

HOLLOW EARTH EXPEDITION

EMBRACE OF THE ZOMBIE



Hilton - Shepard - Potter

A PULP
ADVENTURE
FROM!

EXILE
GAME STUDIO

In Conjunction
with

INCREDIBLY
INAPPROPRIATE
ENTERTAINMENT

Welcome to EMBRACE OF THE ZOMBIE. As the Game Master, who is referred to as the GUIDE in this scenario, you are in the position to create an amazing memory for your group of players. It will be your voice, your actions, and your style that they remember and take away from the table after the last die has been tossed. It's your responsibility to ensure that your players leave your table with great memories and a wonderful experience.

The most important thing to remember at all times is: FUN! Fun is infectious and if you're having fun, it will spread to your players and they'll have fun as well. One of the best ways to keep the game fun is to read and fully understand the material you are about to share with your players. In addition to reading the adventure it is recommended that you take the time to familiarize yourself with the PLAYER CHARACTERS (PCs), and know their Motivations and Skills lists. This will help you to help them better their experience.

This adventure has been designed to run as a short demonstration for Exile Game Studio's *HOLLOW EARTH EXPEDITION*. The emphasis of this scenario is on introducing players to the exciting world of Hollow Earth and the versatility of the Ubiquity rules system. Guides should take the time to explain the basics of the rules to the players, but not inundate them with rules minutia. Keep it simple and be prepared to answer a wide variety of questions.

This particular demonstration is meant to be a fun-filled action romp that highlights many of the most exciting elements of *Hollow Earth Expedition* such as: long lost burial chambers, nefarious Nazis bent on expanding their war efforts, and of course the spectacle of a Tyrannosaurus raging through the middle of it all.

In an effort to help you, the Guide, bring the adventure to life there are GUIDE TIPS located throughout the adventure with helpful

suggestions that ensure your game maintains that great pulpy taste. In addition you'll find gray DESCRIBING FOR THE SENSES boxes, which do exactly what it sounds like, that will give you and the players a clear mental picture of key areas in the adventure.

Something to consider in demonstration and convention games is that getting killed early on is not fun! Before killing a PC the Guide should carefully consider whether it is *necessary* to kill the PC. Dying in an incredibly heroic manner towards the end of the session is acceptable, but being bumped off in the first ten minutes by a stray zombie swipe, Nazi bullet, or falling rock is not much fun. During this scenario it is advised to: bump, scrape, smash a little, but DO NOT kill the PCs early on (that is, during Reels 1 & 2) regardless of horrible rolls. Reckless actions are the bread and butter of pulpy action, and instead of penalizing this style of player, focus on the over-the-top manner during the game. Emphasize the daring behind brush acts of heroism, and reward them with a Style point.

On occasion you will have to deal with the one thing that every Guide dreads – a problem player. This is a person whose fun comes from ruining others' enjoyment, and delights in causing problems for everyone at the table. You'll have to be very careful in dealing with such players, but as with so many things in life they are the exception to the rule. A stray zombie swipe, Nazi bullet, or falling rock may be the perfect solution for such a player! If a player is ever belligerent, intoxicated, or under an outside influence, it is not your job to deal with the person. Find a convention staff member and allow them to handle the situation.

In the end it's all about you presenting the material in a manner in which you can feel proud. Make tweaks, go off the grid, try different things, but above all – MAKE IT FUN!

Kincaid Larean, the president of ZeitGeist Motion Pictures, owes a lot of money to the kind of people you don't want to owe a little money to, and he's skipping town before they come to collect. It has been several years since the director, cameraman, and president of the company has bankrolled a hit. This has led him to take loans from the National Crime Syndicate at outrageous interest rates and deadly penalties for late payment. Kincaid is late on his payment. He's very late. And he's very scared of the penalty. At this point he fears for his life, with good reason, and he's skipping town while the skipping is good. He's called in every favor he could, and he was able to hire an unknown writer, his best prop man, an up and coming starlet who didn't know better, and an aging icon that does know better but yearns for another shot at stardom.

Kincaid has every penny he could beg, borrow, and steal wrapped up in this last ditch effort to get right with the National Crime Syndicate by making a film: *Embrace of the Zombie*. He's decided to promote his film as a silver screen spectacle by taking his crew to film on location in Haiti, saving all the money that would normally be spent on sets, extras, and props. So far the filming on the action-love story-pulp-thriller is coming along better than expected. That's all about to change

After a week of filming, Kincaid has taken his crew deep into the bowels of Sans Souci Palace, an exotic looking castle-like structure that has fallen into ruin. While scouting set locations for the climactic finale (the zombie attack scene), the prop master, Darby O'Hara, stumbled upon a section that had been hidden behind a large pile of rubble. Darby cleared the rubble and inside they found the perfect location: an old burial chamber with a large altar in the middle of the room.

REEL ONE: IN THE ZOMBIES LAIR!

The PCs find themselves deep in the bowels of a ruined palace ready to film the next scene in Kincaid's epic *Embrace of the Zombie*.

THE BURIAL CHAMBER (see map):

Is roughly 20 feet by 30 feet.

The walls are made of dark green soap stone.

The floors are cut stone fitted together like a giant puzzle.

The only entrance is an archway (5 ft wide by 7 ft high) located in the southern end of the room.

An ancient web-covered altar (4 ft high, 4 ft wide, and 7 ft long) stands in the middle of the chamber as its focal point, and has made the perfect place to manacle Lillian for the climactic rescue scene. The walls of the chamber

are covered in murals, mostly depicting a race of lizard-like humanoids worshipping the sun (lizardmen).

Against the North, East, and West walls, leaning upright, are six ancient sarcophagi (6 ft long, 3 ft deep, and 3 ft wide), covered in the neglected dust of hundreds of years. The sarcophagi and the altar are made of a dark gray stone. Universal Studios couldn't put together a better set, and this one hadn't cost Kincaid a single cent.

Describing for the SENSES:

Sight: A darkened chamber, rough uneven floors, smoke wafts off the torches placed around the walls, the small globes of light produced by the torches highlight the strange pictograms and runes that display what look like lizard people worshipping the sun.

Smell: The entire area smells of ancient must, earth, and that is all tinged with the fuel that was washed over the torches; the smell of burning torches and smoke is starting to overpower the underground earthy smell.

Feel: The textures of the entire chamber are obscured with the dust that has covered them for ages.

Sound: The flickering of flames and the clicking of the camera as it turns are the only sounds that are originating from the chamber.

Taste: The air tastes old and stale.

Mentally: The PCs are deep underground with hundreds of tons of rock and earth above their heads. This may be unnerving for some characters; this is the last shot of the film and the entire experience, good or bad, will shortly be over.

STARTING POSITIONS (see map):

Kincaid Larean is behind his camera ready to record the film's climax – the rescue and final fight scene. The game will begin when this player calls "Action!"

Dirk Savage stands in the center of the room behind the altar. He has a revolver (filled with blanks) in one hand, and a scimitar in the other, ready to 'cut' the manacles off of Lillian.

Lillian P. Vaile lies on the altar with prop manacles attached to her wrists. The manacles don't lock and are not attached to anything. They simply hang from her wrists with the chains trailing out of shot. Her scimitar lies on the ground near the altar.

Darby O'Hara stands by, ready to spread the smoke that

he has prepared for the scene, with a peanut butter sandwich in one hand and his smoke spreader in the other.

If you end up with extra players I've included two "extras" that can be included with no additional prep:

Trevor Tempelton sits off to the side with his script in hand and watches the scenes he created unfold with great pride.

Rolly Timbers, Dirk Savage's agent, stands behind Kincaid offering unwanted advice.

There are also three NPC extras dressed as raggedy-looking zombies with very little makeup or costuming due to budget constraints. They stand in the arched entryway to the burial chamber, and their time with us will be incredibly short.

ACTION!

After describing the environment and the starting positions tell the PC playing Kincaid that the game begins when he says the word "Action." Let the PCs play out what they think the scene should be, and allow the scene to continue for a few moments before the entire chamber is rocked by a massive earthquake. Make sure to cut the PCs off in the middle of their "acting" as dust and chunks of rock both small and large, begin falling from the ceiling, crushing two of the extras playing the zombies and trapping the PCs inside this chamber. The third extra, a frail man of approximately fifty years narrowly escapes the cave in, by throwing himself into the room, and into the shot. As the chamber is shaking, an eerie green wave of energy flows along each of the walls, tracing the outline of each pictogram as the energy roils along, faint wisps of green electrical energy arcing off the walls in random fashion.




The light envelopes the strange sarcophagi along the wall as the energy washes over them, lingers, and glows brightly for a few seconds before appearing to soak into the aged stone like sponges sucking up water.

For a second, all is deathly quiet in the chamber. Then, from three of the sarcophagi the sounds of cracking can be heard (use four if you have more than five players). Through the thick dust the PCs will see the stone sarcophagi explode outward in a blast of rocky shrapnel that pelts and bruises them, but does no real damage. As the dust begins to settle, the taint of eons-old zombie rot assaults the PCs' eyes and noses, causing them to gag, cough, and rub their eyes. It's by far the most spectacular special effect any of the PCs have ever witnessed!

ANCIENT ZOMBIE GAS:

The gas that escapes from the zombies' coffins quickly disperses through the air and overcomes the PCs. They feel the painful sting and burning of the gas as it enters their lungs and washes over their eyes.

This is a perfect opportunity to introduce the dice rolling method used in the UBIQUITY SYSTEM. Explain how the dice work and how the color of the dice determines how many dice the roll represents. Take your time and make sure every player understands how the system works.

	A blue die equals three dice
	A red die equals two dice
	A white die equals one die

GUIDE TIP:

The demo is only slated for two hours, but rushing the game mechanics will not help your players learn the game or enjoy your session. Be patient, understanding, and most of all be willing to go over the same material multiple times. Your players will appreciate the extra time and your patience.

REFLEXIVE BODY ROLL: DIFF (3)

PCs who fail to roll 3 successes begin to gag, wipe their eyes, and blink a lot as the gas overpowers their lungs and stings their eyes. PCs that fail the roll will suffer a -2 penalty to all dice pools (they roll two less dice) for a number of rounds equal to the DEGREE OF SUCCESS (1 to 3 rounds).

Feel free to describe mucus, coughing, and crying to your desired level of grossness. Take into account your players' reactions to your description and adjust your descriptions appropriately for further encounters.

THE EMBRACE OF THE ZOMBIES!

It's time to call for the first INITIATIVE of the game. Make sure to explain how the Initiative system works to

all the players.

GUIDE TIP:

Have a separate character sheet nearby when running the scenario, and when you ask for a roll, hold up your character sheet and point to the area where the players can find the information that you are asking for.

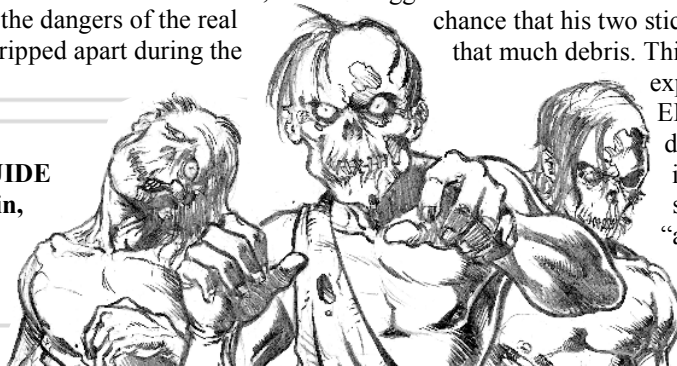
The mummified human zombies have been trapped in their coffins for centuries, their flesh decayed and rotting off, in some places to the point where the PCs can see completely through them. Their eyes, though intact, are milky-white glassy orbs with bits of black the size of pencil dots swirling in them; their mouths are sewn shut with rough leather cord. The human zombies were once slaves of the lizardman that's entombed within the 'altar' that Lillian has been lying on, and they have re-animated to protect their master.

All three (or four) zombies will attack different PCs. (You can randomly choose which PCs are attacked, have the players roll if you have a roll-happy group, or just pick the PCs that you want attacked.) The zombies attack with raking claws and slam attacks; all of the zombie damage is NONLETHAL.

The third zombie extra, that survived the cave-in, can be used to illustrate the dangers of the real zombies by having him ripped apart during the scene.

GUIDE TIP:

It's your job as the GUIDE to sell the fight, the pain, the struggle, the triumph. Every movement is life and death. You have to paint this entire picture in the players' minds, and you can't use black and white paint. When a zombie hits a character, the character feels the pain, possibly a moment of light headedness, they smell the zombie's atrocious odor, see the milky white of its emotionless eyes. Missed "hits" should never be described as "the zombie missed". There's nothing fun or interesting about that. Use your voice, your eyes, and your body language to convey the ups and downs of the battle. Use your hands to lunge towards the character (it's not live action, but you can get into it a little), and describe how the PC ducked below the rotting flesh of the creatures arms, how they stumbled backwards out of its reach, how they quickly swatted the desiccated flesh away. The same goes for "you/they hit." Sell this action. If a



character damages a zombie describe how their weapon flashes in the torchlight as it skewers the beast's head, how bullets erupt from their weapons and impale the shambling mounds of meat that keep coming, each hit might dislodge some dust, a limb may be lopped off, half a skull may be cleaved. In the end you are the voice of the adventure. Make sure you are a fun and exciting voice.

ZOMBIE AFTERMATH:

Give the players a few moments to check on each other. If they don't heal up right away, suggest that those with the Medicine Skill (Lillian and Templeton) might want to practice their trade on wounded comrades. This is an excellent opportunity to explain the basics of how healing and first aid work in the Ubiquity System.

Regardless of when the PCs check the archway they will find it is completely caved in under hundreds of tons of earth and stone. The extras are goners, but from the dusty pile of rubble a single arm sticks out and twitches for a few seconds before it stops moving completely.

The PC playing Darby should be informed that his Demolitions Skill allows him to understand that it will take weeks to dig all of that rubble out, and even then there's a chance that the shifting of the material may trigger more cave-ins. He also knows that there is no

chance that his two sticks of dynamite will move that much debris. This is an excellent time to

explain TAKING THE AVERAGE. Explain that Darby didn't need to roll for this information because his skill is so high that his "average" covered the roll necessary, and that players can take the average in many situations.

Allow and encourage the PCs to look around their changed surroundings. There is a thick pall of dust still hanging in the air from the earthquake, most of the pictograms on the wall are cracked and ruined, there are several small fissures in the floor, and from one of these fissures water is slowly burbling into the chamber. If players don't start looking for clues, encourage them to do so, and once they begin looking, ask for a:

PERCEPTION ROLL: DIFF (2)

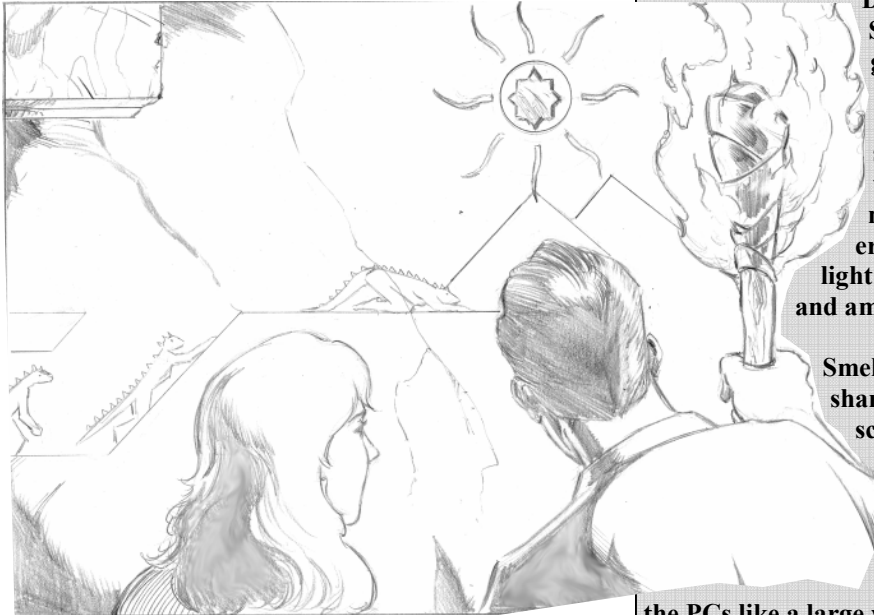
Degree of Success: 0 (Minor success)

The PCs that just make the roll will notice that the altar Lillian was on has cracked around the top forming a lid, and that the lid has shifted, leaving the altar open for viewing.

Degree of Success: +1 (Simple success)

Those PCs that make 3 or more successes will notice the altar as mentioned above. They will also notice that the back wall of the chamber has several pictograms that have survived the quake, one of which has an unusual indentation in it. It appears that the lizard people are worshipping the sun, and that the sun they are worshipping has either been carefully carved out of the pictogram, or was intentionally designed as an inset.

You may end up with the group separated into two smaller groups exploring the altar and the back wall. Make sure to switch between the groups frequently, and make sure each group is getting plenty of attention. If you do end up with a group separated into two parts you can practice mini-cliffhangers. As one group begins to



open the sarcophagus they thought was an altar, cut off your description just as they peer inside, turning your attention to the group examining the back wall.

Opening the altar requires no rolls, but will cause the PCs to grunt and strain as they move the lid. Inside the 'altar' is a strange body the likes of which the PCs have never seen, a *lizardman* (page 212 of *Hollow Earth Expedition*).

It appears to be a large lizard in roughly human shape with arms and legs. (Show the picture in the book to the players.) The creature is unclothed, but does have four dingy, colored rings on its bony, shriveled hands (green, blue, white, black), and many pieces of jewelry adorning his body made of a red, coppery material that appears to be tinged with gold (orichalcum). There is an amulet around his neck made of the metal in the shape of a sun.

It's a perfect match for the one carved out of the pictogram in the wall. The strange metal has an entrancing quality that soothes the PCs as they look upon it. A character may identify the substance by using an appropriate Academic (Religion or History or Literature), Investigation (Enigmas or Research), or Science (Chemistry or Geology) Skill.

APPROPRIATE SKILL ROLL: DIFF (3)

The successful characters realize that the material is *orichalcum*, the mythical metal mentioned in the writings of Plato, in the stories of Atlantis, and the Homeric hymn. This red metal was believed to be second in value only to gold. It has not been seen since the time of Plato and is generally thought to have been lost in time.

Describing for the SENSES:

Sight: The stone of the sarcophagus looks ancient, heavy, and is covered in dust, debris, and the bottom of the lid is covered in strange pictograms that excite the imagination. The lizardman's corpse is dried out, leathery, and partially mummified. The light glints and gleams off his rings and amulet.

Smell: The odor of age is strong and sharp, but underlying that is a faint scent of incense.

Feel: Dried, craggy, and easily cracked and broken.

Sound: Dead silence hangs about the PCs like a large wet blanket that smothers all other sounds as they peer into the sarcophagus. A disturbance breaks the silence, as the water trickling up from the floor can be heard.

Taste: The taste of something sweet hangs in the air around the desiccated corpse.

Mentally: It's an amazing and frightening site. They are more than likely the first to ever see such a thing during their lifetimes, and now they may not live long enough to share their amazing discovery. Most PCs should be feeling the highest of highs and the lowest of lows.

If the PCs are inspecting the lizardman corpse call for a:

PERCEPTION ROLL: DIFF (2)

On the bottom of the lid of the sarcophagus (what you

would see if you were enclosed in the sarcophagus) is a pictograph with the same strange symbols that are seen on the walls of the room. These pictograms and runes form a scene of a race of lizardmen journeying from deep within the earth via tunnels to the surface world where they bask in the Sun, worshipping it.

ESCAPE!

The entire time the PCs are investigating the room and the lizardman, the water continues to rise, and there is no way out! By the time they get to the point of reading the back of the sarcophagus lid, the water will be up to their knees.

By placing the lizardman's orichalcum Sun amulet in the Sun indentation on the back wall, then turning it, the Sun comes alive with the same green energy that rocked the walls earlier, but this time the green energy emanates from the tiny Sun and spreads across the entirety of the back wall. The rings that the lizardman is, or was, wearing begin to glow brightly when this energy envelops the back wall. After a few seconds they lose their glow, but are no longer dingy, and instead each one takes on a bright color: green, blue, white, and black. Any PC that is handling the rings will feel as if they are sticking their tongue on a nine volt battery.

The strange green energy enveloping the back wall will slowly dissipate, and an archway will slowly appear as the rock making up the back wall crumbles into green dust that vanishes before it hits the floor. The archway looks exactly like the previous doorway that the PCs used to enter this chamber. This archway leads into a dark cramped tunnel.

If the PCs don't head into the tunnel they are going to run out of air, drown, or die of hypothermia. Encourage, push, and cajole them to attempt to escape. If the players are completely stumped it will fall to you to drop some hints in a subtle fashion. Make it very obvious to players that the Sun medallion looks exactly like the Sun in the pictograph on the wall.

WATERY DEATH!

For nearly two hours, the PCs slog through the roughly cylindrical, 16 ft high by 6 ft wide, dark tunnel in ankle-deep cold water. The tunnel appears to be a roughed out passageway that inclines at an upward angle for nearly five miles. While they traverse the unknown depths, there are three more massive earthquakes similar to the one that caused the cave-in that trapped them in the first chamber, if not stronger.

Hypothermia begins to set in, but just as the PCs' teeth begin to chatter uncontrollably and their toes begin to go numb, they hear the muffled sound of water crashing and echoing off of the tunnel walls. Then, an anguished cry rising in urgency above the cacophony of crashing water, pierces the darkness. It's a cry of frustration and lost hope that reflects outwardly what the PCs have been feeling inwardly for the last two hours. Anyone with a single level in Empathy will understand that the sounds are coming from an intelligent being who has nearly given up hope.

The cries of frustration in an unintelligible tongue grow louder as the PCs draw nearer the commotion. The crashing water is so loud at this point that it is hard for the PCs to hear each other without yelling, and several pinpoints of light flash and flutter across the tunnel wall up ahead. As the PCs near the light they see that the tunnel ends as it opens up into a mammoth cavern. There has been a cave-in that has choked the opening of the tunnel where it meets the chamber, but it's not nearly as bad as the one that killed the extras. It's nearly been cleared away by the water pouring through the rocky debris from the newly found cave, and sluicing through the tunnel downward into the burial chamber. The light dances about in the tunnel as it bounces off and through the water cascading down in the next chamber and through the many cracks and holes in the rocky debris.

Pushing through the remaining debris will be easy, and they will see that the new chamber opens up into a mammoth cavern filled with the crooked forms of stalactites and stalagmites that litter the chamber like broken teeth. The spindly stalactites pose little threat, but a wicked Guide may wish to have the stalactites start falling on parties that are dawdling to push them forward. The massive stalagmites may become obstacles that the PCs have to navigate around to reach the different parts of the chamber. A waterfall cascades into the chamber from a large opening in the top, nearly seven stories above, and the sun is pouring through the same gap.

As the PCs enter the cavern they are bathed in a rainbow of light that forces them to squint and adjust their eyes to their brighter surroundings. The center of the cavern is a massive pool of water that is rising, spreading, and spilling into the tunnel from which the PCs arrived. It appears that the center of the room had been a pit of unknown depth (about six feet) filled with water so muddy they can't see the bottom. The pit currently has four feet of water in it and it's steadily rising; this water is very cold.

buckets, and rigging that allows a person to stand and dig at different levels in the chamber. The light flowing in from above washes over the walls and flashes as it touches upon seams of orichalcum. It's obvious that this is a large mine, and it's been left empty except for one very live lizardman who is up to his chest in water. He's underneath the deluge of the waterfall banging against a metal elevator that's been left at the bottom of the shaft, but locked shut.

The PCs immediately see a means of escaping their subterranean excursion; a simple supply elevator located in the middle of the chamber slowly being engulfed by the icy water. However, the PCs are faced with a choice: either diving into the freezing waters that are flooding the chamber, and walking through the debris-choked chamber around unseen obstacles; or climbing and jumping across scaffolding that has been set up as a framework that spider webs across the entire chamber. Climbing/jumping could be made easier if the PCs use TEAMWORK as described on page 50 of the Hollow Earth Expedition book. This would be the perfect opportunity to explain the Teamwork rule.

ATHLETICS (CLIMB/JUMP) ROLL: DIFF (2)

PCs who fail to climb or jump across the rickety scaffolding will fall into the water below. If a PC fails his roll the Guide may wish to describe the jump as a success, but the ancient board they land upon cracks and they crash right through the bottom of it. They'll take no damage from the fall, but the cold temperatures may be an entirely different matter.

If the PCs spend more than a few seconds in the water they must make a:

REFLEXIVE BODY ROLL: DIFF (2)

PCs who fail the roll begin to suffer from the effects of hypothermia; their blood goes cold in their veins, their hands and feet begin to numb, they have a very hard time concentrating, and their lips and skin begin to take on a blue pallor. PCs will suffer -2 to all dice pools (they roll two less dice) until they can get warm.

THE LIZARDMAN

The lizardman is tired, weak, and timid. He is scared of the PCs at this point, and will back away from them when they approach. If the PCs make an effort to show they are friendly or helpful, the lizardman will slowly come around and be grateful to the humans for any aid they can give. To communicate with the lizardman, roll a:

LINGUISTICS ROLL: DIFF (3)

Success will allow the PCs to communicate obvious ideas easily. A +1 Degree of Success will allow the PCs to communicate more sophisticated ideas and concepts.

Some groups may see the lizardman as a threat and combat him. The party should be allowed to do as they see fit, but the lizardman is too weak and tired to fight back at this point, and will eventually just lie down and die. It is a hollow victory at best.

If the lizardman sees the PCs wearing the four rings he will fall down onto his knees and treat the PCs as if they were monarchs. Keep in mind that if the lizardman is in chest deep water he will not drop to his knees, and instead will scrape and bow before his new sovereign(s).

There is a natural rock and earthen stairway nearby, but it has been destroyed by the ravages of time, the recent quakes, and now the waterfall. The elevator works just fine, but the PCs have to get the lock off to be able to use it. Shooting it off takes one shot with no roll (not overly realistic, but just fine for a pulpy good time). Picking the lock would require a roll and take a full minute.

LARCENY ROLL (LOCKPICKING): DIFF (3)

Grabbing a rock, a nearby shovel, or pick axe and bashing it against the lock would also destroy the lock.

REFLEXIVE STRENGTH ROLL: DIFF (3)

Success will destroy the lock and allow access to the elevator.

Opening the lock isn't suppose to present a real difficulty, but instead introduce a dramatic element as the PCs and the lizardman crawl into the elevator and get it moving upwards just as the water is about to completely cover it. Depending on your group you may have the time and inclination to ask them to work on the elevator controls first. This is purely optional and should only be used in the case that you have at least 35 minutes or more left.

ENGINEERING ROLL: DIFF (2)

Success will fix the elevator.

If you go with this option, and they fail, allow one retry (at -2). If they fail that, then the elevator is irreparable, and they will now have to climb the steel elevator cables to the surface. The steel is slick with water, freezing to the touch, and is easily able to slice through bare hands if a player should slip.

The cavern's perimeter is canvassed in ladders, pulleys, This is another perfect opportunity to mention Team-work.

GUIDE TIP:

CHEATING! If the PCs have to climb up the elevator cable only ask for one roll instead of multiple rolls. If a PC fails the roll, have the lizardman standing nearby grab them as they fall. If they have angered or failed to befriend the lizardman then simply have them fall from 20 ft up, and they are able to fall into the water resulting in 1 N wound.

Describing for the SENSES:

Sight: The light streaks through the water causing a rainbow to appear in midair, the height of the mine is dizzying, and this lizardman is alive.

Smell: Fresh running water, fresh air, mixed with a hint of mine dust.

Feel: Cold as the water sloshes over their feet. All of the water falling about the area is putting a fine mist of moisture in the air covering everyone's skin and clothes, but it's still warmer than the tunnel.

Sound: The waterfall makes any other sound nearly impossible without screaming.

Taste: Fresh water mixed with mine dust.

Mentally: Elation as they see a possible exit tinged with doubt as they see the lizardman and a potentially difficult climb.

REEL THREE: NAZI SLAVE CAMP

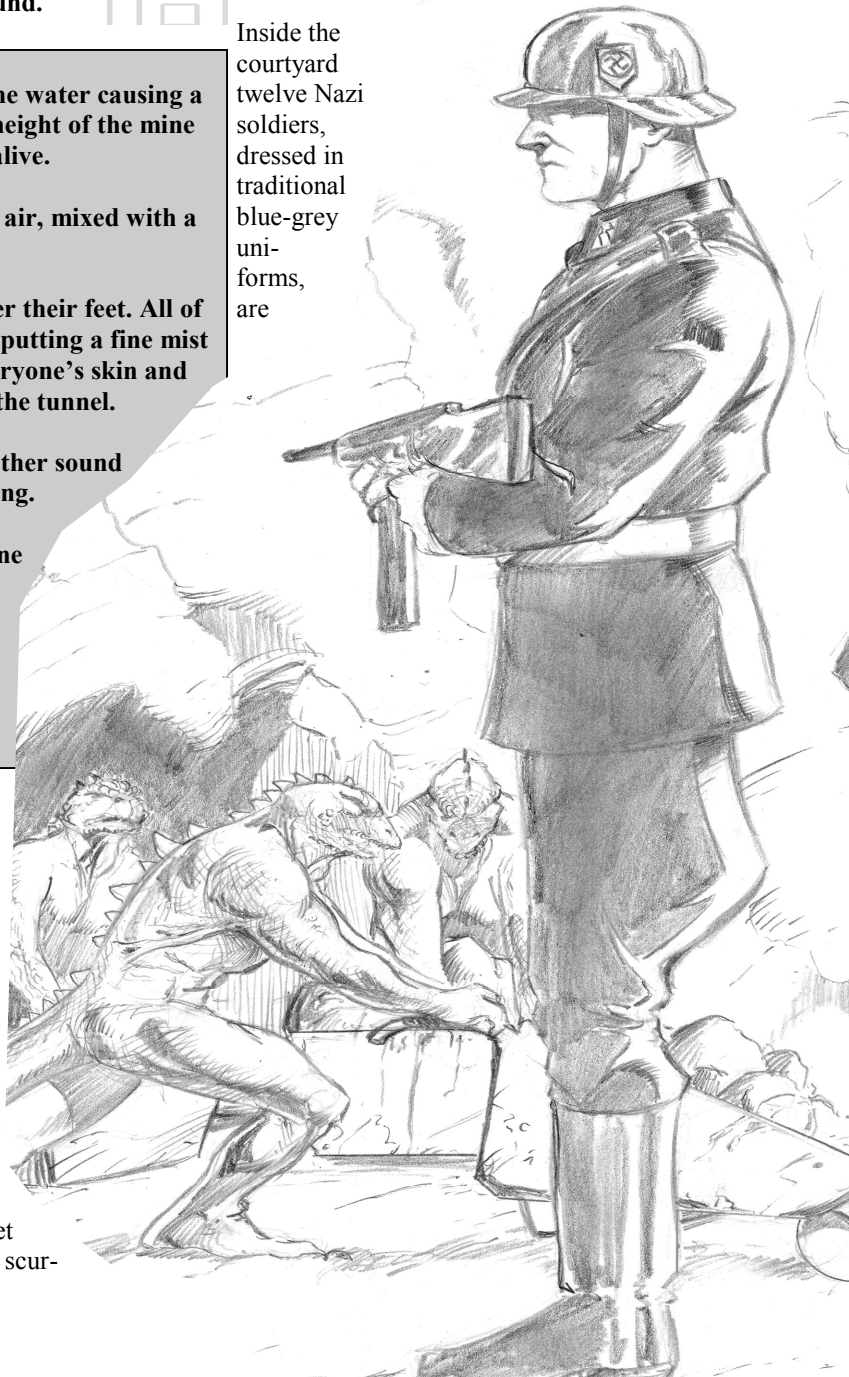
As the PCs climb out of the mine shaft they find themselves in a corner of a mammoth fortress, walls towering over them. The PCs are standing in a courtyard the size of two American foot ball fields (600 ft long by 334 ft long) covered in personnel, trucks, equipment, generators, electrical wires, and several pumps pulling water up the mountain. A small Nazi detachment has set up shop in this fortress, and they are scurrying around like ants.

PCs may make a:

PERCEPTION ROLL: DIFF(2)

Those that succeed realize that they are inside Citadelle Laferrière, the largest fortress ever created on Haiti, and it lies hundreds of feet above a craggy mountainside at the very pinnacle of the mountains height. There is only one way in or out of the fortress; a small road that twists and turns up the side of the precarious mountainside.

Inside the courtyard twelve Nazi soldiers, dressed in traditional blue-grey uniforms, are



directing a slave workforce made up of lizardmen. The slaves appear to be carrying rock and debris away from a tall wall, the interior-most section of the Citadelle. The PCs can see four boulders, green, blue, black and white (the same colors as the rings the PCs found on the lizardman in the very first chamber) that have been stuck into indentations in the 50 ft wall that is the focus of the Nazis' attention. A crane crew is just finishing putting a large stone shaped like a stylized sun in the middle of the design framed by the colored boulders.

As the sun slides into place it roars to life as the eerie green energy that the PCs have seen before, flares brightly. All four stones spark with the same electricity which begins to arc and crash all along the wall. Green light also begins to spill out, causing plaster to peel off, and beneath the crumbling plaster, pictographs similar to the ones in the first chamber can be seen. Pictographs over the height and breadth of the wall begin to pulse, and from those pulses of eerie green energy the shape of a massive archway can be seen forming. The entire time this spectacular light show is going on, massive earthquakes shake the mountain.

The first colored stone put into its indentation in the wall caused the earthquake that trapped the PCs. The next three occurred while the PCs were in the tunnels. The fifth and most deadly quake is taking place now as the sun stone completes the process of opening a rift between the surface world and the Hollow Earth. Parts of the fortress are crumbling and at least one Nazi and lizardman slave are crushed by a massive piece of masonry that cracks away from one of the large towers.

The Nazis are armed with Lugers and Mauser Karbine 98K rifles. Near the PCs is a large tripod-mounted weapon, DER FUHRER'S WRATH (stats found in appendix). The weapon appears to be an automatic elephant gun with a recoil system, sights, and tracer bullets (which the PCs will not notice till they rip off a handful of rounds). Tracer bullets are brightly painted bullets that a small pyrotechnic charge that burns brightly and allows the firer to help correct their path of fire to their target.

The PCs have caught a little luck at this point as only the Der Fuhrer's Wrath crew witnesses their arrival on the scene.

The rumblings and earthquakes are getting worse as the PCs see a small scouting group enter the newly-formed archway. The Nazi scouts are equipped with weapons and cartographic equipment; many large crates, each being carried by four lizardmen, are also being carried through. The PCs can see well over a thousand crates

forming a small mountain of supplies near the mouth of the archway. As each person enters the gate a small tremor takes place. The earthquakes are being caused by entry through the portal! The lizardmen are agitated and hostile, and are beginning to shake their chains and hurl the rocks and debris they were carrying at the Nazis. One of the Nazis gets spooked and begins firing on the lizardmen.

Seconds after the last scout goes through, the same scout comes running back out. A huge T-Rex erupts from the portal right behind him with another Nazi in his mouth. The huge beast flips the hapless soldier from his mouth into the air, and then gulps him down.

The scene erupts into chaos. The Nazis manning Der Fuhrer's Wrath are approaching the PCs as the T-Rex erupts out of the archway. The PCs will have to deal with the Nazis, a T-Rex, and the anarchy that's taking place all around them, as the fortress crumbles and the mountain disintegrates beneath their feet.

Hopefully the PCs can get their hands on Der Fuhrer's Wrath; they have their own weapons, the fortress itself, Darby may still have his dynamite, and hopefully they all have a lot of Style points to deal with the obstacles that are facing them. Encourage the PCs to use any Style points they may have left to bring down the T-Rex or the Nazis.

Describing for the SENSES:

Sight: Anarchy, something going on everywhere, sensory overload.

Smell: Hot lizardmen smell awful. However, this is the first fresh air that the PCs have had in hours so to them it smells like heaven.

Feel: Hard fortress walls and ground made up of carved stone. The heat of the sun can be felt on their faces for the first time in hours.

Sound: A cacophony of chaos. Barking orders (in German), lizardmen speaking and yelling in their strange language.

Taste: Dust and exhaust from the heavy machines doesn't diminish the taste of fresh air and possible freedom.

Mentally: They've jumped from the frying pan into the fire. Saved from a slow death of drowning or dying in the darkness, they now find themselves surrounded by Nazis.



REEL FOUR: A NEW WORLD

As the T-Rex comes through the archway a massive quake takes place and the entire mountain begins crumbling at this point. Stones are falling and crushing Nazis and lizardmen alike. The only ways out are through the newly formed archway or down the side of the mountain with the falling debris. Through the archway the PCs can see an amazing city of exquisite architecture, towers that reach into the skies, and in the distance an azure ocean. A few of the lizardmen will rush and leap through the archway. If the PCs did anything to help the lizardman in the mine or the lizardmen up top during the fight (killing the T-Rex or any of the Nazis) they will be ushered off the top of the mountainous death trap by the lizardmen through the archway – the lizardmen will be pointing at the archway, lightly tugging on the PCs, and trying to communicate with the PCs to run for it.

If you're running short on time you can speed the scenario up by having the T-Rex make short work of the Nazis, the stones from the crumbling Citadelle crush opponents, and the PCs only need to deal with the

T-Rex. If you have more time, then let the Nazis be more of a problem pinning down the PCs behind trucks and rubble while the T-Rex rampages all around attacking PCs and NPCs alike.

The closing scene should be the party jumping through the gate, and into...THE END

FAREWELL

Take this opportunity to stand up and thank everyone for coming, shake hands, tell everyone where the *Exile Game Studio* booth is, pass out freebies and awards. Make sure to ask everyone what they thought and if they enjoyed the game. Ask them if there was anything that could have made their experience even more fun, and if anything detracted from their game.

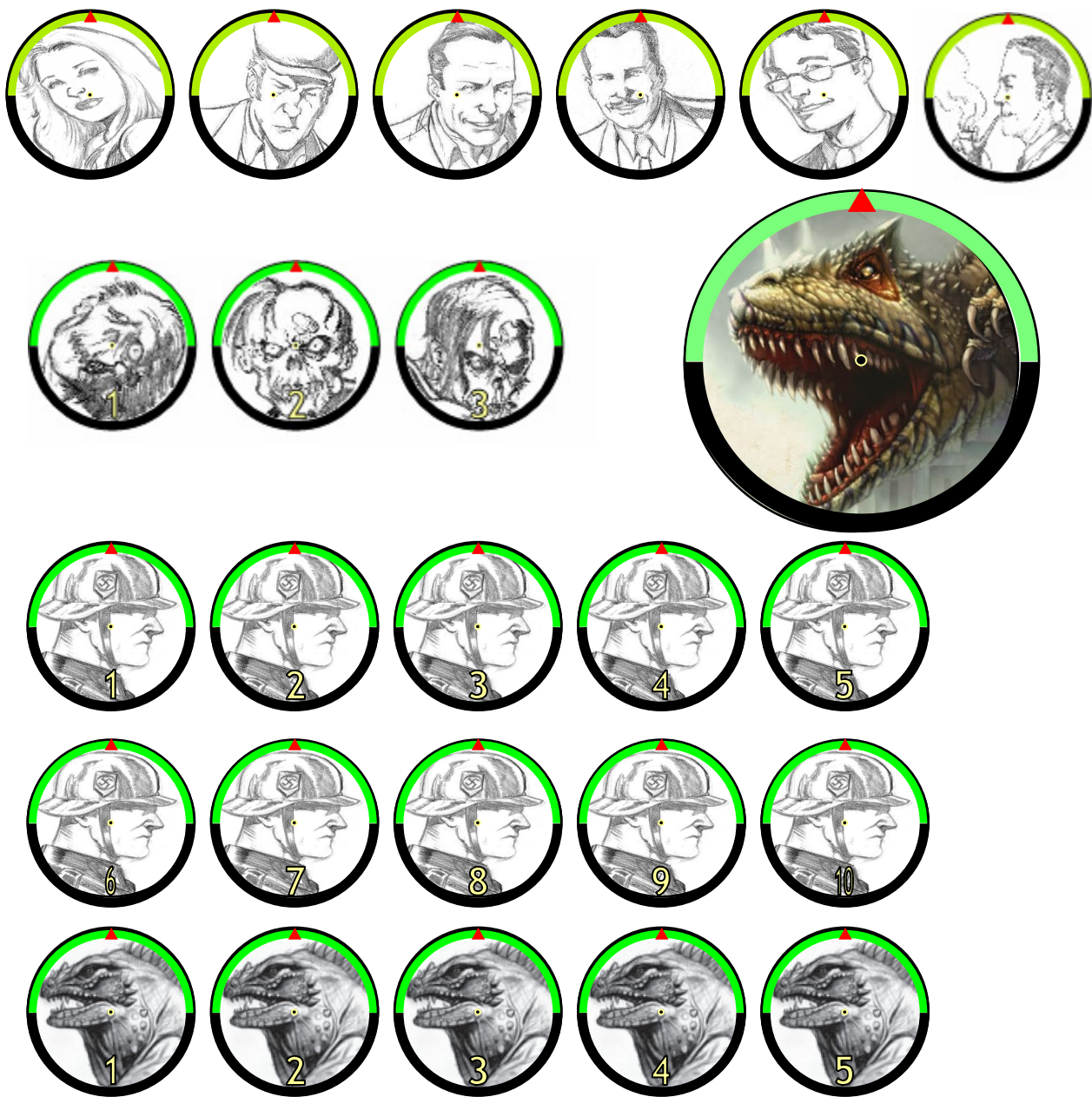
If they wish to know what happens next with the NEW WORLD, the lizardmen, and the Nazi scout groups that went before them then they should play in PART 2.

Mummified Zombie				
Archetype: Undead Guardian Style: 0		Motivation: Duty Health: 5		
Primary Attributes				
Body: 4		Charisma: 0		
Dexterity: 1		Intelligence: 0		
Strength: 4		Willpower: 0		
Secondary Attributes				
Size: 0		Initiative: 1*		
Move: 2*		Defense: 5		
Perception: 0		Stun: 4*		
Skills	Base	Levels	Rating	(Average)
Brawling	4	3	7	3+
<p>"Yeah, they're dead. They're all messed up." -Can not be stunned (can still be knocked back/down), immune to any effects that include a will save, cannot be poisoned.</p>				
None				
<p>*Slow: Zombies are incredibly slow and suffer a movement penalty. This penalty has been taken into account under their move rating. *Initiative impediment: Zombies are incredibly slow and always go last in combat</p>				
Weapons	Rating	Size	Attack	(Average)
Claw/Slam	1NL	0	8NL	(4)NL

Tyrannosaurus Rex				
Archetype: Dinosaur Style: 0		Motivation: Survival Health: 16		
Primary Attributes				
Body: 8		Charisma: 0		
Dexterity: 4		Intelligence: 0		
Strength: 8		Willpower: 4		
Secondary Attributes				
Size: 4		Initiative: 4		
Move: 12		Defense: 8		
Perception: 6		Stun: 8		
Skills	Base	Levels	Rating	(Average)
Brawl	8	4	14	(7)
Stealth	4	2	2*	(1)
Survival	0	4	6	(3)
Talents				
Alertness 1 (+2 perception rating) Skill Aptitude (+2 Brawl rating) Skill Aptitude (+2 Survival rating)				
Resources				
None				
Flaw				
Bestial (character cannot communicate or use tools)				
Weapons	Rating	Size	Attack	(Average)
Bite	4 L	-4	14 L	(7)NL
Claw	2 L	-4	12 L	(6) L
Stomp	4 N	-4	14 N	(7) N

* Tyrannosaurs suffer a -4 Size penalty on stealth rolls

Nazi Soldier				
Ally 1				
Archetype: Soldier Style: 0		Motivation: Duty Health: 4		
Primary Attributes				
Body: 2		Charisma: 2		
Dexterity: 2		Intelligence: 2		
Strength: 2		Willpower: 2		
Secondary Attributes				
Size: 0		Initiative: 4		
Move: 4		Defense: 4		
Perception: 4		Stun: 2		
Skills	Base	Levels	Rating	(Average)
Athletics	2	2	4	(2)
Brawl	2	2	4	(2)
Firearms	2	2	4	(2)
Intimidation	2	2	4	(2)
Melee	2	2	4	(2)
Talents				
Autofire 1 (+1 autofire bonus)				
Resources				
None				
Flaw				
Intolerant (+1 Style point whenever he convinces someone else to hate what he does)				
Weapons	Rating	Size	Attack	(Average)
MP38 SMG	2 L	0	6 L	(3) L
Luger PO8	2 L	0	6 L	(3) L
Dagger	1 L	0	5 L	(2+)L
Punch	0 N	0	4 N	(2) N



Der Fuhrer's Wrath	Dmg	Str	Rng	Cap	Rate	Spd	Cost	Wt
EXPERIMENTAL RIFLE	6L	4	250	1	1	S	n/a	50 lbs.