

Free Content Friday – November 2020

THE OLD MAN AND THE Z CHAPTER 2

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Setting

This takes place in a region near an ocean in the Pacific Northwest. Rufus can be interacted with as part of any scenario based on that region, or his particular story can be played out in its entirety starting from Part 1.

This is a series of stories that take place using Rufus and his sailboat, the “Charon’s Folly” as central plot elements.

This is a continuation of the previous Free Content Friday, The Old Man and the Z, released in April 2020.

It is beneficial if the players have completed that part of it first, although the two do not need to be played back to back... it actually helps if there is some space between the events of Chapter 1 and Chapter 2 since it is assumed that some time has passed between one part and the other.

This scenario has a lot of the legwork done for the GM already. It has reduced most Labor requirements to just be a matter of Time things need.

Intro

It was a long while since we saw Rufus and he had us run his errand. I think he felt sheepish about it, even though he was clearly grateful... he could have been a total ass about it though and I'd still have felt ok. The bullion silver he gave us as payment had us living pretty high on the hog for a while. So imagine our surprise when we saw the man himself at the docks trying to flag us down.

"Maybe he has more silver" we all thought but we were still happy to see him. He invited us aboard his ship and once again we were out on the open waters catching fish to our heart's content.

Predictably, he had another favor to ask but we were perfectly fine to hear it, having finally dropped the request as we approached nightfall.

By the lantern light he laid down a map that he had marked up with some arithmetic in the margins and marked a few locations with X's... our minds obviously went to buried treasure but we were quickly dismissed of that thought as he put another piece of paper down on the table. It was one we recognized, it was the letter we got from the OneTrust Bank, but

with a few other notes written on it.

Apparently, he did not recognize the address written on the closure letter under his daughter's name and he was worried that someone had forged it. He needs an example of his daughter's signature just to be sure, and the only one he knows for a fact exists is on a birthday card left at his old house when he took to the sea.

Straining his memory a bit further, it would seem that the last time he saw it was in a box of things he gave to Bart, an old friend of his from the navy, for safekeeping after he sold his house. His friend lived in the lighthouse up the coast but they haven't spoken in years and Rufus doesn't know if his friend is even alive.

Thankfully, his place is fairly inaccessible being on a large island off the coast. However, it seems that it is a tempting target for people seeking refuge as well. One way or the other they would need to know what happened to his friend Bart.

Part 3: Helpful

Rufus has reluctantly asked the Survivors for another favor, and it requires them going to one of the archipelago islands on the sound far north of here.

SCOPE

This is a Travel Mission that has an additional hurdle of navigating a lengthy journey by sea and through treacherous weather.

Formation, Traveling Party: The party automatically adopts a Travelling Party Formation (Gamemaster's Guide pg.131) that will add bonus 🍌 from extra food or creature comforts they take along with them on the journey. Unlike other forms of Travel, only a full day's worth of travel (🕒 20) and things that reduce Morale specifically will reduce Formation Morale, not once per Time as normal

Provisions: The characters are assumed to have the required food and water for the journey. It is likely that Rufus provided this so that the Survivors would be willing to go on the journey.

There is a snag however... as the Charon's Folly heads further north, the more dreary and foggy the sea becomes. It soon becomes appar-

ent that travel through the winding straits in the archipelago is extremely unwise, even for as experienced a sailor as Rufus.

The Charon's Folly throws its anchor off the coast, hoping that the fog will burn off... after a day of waiting, it does not.

Gestalt Ability – Angler

Gestalt Level(s): 3

The character was or is an avid fisherman using lines and hooks. Going fishing will count as a Coping Mechanism against morale loss and the character gets a (+2 Training Value; Survival Gear) to use Survival Gear or Tools when fishing.

A character can take this Gestalt Ability for only 2 Gestalt Levels, but they will only get a (+1 Training Value) Bonus but cannot use it as a Coping Mechanism.

ENCOUNTER: THE STORM

While it is hardly a gale force event, the seas will be harsh and unforgiving. Rain will fall in sheets and the wind will require that

ENCOUNTER TABLE - "HELPFUL"

COST	ENCOUNTER	SPECIAL/NOTES
🔴🔴🔴🔴 to 🟢	Fish	If characters wish to fish make {Survival%}, each can earn 🍌1 as well as provide some food 🟢
🟢🟢	Drifters 1x	Infected that cannot move unless they grab on to the boat.
🟢🟢🟢	Drifters 3x	Infected that cannot move unless they grab on to the boat.
🟢🟢🟢	Sharks	Prevents fishing, counts as a Stressor

the sails be taken down so that the boat does not blow wildly off course or capsizes as it is moored. This is a reality that Rufus is all too familiar with, but to the others, not so much.

GM Note: Do not assume that characters are prepared for the harsh weather or that Rufus simply has extra rain slicks or jackets on board. He lives a very aesthetic lifestyle. The storm will increase the Environmental Modifier by 🌪️3 and will alter healing rates and other associated difficulties accordingly.

If the characters are caught without proper gear (Either a Survival Kit 3x, or gear that specifically reduces 🌪️ or some combination of the two), then Rufus will offer his own overcoat out of kindness. Characters being offered this must make an {**Empathy** – **Read Person**%}. If they fail, they take the coat without thinking and will have an Environmental Modifier reduction in 🌪️2 as a result. If the characters pass, they will refuse the coat, knowing that Rufus, being an older man, would require the protection from the elements more than they would need, regardless of how hardy his constitution might be.

GM Note: Keep track of what the characters do in this situation, it will alter the outcome at the end of part 3 of the scenario. But keep this fact a secret from the players.

During the storm, roll a d5! and consult the following table:

- 1: A rope snaps.** A cord whips across the deck, it will inflict 🟡 damage to all characters on the deck.
- 2: Lost to the waves.** An object of 🟡 or less falls overboard and is lost.
- 3: The storm is prolonged.** Survivors to lose 😊1 and it

The silhouette of the lighthouse is seen against the storm clouds. The light that normally shown from the tower is now cold and dark and does nothing to protect the travelers from the rocky shores surrounding it. It is only Rufus' peerless seamanship and muscle memory that protected them from falling victim to both the storm and the stones just beneath the raging water surface.

The ship being as small as it was allowed it to get closer than most without too much trouble but aside from being able to anchor closer to shore it was still in great danger and could not be left alone. Rufus described the box with his things in it to the best of his memory and gave them an inflatable raft used for emergencies that was now the only safe way to get to shore.

SCOPE

This Mission covers the journey to the shore and up to the lighthouse on the cliff. It's part Scout, part Travel, but the Time needed is open ended, so no Labor values need to be applied since a Timetable is provided. The actual time of day will not always correspond to the Timetable. The Timetable is more to show the relation of events from one to another chronologically.

will take ⌚d15! Longer than initially thought.

4: Overboard! A Survivor must test for {**Balance**%} or fall overboard.

5: The storm has brought the victims of a dreaded "ghost ship"... the bodies of the dead now drift on the current and many are Infected. "Drifters" are now accessible on an Encounter Table only requiring 🟢 as opposed to 🟢🟢, but this result will trigger at least a single encounter with them.

Note: this could be the same ship as the one used in the "Ghost Ship" scenario, if this was something the player characters were a part of.

H: Double trouble. Roll twice on this table, ignoring further 🎲 results.

Special

Fog. If the characters wish to go forward into the fog regardless, you will have to test {**Navigation**} with 🟡 per 🌪️ in the scenario.

Waiting. Characters have the option of waiting longer, but each day that passes will cause the party to lose d3 Morale 😊1d3 since that also involves rationing their food and killing time.

Storm

⚠️ 5

The storm surges and threatens the survivors.

Roll another d5! and consult the table in the "Encounter: The Storm" Section.

Part 4: Friendly

LIST OF OBJECTIVES

- ◆ Make landfall
- ◆ Reach the lighthouse
- ◆ Find the box with Rufus' things

REWARDS

Success: 🟢200

RISK FACTORS

Starting Risk: ⚠️25

- ◆ Environmental Modifiers

TIMELINE OF EVENTS

Assuming that the start point is ⌚0, these are important events beyond the survivor's ability to control.

⌚5 **The storm intensifies.** Increase Environmental Modifiers by 🌪️1.

⌚7 **Lightning.** If the characters are still on the water,

lightning strikes nearby which will count as a Stressor.

25 “Can you hear me?” Any radio or some form of communication that Rufus has will be used to contact the survivors. If they have no such device, the long silence will count as a Stressor.

30 The storm abates. The rain continues Environmental Modifiers is now 1 for the remainder of the session.

OPPONENTS

◆ Infected

This scenario expands on several concepts of Mission structure as well as how Encounters work. This was illustrated in last month's FCF where Encounters can happen wherever narratively appropriate, but the result varies based on the Location.

LOCATIONS

THE INLET

Rising from the sea, the limestone cliffs make an inaccessible barricade from water access. Only by reaching a small sandy inlet can the lighthouse at the top of the cliffs be reached.

Characters make a {Pilot – Small Boat%} to see if they reach the shore safely. Factoring in any added by Environmental Modifiers.

Any success will land the small boat safely to the sandy inlet. Failing will allow a retry, but it will take 1 to do it. In addition, the following Triggered Effect is added to {Pilot – Small Boat%}

Capsize. The boat flips, thankfully close to shore enough to walk along the bottom to it, but the characters will all be Drenched and their clothing will no longer provide protection from Environmental Modifiers. All characters that have more than ... on them must surrender at least worth of gear to the waves to be lost.

Note: Even if the boat is capsized, it will be able to be towed to shore by the rope at the front.

Special

Shelter. The Inlet will not allow any {Encounter%} to be made while characters are in it.

THE SEA CLIFFS

Once the Survivors have reached the sandy inlet, they can see the cliffs rising above them. There are only a few ways to get up, but none of them are very good.

The Survivors need to decide how to reach the lighthouse from here. Roll {Search% per 1} in order to see what they uncover:

or more; The Cliff.

or less; The Trail

Or more; The Ladder.

The Cliff. (1d10) Clearly the most dangerous, but probably the most direct option is scaling the cliff. It's not as inaccessible as it looks, but it's still unbelievably dangerous. Make a {Climb% per 1}. Resolve as against a random character as they injure themselves in the ascent. Each will reduce the Time needed to reach the top by 1.

The Trail. (3d5!, Treat as a 5 and re-roll). The most roundabout way of getting up is the meandering trail that leads from the shore to the lighthouse. It's quite a long way and it is easy to get lost. So a {Navigation% per 1} can be made. Each will add 1 to the Time needed to reach it, and each will reduce Time to reach it by 1.

The Ladder. (1d10). While not much safer than scaling the cliff itself, seeing the ladder will be a good reference for later, since it leads all the way up the cliff. Bart had put the ladder in for easy access to the cliffs. As part of a meandering story that you only remember Rufus having told you once you find the ladder and made the connection in your mind. It will have the same rules as The Cliff, but it will not incur any penalties for and grants a bonus of if the character carry or less in equipment.

BART'S LIGHTHOUSE

The lighthouse on the cliffside was built around 1900 and has had several piecemeal restorations since then. The last known owner, a friend of Rufus' and old military friend, Bart was fixing the place up to be used as a B&B at the request of his daughter (who was friends with Rufus' daughter as well). It is unknown what state the renovation was at, but the lighthouse itself has been dark for nearly a year not that many ships are on the seas nowadays.

The approach is quiet, the rain and storm covering any other noise. As the Survivors near, a body is seen slumped on a platform on what looks like a radio tower near the lighthouse. Other than that, there is no sign of life.

ENCOUNTER TABLE - BART'S LIGHTHOUSE

COST	ENCOUNTER	SPECIAL/NOTES
to	Infected	The Infected will be prone or at a disadvantage when found. The Survivors will get a Surprise Round
	Infected 3x	none
	Drifters 3x+1 per Survivor	none
	Infected 3x, 1x Template	none



LIGHTHOUSE – GROUND LEVEL

The ground level is easily accessible. Every door is open, but the garage doors are closed

There are a examples of how an Encounter can be run at each of these location in the "Special" section.

A– Mud Room

The entry to the lighthouse is unkempt and unclean. Multiple sets of footprints both in mud and blood can be seen going into and out of the house.

Special

Encounter. Encounters in the mud room are likely going to be infected that wandered in from the main hall, since the door between the two is fairly flimsy.

B– Main Hall

The hallway is dark, with no natural light coming in from anywhere but the ambient light from behind them in the mud room entry. A small bookshelf and a few prints of old paintings are hung on the wall.

Examining the floor, the high-traffic area has an even greater number of footprints that have matted the carpet down.

Special

Encounter. The hall is extremely dark, since the only source of light are possibly from behind the Survivors. The sudden change in light will alert the infected that were lying dormant in the hall

C– Kitchen

The wretched smell of unwashed dishes and pans piled in the sink overwhelms the senses. The low drone of flies can be heard despite the patter of rain on the deck outside.

The Kitchen is well lit with scarcely a wall that does not have a long window to capitalize on the view, both of the stormy ocean and the small stand of cedar trees.

Special

Encounter. The long room that is the kitchen and dining room combined has plenty of places for the infected to lay in wait. A kitchen knife is stuck in the chest of one infected that ambles towards the Survivors.

D– Dining Room

Joined to the kitchen, the dining room faces the deck. Multiple plates are piled in the center and place settings are haphazardly set. It looks like a fight broke out here quite a while ago. Impact blood spatter on the windows spoil the view.

Special

Encounter. The kitchen is probably the scene with the most bloodshed. Even if there are no encounters, it is clear that the violence visited on the infected still sitting at the table or lying on the floor in a pool of dried blood. These bodies rise to their feet, their dark, broken silhouettes against the stormy skies in the windows behind them.

E— Living Room

The well-lived living room has several books and magazines removed from the shelves and left on the floor and tables. Tremendous lack of care has inflicted upon this room with muddy boot prints on the furniture and smudged and filthy carpets and windows.

Special

Encounter. The altercation that took place in the dining room carried into the living room. The infected would have certainly heard any fight that happened up until this point, but if this is the first Encounter the Survivors have, the dead will be sprawled on the ground and on the furniture and will rise to meet the Survivors when they enter. If this is a subsequent encounter, they will already be on their feet and moving towards the door.

F— Laundry Room

A room with an old-fashioned olive colored washer and a dryer set. Various (ancient) containers of cleaning products are on the shelves and in the cupboards.

Special

Encounter. There is little chance that there will be an encounter in the laundry room. If there are, it would be infected that are drawn to the commotion but drawn out of the common room and the guest rooms.

G— Common Room

A small room with dated decor and high traffic carpet laid down fairly recently. Relatively new furniture and a modern flat-screen television rest on an old waist-high record player set. Clearly this room was remodeled to appeal to B&B customers.

Special

Encounter. The room is fairly neat, only the evidence of fights in and around the bedrooms and leading off into the garage make the place look amiss. The infected will likely be from the bedrooms and will enter the common room from there.

H— Guest Room A

Two near identical guest rooms, both with new carpet, but neither with a bed. A makeshift bedroll made from sheets and comforters were used by the squatters from before.

Special

Encounter. This room is the one that is the cleanest in the whole house. Whoever slept here was clearly one of the last surviving squatters. Nonetheless, an infected could be encountered from wandering into the bathroom area.

I— Guest Room B

Same as Guest Room A, but there is a tremendous amount of blood that indicates that there was likely a murder of someone in their sleep. . . the blood loss alone practically made that a certainty.

Special

Encounter. The encounter here will be from the infected that was one of the squatters killed in his sleep. He was stabbed multiple times as he lay sleeping and he carries those wounds with him as he rises to attack the intruding Survivors.

Unsettling. Characters using this room to rest in without cleaning it will not be able to restore lost Morale.

J— Garage

The empty garage has tools and a workbench along the southern wall. The most unusual feature is that the garage is where the batteries for the solar panels are stored.

Special

Encounter. The garage has clearly had some tools removed from the walls to be used as weapons (presumably against one another). Any infected encountered there are victims of an altercation from fights over tools that could be used as weapons.

Solar Batteries. The batteries have been storing power and have been unused for quite a while. At full charge, they can remove DP from equipment that are “Electronic” or have rechargeable components.

Lighthouse. If the Survivors activate the lighthouse, it will not have enough power to recharge any devices.

Note: This diversion of energy would also most likely prevent the electronic pump from drawing fresh water from the well. While it is unlikely that it would be to such a huge extent that it would cause the water to stop flowing altogether, but it's up to the GM how dire you want to make that decision.

K— Shop

The shop has an all-terrain vehicle stored inside of it. There is a small can of fuel that could be used, but the ATV is clearly meant as a workhorse for the odd construction projects and work that Bart had around the island. The shop itself has many larger tools for use with such tasks.

Special

Encounter. The corpses slumped over the ATV are shot in the back, presumably as they were trying to escape (fruitlessly, considering this is an island). The bullets will have penetrated the bodies and the engine block, rendering the vehicle inoperable. They will rise and attack anyone who opens the door, but they are easily outrun. If characters flee immediately back into the house, the infected will be disoriented and will wander around the house in the storm. This will harangue them if they exit or if Rufus comes later.

L— Lighthouse

The access to the lighthouse is under lock and key. The door is locked, and the squatters that inhabited the lighthouse clearly had no interest in getting in.


LIGHTHOUSE MAP – GROUND LEVEL



- A. Mud Room
- B. Main Hall
- C. Kitchen
- D. Dining Room
- E. Living Room
- F. Laundry Room
- G. Common Room
- H. Guest Room A
- I. Guest Room B
- J. Garage
- K. Shop
- L. Lighthouse
- M. Stairs
- N. Solar Panels

It is simply a spiral staircase and a control panel on the side of the door that activates the lighthouse.

Special

Locked. The door to the Lighthouse is locked. Because of this, no Encounters will be possible in the lighthouse. The key is found in the Master Bedroom or in any other location with  or more in a {Search%}.

Stench. Bart has been stuck in this tower for days. A corner has served as a toilet and its smell made the floor level of the tower smell terrible. It counts as a Stressor.


Bartholomew: Bart is holed up in the lighthouse at the higher levels. His health is failing and is starving but is alive. He will have the basement key on his person.

Power. If the character directs all the power from the solar batteries to the lighthouse then it will turn on during the night, but the batteries can be used for nothing else.

M- Stairs

The stairs go both upstairs and down. The stairwell is only illuminated by small, high windows.

Special

Encounter. An encounter in the stairwell will likely favor the survivors if they have the higher ground. If they have lower ground, Survivors will add  to their {Melee Attack%, Brawl%, Grapple%}.

Locked. The basement level is locked. Only Bartholomew has the basement key and he is holed up in the Lighthouse itself.

N- Solar Panels

A series of solar panels are facing east. Upon initial inspection, it is unknown if they are functional or where the batteries are.

Special

Encounter. An encounter around the solar panels is unlikely unless the Survivors fled from the infected in the shop.

O- HAM Radio Tower

The communications array used by Bart is a HAM radio. The tower is accessible from this point and there is a small stand that can be used as a lookout point as well.

Special

Climb. The tower can be climbed via an access ladder, however during a lightning storm, this is unwise. If this is done, go to the "Roof Level" section of this location to see what happens.

LIGHTHOUSE – 2ND FLOOR

The 2nd Floor is accessible by the staircase off the main hallway on the ground level.

2A- Stairs

See M-Stairs earlier on this page.

2B- Library

The library is stocked with old books and magazines. Each shelf seems to be a strata of interests of past lighthouse keepers. Closer inspection will reveal that some books are nearly as old as the lighthouse itself. The most recent offerings are crime novels from a few fairly well known authors. The Survivors vaguely remember that some of them were made into movies back in the day.

Survival

Encounter. Unsettlingly, there will not be any infected in the library, but movement is heard in adjacent rooms.

2C- Kitchen

A small kitchen meant for the private use of the lighthouse keeper. That hierarchy must have been preserved during the occupation of the squatters, since it is in much better condition than the downstairs kitchen.


Special

Encounter. The kitchen will only have one infected in there and it will be that of a victim with several stab wounds. If characters enter the kitchen first before entering the lounge, then the infected in the lounge will be drawn to the Survivors.

2D- Lounge

The lounge area is meant to serve as a comfortable retreat for the lighthouse keepers. It is clearly recently renovated and many of the decorations seem at odds with the rest of the more humble accouterments of the actual lighthouse keeper. It is decorated with nautical tchotchke meant to appeal to guests.

Special

Encounter. The majority of the opponents will be found here. A GM can use one of their Free Encounter Checks in order to have it count as being automatically successful with  and Infected can be deployed in this room.

2E- Master Bedroom / Bathroom

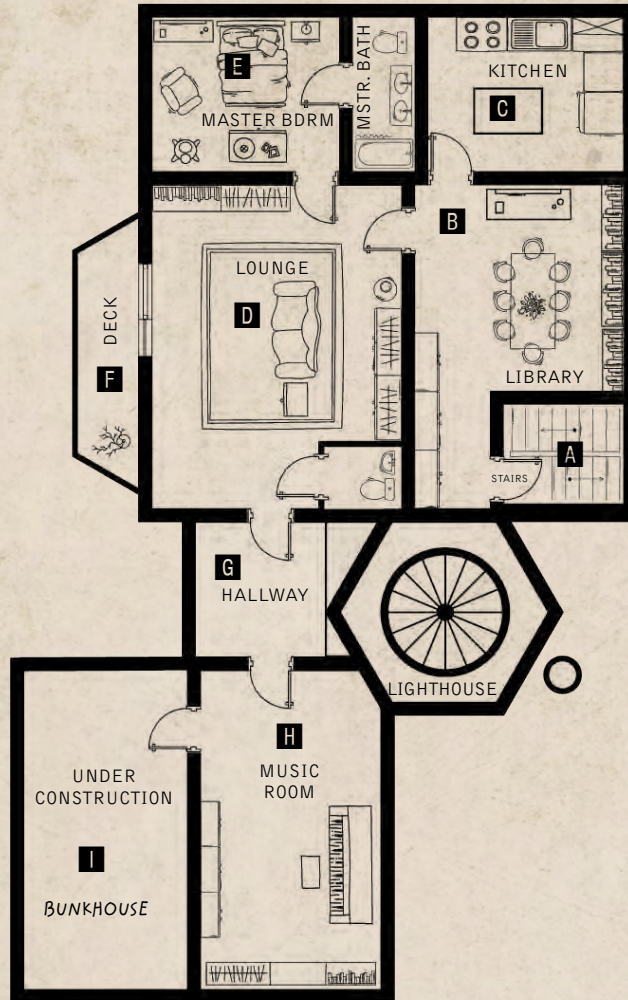
Clearly subjected to some abuse, at the hands of the squatters. It saw far less use than the other more common living spaces. It is likely that the leaders of the squatters took this room for their own.

Against the wall, the long desk with a HAM radio is seen.

Special

Locked. The master bedroom is locked from the inside. The infected in the lounge were clearly gathered to try and break in. It is a simple interior lock and it can be opened with a small tool that can be found on the door jamb or on the carpet near the door with a successful {Search%}.

LIGHTHOUSE MAP – 2ND FLOOR



2A. Stairs

2B. Library

2C. Kitchen

2D. Lounge

2E. Master Bedroom/Bathroom

2F. Porch

2G. Hallway

2I. Under Construction (*BUNKHOUSE*)

Encounter. There is only one infected in here: formerly the leader of the last group of squatters who was driven here by his infected compatriots. He found the Lighthouse Key if any character searches the body after death.

HAM Radio. The HAM Radio was messed with. All of the settings and dials are completely off and are unusable unless a character has intimate knowledge of frequencies and how to communicate with this device. The device is powered, so it will not be functional if the Survivors decide to activate the lighthouse.

Master Bedroom. The more spacious and comfortable room will make it easier to relax. Survivors undergoing a Long Rest in this room without sharing it as some kind of bunkhouse will restore an extra 😊1.

2F– Porch

The porch overlooks the ocean. The view is slightly unnerving to those who are afraid of heights. The cliff edge is not far from the lighthouse.

Special

Encounter. There are bodies piled up on the deck, looking like they were being prepared to be thrown over the balcony, but the process was interrupted, it seems.

Signal. Survivors that bother to look can see Rufus' ship in the small harbor outside the inlet. If the Survivors have a "Flare Gun" or some other signal they agreed upon with Rufus. Doing this will indicate that it's safe for Rufus to come to shore and will arrive in 🕒1d5!+2.

Roof Access. A Survivor can access the roof from the porch if they have the nerve by passing a {Climb%}. Attempting to get to the roof from here is a "Stressor."

2G– Hallway

It is hard to tell what this room was meant to be before, but it is clearly a staging area for some of the renovations that were going on throughout the 2nd floor.

Special

Encounter. Some of the earlier efforts at cleaning resulted in bodies wrapped in painter's plastic that was kept in the hall. The infected here will be writhing in plastic that they are wrapped in like oversized maggots. It makes them easy targets, but encountering them will be a Stressor regardless.

Roof Access. A Survivor can access the roof from a window in the hallway.

2H– Music Room

A piano and some records are against opposite walls. They appear to have not been touched for quite some time. An out-of-place typewriter is on the tables against the far wall.

Special

Soft, Ominous Piano Music. There would be no encounters in the music room.

2I– Under Construction

This area is under construction. It is unclear as to what it was meant to be, but it has a heck of a view. Currently, it appears to be a bunkhouse where multiple people slept.

Special

Encounter. This room was used as a disposal area for corpses once its usefulness as a bunkhouse was exhausted. The infected will all be either wrapped in plastic or in a pile and will attack when they are approached.

Bunkhouse. This area appears to be a bunkhouse where multiple people (8) slept... uncomfortably.

Renovation. The Survivors will have the option to fix this room up in whatever way they feel is worth their time to do. See the Safehouse section at the end of this scenario for details as to how this works. It will be the easiest room to renovate for whatever purpose the Survivors choose.

LIGHTHOUSE – ROOF LEVEL

While it is not easy to get to, the roof is nonetheless accessible by windows.

RA– Access

This is an access point to the roof from the inside.

RB– HAM Radio Tower Crow's Nest

In absence of access to the lighthouse, the platform on the HAM radio tower is the highest vantage point.

Special.

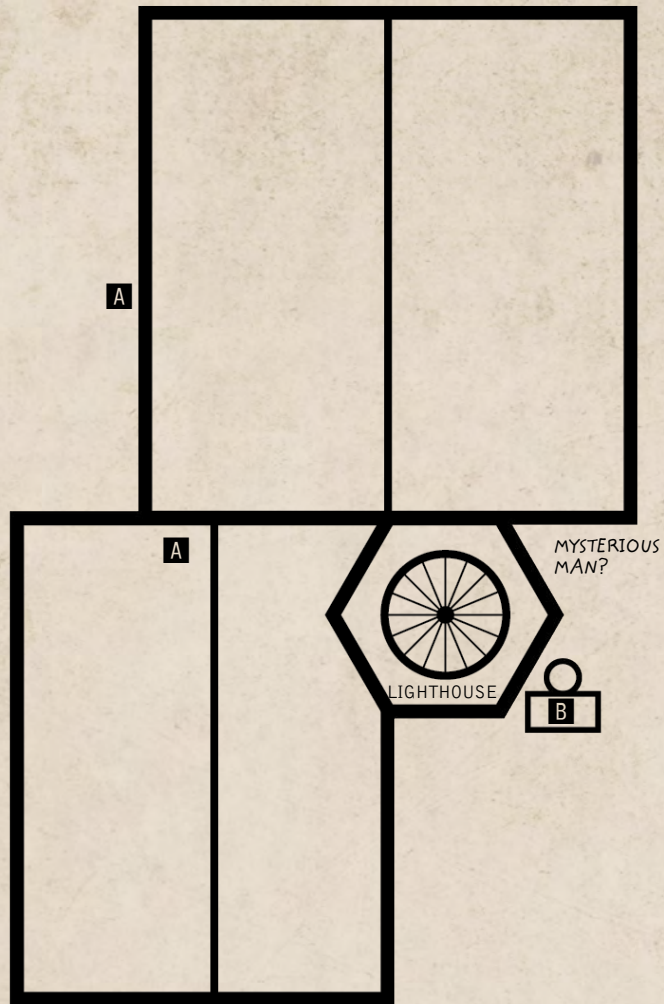
Climb. This is accessed from the ground level of the HAM tower.

Encounter. An encounter around the HAM radio tower is unlikely unless the Survivors fled from the infected in the shop. The corpse at the top being an opponent is possible (but predictable, it's best left to have it be an ominous omen)

Corpse. As seen from the ground, a corpse is seen slumped over a wire on the platform. Crawling up the ladder, the body has minor wounds but has been up there for some time. It is easily pushed to the ground where it makes a wet thud as it hits the grass.

Bart. Making a {Spot/Listen%} a character standing on the platform can see a man at the top of the lighthouse. This is Bart, but it is impossible for the Survivors to know this. To them it's just a mysterious man. It's too windy and loud for any words to be exchanged. He turns around and goes back inside upon seeing the Survivor.

LIGHTHOUSE MAP – ROOF LEVEL



RA. Access from the inside

RB. HAM Radio Tower Crow's Nest

LIGHTHOUSE – BASEMENT LEVEL

The basement level was of some interest to the previous inhabitants, but Bart had made sure that despite his struggle with the squatters, that he always hid the key on his person.

Opening the room, it is surprisingly spacious, musty and poorly lit, with the only natural light coming from narrow ground-level windows.

BA– Stairs

See pg.008

BB– Basement Storage

The large room is supported by large cement and wood pillars. The numerous boxes stored there have no seeming rhyme or reason to their organization.

Special.

Rufus' Box. If Bart is with you or if the Survivors pass a {Search% ■ ■ } then the box is located. It has the birthday card as initially thought. The rest of the contents are personal in nature.

Construction Materials. The majority of the construction material used in the various renovation projects is kept down here to protect them from the rain. The access to the basement for larger materials was a long, well concealed staircase from the outside that was barred from the inside that can now be opened. These are used for modifications that will be gone over in the Safehouse section.

BC– Lighthouse Supplies Storage

The small room contains several boxes of supplies explicitly for the maintenance of the lighthouse. The transformers and various controls for the electrical system are here in addition to a few very large replacement amps. Strangely, a bedroll is down there as well.

Special

Solar Power. The controls to route power from the grid to draw from the solar batteries instead are down here. It will be up to the Survivors if they wish to do this. See the Safehouse section on what this means.

THE REUNION

Upon the freeing of Bart and the retrieval (or arrival of) Rufus, the two greet each other as old friends and reminisce as if the world had not come to a crashing halt years ago. The two men were friendly, but Bart still has a hard time trusting the Survivors. Bart insists on talking with Rufus in private in the upstairs kitchen, but he lets you wander around and says that you can rest anywhere you like... except the master bedroom.

OPTIONAL: EAVESDROPPING

The section can end here if you want to just continue on to part 5, but for GMs that want to have a more omniscient narrative story, (or the Survivors successfully overhear the conversation) then you can read the following out loud if you wish:

With a grunt and a lunge, Bart retrieved a bottle of bourbon that he had hidden high on the cupboards that, against all odds, was not discovered.

Bart walked over to where Rufus was, two glasses cloudy with age in one hand, the bottle in the other and sat with his old friend.

“They did a number on this place didn’t they?” Rufus said as he took a glass with a few centimeters of the bourbon resting at the bottom.

“Yeah you should have seen it before, they cleaned it up real nice” Bart said with a laugh.

Rufus laughed too, in his own cautious way mindful ever of his chest pain.

“So you found what you’re looking for?” Bart asked before taking a sip.

“Yeah.”

“A birthday card. You came a hell of a long way for just that.”

“Don’t get me wrong, it’s good to see you too. I’m just glad another old fart like me is still alive, if I’m being honest.”

“you know me, tough as nails. A bunch of mainland punks couldn’t take me on. Although a lot of what you saw they pretty much did to themselves.”

“What did you even do?” Rufus asked as he threw back the rest of his drink and poured a little more.

“Saw a bunch of them coming into the inlet, their boat looked to be in bad shape. Didn’t like the look of them so I stashed a bunch of food and supplies in the lighthouse. Figure they couldn’t get in through the steel door with even a crowbar or whatever the hell they had. So when they finally arrived at my doorstep looking like a bunch of drowned rats armed to the teeth I shut myself in. Figured the worst they do is burn the place down but they look like they needed time to get better so I figured let him rest hopefully they’d be on their way. One of them must’ve been infected, because over the course of a couple of days they beat, stabbed, and shot the hell out of each other. One of them caught a glimpse of me in the lighthouse so they knew I was in so they tried to smoke me out. I’m not quite sure what their plan was because from where I stood I saw their ship, or what was left of it anyway, sink in the inlet and get dragged out to sea. The few that were left made it their business to set up shop, chased off my chickens and tried to pretend like they were cut out for this life. All I had to do is turn the lighthouse on for a couple of days to drain the batteries. Soon the pump wouldn’t work, lights didn’t work, nothing worked and they began to get desperate. Last few of them must’ve turned on each other. Made a hell of a mess in here.”

“Good thing we came along we did, I guess.” Rufus said as he stroked his beard subconsciously.

“Bah,” he said “I’d have been fine. Had a rope ladder I could’ve thrown out to get myself to the roof.”

“I think you’re getting too old for that.”

“Yeah, maybe.”

LIGHTHOUSE MAP – BASEMENT



- BA. Stairs
- BB. Basement Storage
- BC. Lighthouse Supplies

“So why the birthday card? What’s so important about it? Getting soft?” He joked, knowing in the back of his mind that the numerous renovation projects he lacked the will to finish without his daughter with him; hoping that Rufus would open up with his pain so he could reciprocate.

“You could say something like that. Not sure if my little girl is still alive and I hate to leave without seeing her again. Lord knows I’ve made the mistake of staying this distant for long enough.” Rufus said this, not entirely sure what befell of Bart’s own daughter who was a close friend of his daughter. The look on his face betrayed a hint of what became of her, or rather what Bart thought became of her. Rufus regretted bringing it up but he found it difficult and the question without the possibility of causing distress in his old friend. “Sorry, didn’t mean to speak like that.”

Bart composed himself quickly, being slightly out of practice of keeping his thoughts and emotions to himself having been on the island alone for so long. “It’s all right,” Bart said, pouring himself some more. “Mine might still be out there, but it’s been so long it’s hard to even know.”

“Helen did her part to keep me in the dark about what happened to my girl or what she was up to, but she didn’t hesitate to ask for money when she needed it that’s for damn sure. She knew I’d give it too. That’s why took that job in the Strait fishing crab.”

“I remember you did that. How much you make doing that?”

“About fifty thousand dollars for a couple years, I think by the end of it I had about two hundred fifteen thousand.”

“Christ almighty! You know, I have a lighthouse for sale if you’re interested.”

Rufus chuckled “Nah, it’s for Sara. Made sure it was in a trust that only she could get.”

“That... must have really pissed off Helen.”

“You have no idea. Not that it matters much now.”

Bart raised his glass and Rufus clinked it and the two both finished their drinks.

“Well, you have a hell of a journey ahead of you. Alaska... hot damn. You trust the guys to go with you?”

“They’re mercenaries but they’ve done right by me so far. Seems the world is filled with old die-hards like us, opportunists like them... and degenerates.”

“Don’t forget the vigilante types.”

“I didn’t,” Rufus said as he stood, examining the birthday card and the paperwork he brought to compare it to. “So... Alaska.”

Bart cocked his eyebrow, shrugged his shoulders and replied. “Alaska.”

Part 5: Courteous

It has been a day or so of doing things around the lighthouse. The Survivors have gone about their normal business and Rufus and Bart largely keep to themselves, going over maps and things in the upstairs kitchen.

WHAT DO THE SURVIVORS DO?

This is essentially the end of part 2 of Old Man and the Z. How the Survivors wish to proceed is largely up to them as well as how this module fits into any existing campaign. Same as before, some time will pass before Chapter 3 begins in earnest.



If part of organized play or if the campaign keeps track of Time, then the following options can be taken that can assist Bart before Rufus takes the Survivors back to shore.

Note: These options normally only make sense when Time is a crucial, managed resource. If there is no such tracking done, then the GM can allow Survivors to choose one, maybe two of these options.

Parting Company



The survivors need to leave as soon as possible. This diversion to help Rufus was something they did with only the faintest amount of interest outside of some kind of payment. The survivors ask, for any number of reasons, to be brought back to the mainland immediately.

Rufus complies in the scenario ends with them having taken various supplies as payment from the lighthouse.

No additional Time added. Characters get  200 worth of equipment in addition to their  reward for their troubles.

Hospitality


Characters passing an {Empathy%} will find it a good use of their time to help clean out the corpses from the house and set them outside to burn.


Labor:  80 (~  50 which can be divided among all Survivors.)

Increase Reputation by 10d5! (25) to both Rufus and Bart.


Share Stories

Characters that have military or police backgrounds would be able to converse with Bart about their time in the service. Others may be able to tell him stories of interest in the goings-on of the mainland which may be of some interest to Bart.

Labor:  30 (~  8)

Each survivor can take this option individually. Each one that passes a {Read Person%} Will be able to add (+1d5!) to Reputation per  in the check:

Special

Brothers in Arms. Survivors who have Gestalt Abilities indicating a history of military service will instead add (+2d5! Reputation) per  in the {Read Person%}.

Coming Home to Roost

Bart mentioned that the group of squatters that came chased off his chickens in an inept effort to catch them for food. The chickens have fled to the small stand of cedar trees that are near the lighthouse. Bart, being an older man does not have the stamina to chase a flock of chickens back to their coop.

Labor: ⚡ 50 (~ ⌚ 15)

Increase Reputation by **5d5!** (13) to both Rufus and Bart.

Note: The chickens being safe will allow more options for the lighthouse as a safehouse in the next chapter.

Renovation

Bart is a strong man, but he lives on his own and is getting old. He might be too proud to ask, but he'd like help hauling some of the material stored in the basement while there are extra hands to assist.

Labor: Special

Special

Courtesy. Pass an {**Empathy%**} in order to see this as an option.

Helping Hands. The survivors can spend as much Time as they like to help hauling material from the basement and doing basic assistance with repairs and renovation. Each ⌚ 1 spent doing this will add (+**1d5!**) to Reputation.

Goodwill. The Survivors only have so much goodwill to spend on helping Bart out. The maximum amount of Time that can be spent on this is ⌚ 1 per **EB+W_B** with a bonus ⌚ 1d5! For each + rolled in the required check for the above Courtesy rule.

Note: Having Gestalt Abilities or Professions that involve contracting or volunteer work should factor in positively to how much Time the Survivors are willing to give and will also allow the restoration of Morale for doing so.

Made to Order. If the Survivors gain a Reputation of 50 or higher with Bart, then the "Under Construction" room on the map of the 2nd Floor can be whatever the Survivors want it to be. See the following section "The Lighthouse as a Safehouse".

THE LIGHTHOUSE

It seems unnecessary to keep the lighthouse on especially when there are no ships in tremendous numbers that are plying the seas nowadays. This is especially the case since the extremely limited power capacity of the batteries do not allow other things around the lighthouse to be used, including the water pump.

That said, if the Survivors get A Reputation of 50 or higher with Bart, they can request that he keep it on so that they can find their way back to it easier.

Note: This is assuming that no one in the party is an experienced sailor or navigator. If a character possesses these skills, then lighting the lighthouse may not be necessary.

THE LIGHTHOUSE AS A SAFEHOUSE

With a little TLC, the old lighthouse can be made into an extremely effective and safe Safehouse for later use.

The party can enjoy various features based on Access Level, which is based on Reputation as per the Gamemaster's Guide pg.214.

Access Level – Bart

Access Level 0. This is only really if the players go out of their way to antagonize Bart. Bart would forbid you from entering the lighthouse in this case.

Access Level 1-3. Bart sees you as Rufus' friends and little else. His untrusting nature will allow you the luxury of a few night's stay and little else. Overstaying your welcome will reduce Reputation by d5! Per day.





Access Level 4+. Bart opens the lighthouse up as a proper Safehouse and begins to fix the lighthouse up for that purpose. Stay tuned for The Old Man and the Z: Chapter 3 for the full rundown of "Safehouse: Bart's Lighthouse"








NPC's

Rufus

-  **Strength: 35**
-  **Perception: 44**
-  **Empathy: 35**
-  **Willpower: 50**

Special

Prescription Reliant.





Failing Health. Rufus' health is failing him rapidly. His medications that he normally took have long since exhausted and he is on borrowed time, but he would never admit it. After each  20, make a {Willpower%} for Rufus, adding  when called for based on character actions. If he fails this test, he will die in his sleep. The  penalties persist from check to check.

Bartholomew

A third generation marine, Bart is a widower with a daughter and an active duty son, both of which he has not heard from since the outbreak. His daughter lived with him and was helping him renovate the lighthouse, but was stuck on the mainland when the outbreak hit and hasn't heard from her since. His son was stationed on a base in Mosul and he hasn't heard from him since international communication became spotty. Bart relies on his network of HAM radio operators which has grown increasingly silent as the outbreak wore on. His residence at the lighthouse kept him

relatively safe, but being so visible, it was a popular target for pirate raids. However the rocky shores and current has claimed the lives of most who dared such a suicidal task.

Bart himself is a powerfully built man with large thick hands and arms, but despite this, his age has blunted his physical strength and his vision has begun to fail. He stands over six feet tall and about 240 pounds. He normally was clean shaven, but since the outbreak, he has begun to look every bit the grizzled hermit he has since become; gray eyes pierce from his wiry black and silver beard. Normally a hard drinker, since his supply of liquor has been cut off, his health and vitality has actually improved and he finds a measure of peace and plenty of exercise in the upkeep of his lighthouse and the tending of his flock of chickens.

-  **Strength: 38**
-  **Perception: 24**
-  **Empathy: 20**
-  **Willpower: 55**

Special

Addiction-Alcohol (Minor). Bart must add an extra DP to use any alcohol when using it as a Coping Mechanism. But characters getting him Alcohol will gain double the Reputation earned for those items.