beams on the pre-set path. The motor also automatically compensates for range, keeping a ten meter diameter area illuminated on each side of the island. The beams move along at five meters per segment, making a full revolution once per minute, and illuminating any area of the shoreline once every 30 seconds.

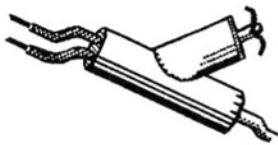
Built into each spotlight is a special infrared camera with a telephoto lens capable of seeing through even nasty weather conditions. The security agents on guard duty can watch the shoreline close up and clearly on two video monitors located under the searchlights. During times of poor visibility, the infrared camera picks up heat sources and displays them as fuzzy but discernable shapes. Persons wishing to avoid detection by the infrared camera must hide behind at least several centimeters of rock, wood, or water to block out their heat. If the camera detects a heat source, it locks onto it. The spotlight then follows the heat source until it disappears, or until a security agent switches the spotlight from automatic to manual.

The security agents watching the monitors get normal Perception rolls (with modifiers for size and concealment, but not for distance or darkness) to detect objects picked up by the cameras. It takes one phase to switch the searchlights to manual.

The searchlights each fill 1/2 hex, and the motor fills 1/4 hex. Each searchlight is DEF 6, BODY 6, and the motor is DEF 5, BODY 4. Destruction of a searchlight puts out the light and the IR camera, and destruction of the motor freezes the spotlights in place.

Vampire Attack Tools: For special "vampire missions", where Brian MacDonald or some security agents go out in vampire disguise to eliminate troublesome people vampire style, there are two special pieces of equipment: the tranquilizer dart blowgun and the hand-pump device. The **tranquilizer gun** is used to immobilize the victim (OCV: 0, RNG MOD: -1/2", Damage: 1/2D6, STUN MOD: 1D6, Shots:: 1, Additional Effect: if any BODY gets through, it administers a nerve poison that affects STR, DEX, and INT for 12 segments. Recovery is in three hour intervals).

The **pump** is used to remove blood. The pump is connected by a rubber hose to a strong 3-liter plastic bag strapped to the user's lower back. The other end of the pump has two short rubber hoses protruding from it, each capped with a short hollow needle. The needles are inserted into a victim's neck, and blood is pumped from the victim into the plastic bag. The result is a corpse that looks like the victim of a vampire.



Pump Mechanism

Vampire Outfit: The vampire outfit worn by Brian MacDonald (most of the time) and some security agents (only when needed to take care of select targets) consists of an old-fashioned formal suit, a full-sized cape with a red lining, formal white gloves, and fake long canine teeth. The vampire personnel also wear brass knuckles under their gloves to add a 2D6 normal attack to their punches, and the security agents also carry Mauser Parabellums in hidden shoulder holsters. The security agents need makeup to look deathly white, but MacDonald doesn't.

The cape and suit jacket are actually cleverly disguised body armor. The cape is DEF 3 for locations 6-18, with a DEF 5 collar for locations 3-5. The suit jacket is DEF 4 for locations 10-13. The cape armor usually only protects the wearer from attacks coming from the back and side, but if the wearer knows the attack is coming, he can usually turn slightly to show only his side or back. The cape DEF can be added to the collar DEF and/or the jacket DEF if the wearer has a segment to prepare (by raising the cape to cover the other armor), or if the angle is right. The outfit lowers the wearer's DCV and any DEX-based rolls by 2 and adds 2 to the END cost of anything he does.

Ghost Outfits: Like the vampire outfit, the ghost garb worn by half the security agents (when they are in disguise serve two purposes, for they instill fear into onlookers and at the same time protect the wearer like light body armor.

These outfits mimic those of the ancient Celtic warriors who were buried at Dunross during the first six centuries of the first millenia. They consist of crudely made, bright striped or plaid wool trousers, a heavy checked wool undershirt, a chain mail overshirt, and simple skullcap-style helm. Long, red-hair wigs, which are sewn onto the helmets, complete the ensemble.

A few modern touches, however, make the ghost outfits especially effective. A special rubber sole gives the leather shoes extra grip on slick surfaces. The wool and shoes have been dipped in a phosphorescent chemical and, after exposure to light, they glow for up to three hours with a yellowish-white aura. In addition, the specially treated fabric woven into the mail and inlaid into the outer surface of the helms also glows. With a little careful makeup, anyone wearing this garb could be taken for a ghost.

Each disguised security agent carries his pistol in a leather belt pouch and a knife in a belt scabbard. A small, square leather shield with a metal boss slings over his back.

The mail is actually heavy kevlar armor, DEF 4 for locations 9-13; the helm is laminated steel, DEF 6 for locations 3-5. With his DEF 2 shield slung, the wearer has DEF 6 for locations 10-11 if attacked from behind. If he carries the shield, the wearer enjoys DEF 2 for locations 6-8 on his non-weapon arm. The outfit lowers wearer's DCV and any DEX-based rolls by 2 and adds 2 to the END cost of anything he does.

Walking Dead Outfits: The disguises for the Walking Dead resemble the ghost outfits, except that the wool appears dirty and rotted and the agents wear no helms or mail. Their faces — not their clothes — glow, and their greenish phosphorescent makeup gives their bodies an unearthly aura. This effect complements their rather decomposed clothing, befouled wigs, and ragged false beards, making them look like undead Celts.

An underlayer of light body armor, DEF 3 for locations 7-16, provides the wearer special protection. The outfit lowers wearer's DCV and any DEX-based rolls by 1 and adds to the END cost of anything he does.

• SCENARIOS •

In this section, we present four possible master plans for the S.H.A.D.O.W. base to be involved with. Then we will deal with how the PCs get involved. Choose whichever master plan and plot complications you want to use to bring your PCs into the plot. Finally, we will deal with S.H.A.D.O.W.'s methods of safeguarding their plan and what the PCs can do to foil it.



• THE MASTER PLANS •

1. TERRORIST SUPPLY CENTER ("OPERATION PANDORA")

S.H.A.D.O.W. often achieves control over an organization by being the sole supplier to the organization. So it is with many terrorist factions throughout the world. In return for supplies (usually weapons), the terrorists do much of the dirty work S.H.A.D.O.W. deems necessary to help bring about its goal of world conquest. The Dunross S.H.A.D.O.W. base is used as a launching point for transporting supplies to the terrorists and letting the terrorists work out and practice their grim trade. The base submarine is used to secretly transport the supplies to pickup points on beaches or riverbanks. On each trip terrorists usually accompany their precious cargo.

In this case, S.H.A.D.O.W. is supplying the Irish Republican Army (IRA) with a cargo load of firearms and explosives. The IRA terrorists plan to use the weapons to assassinate the Prime Minister of Great Britain during a state visit to Ulster in Northern Ireland.

The plan calls for the submarine to leave the S.H.A.D.O.W. base and head for a secluded beach on the North Irish coastline. It will arrive at night, 16 hours after leaving the base. On the beach will be about six IRA terrorists, waiting to accept the weapons shipment sent in on a rubber raft. The terrorists will take the weapons and their S.H.A.D.O.W.-trained compatriots to an abandoned barn and there they will discuss their plan for assassinating the Prime Minister sometime within the next few days. If the adventure manages to get this far before the PCs stop the terrorists, then you can design the assassination attempt. If the terrorists are not stopped, the assassination goes off without a hitch.

2. AGENT TRAINING FACILITY ("OPERATION ANIMAL TRAINER")

The base is being used as a training area to keep S.H.A.D.O.W.'s elite field agents in top shape. The agents usually come to the island for intensive training before being sent on an important mission. The submarine is primarily used to transport arms as detailed above, but it is also used to transport agents to and from the base.

This scenario is similar to scenario #1 in that the agents are out to assassinate the Prime Minister of England. However, this time S.H.A.D.O.W. is doing the job directly with its own agents and in England, when the Prime Minister is theoretically more vulnerable. The arms-loaded sub will travel to an isolated beach in England, and no one will meet the assassins. They will go to their own abandoned barn to make their final plans, and everything else will proceed as above.

3. MISSILE DEVELOPMENT SITE ("OPERATION APOCALYPSE")

With the aid of stolen information and equipment, the S.H.A.D.O.W. base has been constructing a miniaturized intermediate range ballistic missile (IRBM). The submarine originally transported technicians, equipment, and parts for the construction of the missile, but has since been fitted with a launching system to support, transport, and fire the missile.

S.H.A.D.O.W.'s miniaturized nuclear missile is now ready and loaded into the special launching system built into the submarine's cargo area. The submarine will leave the base and head out 20 km into the North Sea (a one hour trip). There it will surface, prepare the missile for launching (one minute), and then launch it towards the USSR. It will reach Moscow in 35 minutes, detonate, and wipe out a good portion of the city.

S.H.A.D.O.W. hopes the Russians will blame the US, and that the result will be total nuclear war. The main S.H.A.D.O.W. base (*not* Dunross) is isolated, hidden, and well-protected, and Mr. Nunn feels certain it will survive a nuclear war. After the rest of the world blows itself out of the water, S.H.A.D.O.W. will move in and take over everything. Why it would want a nuked-out world, only S.H.A.D.O.W. knows. Perhaps they feel that sleeping the immediate results off in cryogenic tanks for a couple of centuries will make the world more palatable.

If the PCs fail to stop the attack, you decide whether or not S.H.A.D.O.W.'s hopes come true. If you want to save the world, the missile could fail to launch because of a technical failure, or it could simply blow up too soon (maybe while still in the submarine). Russia might shoot down the missile (after all, there's only one of them) and/or even decide not to retaliate, especially if the PCs somehow get word to the Russians of what is happening.

If you want a change of pace (a *big* change of pace), however, you can have World War III go off. The PCs can attempt to survive in the immediate aftermath, or they can go to sleep in the cryogenic tanks in the S.H.A.D.O.W. base, and wait for things to die down a bit (pardon the pun). You can then switch to a post-holocaust campaign.

4. EXPERIMENTAL DRUG DEVELOPMENT LAB ("OPERATION Dr. J. AND Mr. H.")

S.H.A.D.O.W. scientists have developed a "manic drug" capable of changing a human into a powerful, crazed, animal. The S.H.A.D.O.W. base is being used to test the drug on people abducted from the surrounding area. The submarine transports medical scientists and supplies to and from the base.

S.H.A.D.O.W.'s tests with the manic drug have been quite successful. Now S.H.A.D.O.W. plans to dump tons of the chemical into major water supplies around the world. The people who drink from the water supplies will turn into raving beasts in a matter of days or even hours. A whole city will probably be torn to shreds if its whole population imbibes the drug. If enough cities fall, nations will lose their power, and then S.H.A.D.O.W. will move in to take over the reigns of power. The resulting chaos could set off other problems — like nuclear war. If so, you could run a post-holocaust campaign as described in scenario #3.

In this scenario, S.H.A.D.O.W. intends to first test the drug on the main reservoir of York, England. Loaded with several hundred gallons of the manic drug, the submarine will head for the English Coast, a 5 hour trip away. A short distance from shore, the drug will be transferred to a S.H.A.D.O.W.-owned fishing trawler, which will take the drug to shore. The drug will be transferred to a truck at the dock, and taken to the reservoir. If the PCs don't stop the operation before then, you decide what happens.

•THE MANIC DRUG•

S.H.A.D.O.W. scientists have developed a drug that turns people who take it into powerful, vicious, beasts. The "patients" described in the Personnel section are S.H.A.D.O.W.'s experimental guinea pigs for the drug. The manic drug takes effect if injected orally, but it works much faster (2x as fast) if injected into the bloodstream.

When injected in a massive dose, the drug takes only three hours to completely change its recipient. Due to the drug's drastic alterations of the body's adrenalin and tissue systems, the recipient essentially gains 10 points of STR, three points of DEX, five points of CON, five points of BODY, five points of PRE, five points of PD, one point of ED, 1 point of SPD, three points of REC, ten points of END, twelve points of STUN, a +3 to Perception rolls, and +2" running (the increases to figured characteristics due to primary characteristic increases are already figured in). The recipient loses 5 points of INT, along with the ability to reason, think logically, speak, and understand sentences like a normal human. He also loses five points of EGO and eight points of COM. It takes a total of three hours for these changes to occur. If the character is subjected to any stress (combat, pain, fear, etc.) during this time, he has to make an EGO roll at -1 to avoid going berserk and attacking every annoying thing in sight.

Unless an inflicted character receives more of the drug, the effects last for only twelve hours before they suddenly begin to wear off. The character goes into convulsions lasting fifteen minutes, then falls into a possibly permanent coma lasting at least one day. Try a CON roll every day after falling into coma to awaken; if the character doesn't wake up after five days, he never will. If he awakens, the cold turkey period is over. The character will find himself extremely weak, so he will need several days of rest to get back to normal.

If the inflicted character does receive several doses of the drug, he stays in the manic state for almost two weeks; then suddenly drops dead of sheer exhaustion. If allowed to go cold turkey at any time before dying, the character will recover, but the recovery period is much longer — up to two or three months. There is also a chance he will die, just as there always is.

The PC will receive a powerful dose of the manic drug (without being told what it will do), and then placed alone in one of the cells. After he changes into a beast, he will be sent against any other PCs on the island who are located but not captured.

STRANGE DOINGS IN DUNROSS

S.H.A.D.O.W.'s new base stayed secret for four months. The locals have always believed in the Celtic curse on Dunross and they feared S.H.A.D.O.W.'s supernatural creations, but they did nothing effective to rid themselves of the menace. The constable's appeal to the Scottish federal police ran afoul of a S.H.A.D.O.W. agent planted in the ministry and general disbelief in any discussion of walking dead, ghosts, werewolves and vampires. Once rebuffed, the proud and isolationistic townspeople refused to try again. They would deal with the problem on their own, just as their ancestors did, if they could only figure out how...



Then, a man by the name of George Graves came to Dunross for a short vacation away from the hectic rat race of the city. He planned to spend his vacation working on a Western novel he'd been writing. Graves had one major weakness: an insatiable curiosity. When he wasn't typing away in his room at the Orkney Inn, he was off exploring the countryside and occasionally chatting with the local people.

Eventually, Graves learned about the hauntings and the supposed horrors (including strange disappearances, if Scenario #4 is being played) plaguing the area, and his curiosity was piqued. He started exploring the area north of Dunross, and soon found himself at the hermit's graveyard. When he was denied entry into the graveyard, Graves grew suspicious. Soon after dealing with the hermit, Graves happened to mention his suspicions to Ian Keith. Keith reported Graves' interest to the S.H.A.D.O.W. base, and Lady Mac Thain had Keith watch Graves.

•GETTING THE PLAYER CHARACTERS INVOLVED•

Now that we know what S.H.A.D.O.W.'s master plan is, how do the Player Characters (PCs) get into a position to throw a monkey wrench into the works? For that, we will have to journey a few weeks into the past and follow the tragic adventures of would-be writer of Western novels named George Graves, and an amateur photographer/SCUBA diver named Leonard Snow...

One night, Graves left the inn, leaving word with Keith that he would be out for awhile checking up on his suspicions. Keith informed the S.H.A.D.O.W. base, and the disguised security agents knew to expect him. Graves arrived as expected, but the ghosts and walking dead weren't there just to scare him off. They proceeded to pull out their well-concealed handguns and blow Graves away.

Lady Mac Thain ordinarily has her victims thrown to the sharks, but George Graves' surname piqued her morbid sense of humor. She had Graves buried in an old grave, and added a new tombstone to it. She then had security agents sneak into Dunross, take Graves' possessions from the inn and put them in his car, and drive the car to the S.H.A.D.O.W. boathouse. There, the car was loaded onto the yacht, and then dumped into the sea.

A few days after Graves disappeared, the constable received an inquiry about his whereabouts. He was unable to find anything to explain the disappearance, and said so.

One week after George Graves was supposed to return from his vacation, Leonard Snow traveled to Dunross to find him. Snow was a perfectionist who valued his high standard of living and his privacy, and he hated hotels. He rented an office and a house, so he could work in comfort and privacy.

Snow worked hard to find out what had happened to George Graves. Despite his many years of living in Scotland and his command of Scots Gaelic, he wasn't very likable, so he had trouble getting information from the villagers. He was frustrated at every turn, but his investigation drew the attention of Keith, and therefore Lady Mac Thain.

Because Snow did not stay at the inn where Keith could keep an eye on him, Lady Mac Thain had an outside S.H.A.D.O.W. agent, Elise Graeme, sent in to befriend and keep an eye on him. Elise pretended to be on vacation in Dunross, and lonely for company. Snow, who was avoided and ignored by the villagers, was only too happy to oblige Elise. He told her about his investigation and what he'd turned up so far, which was next to nothing. Elise relayed this information to Ian Keith, who radioed it in to the S.H.A.D.O.W. base. Lady Mac Thain was satisfied Leonard Snow would turn up nothing more of value than the constable had, so she let him be.

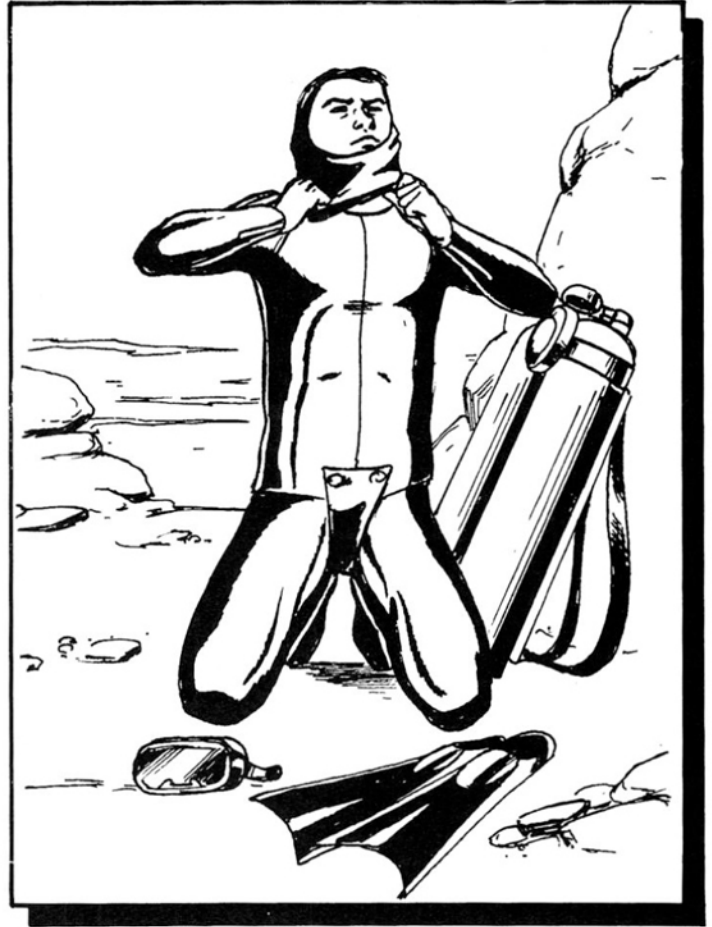
But then Snow discovered an old widow south of Dunross, among the farmers who still remained at their homes. She was lonely, and willingly spent several hours telling Snow all the gossip and rumors she knew. The stories about the ghosts, undead, werewolves, and vampires intrigued him, and he began to poke around.

Almost one week after arriving in Dunross, Leonard Snow began to develop suspicions about the reclusive Lady Mac Thain. Why so many guards, and why was there no word of her deceased husband's research among the marine biological community? Why the searchlights? Out of curiosity, he rented a boat one night and sailed out to Lady Mac Thain's island. Near the island his boat was almost swamped as the conning tower of the S.H.A.D.O.W. submarine passed him on its way to the base. Snow returned to Dunross, terminally curious.

Snow had brought his SCUBA gear (diving was one of his many hobbies), and he wanted to dive around the island to see what he might find. He suspected there might be a submarine entrance. But before he tried diving, he wanted to have a look at the hermit's graveyard at night (he had already tried by day, of course). He entered the graveyard and began searching around. He discovered the odd tombstone over George Graves' grave and photographed it. Then he encountered the disguised agents, and managed to photograph one before he escaped.

This infuriated Lady Mac Thain, and in her anger she took rather extreme measures to scare any other curious fools away. She had Brian MacDonald go to Leonard Snow's house the same night Snow had entered the graveyard. MacDonald killed Snow, using his special vampire tools to make it appear as if a vampire had killed him.

The next day, Elise Graeme discovered Snow's body and her screams alerted the villagers. They saw the body, and thought he had died from the bite of a vampire. To prevent Snow from becoming a vampire, the villagers drove a wooden stake through his heart, cut off his head, and filled his mouth with holy wafers.



The constable reported the murder, but he could not help the police investigators, since no one would talk. The police were left with yet another mysterious death in Dunross, one of too many in their files. They went away befuddled, with no cooperation from the villagers.

At this point, the threats to the secrecy of the S.H.A.D.O.W. base have been eliminated. Elise Graeme remains in Dunross in case any more nose people show up, but Lady Mac Thain feels confident the gory death of Leonard Snow will scare off anyone else looking for George Graves.

She's wrong...

ENTER THE PLAYER CHARACTERS

Different Player Character types can enter the adventure through different paths. Decide what kind of PCs will be adventuring in this scenario: secret agents, private investigators, monster hunters, etc. Then go to the appropriate category below to find how the PCs should enter the adventure.

The identities and occupations of George Graves and Leonard Snow depend on which means you choose. There may also be one or two additional NPCs involved in the adventure: Glenda MacAlexander and Bethany Stuart. Glenda is an extremely thin and pale wisp of a woman, with long straight blonde hair and a melancholy expression. Bethany is a tall, slim, and pretty brunette. She has an easy-going, pleasant disposition, but she can become curt and professional when necessary.

In all cases, the PCs will probably be limited in their ability to bring heavy weapons into Scotland. However, they may acquire hunting permits, which will allow them to bring *sporting* rifles and shotguns into the country. Treat the average medium game sport rifle as a bolt-action M-1 Garand with only a five shot capacity, and treat the average sport shotgun as a regular shotgun with an 18" barrel.

In each case, each PC will somehow (the exact method is described in the below categories) acquire a special device known as a "Miniature Thermite Device" (MTD). This very flexible device is about the size and shape of a credit card, and less than half a centimeter thick (Size 0). One side has an adhesive strip so the device may be hidden easily almost anywhere, and easily attached to targets. To use the MTD, one simply sticks it to some surface, pulls an attached detonator tab, and waits five seconds. The special thermite substance inside will then ignite and burn for approximately four seconds. During this time it will illuminate a small area, and it will melt almost any metal it contacts.

On the first segment of ignitions, the MTD does a 2D6 armor piercing (energy DEF has only 1/2 value) energy killing attack on anything it has contact with. During the second segment, it does 1.5 EK AP damage, while it yields 1D6 EK AP damage during the third segment. In the fourth segment it delivers 1/2D6 EK AP damage, but in the fifth and later segments it does no damage. If someone adds an attack to the thermite attack (such as kicking near a burning MTD wrapped around the lock of a door), the two attacks may be added together as one attack. The thermite will burn even under water (so it cannot be washed off), but when it ceases burning, the metal it melted will cool rapidly into a non-functional blob with the same total DEF and BODY it started with.

The main purpose of the MTD in this adventure is to help captured PCs who are locked in the Termination Room to escape. Hopefully, a group of captured PCs will have at least one MTD between them, or it's doubtful they'll escape from the Termination Room.

The PCs may also acquire a small criminology kit. This briefcase-sized kit contains equipment for dusting for fingerprints, analysing hair and soil samples, and determining blood type. It will allow PCs to perform simple Criminology Skill tests which require some minor equipment.

Fill out the details for the following plot paths, and role-play the introduction of the PCs into the adventure as much as possible.



SECRET AGENTS

George Graves was an American agent on vacation, and Leonard Snow was an agent sent, unofficially, to find him. The agency received Snow's mutilated body from the British government, along with condolences and word of an unsuccessful investigation into the bizarre murder.

The PCs work for the same agency Graves and Snow did. They knew both Snow and Graves fairly well, so the agency has chosen them to search for Graves, find Snow's murderer, and find out what's going on. The agency does not have the permission of the Her Majesty's government to investigate the murder, so the PCs will have to travel undercover as tourists. Because the PCs are supposed to look

like tourists, they will not be permitted to carry heavy weapons, explosives, or other highly suspicious equipment. Knives and easily concealed weapons are permitted, and they may be picked up at the agency base in Edinburgh. If the PCs desire, they may acquire hunting permits, which will allow them to carry sporting rifles or shotguns.

There is one weapon the agency will give to each PC, an experimental MTD (see above). The PCs are instructed to hide the MTD on themselves, and only use them if necessary. They are *not* to let one fall into enemy hands.

At the Edinburgh office — which is in a bagpipe shop on the Royal Mile near Holyrood Palace — the PCs may also pick up the small Criminology Kit described above to aid them in their investigation.

The PCs are to travel to Edinburgh by car, after landing at Glasgow's airport. Once in Edinburgh, they will stay at the Albany Hotel, not far from the Scott Memorial, where they will meet the control officer, Bethany Stuart. Ms. Stuart will issue the PCs their equipment and will explain in detail what the agency knows about Graves' disappearance and Snow's death. She will then have Glenda MacAlexander, a member of the agency, join the PCs. Ms. MacAlexander will take them to Dunross (by way of the carriageway through Aberdeen) and she assist them in their investigation. Glenda was George Graves' lover, and she volunteered for the mission. She will drive the PCs northward in her agency-issued blue Volvo, which will serve as the PC's transportation throughout the investigation.

The PCs will be able to contact Bethany Stuart's office by short wave radio or computer modem link. She can only arrange to send assistance if there is a true emergency the PCs cannot handle on their own.



POLICE

George Graves was an American police officer who took a long-needed and saved-up-for vacation in northeastern Scotland. Leonard Snow was officer Graves' partner, and he went to Scotland unofficially to find him (Snow's wealthy family paid his way). Officer Snow's body was returned to the U.S., with condolences from the British Foreign Office and word of an unsuccessful examination into the murder by the Scottish police.

The PCs know both Graves and Snow better than anyone else on the force, except for police lieutenant Bethany Stuart. Officer Snow was lieutenant Stuart's cousin. Stuart was very close to Snow, and she has sworn to find his killer. However, she can't get away from work for several weeks, so she has asked the PCs to find the murderer for her (and find out what happened to Graves, of course). She will, of course, explain everything known about the case. Like Snow was, Stuart is a wealthy lass who enjoys adventure and independence, so she will pay for the PC's trip.

The PCs will not be on official police business; they will act as tourists. Because of this, they will not have police protection, nor will they be allowed to bring their weapons with them. However, Lieutenant Stuart will give each PC an MTD, which is an experimental device developed by the police force's own eccentric chemist. Stuart will suggest the PCs only use the MTDs in an emergency.

The PCs will be met in Edinburgh by Stuart's friend and company's Scotland representative, Glenda Mac Alexander. Glenda is the daughter of an influential military officer, Sean MacAlexander. As such, she can get hold of a criminology kit and a few service handguns for the PCs if they want them. Glenda will drive the PCs up the Scottish North Sea coast to Dunross, using her supercharged Rolls Royce. Upon arriving at the village in northeastern Scotland, she will help them with their investigation.

Glenda will give the PCs the telephone number of her father (who lives in Inverness), just in case they run into serious trouble. With enough justification, he will call on a few favors and get help sent to Glenda and the PCs.

PRIVATE INVESTIGATORS AND ADVENTURERS

Private investigations present two possibilities. First, you can use the PC introduction given above for the police for most of the story. However, instead of the PCs working for the police force, they work for themselves or an agency. They were friends with officers Graves and Snow, and they often work with Lieutenant Stuart to solve cases. Other than these minor differences, the PC introduction for private eyes can be the same as it is for police officers.

Or, if you desire, George Graves might have simply been a vacationing businessman, and Leonard Snow might have been a private investigator sent to find him. Glenda MacAlexander is the one who sent Snow after her cousin Graves. She wishes to hire the PCs to accompany her in her search for Graves and Snow's killer, and she will supply them with the MTDs and criminology kit, and possibly a few light handguns (taken from her father Sean's gun collection).

MONSTER HUNTERS

George Graves was a vacationing businessman who mysteriously disappeared. Glenda MacAlexander, a rich psychic friend of Graves who firmly believes in the supernatural, sent a psychic investigator, Leonard Snow, to find Graves.

The PCs may learn of Snow's bizarre murder in the newspaper. Snow *supposedly* died at the hands of some undiscovered psychopath who made the murder look like a vampire attack. Glenda's name is mentioned in the article, and they could contact her to find out more.

Or the PCs could know Glenda MacAlexander professionally, as she is a well-known psychic empath. She could come to them with news of the mystery.

Glenda will offer to pay the PCs to accompany her on her investigation into the disappearance of Graves and the murder of Snow.

Before they go, the PCs may acquire hunting permits so they may bring along sport firearms. The PCs and Glenda will then fly to London and take the train to Edinburgh, where they will be met by Glenda's father, Sean MacAlexander, who lives in the Scottish capital. He will drive the investigators to his house, while Glenda explains what has happened.

Sean MacAlexander is an old, crusty, and eccentric weapons developer for Her Majesty's government. He wants Leonard Snow's killer found, and he is willing to help a little in the investigation. Although it is illegal for him to do so, he may supply the PCs with a small handgun or two from his collection, if they wish. Sean has been working on the development of an experimental MTD, and he has several prototypes ready. He will give each of the PCs (and Glenda) one of the MTDs to use only in case of emergency. Sean doesn't want an MTD to fall into the hands of the law, because he would end up in serious hot water for sharing classified technology.

Sean will also give Glenda and the PCs a battered but smooth-running Land Rover (or Ford van, depending on the number of PCs) to use during the investigation. If anyone wishes to contact him, he has a short-wave radio in his house. Given *sufficient* justification, he could pull a few favors and have help sent to the investigators.

INNOCENT BYSTANDERS

This PC introduction may be used for *any* PCs — including the ones described above. It will provide much more challenge for the PCs, since they will not have the same preparation time the other alternatives provide.

The PCs are on a simple vacation to Scotland. They are doing some hunting, so they brought along several sporting firearms (or — for a real test — assume they are simple sight-seers without any weaponry). The PCs have little luck finding game, so they decide just to do some sightseeing.

While driving north in Scotland, the PCs vehicle (an old Vauxhal van, if the PCs didn't already own a vehicle) starts developing engine trouble. They detour off the carriageway to find a place to fix the vehicle. They finally find a place and have their vehicle fixed, but when they try to get back on the highway they somehow become hopelessly lost on back roads. Finally, at dusk, the PCs find themselves in the little village of Dunross. Tired and bothered, the PCs decide to stay the night at the Orkney Inn to get a fresh start in the morning.

As they move into the inn, the PCs see a nervous-looking girl, Glenda MacAlexander, also moving in. She is nice and polite, but quiet and lonely-looking. After moving in, Glenda goes down to the pub for a bite to eat. Hopefully, one or more of the PCs will sometime introduce him(them)self to her (or else she will have to approach them), and she will invite them (including Elise Graeme) to join her for dinner.

Glenda, obviously wanting someone to talk to, will explain why she is here. Her cousin, George Graves, came to Dunross on vacation. When he didn't return at the end of his vacation, Glenda sent a private investigator, Leonard Snow, to find him. After Snow's murder, Glenda decided to complete his investigation on her own.

Glenda's eccentric father, Sean MacAlexander, works as a weapons developer for the British government. He had many experimental inventions lying around the house, and before leaving on her investigation, Glenda pocketed a few of them: a Gyrojet pistol with fifteen rounds, a criminology kit, and several Miniature Thermite Devices (as many as the GM wants to supply to the PCs, but at least one).

Glenda is having second thoughts about investigating alone, so she will ask the PCs to help her. If they accept, she will give them the pistol, criminology kit, and the MTDs as payment (all together they are worth at least a thousand dollars), since she has little cash on hand. Glenda will also explain how to contact her father for assistance in case of real trouble.



•SEQUENCE OF EVENTS•

Use the following timelines to determine the general sequence of events. Refer to the map and the personnel descriptions as the PCs come upon them.

•PLAYER CHARACTERS' TIMELINE•

During the beginning of the scenario, several events occur to help embroil the PCs in the adventure. For best effect, closely follow the early part of this timeline through the escape of the vampire-disguised Brian MacDonald.

TRAVELING TO DUNROSS

The whole drive takes the PCs through fields of heather, wild, rolling grassy hillocks, ponds, and finally to the rocky shores of the Scottish coast.

During the trip, Glenda tells the PCs the addresses of Leonard Snow's house and office in Dunross. They can get the office key from the landlord, but no one seems to know where the house key is located. If the PCs don't know what George Graves looks like, Glenda will describe him and show them a photograph of him (short, balding, mole on left cheek, always in a three piece suit).

CHECKING INTO THE INN

The PCs drive into Dunross at about 9:00 PM. When they arrive at the Orkney Inn, where the innkeeper Ian Keith (refer to description in Personnel section) comes outside to help them with their luggage. He bustles around and makes conversation (role-play him with a raspy Scots accent — it's a good idea to give every NPC his own distinctive voice), trying to ascertain who the PCs are and why they are here. He smokes, chews toothpicks, and belches constantly (providing those close by with an occasional whiff of bitter beer).

Keith will hand out room keys and help the PCs move into their rooms. Referring to the Orkney Inn map, have Keith assign the PCs to the rooms numbered 1, 3, 4, and 5. If there are only two PCs, put them in #s 1 and 3; if there are three PCs, put them in #s 1, 3, and 4. If there are more than four PCs, double them up in the rooms. Keith assigns Glenda MacAlexander room #2, but he won't put up a fuss if cautious PCs insist upon different room arrangements.

Keith offers to arrange supper in the pub for the PCs if they are hungry (they are), then rushes off to alert the cook. The dinner consists of bangers and mash, dark bread, and ale or beer. Dessert means a snifter of 10 year old malt scotch, some lingonberry trifle, and maybe a little coffee.

As Keith leaves, Elise Graeme shows up and cheerfully introduces herself to the PCs. She says that since they will be neighbors and there are no other guests at the inn, they might as well get to know each other. Elise then asks to join the PCs for dinner. ("The social life in Dunross is the pits.") Her real reason, of course, is to see if the PCs are looking for George Graves or Leonard Snow.

Sometime during dinner, or whenever possible, Elise Graeme will somehow mention Leonard Snow's name in the conversation — probably when explaining why she is in Dunross. She will explain that she was on vacation, met Snow, and became his girlfriend. If the PCs explain that they are looking for Snow's killer, she will offer to help them in their investigation. ("I *really* miss Len, and I want to see his killer behind bars!") If the PCs don't want her help, she will still try and find out what they know, and in the future she will often show up "just to talk" with the PCs.

Dinner takes a long time, and when they are through it is almost midnight. Glenda is quite tired and wants to get to sleep so she can be fresh for the investigation in the morning. She turns in for the night, and suggests the PCs do the same.

The PCs should know by now (from Glenda) where Leonard Snow's house and office are, and how to get hold of the office key, so they may want to investigate the houses before morning. Let the players know that their PCs are a bit travelweary, the landlord with the key to Snow's office is asleep, the police don't take kindly to people sneaking around in the night, the villagers awake at dawn, and it could be dangerous to go running around at night... but don't push the issue: if the players insist upon exploring now, then let them.

THE FIRST NIGHT

While the PCs enjoyed dinner, Ian Keith contacted the S.H.A.D.O.W. base on the radio in his room. Lady Mac Thain is now thoroughly annoyed with inquisitive people who can't seem to mind their own business. Even if the PCs have not revealed their purpose in the town, Ian can tell what they are after by their actions; besides, he's getting paranoid about things by now.

Lady Mac Thain decides to scare the investigators off once and for all with a real threat — the immediate death of one of the investigators by vampire bite (her ultimate message). Because a wispy person like Glenda MacAlexander couldn't possibly put up much of a fight against Brian MacDonald, Lady Mac Thain has chosen her to be the victim of the bodyguard vampire's kiss of death.

Sometime before 3:00 AM, the vampire-garbed MacDonald will travel south from the island in the black racing rowboat. Three armed security agents in ghostly disguise accompany him. Keeping close to the beach, they use the boat's outboard motor to cover the distance between the island and Dunross as quickly as possible. Before the boat reaches Dunross, the security agents let MacDonald ashore to finish his journey to the village by foot. The security agents will then kill the outboard to avoid anyone hearing them, and row the rest of the way in. They row up to the rocks at the base of the cliff under the Orkney Inn, and wait for MacDonald to meet them.

MacDonald walks boldly into town, not caring if he is seen — it only helps add to his reputation. (Of course, if he is seen by PCs who wanted to check out Snow's office immediately, it might have another effect entirely.) In the vicinity of the Orkney, he will move stealthily, constantly watching for lookouts, and finally sneaking up to Glenda MacAlexander's room window. This is room #2, unless the PCs ar-

ranged for different sleeping arrangements. If the PCs changed room assignments in such a way that Ian Keith could not have learned of it — unlikely but possible — then whomever is in the room becomes the vampire's victim.

MacDonald uses a special plastic probe to unlock the latch above the slit in the middle of the closed window. (The inn's doors and windows have been carefully cased by S.H.A.D.O.W., so that they have ease of entry.) Then he carefully opens the window. Glenda will not awaken — she's a sound sleeper. MacDonald produces his dart blowgun and shoots Glenda in the neck. Moving quietly, he climbs in through the window, then tosses the garlic outside. (After all, it wouldn't do for a vampire to enter a building "protected" by garlic. It will look like Glenda tossed the garlic out — probably to get rid of the smell — and suffered the consequences.)



MacDonald crosses over to Glenda and removes the tranquilizer dart. He then uses his blood pump, with one of the needles inserted into the hole made by the tranquilizer dart, to draw out a few liters of blood, killing Glenda (painlessly, I might add, in case you're concerned). After making certain Glenda is dead, MacDonald puts away his vampire tools and prepares to go.

Before he leaves, MacDonald purposely knocks the flower vase off the dresser. The resulting crash may awaken a PC — exactly what MacDonald hopes will happen. He wants the PCs to catch a glimpse of him and the dead girl, and hopes the sight will scare the PCs off permanently.

Have each PC make a Perception roll modified by -1D6 for how deeply asleep the PC is at the time (roll separately for each PC); a -2 for the thin walls between the rooms, a +3 for the loudness of the noise and its contrast with the quiet night, and a +1 to +3 for the distance between the PCs and the shattering glass.

If nobody comes to investigate, MacDonald gives a horrible scream (intended to sound female), making an equally loud noise. If that too fails to awaken a PC or two, he will leave (somewhat disappointed and disgusted with the PCs), and let the PCs discover the grisly scene in the morning.

There is a good chance that one or two PCs will wake up. If so, they each have to make a second Perception roll (same modifiers, except for the 1D6 for depth of sleep) to identify *what* it was that awakened them (shattering glass), but not the direction from which it came. If they look out their windows, they will not see anything because of bushy spruce trees blocking their lines of sight (however, a PC in room #3 will see MacDonald run by *if* he stays at the window long enough).



If the PCs go to Glenda's room door, they find it locked. The door is DEF 2, BODY 3 if anyone cares to kick or "shoulder" (same effect as kick) it open or shoot the lock off. If the PCs break into Glenda's room, they see the vampire standing outside the window and looking in.

Play the scene up by describing it in detail to the players: Glenda lying pale and still on the bed, the splinters of broken glass on the floor reflecting the pale blue moonlight streaming in the window, the tall form of the vampire framed by the window and the blowing curtains, the vampire's formal old-fashioned suit, his billowing cape with the blood-red lining, his dead-white face with burning red eyes, and his long white fangs glittering in the moonlight as he snarls at the PCs. Describe the situation well enough so that it leaves a favorable impression on the players.

If the PCs see the vampire, roll a PRE attack against them to see if they must freeze a moment before acting (don't forget good modifiers for the appropriate setting!). Brian MacDonald will immediately close the window, then pause a moment at the window before running — he wants any *lightly* armed (no rifles or shotguns, MacDonald is smart enough to get of their way if he can) PCs to take a shot (or stab) at him. If lightly armed PCs do raise a weapon to shoot, MacDonald will turn sideways as if preparing to leave. This will cause any bullet, throwing knife, other missile to at best hit him in his heavy bulletproofing (see Vampire Outfit description), which will help him appear invincible. The closed glass window also gives him DEF 1, BODY 1 protection *in addition* to his bulletproofing, and the waist-high windowsill *completely blocks* shots that would ordinarily strike below the waist. MacDonald then runs for the cliff edge and dives off into the sea below (taking one phase).



PCs attempting to follow him will first have to get over his PRE attack. Then they have to open the window and climb out (one phase), or dive right through the window (half a phase and 1d3-1 killing damage from broken glass).

If a PC manages to shoot MacDonald in the back in locations 12 or 13, there is a 50% chance the bag of Glenda's blood will burst and dump its contents on the ground.

If all MacDonald's armor, speed, and physique aren't enough to save him from aggressive PCs, roll on his luck. If that doesn't do it, and MacDonald is killed, some vampire-disguised security agent will have to take over his role. If MacDonald is captured alive, he will act comatose or like an amnesiac until he can find a chance to escape. He will *not* reveal the location of the S.H.A.D.O.W. base.

But the adventure will run much better if Brian MacDonald escapes relatively unscathed. When he dives into the sea, he will swim to the rowboat that is hidden behind the largest rock at the base of the cliff and waiting for him. The security agents will help pull him aboard, and then they wait until the PCs give up the search from above. Then they quickly but silently row off. They will be completely hidden in the darkness of the night, so the PCs won't see them. The PCs may hear the quiet splashing of the oars, however, if they make their hearing Perception rolls at -4 for the splashing of the waves below. They will have to make a second hearing Perception roll to ascertain the general direction of the sound, and an INT roll to determine what the splashing is (if they have a sea-going background, they recognize it immediately, without an INT roll). PCs may shoot towards the unseen boat at half basic OCV without using levels. (There is no such penalty, however, if a powerful flashlight is available). If any shots hit the boat before it moves out of range, the security agents will open up with their automatic weapons from the clifftop to suppress the PCs (but only if absolutely necessary — bullets from a ghost tend to undermine his credibility).

Of course, any unsilenced gunfire that occurs will not go undetected. Lights will go on, and faces will appear at windows. However, the villagers will avoid going out at night if at all possible, for they fear the curse of Dunross, and the vampire that has entered their village. No one will come outside, and no one will recognize the PCs in the dark. The constable won't even show up.

Only Elise Graeme will appear on the scene to ask what is wrong. If she hears about the vampire slaying, she will say, "Oh God, just like Leonard" and disappear into the bathroom to be sick. She will wait until morning to tell Ian Keith what she knows. The inkeeper won't hear any gunfire, and he won't wake up from his deep sleep. Ten minutes after the shooting incident, the faces disappear from the windows and the lights go out. The constable won't hear about the shooting until the next morning.

CLUES

After Brian MacDonald escapes, the PCs will be able to find a few clues lying around the place. This is better done by daylight, but a good flashlight should work almost as well.

The garlic MacDonald tossed out the window is lying on the ground nearby. If the PCs fired any bullets that struck MacDonald but did not penetrate his bulletproofing, those bullets are also lying around somewhere nearby. PCs who search around the area where the bullets fall find the bullets — if they make their Perception rolls (modified by -5 for small size, and up to +3 for clever search methods). The bullets are flattened. Smart players may wonder why the bullets didn't just pass through the vampire, and they may infer it was due to bulletproofing; but *don't* tell them that it was due to bulletproofing. The Players have to do some of the work.

If the bag of Glenda's blood on MacDonald's back burst, then a sizable mess should cover the ground. If the PCs use their criminology kit to analyze the blood, they will find that the blood-type is O- (Glenda's blood type). If MacDonald was wounded by a killing attack as he made his escape, there is a chance of 3 pts per point of Body taken that some drops of his blood fell somewhere along his escape route to the cliff. An analysis of MacDonald's blood will reveal it to be AB+ — not the same blood type as Glenda's.

A successful Tracking Skill roll made by a PC searching outside Glenda's window reveals MacDonald's footprints leading to the cliff edge, and that the vampire was running. A second roll, at -3 for the hard cobblestone streets, allows the PC to backtrack along MacDonald's trail through town. A third roll (normal modifiers) reveals where MacDonald came ashore.

The PCs may decide to climb down to the base of the cliff to search around for clues. If a PC searches behind the largest rock at the base of the cliff, he will find (with a successful Perception roll) black-painted wood splinters scraped off on the rock from where the black rowboat scraped against it.

If an agent with Forensic Medicine Skill analyzes Glenda's body (using the equipment in the criminology kit), there is a chance he will find the presence of some foreign chemical substance concentrated in her neck. The analysis will take four hours, at the end of which the PC may make his skill roll. If he makes his skill roll, he detects the presence of a strange chemical. If he makes his roll at -5 (-2 if he has knowledge of poisons as a special skill), he will discover the identity of the chemical, which is a powerful tranquilizer. If the PC can't discover the tranquilizing agent here, the chemical may be discovered later using the proper medical equipment in a well-equipped lab.

If the PCs decide to take Glenda's body to proper facilities for analysis, or even just burial, have the corpse contract with *rigor mortis* during the car ride... that should give the PCs a good panic.

If the PCs are involved in one of the scenarios where Glenda's father, Sean, is aiding them, the old man will be heartbroken at his daughter's death. However, he is made of stern stuff, and he will ask the PCs to continue on their investigation, and be free to call on him if they really need aid.

THE NEXT MORNING (DAY 2)

The next morning, word of the vampire will be all over town. At 8:30 AM, a group of eight prominent villagers, including the constable, come to the inn armed with pitchforks, axes, wooden stakes, garlic, and holy wafers. They demand to check all rooms, and the innkeeper will give them permission.

If the PCs ask the villagers what they are checking for, the constable will say that an old man said he saw a vampire head for the inn and enter one of the windows. The villagers fear that there has been another victim, and they want the victim to have a "proper" vampire burial (stake through heart, head cut off, mouth filled with holy wafers, etc.); otherwise the victim may become a vampire. The constable doesn't necessarily believe in the vampire stories, but he does have a nagging feeling that the Celtic curse on Dunross may be coming true. Beside, he does what the people want (and he may have heard about the shooting last night).

However, the villagers have no idea who the victim was, nor even if there was a victim — but a missing person is bound to raise suspicions. If the PCs try to hide Glenda's corpse, they'll have to come up with some excuse to explain to the villagers where she went. You should judge any excuses the PCs come up with, and decide if they are (in your opinion) convincing enough to satisfy the villagers. A PC making a Persuasion Skill roll automatically is convincing. If you feel that the PCs' excuses are a *little* lame, have the villagers insist on seeing Glenda's room. If the excuses are quite poor, the villagers will not trust the PCs in any further dealings. You should assign a negative modifier for any attempts to use Conversation or Persuasion to get the villagers to talk to the PCs.

If the villagers do manage to find Glenda's body, they insist upon doctoring the body in the "proper" fashion. If the PCs resist, the villagers insist upon it. If necessary, the constable backs the villagers and allows them access to the corpse. If the PCs lied about where Glenda was, the villagers will then act cold and unfriendly towards them, and any Conversation and Persuasion Skills the PCs use on the villagers are at a similar penalty.

If there was shooting during the incident, the constable will then ask the PCs if they know anything about the gunfire heard late last night. He is sure that they were involved, but he has no proof. If the PCs say they know no more than anyone else, the constable will have to leave it at that for now. If the PCs admit to shooting at the fleeing vampire, the constable will arrest them for disturbing the peace, and he will confiscate any weapons he can easily find. He wants the menace ended and the villagers would easily forgive anyone who attacked the vampire, so the magistrate will not give them a harsh sentence — a day in jail or a fine, and a stern warning against any further breaches of the law. The confiscated guns will be kept in the gun rack at the gaol.

No matter what happened in the night, the constable will suspect the PCs. He distrusts strangers, and thinks the PCs may have had something to do with Glenda MacAlexander's disappearance, or death. If he can gather enough evidence against the PCs, he will throw at least one (and maybe all of them) in gaol for a length of time shown in the Law Section.

Because the villagers are convinced the vampire deaths are due to a real vampire — or some sort of supernatural creature connected with the Dunross haunting — they do not suspect the PCs of the murders. Therefore, the constable, following the wishes of the villagers, will not arrest the PCs as suspects in the murder of Glenda MacAlexander. He is willing to nail them on other charges later, if they screw up. Before he leaves, the constable and his deputies will privately warn the PCs to stay out of any trouble whatsoever, or the law will be enforced to keep the peace. He will also tell the PCs not to leave town, or they will automatically be considered guilty of Glenda's murder.

If the PCs don't hide Glenda's body well, Keith may find out where it is hidden (probably through Elise). If he does, he will inform the S.H.A.D.O.W. base. Several security agents may then show up sometime to steal the body and put it in George Graves' sunken Jaguar for the sharks to find. They will only show up if the PCs are nowhere around and the body is easy to take. They will also make it look as if Glenda got up on her own and left to take up a life as a vampire.

The PCs may wish to question the witness to the vampire attack. If they ask the constable, he will grudgingly tell them who he is ("Dugal Smith") and where to find him (in a house behind the inn). The villagers may also tell where to find the witness.

Dugal Smith is an old fisherman who is a little hard of hearing. He is shy and humble, generally wishing to avoid dealing with people — especially strangers. However, Persuasion, Conversation, and maybe Seduction Skill may get the old man to talk about what he saw. A good turn, bribery, and even Interrogation Skill may get the same results. If the PCs get the fisherman to talk, he will say he had trouble sleeping last night, so he decided to mend some fishing nets until he grew tired. Suddenly, he saw a movement outside his window. It was the vampire sneaking up to a window in the Orkney Inn. The vampire did something to the window, then opened it, did something else, then climbed inside. A moment later something flew out of the window (the garlic). The old man just stared in horror for several minutes, and then he saw the vampire climb out the window. At that point, he passed out cold. When he awakened in the morning, he told his wife, who then told everyone in Dunross.

Just as a reminder, the cleaning boy, Andrew, will show up at 10:00 AM to clean the rooms. The PCs may wish to question him then. See the Room Descriptions for details about what Andrew knows.



THE INVESTIGATION

There is no set timeline between the first morning and the time when the PCs discover the S.H.A.D.O.W. base and what's going on. The PCs are on their own to explore Leonard Snow's house and office, talk with the villagers, and generally find the clues that will lead them to the hermit's graveyard. After dealing with the ghosts, walking dead (undead), skeletons, and the werewolf, the PCs may enter the underground passageways to the S.H.A.D.O.W. base by finding the secret panel in the fancy coffin in the mausoleum, or they may use Tracking Skill to find the grave exit. They may also travel by sea (boat, SCUBA, or swimming) to get to the island, or captured PCs may escape the Termination Room and enter the base. Once on the island, the PCs will have to sneak around and discover what S.H.A.D.O.W. is up to before they can effectively attempt to foil the criminals' plans.

•THE WEATHER AROUND DUNROSS•

At the time of the year the PCs are adventuring around Dunross (late September), the weather is a little on the cool side. Sweaters and light jackets recommended, plus a raincoat for the occasional rainstorm. Fog, of course, is always a problem. Use the following timetable to determine the weather for the days the PCs are in the Dunross area.

•WEATHER TIMETABLE•

Day	High/Low Temp. (F)	Notes
1	65/48	Variable cloudiness, slight breeze. Full moon but very overcast at night, with visibility only 5" to 15".
2	56/39	Overcast with little breeze during day, and no winds at night. Full moon, with thick fog rolling in right after sundown (7:00 PM), decreasing visibility to 6".
3	61/45	Overcast, with increasing wind and thunder towards late afternoon. Light rain beginning at 6:20 PM, becoming increasingly powerful (with lightning) by nightfall (7:00 PM), decreasing visibility to 10".
4	55/48	Overcast with occasional light showers and blustery breezes.

NOTES

The thick **fog** of the second night will cause objects to appear ghostly. Voices and other sounds will be hollow and hard to pinpoint. A flashlight will increase visibility in the fog by 2" to 5", depending on the power of the flashlight.

The heavy **storm** clouds of the third night will block out moonlight. The gusting winds and cold sheets of rain will cause all Perception rolls, DEX rolls, and DEX-related skill rolls to be made at -1d6 (roll the die once and apply the result to all these rolls for these characters). The rain also turns the ground to mud, so any running characters have to make a DEX roll every 24" to avoid slipping and falling. Uneven ground and complicated DEX maneuvers incur a **further** -1D6 penalty to the character's DEX roll.

On every turn during the storm there will be a 11- chance that lightning will strike the **highest object** in the area for 10D6 normal damage (4D6 killing if the object is a well-grounded, wet character). The lightning will also light up the whole area as bright as day for one **segment**. Characters whose eyes are adjusted to the dark will become partially blinded (-1D6 to Perception rolls) for the next full turn following the strike — *if* they were looking in the general direction of the lightning.

In the rain, a flashlight will increase visibility by 2" to 5", depending on the power of the flashlight.

•S.H.A.D.O.W.'s TIMELINE•

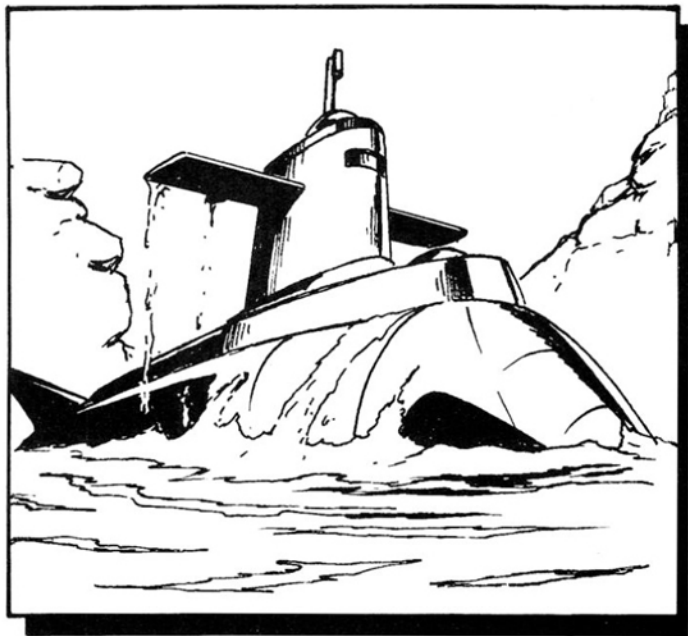
Depending on which scenario you choose to run, S.H.A.D.O.W.'s timeline will vary.

THE SUBMARINE (All Scenarios)

In all cases, the submarine will leave the base about three hours after the PCs arrive at the island unless the PCs quickly leave the island, intending to return and explore the base at a later time. In that case, have the submarine leave three hours after the PCs arrive at the island for the second time. If you feel the PCs are accomplishing things too slowly or too quickly, feel free to move the launching point ahead or behind half an hour.

Fifteen minutes before the submarine is scheduled to leave, the submarine commander, the crew, and the accompanying security agents will go to the submarine. All other personnel not on duty will gather at the submarine dock to watch the submarine leave.

The submarine will leave with the submarine commander and the four crewmen. In addition, there will be several other personnel on the submarine for security and to accompany the cargo. In scenario #1, the submarine leaves with the four IRA terrorists and one or two security agents. In Scenario #2, the sub leaves with the two or three Assassin Division agents and one or two security agents. In scenario #3, the sub leaves with two of the missile technicians and three or four security agents. In scenario #4, the sub leaves with two medical scientists and three or four security agents.



The submarine commander and the crew will stay on the bridge most of the time, as will most of the security agents. Maybe one or two security agents will relax in the living quarters. If there are any prisoners on the sub, there will definitely be a security agent or two guarding them in the living quarters area. Most of the terrorists, special agents, technicians, or scientists will relax in the living quarters, but one might stay in the cargo area inspecting the cargo.

If the PCs somehow cause any major disturbance that the security agents can't seem to handle (i.e., the mission could be endangered), the submarine will prepare to leave as soon as possible. The crew and passengers will quickly load onto the submarine, and it will leave fifteen minutes after the disturbance.

After the submarine leaves, the personnel remaining at the base will spend fifteen minutes cleaning up before turning in for the rest of the night. All security agent guards will remain at their posts until morning.



•STOPPING S.H.A.D.O.W.'S OPERATION•

CALLING FOR ASSISTANCE

There are several radios around the S.H.A.D.O.W. base and in Dunross. The PCs can use the equipment to contact Sean MacAlexander or whoever they know will provide aid can give them assistance. If the PCs explain the importance of the situation, Sean (or whoever) will pull some strings and notify the government. The Scots will then send an attack force of 100 marines or soldiers (treat them as the same as S.H.A.D.O.W. security agents armed with H&K M93 assault rifles and wearing full vest body armor). They will arrive in a large Royal Navy patrol vessel with sonar to detect large undersea objects within 200 meters. It will have SCUBA gear and maybe depth charges (26D6 explosion with a 11- chance of exploding 0 to 10 (2D6-2) hexes from the submarine. It may drop one depth charge every 3 segments on board if the PCs mention underwater action and a submarine may be involved.

The boat will arrive in 6 hours. (Inclement weather will ground any British airplanes or helicopters that might arrive earlier.) However, this adventure is for the PCs, not the soldiers. If the PCs receive assistance early, they don't have to do anything personally to foil S.H.A.D.O.W.'s plans — so delay the arrival of the soldiers until after the submarine leaves the base.

Using whatever information the PCs give, the soldiers will attack the base or the submarine. The S.H.A.D.O.W. security agents will defend the base, while the three top S.H.A.D.O.W. base personnel (unless Hammer is in the submarine) attempt to escape by submarine, helicopter, boat, or SCUBA (together or separately). If necessary, the submarine will defend itself with torpedoes.

DEALING WITH THE SUBMARINE

The PCs may wish to board the submarine before it leaves the dock, so they can sabotage the submarine, cargo, or crew. They may board the submarine by disguising themselves as some of the security agents supposed to accompany the staff. They may also hide in one of the crates being loaded onto the submarine, or they may slip aboard unseen (possibly during a staged distraction).

Once on board, the PCs may attempt to disable the submarine by damaging or stealing essential machine parts, although the base may have replacement parts. Alternately, the PCs may wish to capture the submarine by defeating the crew and passengers, or by holding Klaus Hammer prisoner and making demands.

If the PCs can surreptitiously capture either Lady Mac Thain or the submarine commander before the submarine leaves, they may be able to force them (with a successful PRE attack of 2x the target's PRE) to delay the launching of the submarine. However, if the launching is delayed for more than half an hour, the personnel (terrorists, Assassin Division agents, missile technicians, medical scientists, and/or any of the three main NPCs) directly inconvenienced by the delay will approach the one responsible for the delay and demand an explanation. If the reply sounds suspicious or unreasonable, the next person in command will take charge. He will direct the submarine to leave as soon as possible.

If the submarine manages to leave the base without any PCs on board, the PCs may still be able to control the sub's actions. If they capture Lady Mac Thain or the sub commander — assuming she or he was captured before the submarine left — they may force her or him to contact the submarine by radio, and call the submarine back. However, Lady Mac Thain (or the sub commander) will slip in the words "Code X" into her (his) message. Code X means there is a trap and to disregard the orders just given. The submarine radio operator will then shut off the radio and refuse to listen to anything else. The submarine will continue on its mission as planned.

A better way to change the course of the submarine is for a PC with Mimicry Skill to imitate Lady Mac Thain's (or the submarine commander's) voice and order the submarine to return. The radio operator will ask for the code name of the mission (Operation: "Pandora", "Animal Trainer", "Apocalypse", or "Dr. J and Mr. H."), and the sub will only change course if he receives the correct code name.



The PCs may remember the name from the base center meeting room chalkboard, or from the computer in Lady Mac Thain's office; or they can force the correct name out of Lady Mac Thain, MacDonald, or the submarine commander. To do this, the PCs must make a PRE attack against the victim (Interrogation Skill might work too, if given enough time). If the victim doesn't know what the PCs are up to, 2x target PRE result will do. Any unsuccessful roll will result in no answer if the victim is *not* threatened, or a lie if the victim *is* threatened. If the radio operator in the submarine receives an incorrect code, he will shut off communications and continue on course.

If the PCs are unsuccessful in getting the submarine to return to the S.H.A.D.O.W. base, they may try learning the destination of the submarine from one of the three main base personnel. Interrogation Skill, a 3x PRE attack result, or a clever trick the PCs came up with might force the information out of the personnel. The information is also in Lady Mac Thain's computer, and a PC making a Computer Programming Skill roll will need at least 20 minutes to find the information.

Once the destination is known, the PCs may attempt to follow the submarine and meet it at its destination, or sometime when it surfaces (usually every 70 km, to take on air and recharge the batteries). The PCs may use the helicopter, motorboat, or yacht — but they'll probably need to bring along extra fuel if the trip is a long one. Once the PCs catch up with the submarine, they may try whatever they can to capture it.

Alternatively, the PCs may inform the authorities to meet and capture the submarine. If they decide on this course of action, you should have the authorities take the PCs along as witnesses, or for some other purpose — like having them available for further questioning on the scene(s) of the purported conspiracy. After all, it's their adventure, and they should at least help finish it.

In scenario #3, the PCs may have no choice but to stop the submarine on their own. If they can get to the missile-launching site in time by helicopter (a 10 minute trip), they may try to ram the submarine or the missile. The missile will not detonate if rammed, though the PCs won't know that.

DEALING WITH THE S.H.A.D.O.W. MISSION

Of course, if the PCs can single-handedly capture, disable, or kill everyone in the S.H.A.D.O.W. base, then they will defeat S.H.A.D.O.W.'s plans. However, chances are that the PCs won't go quite that far; there are other, easier (?) ways to disrupt S.H.A.D.O.W.'s mission.

In all cases, if the PCs disable or capture the submarine, the current mission will be stopped, but important personnel may escape.

In scenario #1, the PCs will stop the assassination of the British Prime Minister if they capture/destroy the weapons cargo or capture/kill the terrorists. To put the S.H.A.D.O.W. base out for quite awhile, the PCs may rig up some of the base's explosives to go off and blow up the whole weapons stockpile (PCs without Demolitions Skill will have to make one INT roll at -3 to set the explosives, and a second INT roll at -3 to set them so they blow up the whole weapons stockpile.).

In scenario #2, the PCs will have to capture/kill the Assassin Division agents to stop the assassination. The destruction of the training facilities and supplies will prevent any further training for some time.

In scenario #3, the PCs can put out the missile by disarming the warhead (Demolitions Skill roll at -2, taking at least 15 minutes), disabling the delivery system (Mechanics or Electronics Skill roll at -2, taking at least 15 minutes), or reprogramming the targeting system (Computer Programming Skill roll at -2, taking at least 15 minutes). Physically damaging the missile may also work, as will destroying the launching control panel on the bridge.

In scenario #4, the PCs may shatter the bottles of the manic drug in the submarine's cargo area. The drug will flood the cargo area almost two meters deep; and if the cargo door is opened, the living quarters, and maybe even the engine room and bridge, will be flooded. The fumes from the drug will have an effect on all personnel on board, causing all who inhale them to suffer the effects of the drug (it will take twice as long for the effects to take place if the drug is inhaled and not injected). To set the whole drug operation back for at least several months, the PCs can trash the laboratory and destroy the drug-synthesizing equipment. Capturing the medical scientists will halt S.H.A.D.O.W.'s operation at least until the scientists get out of prison.

The security agents are rotated among the various jobs at a S.H.A.D.O.W. base frequently enough so new faces usually don't raise suspicions — it's just someone on a changed shift. Remember that most of the personnel at this base have only been here a few months. Disguised PCs shouldn't ordinarily have too many problems avoiding detection, although a die or two of Unluck could make things somewhat difficult. However, if a PC looks or acts strangely (your decision), other personnel may become suspicious and ask to see the PC's Identification Card. If the photo on the card doesn't match the face of the PC, give the inspector a Perception roll to notice the difference. A PC with a disguise kit might want to alter his features to match the face on the ID card. This can improve the Disguise Skill roll, so subtract the same modifier from the inspector's Perception roll.

If a PC disposes of a security agent or some other personnel, the absence will be noticed in 2D6 minutes. This time may be changed to 2D6 turns for personnel with partners or for those who work in crowded areas. For personnel working in isolated areas, their absence won't be noticed for 2D6x10 minutes. The personnel who discovered the absence will look around for the missing person, then use their walkie talkies to alert the other security agents of the absence. A team of two or three security agents will then search around for the missing person.

If the body of the missing security agent is found, the other security agents and Lady Mac Thain will be notified, and an alarm will sound over the PA system. The sleeping security agents will wake up, and a full-scale search for an intruder will commence. If the body was found stripped of its clothing, the security agents will assume the intruder is disguised as a security agent. Brian MacDonald and two or three security agents will proceed to carefully search out and identify each and every security agent until the intruder is found. Other security agents will ask to see each others' IDs as they search. In scenarios #1, #2, and #4, the terrorists, Assassin Division agents, or patients will help in the search. If the PC carries the ID of the stripped security agent, he will be noticed eventually, since someone is bound to ask to see his ID sometime during the search.

Of course, if personnel other than security agents are discovered missing, the search will switch to focus on that type of personnel.

If a security agent barely notices a quick flash of movement, or barely hears a short strange sound (he rolls exactly what he needs to make his Perception roll), he will have to make a second Perception roll to identify what it was he saw or heard. If he doesn't make the second roll, he will go to where he noticed the movement/sound and have a quick look around. If he notices nothing, he will forget the incident and go back to work.

If a PC is ever sighted outright, or if evidence for his presence is certain, the personnel who sighted him will attempt to capture him, call for the security agents, or both. If the PC evades capture, a full-scale search will develop (as detailed above), and only the special personnel (terrorists, agents, patients) will dominate the search.

If a PC causes a diversion of some sort (an explosion, for instance), security agents will rush to the scene of the disturbance. They will investigate to decide whether the disturbance was caused by accident or sabotage. If it looks like sabotage, a full-scale search will ensue; but even if the diversion looks like an accident, the security agents will still be a little more wary.

If the security agents and special personnel can't seem to handle the PCs or any disturbances they might be causing, the submarine will leave on its mission as soon as possible.

If the PCs can't handle the situation they may decide to escape before they get captured. If they escape, they will be followed by security agents and/or any other offensive S.H.A.D.O.W. personnel. The personnel will shoot to kill if it looks like the PCs are getting away. If the PCs don't know enough about S.H.A.D.O.W.'s operation to bring in the authorities, and they manage to escape to a populated area (Dunross, for example), the personnel will let the PCs go until night. Then a large group of disguised agents will make an attack on the PCs to wipe them out. If the PCs know enough to threaten the secrecy of the S.H.A.D.O.W. base, the offensive personnel will stop at almost nothing to capture or kill the PCs (which may bring confused police in on the scene).



•S.H.A.D.O.W.'S DEFENSE•

NOTICING THE PCs

S.H.A.D.O.W. may become aware of the PCs' presence through several different means. Personnel may notice a PC in disguise, they may spot a PC sneaking around the base, or they may find indirect evidence that someone is on the island. In all cases, a search will begin: the more certain S.H.A.D.O.W. is that there are PCs on the island, the more intense the search will be. No matter how intense the search, however, the submarine will never be left unguarded.

CAPTURING THE PCs

If any PCs are ever captured by S.H.A.D.O.W. personnel, they will be immediately disarmed, given a thorough patdown, handcuffed, and blindfolded. Security agents will then lead the PCs down to Lady Mac Thain's office (room f of the Base Center) for questioning. Lady Mac Thain will take the PCs' weapons and equipment found during the patdown and put them in her desk. Then she will have the PCs' blindfolds (but not handcuffs) removed. She and Brian MacDonald will interrogate the PCs to find out who they are (which they can probably guess), what they want, and what they know. MacDonald will use his Interrogation Skill to extract the answers if the PCs don't give plausible answers. Two or three armed security agents will cover the PCs to make sure they don't try anything funny.

If the PCs ask Lady Mac Thain any questions about the S.H.A.D.O.W. base mission, she will be happy to give them the basic plan (she's proud of her accomplishments, and the PCs will be put on ice soon anyway, so why not tell them about what they failed to stop?). If asked about S.H.A.D.O.W. in general, Morgan will be willing to say some of what she knows, which isn't much (she knows what S.H.A.D.O.W. is, its basic history, its general structure, and that Mr. Nunn is the supreme commander, but she does not know the location of the main S.H.A.D.O.W. base island). Have her tell them just enough to interest the PCs and make them curious, but not enough to destroy the mystery.

Lady Mac Thain will weary of any questions in less than fifteen minutes. She will have the security agents again blindfold the PCs and take them to the Termination Room. Morgan and her bodyguard will accompany them. Once inside the room, MacDonald will make the NPCs climb down the ladder to the lower area. There he will remove the PCs blindfolds and handcuffs (covered by the armed and ready security agents and Lady Mac Thain), and chain the PCs' wrists to the wall. He will then return to the upper area.

Lady Mac Thain will have one of the security agents activate the Termination Room. Before she leaves, she will shout over the rush of water pouring into the shark pool:

"Don't bother struggling — it would take two strong men to pull those chains from the walls. So say your prayers, my inquisitive friends, and I hope you enjoy the meal."

Laughing cruelly, she will leave the room, and the others follow her out. They will shut and lock the door behind them. (See the Termination Room description for details on the room's operation and the PC escape options.)

If some PCs were previously captured, put in the Termination Room, and then they escaped, Lady Mac Thain will decide to not risk allowing them to escape again. Instead of putting the PCs in the Termination Room again, she will have them locked up in one of the prison cells. If the PCs haven't escaped before it's time for the submarine to leave, two security agents per PC will take the PCs to the submarine. The PCs will be put in the living quarters of the submarine under the watchful eyes of one or two of the submarine security agents. If the PCs do not capture the sub or escape somehow, then the PCs will be dumped out the airlock (near the surface of the ocean, if you want to be nice) when the submarine is well out to sea. There, they will probably have to face exposure, exhaustion and drowning, and/or shark attack.

One PC captured for the first or second time in scenario #4 will not simply be put in the termination room or a cell. Instead, he will become a guinea pig for the scientists.

•LOCATIONS OF S.H.A.D.O.W. PERSONNEL•

The following is a quick reference for the locations of the personnel at the S.H.A.D.O.W. base during most attempts by PCs to penetrate the island.

Standard Personnel: See various layouts
Lady Morgan Mac Thain: Lady Mac Thain's office
Brian MacDonald: Lady Mac Thain's Office
Klaus Hammer: Lady Mac Thain's Office
Submarine Crew (4): Living Quarters #2
Base Secretary: Communications Office
Communications Officer: Communications Office
Cooks (2): Kitchen
Submarine Loaders (2): Loading Area
Security Agents: Variable number and location (elite agents may be disguised and in or around the Mausoleum)

Location	Number
In Hermit's shack	1
On Castle Wall	2-3
In Castle Tower	1-2
Guarding Submarine Dock	2-3
Inside Submarine	1
Guarding Boathouse on Shore	2
Guarding Lady's Office	2
Asleep in Living Quarters	6-9

INDIVIDUAL SCENARIO CHANGES TO THE ABOVE TABLE

Scenario Location	Number
#1 Guarding Guest Quarters	+1
#3 Asleep in Living Quarters	#1 +5
#4 Asleep in Living Quarters #1	-1
Guarding the Cells	+1

The security agents acting as vampires are 2-3 per PC (depending on how powerful the PCs are). Use sleeping security agents for ghosts or walking dead (undead) before subtracting any from other areas.

SPECIAL PERSONNEL

Scenario Personnel	Location	Number
#1 IRA Terrorists	Guest Quarters	4
#2 Assassin Div Agents	Training Room	2-3
#3 Missile Technicians	Guest Quarters	1
Laboratory		2
Submarine		1
#4 Medical Scientists	Guest Quarters	1
Laboratory		2
Patients Cells		4

PERSONNEL ON SUBMARINE AFTER LAUNCH

Personnel	Numbers
Klaus Hammer	—
Submarine Crew	4
Security Agents (scenarios #1 and 2)	2-3
(scenarios #3 and 4)	3-4
Terrorists (scenario #1)	4
Assassins (scenario #2)	2-3
Missile Technicians (scenario #3)	2
Medical Scientists (scenario #4)	2

•CLEANING UP•

Hopefully, the PCs will end the adventure with a thrilling climax. The top S.H.A.D.O.W. personnel may end up captured or dead, but it's fine if they escape — they can pop up in following adventures (seeking revenge, running a new S.H.A.D.O.W. operation, etc.). They (or other S.H.A.D.O.W. agents) may reoccupy the base for some other similar purpose, if the PCs haven't obliterated it.

The PCs should finish by clearing things up with the authorities before they leave. Most of all, they should locate and recover George Graves' body. After all, that's what their mission was all about to begin with.

•OPTIONS•

Some GMs may be disappointed that there are no real supernatural monsters in this adventure. For those of you who want some of the supernatural, we include the following option.

•SUPERNATURAL OPTION #1: REAL VAMPIRES•

S.H.A.D.O.W. is really a supernatural international criminal organization (The "S" stands for "Supernatural"). The ghosts, walking dead (undead), skeletons, werewolf, and the vampires are real. You design the monsters, but don't make them too much more powerful than the disguised security agents. Most of the S.H.A.D.O.W. personnel should be some form of supernatural being (vampire, werebeast, zombie, ghost, etc.). S.H.A.D.O.W.'s ultimate objective is the replacement of humans by S.H.A.D.O.W.-controlled supernatural beings. S.H.A.D.O.W.'s plans will remain pretty much the same whether the personnel are regular humans or monsters.

•OTHER GAMES•

For those who would like to play this adventure is different times than the modern age of superspies, there are some other games, also using the *Hero System*, for which this adventure can be easily adapted.

GOLDEN AGE OF CHAMPIONS

Although GAC is designed to supplement *Hero Games' Champions*, it has material for running 1940s campaigns with *Danger International* and *Justice, Inc.*. The only major changes you need to make to convert this adventure to 1940s role-playing is to convert computers to file cabinets, set the scenario in Ireland, and make the nuclear missile in Scenario #3 an advanced V-2 rocket targeted for London, with an aim to assassinate Winston Churchill (and providing for one *hell* of an overkill).

During this time period, S.H.A.D.O.W. worked with the Nazis, and the security agents dressed in Nazi uniforms. Be sure to use 1940s weaponry instead of the modern weapons given for agents here.

JUSTICE INC.

With minimal work, this adventure can also be converted to the 1920s and 30s. Most parts of the adventure remain the same, but replace computers with filing cabinets, the helicopter with a pontooned biplane (and devise a little ingenious launching system for the plane, since it can't take off vertically), the hermit shack radar system with extremely well hidden trip-wires or pressure plates located around the graveyard area, and modern weapons and equipment with earlier models. The nuclear missile in scenario #3 has to be changed to a rocket-launched (unlike the rest of the world, S.H.A.D.O.W. paid attention to Robert Goddard's work in the 1920s) experimental chemical explosive targeted for London. The PCs won't have to worry about any World War III (though perhaps WWII could be started early), but the bomb may succeed in killing the British Prime Minister and cabinet — and even some visiting European leaders — if the PCs don't stop it.

•EXPERIENCE•

•EXPERIENCE POINTS•

There are two parts to the adventure: the investigation and dealing with the S.H.A.D.O.W. base. The PCs can gain experience points (EP) from both parts.

PART ONE: THE INVESTIGATION

Minimum EP +1
Mystery Solving Bonus +1
Characters Notice and Act Subtly on Almost Every Clue +1
Culture Knowledge: Rural Scottish +1*
City Knowledge: Dunross (don't laugh) +1*

* This point can only be put towards this Skill.

PART TWO: DEALING WITH THE S.H.A.D.O.W. BASE

Minimum EP +2
Exceptional Effort Bonus +1
Characters Completely Foil S.H.A.D.O.W.'s Operation +1
Characters Don't hurt S.H.A.D.O.W.'s Operation -1

ADDITIONAL EPs

Good Role-Playing Bonus +1
Poor Role-Playing Penalty -1
Skill Bonus +1#
To be put towards Skill Level or Familiarity with extensively used combat, interpersonal (Conversation, Seduction, etc.), Criminology, Stealth, or other skills.

•BROWNIE POINTS•

Since this is an unofficial mission, no matter where the PCs come from, it is impossible to get positive Brownie Points from this adventure. However, if the agents get into trouble with Scots authorities, it is entirely possible for them to acquire some negative Brownie Points.



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The third scream pierces the night as you put your shoulder into the door. Two tries and it slams open into a slice of hell. A body lies pale and still on the bed, the last of its life blood running from two small punctures on the neck. A trail of glass shards leads to the open French doors and a night full of moon and mist. You feel yourself drawn to the balcony, through the billowing curtains. The tall dark form at the railing turns as you approach

Your destination is a sleepy little village on the northeastern coast of Scotland. Just off shore, an ancient, haunted, castle


sits on its own island. Many of the houses and cottages sit abandoned, and the townspeople that remain move about motivated by something more powerful than the fear of God. They talk in hushed tones of a series of unsolved murders and disappearances. Some actually believe the rumors of werewolves and vampires! Have you accidentally slipped into the 17th century? No, you've stepped into spine-tingling **Danger International** action!

S.H.A.D.O.W. over Scotland comes with 8 pages of layouts, and lots of NPC descriptions for plenty of mystery/horror adventure!



S.H.A.D.O.W.

OVER SCOTLAND

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