

BASIC ROLEPLAYING

BRP

MONOGRAPH

#0400



BLOOD & BADGES

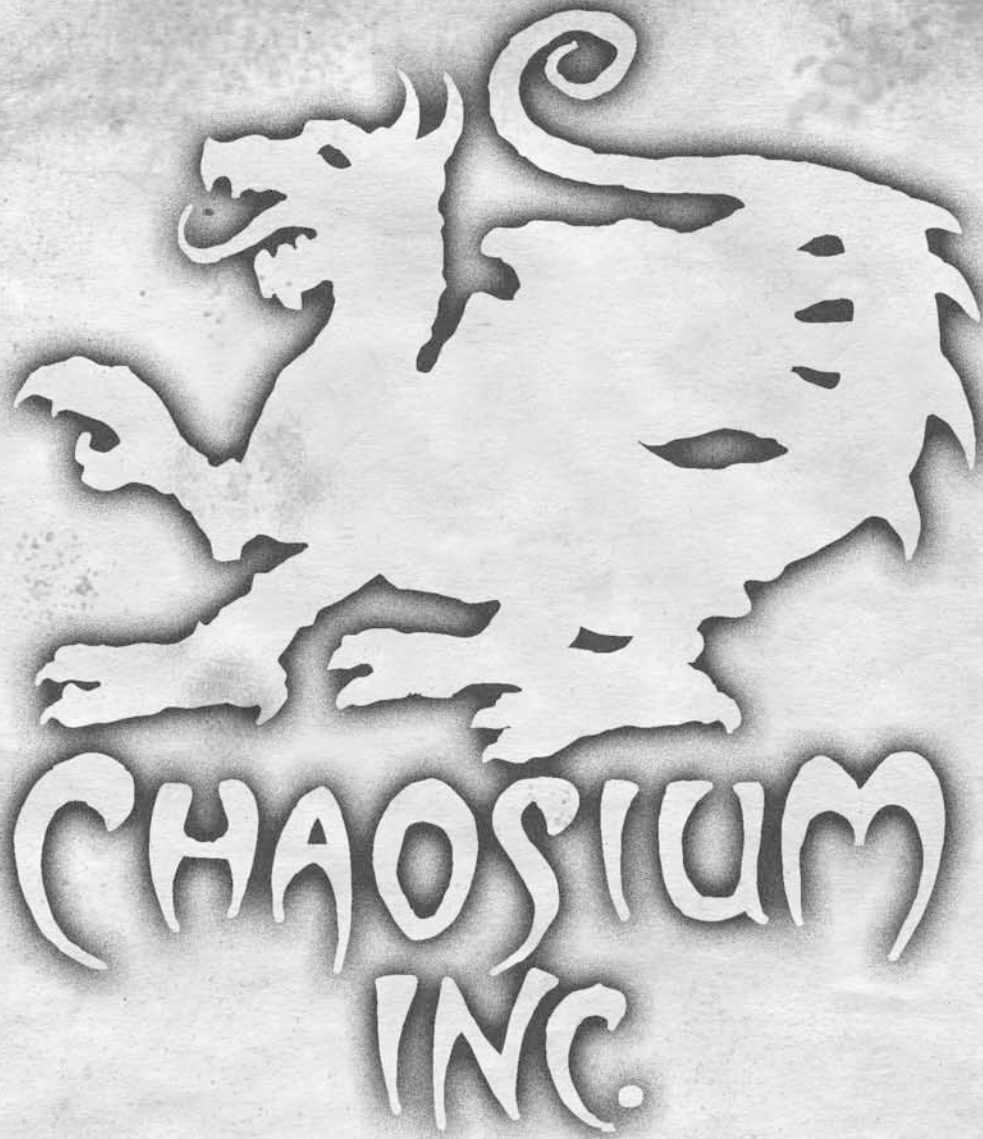


Basic Roleplaying monographs are works in which the author has performed most editorial and layout functions. The guardians have deemed that this work offers significant value and entertainment to our patrons.

Other monographs are available at www.chaosium.com

AND OTHER ADVENTURES
FOR BASIC ROLEPLAYING





**We hope you enjoy
this Chaosium publication,
and thank you for purchasing this
PDF from www.chaosium.com.**

Blood and Badges

and Other BRP Adventures

With Adventures By
Jon Hook
Kevin Ross
Kevin Scrivner
R.J. Christensen
Tom Lynch
Rich LeDuc
Marko Ercegović 'Streebor'
and
Simon Yee

BLOOD & BADGES is published by Chaosium Inc. BLOOD & BADGES © 2011 Chaosium Inc. as a whole; all rights reserved. Text for BLOOD & BADGES is © 2011 by the respective authors. “Chaosium Inc.” and “Call of Cthulhu” are registered trademarks of Chaosium Inc. Similarities between characters in BLOOD & BADGES and persons living or dead are strictly coincidental.

Address questions and comments by mail to

Chaosium Inc., 22568 Mission Blvd. #423, Hayward, CA 94541-5116 U.S.A.

Our web site www.chaosium.com always contains the latest release information and current prices.

Chaosium publication 0400

ISBN 1-56882-353-3

Published in March 2011. Printed in the United States.

I SETTE MAGNIFICI BASTARDI

(AKA *THE SEVEN MAGNIFICENT BASTARDS*, AKA *GUNDOWN AT DIABLO CANYON*, AKA *SEVEN BASTARDS*)

A SPAGHETTI WESTERN ADVENTURE FOR BASIC ROLEPLAYING
BY KEVIN ROSS

“Seven Bastards” is a pulp-styled western adventure in the gritty spirit of the spaghetti western films of the 1960s and 1970s. The players take the roles of outlaws, thieves, cutthroats, and murderers thrown together by chance and put on the trail of stolen loot worth over \$100,000. This one starts with a shoot-out in a whorehouse and by the time the dust finally settles in the end, the player characters will have fought posses, bounty-hunters, bandits, Apaches, a “dead” outlaw, and maybe even each other.

This adventure is set in Arizona in the 1870s, but could probably be relocated if desired. A few sketchy maps are included to illustrate the main settings of this scenario, but the gamemaster may have to flesh out locations and personalities in the towns described herein. Try to imagine what you’ve seen in western films or TV shows and use those ideas -- the main thrust of the adventure is on slam-bang action, not reality and historical detail.

BEGINNING THE ADVENTURE – THE MASSACRE AT THE TWO PINES “HOTEL”

The gamemaster should pass out the character sheets, or allow the players to choose their character after a brief description of each (i.e., The Preacher, or The Hulking Horse Thief, etc.). Unused characters should be played by the gamemaster, and given to players if their initial characters are killed. Judge Kane should be played by the gamemaster unless there are

seven players, in which case he becomes a regular PC.

The PCs do not know each other, and each starts out in a small private room in a brothel -- the Two Pines “Hotel” -- in the company of a “soiled dove” (prostitute). The brothel is a popular stopping place for outlaws, located just outside the tiny town of Miranda in southern Arizona. Let the players choose between a less private room on the ground floor or one on the upper floor, and randomly determine exact locations. A map of the “hotel” is provided. Their horses and long arms are in the stable outside, so they are allowed no weapons other than handguns or knives.

The adventure begins when a large posse arrives at Two Pines to arrest an outlaw named Ike Watson, believed to be inside. Unfortunately for the posse, the Seven Bastards are also here tonight. Allow PCs with rooms on the ground floor Listen rolls to overhear several men in the saloon outside their rooms as they hustle all the patrons and staff out the front door. This might allow PCs in downstairs rooms to shelter their female companions and/or pull on their pants, at least; upstairs PCs will hear the ruckus below soon enough. There are a dozen posse-members in the saloon, and another dozen outside guarding the doors, windows, and the stable. Their plan is to burst into several rooms hoping to catch their prey with their pants down. All the rooms are occupied by prostitutes and their customers. Groups of two men throw open the four doors to the north, and another four men watch the other doors and the upstairs. Map 1: Two Pines Hotel, shows the location of the posse-

SPECIAL AND OPTIONAL RULES

The following Optional Rules from the Basic RolePlaying book are used in this adventure. These rules were chosen to reflect the pulpy tone of the spaghetti western genre, where the heroes usually shot down hordes of foes while suffering only flesh wounds themselves. There's a LOT of gunplay in "Seven Bastards", so the PCs are going to need all the breaks they can get.

TOTAL HIT POINTS (page 30): Total Hit Points -- CON+SIZ -- are used for the player characters and their chief enemies herein, as listed at the end of the adventure. The Hit Points of lesser NPCs -- cannon fodder, if you will -- are calculated normally (CON+SIZ divided by 2).

FATE POINTS (page 176): The gamemaster is urged to allow player characters to use their Power points to affect dice rolls as detailed in the Fate Points option.

INITIATIVE ROLLS (page 188): Combat order should be determined by adding each character's DEX + 1D10 + the character's weapon skill/10 (round down). Roll once per combat with lesser NPCs, and each round with major enemies.

DYING BLOWS (page 199): Player characters and major enemies should be allowed to carry out final attacks or other actions as described in the Dying Blows option.

MOTIVATIONS -- BLOOD, MONEY & VENGEANCE...

This option creates an underlying motivation for each player character, thus adding some fun role-playing wrinkles to "Seven Bastards". As your group prepares to play this adventure, get out a regular deck of playing cards with the jokers removed. Have each player draw one card from the deck without revealing it to anyone else, and when everyone has drawn take each player aside separately to describe the card's effect on his character's motives; order is determined by high card -- Aces first, then Kings, etc. The player can either use the motivation dictated by the card or ignore it, but he can only draw once. Some of these motivations may cause conflict and even bloodshed between player characters, so be prepared for a bloodbath! When all the players have drawn, draw a card for Judge Kane, the seventh bastard, an NPC who serves as a de facto leader of the newly-formed gang.

The gamemaster should be wary of clogging up the adventure with too many conflicting motivations (certainly no more than one or two "Secret" or "Vengeance" motivations), perhaps by taking only the highest card drawn of each suit and rewarding the "losing" players a small bonus of some kind (reduced Fate Point cost, 25 extra skill points, etc.). The gamemaster should reward players who play out their motivations during the adventure, perhaps by giving a 20% bonus to the next skill roll or restoring Power Points spent as Fate Points, or in similarly minor ways. Since Judge Kane draws last, the other PCs' motivations are determined before his, so he may not have one if his clogs up the scenario too much.

CLUB = SECRET!: Your character harbors a secret or secret knowledge of some kind. The gamemaster should help determine what the secret is, perhaps rolling randomly. The character may know that Doc Henley survived being left for dead. Or perhaps he knows the area of Diablo Canyon or the Bleak Desert well. Or he isn't the outlaw everyone thinks he is, but a law-abiding citizen often mistaken for him. Maybe HE was actually the outlaw sought by the posse at the outset of the adventure. Or he could be an undercover lawman -- Texas Ranger, Pinkerton agent, bounty hunter, etc. Or maybe he has friends among the bounty hunters, bandits, or Indians that appear later in the adventure.

DIAMOND = MONEY!: Your character is motivated by greed. \$100,000 split seven ways sounds like a lot of money, but split one or two ways sounds even better...

HEART = BLOOD!: Your character is an adrenaline junkie. He may simply like killing people, or he may love the thrill of a good fight or a good chase or taking some crazy risk.

SPADE = VENGEANCE!: Your character is on the hunt for someone who did him wrong. This may be a bandit, a posse-member or lawman, an Indian, or even one of the other player characters! Randomly determine this with dice or talk it over with the gamemaster. No reason you can't hold out until the money's been found before acting against one of the other players...

NOTORIETY

Each of the Bastards is given a Notoriety score which is the percentage chance that character might be recognized in a given town or by a specific NPC (e.g.. a sheriff or bandit leader). Roll once for each Bastard on entering a town, and once for each encounter with a major NPC, and also when the PCs introduce themselves at the beginning of the adventure, to see if they have heard of each other. PCs wanting to retain their anonymity can use Fate Points to affect Notoriety rolls.

A NEW WEAPON?

The following weapon is mentioned in the BRP book, but the statistics were apparently omitted. Format is as per the BRP Weapon Tables.

Lever Action Rifle: Rifle, 25, 2D6+4, 1, Impaling, 80, 2H, 12, no, 7/5, 00, 15, Average, 3.0, 1/SR.

se-members, depicted as arrows showing their facing.

Once the doors start opening and the shouting and shooting starts, the PCs are free to act. Those who look out their windows see several men waiting outside, watching the hotel and its exits and the stable. Anyone trying to jump out the upper windows or down from the balcony to the ground floor needs a successful Jump roll to avoid taking 1D6 damage, to say nothing of exposing themselves to gunfire from the posse.

Play out the ensuing massacre normally, using and reusing the selection of posse-members from the end of the adventure. Remind the players that their characters are all wanted men, so surrender is inadvisable. The PCs can try to escape out the windows, shoot their way through the posse inside or outside, or lie in wait and ambush them as they break into their rooms. Note that most of the fighting may be at ranges close enough to make skill rolls EASY.

Most of the posse-members are volunteers, not lawmen; each time a posse-member is injured there is a 10% chance for each point of damage they have suffered that they will flee, surrender, or otherwise be out of the combat. There is also a cumulative 10% chance per pos-

se casualty that the survivors will retreat outside to regroup for a second assault. Similar casualty rules apply to the second assault, and if routed again the posse flees from Two Pines altogether. For the second attack the posse puts 25% of its forces on the rear/window side of the hotel and divides the remainder between each of the hotel's three doors.

After the fight is over, each PC should roll his Luck: with a Difficult success he suffers no ill effects; a normal success means a posse-member has accidentally killed the woman the PC was with; a failed roll indicates the PC has himself inadvertently shot and killed his female companion or another innocent bystander, resulting in a temporary loss of all but 1 Power Point, in terms of Fate Point usage. This is simply to create a little guilt among the hardened outlaws.

If a PC is killed in the shootout (don't forget to use Fate points!), he or she should create a new Bastard using the other Pcs' stats as an example to build from.

"DID WE GET EM?": THE STORY OF DOC HENLEY'S LAST RIDE

Once the shoot-out is over, with the PCs hopefully victorious, the working girls and other staff are eager to grab their few belongings and skip town: the townfolk in Miranda, they say, are sure to come out and burn down the Two Pines once and for all, since it had an evil reputation even before tonight's carnage. The Bastards can loot their fallen enemies, and if they want to press the matter there's another \$2D100+50 in the till, and another 1D6x\$100 locked in a desk in the office behind. Rex Stander, the owner of the Two Pines, might object to having his place robbed; use #3 of the Miscellaneous Posse-Members for Stander, who is armed with a shotgun. He might have 1D2+1 revolver-armed men willing to back up his defense of his money.

As the PCs gather their wits, bind their wounds, and gauge the situation, a shot rings out from the doorway of one of the ground floor rooms, and behind the bar a hidden posse-man clatters to the floor with a few shattering bottles, his gun slipping from his dead hand. A pudgy, unshaven man stumbles out of the room, pistol smoking in his hand, grinning even though he bleeds from several wounds.

"Did we get 'em?" he croaks, slipping to his knees. He just saved one of the PCs from being backshot, and hopefully someone decides to tend him -- otherwise the adventure's over. If Judge Kane is an NPC he tends to the dying man. As the stricken outlaw lays dying -- he's been shot in the head and the chest, both mortal wounds -- he coughs blood and tells his tale...

"Name's Ike Watson -- you prob'ly heard of me. [Notoriety 10%] Sumbitches were looking for me, ya know. Reckon we showed 'em though, eh? Still, kilt by a buncha damn farmers -- I'll never live it down. Heh heh heh! Well, I can see you boys ain't just farmers out here lookin' fer a poke. Yup, I reckon I know a coupla you-all, don't I? I'm 'bout a half-step away

from Hell, but I got somethin' I can do for you boys. See I know where there's a buncha money layin' around just waitin' ta be had. Or at least my buddy does. You ever hear o' Doc Henley? I see you have. Well, this buddy o' mine, Donnie Fouch, over in Pepperville, he was in jail drunk one night with Doc's partner Jimmie Fairfield 'fore they hung him. They caught Jimmie after he and Doc had stole that Army payroll and shot the hell outta Doc's gang. Jimmie was the only one of Doc's gang to get away, and he hid that money somewheres 'fore he got caught. Well, Jimmie's a stubborn sumbitch, so he never tol' em where that money was hid, even though he was gonna be hung. That Jimmie... Heh. Anyways, no way was Jimmie gonna give that money back ta them damn bankers and lawmen, but he told Donnie where he hid it, down south somewhere 'long the border. Told him 'xactly where ta find it. But Donnie he ain't no gunslinger, he's just a damn stablehand and a damn drunk. He coulda just told them lawmen where the money was and maybe got himself a reward, but he had it in his mind that maybe -- jus' maybe -- he could find himself a coupla men and ride down there and get the whole hunnerd-thousand himself. Yeah -- a hunnerd-thousand dollars -- ain't that sweet? So Donnie's been waitin' fer me ta get outta jail fer a few months now, and then he and I was gonna go find that money. Reckon I ain't gonna make that meet-up now, though, so maybe you boys are interested, eh? Hunnerd-thousand dollars and change? Bet you can use that, eh? Huh?" With that he starts laughing and choking on blood, then says "I--" and that's it, he dies.

Let the PCs decide what they want to do. Judge Kane, if an NPC, says that \$100,000 split seven or eight ways is still a lot of money, especially if all they have to do is find it. Pepperville's only a few days' ride away, and right now the folks in Miranda are probably already getting riled up enough to come back and put Two Pines to the torch. Again, if the PCs decide to ignore the chance at picking up \$100,000 this adventure's over. Unless a PC objects, Judge Kane assumes a sort of de facto leadership of

the newly formed “gang” of Seven Bastards. Kane doesn’t press the role, but he’s obviously very smart, and can make suggestions even if he isn’t the boss of the outfit.

Allow the PCs to get acquainted as they bind their wounds and gather their gear and prepare to leave. Next stop, Pepperville, about 3-4 days’ ride from here.

PEPPERVILLE

Once again, allow the PCs to get to know each other as they travel to Pepperville. They should have no trouble or encounters on the way, unless the gamemaster feels they need another jolt of adrenaline. A Strategy or halved Idea roll might suggest that it would be less conspicuous if the gang rode in separately or in small groups rather than all together. If you want to generate a little distrust in the group, Judge Kane might suggest that it would be best if he rode in and talked to Donnie Fouch alone.

Pepperville turns out to be another peaceful little town of a few hundred people, mostly farmers and a few ranches, and businesses such as a grocer, butcher, clothing store, feed store, blacksmith, jail, livery, barbershop, hardware store, a small saloon/hotel, and a church. Map 2: Pepperville shows a rough layout of the town. These places can be fleshed out by the gamemaster, and a few are discussed in a little more detail below.

There’s only one livery stable in town (see below), so finding Donnie Fouch shouldn’t be difficult. Don’t forget to roll the Notoriety of each PC to see if he is recognized by one of the residents; the gamemaster may wish to have a recognized PC roll his Luck to see if the resident acts against him. Another Luck roll might be required for each PC to avoid being seen and possibly recognized -- with another Notoriety roll -- by the town sheriff, Joe Gilbert. Successful Insight rolls should tip off the PCs that they’ve been recognized by the now-fidgety resident.

SHERIFF/JAIL/POSSES: Sheriff Gilbert’s stats are listed at the end of the adventure. If he recognizes one of the Bastards he will qui-

etly make his way through town trying to raise a few men to help him apprehend the outlaw. He can summon two deputies within a couple minutes, and can raise another 2D3 men by visiting the saloon and spending a few more minutes there. With these men in tow, just walking his posse through town will raise another 1D3. Use the stats for Miscellaneous Posse-Members for the deputies and the posse. If the Seven Bastards have separated some of them may notice the posse forming, and be able to warn the gang or ambush the posse.

SALOON/HOTEL: The Bastards might come here for a meal, drink or room, or to play some cards. Any Bastard entering here must check against their Notoriety to see if they’re recognized, and a failed Luck roll might then indicate that some fool here tries to apprehend the Bastard on his own, resulting in a fist- or gun-fight. Hopefully the Bastards and the townies play nice with each other. But you never know...

HARDWARE/GUNS: The Bastards may need to stock up on guns or ammunition, and if so this is the place. A search and a Spot roll notes a half-empty case containing 1D6+6 sticks of dynamite, and having found it a second Spot roll discovers a full crate (24 sticks) underneath it.

MISCELLANEOUS PRICES: Box of ammunition (100 pistol or rifle rounds, or 25 shotgun shells) \$3; medium revolver \$10; heavy revolver \$15; derringer \$2; sporting rifle \$20; lever-action rifle \$25; shotgun \$30; dynamite \$1/stick; knife \$2; spyglass \$8; binoculars \$15; trail rations (1 week’s worth of beans, salt meat, and flour for 1 man) \$3; canteen or water-bag \$1; horse & gear \$55; mule & gear \$40.

LIVERY/DONNIE FOUCH: With a successful Luck roll a PC finds Donnie Fouch working here, otherwise he’s off on an errand and won’t be back for 1D3 hours. Donnie is a wary, wiry, bearded little old man with a liking for whiskey. Roll Notoriety to see if he recognizes the PCs. If told about Ike Watson’s death he’s barely shaken up, but now intensely suspicious of the strangers. A Persuade roll is need-

A CHALLENGING OPTION?

The gamemaster may make things a little more difficult for the Bastards by having Donnie Fouch in jail for drunkenness when they arrive. The PCs then have to visit him in jail, calling for a chance for Sheriff Gilbert to recognize them. Does Donnie want the Bastards to break him out? Can they afford to wait a day or two until he's released, when the posse from Miranda is on their trail?

ed to get him to talk about what he knows, and even then he gives no specifics. He can either be Persuaded to ride with the Bastards, or Bargained with for payment up front for his information. Donnie wants a full share if he rides with the gang, or \$2000 for his information. Note that if Donnie is Bargained down there's a 50% chance he'll take what the Bastards pay and then go to the sheriff to turn them in for a share of the reward. If the Bastards threaten to "deal with him" if he's lied to them or betrays them, he won't go to the sheriff unless they come back to town looking for him.

WHAT DONNIE KNOWS

Jimmie Fairfield told Donnie that the payroll stolen by Doc Henley and his gang was a little over \$100,000, mostly bills but a little gold too. After Doc got shot and left behind, Jimmie rode south of the border to shake off the posse, down to a godforsaken place called Diablo Canyon. Jimmie knew the place well, and he buried the bags of money in the canyon. "Said he buried it 'neath a tree on the Devil's right hand. Don't rightly know what that means, but it shouldn't be hard to find. Jes' look fer a tree on the right side of the canyon, right?"

If Donnie Fouch rides with the gang he'll only say the money is in Diablo Canyon, and he won't tell the rest until they get there. If

he is mortally wounded on the trail, he survives just long enough to whisper "The Devil's right hand!" before he dies. If the Bastards have treated him poorly he may curse them instead, laughing as he takes his secret to the grave with him.

Once the PCs find out where they're headed, an Idea roll notes that there won't be any large towns or villages after Pepperville, so if they need guns, ammunition, and supplies, they'd better get them now.

ON THE BASTARDS' TRAIL...

In the aftermath of the massacre back at the Two Pines Hotel, the rewards on each of the Seven Bastards have doubled. Not surprisingly, a posse from Miranda is on the trail of the Seven Bastards. They're a couple of days behind the bounty hunters, but they'll eventually catch up if the gang stays in Pepperville longer than 2 days. They may catch up in Pepperville, or, if more than half the gang fails their Ride rolls, on the trail to Diablo Canyon (regardless of the route chosen). The posse consists of a leader (use Sheriff Gilbert's stats) and 1D6+6 Miscellaneous Posse-Members. If the posse from Miranda finds the gang in Pepperville, Sheriff Gilbert and 3D6 deputies and townsfolk are also roused to capture or kill the Bastards. The gang may have to shoot their way out of a virtually impossible situation here -- hopefully they've learned what they need to know from Donnie Fouch. The gamemaster can use the Chase rules from pages 216-218 of BRP if the Bastards wisely choose to flee rather than stay and duke it out with the posse.

TWO TRAILS TO DIABLO CANYON

Once the gang knows the money is in Diablo Canyon, they have two choices. The shortest route (about 4 days' ride from Pepperville) to Diablo is through the so-called Bleak Desert: a hundred miles of blazing sun, rattlesnakes, and Apaches, and virtually no water. The longer route (7 days' ride from Pepperville), on

Bastards

the other hand, is through the bandit-infested region around the village of Agua Caliente. See Map 3: The Road(s) to Diablo Canyon. An Idea roll knows that the desert trek will require plenty of water, and that an extra pack horse is needed just to carry the party's water supply. An Idea roll also recalls that Agua Caliente is the favored sanctuary of the bandit Tiburcio Rojas and his gang of ruthless thieves and murderers. So which route do the Bastards take? A few days of hard desert travel through Apache territory, or the less-taxing route into the bandits' lair?

THE BLEAK DESERT

The trek across the Bleak Desert normally takes 4 days by horse, or 6 days on foot. After 2 days' travel the party should make a Navigate roll, and if it fails they have wandered off-trail, adding a day to the total time. Each day spent crossing the desert the PCs must make a Stamina roll or lose 1 point of CON. These losses are temporary, with all lost points recovering at a rate of 1 point per day spent in a town or village, with regular rest, shade, and food and water. Stamina rolls must also be made for each of the party's horses, for similar losses. If a man or horse is without water, 1D3 CON points are automatically lost per day; if CON reaches 0, the man or animal dies.

The desert is as bleak as its name would indicate. Each day one randomly-selected member of the gang should attempt a Luck roll, with failure indicating some mishap or event, as detailed below. If the mishap involves an individual PC, randomly choose him. Possible events:

*a rattlesnake tries to bite the man or his horse, calling for a Dodge roll to avoid taking POT 10 poison damage;

*a lost water bag or canteen, meaning a day of half-rations for that man or his mount, and an additional Stamina roll for each;

*a sand-fouled weapon has its chances of malfunction doubled in the next combat unless it is cleaned beforehand;

*a possession is found to be missing -- money, weapon, clothing, keepsake, etc.

*a spooked or crippled horse -- failing a Ride roll the animal is lamed and must be put down; the rider must either pair up with another rider (make two Stamina rolls for the horse each day, and double any CON losses), alternate riding with the rider (make two Stamina rolls each day for both riders and the horse, and add another day of travel for the party), or walk (make 2 Stamina rolls per day for the walker and add another day of travel for the entire party);

*a dust storm blows up, calling for an additional Stamina roll and adding another day's travel.

If the group runs low on water, they can look for a tinnaja/"tank"/waterhole, finding one only if a random party-member rolls his POWx2 or less on D100, with only one roll/search allowed per day. A PC whose Secret Motivation involves knowledge of the Bleak Desert can find water with a successful Navigate or Difficult Idea roll, whichever is higher.

To make matters worse...

THE APACHE

The desert is home to a small band of Apache who plague travelers in the godforsaken region. A Difficult Sense roll gives a PC a nagging feeling they are being watched and/or followed as they travel through the desert wasteland, but nothing is ever seen. If the Bastards have had a rough time already, the Apache may merely shadow the group and try to steal their horses and supplies. In this case 1D3+1 Apache braves will try to sneak into camp (Stealth 80%) and either steal one horse each, or steal or destroy the Bastards' water supply. If the Bastards have set a watch, a Listen or Spot roll (whichever is lower) detects the intruders, perhaps resulting in a skirmish. Once detected the Apache flee, perhaps to return the next night with murder in mind. The darkness makes combat rolls Difficult for both sides.

If the gamemaster wants to make them more of a challenge, the Indians might make a more direct assault or series of attacks on the

intruders. In the latter case, each night 2D3+1 Apache will try to sneak close to the Bastards' camp and try to pick off one or two men and/or horses. Again, combat in the dark is Difficult, and in this case if more than half of the Indians are injured they flee. If a random PC succeeds with a Luck roll, the Apache won't return the next night.

In all cases, use the selection of Miscellaneous Bounty-Hunters, Indians, etc. for the Apache. Note also that if the Bastards use dynamite against them the terrified Apache will leave them alone afterward.

AGUA CALIENTE, INDEED

The village of Agua Caliente is 4 days' ride southeast of Pepperville, skirting the Bleak Desert, just across the border into Mexico. Agua Caliente is a little village of about 150 people, mostly farmers and goatherds. The dusty, sun-bleached village has a large open square surrounded by squat homes of adobe and wood and scattered pens containing goats, chickens, and a few pigs. A small cantina sits at one end of the square, and down the road the bell tower of a small church jabs at the sky. See Map 4: Agua Caliente. The peons glance nervously at the approaching strangers...

The Bastards won't find much comfort in Agua Caliente. There are no stores or even a hotel. The best the PCs can hope for is to drink in the cantina, buy some meat or food from the villagers, and perhaps sleep on the floor of the cantina or in a barn or shed. The villagers don't have anything worth stealing, and no weapons to defend themselves even if they did. The Bastards might be able to buy a mule or two (\$30 each), but no weapons or ammunition. The PCs may want to rest up here a bit if they were beaten up by the posses at Two Pines or Pepperville. Then again, they may know that Agua Caliente is a regular stopping place for Tiburcio Rojas and his banditos, and thus not a place for gringos to hole up for very long.

EL ALACRAN CANTINA

The dingy, low-ceilinged cantina is poorly lit, with a handful of scarred tables and chairs and a crude bar at the back. See Map 5: El Alacran Cantina. At any given time there may be a handful of locals here, at night perhaps a dozen or so -- and a few of Rojas' bandits as well. The Ls on the map are locals, the Bs bandits, and the #s are Bounty Hunters (absent for now, but see below). When the Bastards first enter El Alacran ("the scorpion"), only the locals and the loud -- and conspicuously armed -- bandits will be here. A card game is underway at the center table, and the players warily allow a PC or two to join if they wish; only a few dollars are likely to change hands, but if a stranger wins too much the bandit may get angry and threatening. The banditos won't otherwise cause any trouble unless they outnumber the PCs present, in which case they may try to intimidate the gringos into a fistfight -- or worse, if it comes to it. Outnumbered, they behave themselves, but when they rejoin Rojas they inform him of the gringo Bastards in Agua Caliente. The first night is likely to be uneventful, but perhaps uneasy due to the palpable tension between the locals, the bandits, and the Bastards.

THE BOUNTY HUNTERS

The massacre at the Two Pines Hotel not only raised the rewards on the Seven Bastards and set a posse on them, but it also put a trio of bounty hunters on their trail. These three gringos arrive, separately, the day after the PCs arrive in Agua Caliente. The bounty hunters -- Archie Stanton, Bob Rodriguez, and John Kirby -- are #s 2, 5 and 8 from the Miscellaneous Bounty Hunters, etc. selection. They are dirty, unshaven, armed white men with a hardened look about them. If the Bastards are still in town when they arrive, the bounty hunters probably try to ambush them in the cantina. They enter the place separately, and take the positions shown on the cantina map; the two gringos sitting together don't appear to be with the one standing at the bar. The bounty hunters may try to gun down

Bastards

individual Bastards, or trail them out to the out-house and ambush them. If approached, they claim to be running from the law, or looking for a lost or stolen horse, or just passing through. An Insight roll detects their nervousness, but this could be due to these gringos recognizing the Bastards. Unfortunately, the banditos don't take kindly to gunplay in El Alacran: the Mexican thugs initially fire at whoever starts the shooting here, whether it's the bounty hunters or the Bastards, but it quickly turns into a "Kill all the gringos" party.

If the Bastards don't stay long in Agua Caliente, the bounty hunters -- now traveling together -- may catch up to the outlaws on the trail to Diablo Canyon. They may try to sneak into the Bastards' camp at night, like the Apache, to steal horses or supplies or just to gun down one or two of the gang.

Regardless of where they meet the Bastards, if more than one of the bounty hunters is seriously wounded the whole band retreats to heal up, though they may want to take another shot at the Bastards some day...

TIBURCIO ROJAS AND HIS BANDITOS

Agua Caliente is the occasional hangout for Tiburcio Rojas and his gang of banditos. At any given time there may be as many as 20 banditos attached to Tiburcio's gang, but most go their own way unless summoned by their jefe for some major undertaking. Rojas has a \$2000 price on his head, for robbery and murder in Arizona and New Mexico territories. In all situations involving the bandits, use selections from the Miscellaneous Bounty-Hunters, Bandits, etc listing at the end of the adventure. All the bandits have horses.

Tiburcio Rojas himself is tall and broad, with shaggy black hair and a bushy mustache. He is surprisingly likable and charismatic. Rojas wears a big black sombrero, and several belts and gunbelts festooned with several heavy revolvers.

If the Bastards suffered greatly in Pepperville or during their trek through the Bleak Desert, the gamemaster may wish to hold off springing Rojas and his gang on them while they recuperate in Agua Caliente. On the other hand, if the Bastards raise hell with the villagers or indiscriminately slaughter the bandits in the cantina, Rojas and his band may well show up to even the score. Assume there's a cumulative 15% chance per day that Rojas and 1D6+6 bandits will ride into the village for food, drink, entertainment, or to look for missing comrades. The longer the Bastards stay in Agua Caliente, the more likely they'll meet Rojas.

Unless the PCs have killed some of Rojas' men, he may not be belligerent toward them at first. He may recognize some of the Bastards (roll for Notoriety), and guess that they are outlaws like himself. If he accepts them thusly, he may suggest they all get roaring drunk together, during which time he may or may not try to rob and/or kill the gringos. If the Bastards receive him coolly, he may charge them \$50 a head for "sanctuary" in his territory. If the PCs were forced to kill any of Rojas' bandits, due to the bandits' surliness or the shoot-out with the bounty-hunters, Rojas will probably hold a grudge unless the Bastards can Persuade him that they acted in self-defense. If successfully Persuaded, Rojas still demands \$50 for each of his slain muchachos -- for their widows and orphans, of course.

The initial appearance of Rojas and his bandits is largely left for the gamemaster to create as desired. This may be merely an uneasy encounter between fearsome forces, or a full-scale shoot-out may erupt, resulting in a roving gun-battle among the adobe huts and animal pens of the terrified village. In any case, once Rojas' forces are outnumbered by the Bastards, or if Rojas himself loses more than half his Hit Points, the seething bandit leader withdraws. He'll be back, of course...

DIABLO CANYON

Diablo Canyon, where Jimmie Fairfield buried his loot, is about 2 days' ride from Agua Caliente, or 4 days across the Bleak Desert from Pepperville. The canyon is about a half mile long, the middle portion of which is shown on Map 6: Diablo Canyon. The valley twists and turns, with walls anywhere from 50 to 150 or more high. Scraggly brush and trees grow here and there along its length, and a couple of low spots have filled with water. A small cave in one section contains ancient carvings by long-vanished Indian tribes, and these weird markings are responsible for the canyon's eerie reputation and its name.

A couple points of interest, shown on the map, are ledges above the canyon floor. The one to the north is noticed with a successful Spot roll, if anyone scans the canyon walls for possible ambush sites. This ledge turns out to be a narrow path which switches back and forth as it climbs the canyon wall all the way to the surface nearly 100 feet up. One Climb roll is needed to reach the lowest ledge, and another Climb roll is needed about halfway up. Failure in the first case does no damage, but a fall from the higher ledge does 4D6 damage. The ledge on the southern wall is situated about 30 feet above the waterhole, and requires only one Climb roll to reach.

If they're smart, the PCs will post lookouts up the canyon to watch for Rojas and his gang, or anyone else who might want to spoil their search. If no one thinks of this, a Strategy roll might suggest it.

THE LOOT

Poor Donnie Fouch just ain't too smart, but he WAS drunk, so at least he has an excuse. Jimmie Fairfield didn't tell him the money was buried under a tree on the devil's right hand, he told him it was buried under a tree in that canyon that LOOKED LIKE the devil's bony right hand. The poor Bastards can dig under every tree in the canyon, but a quick ride through the place and a Special Success on a Spot roll

notes a gnarled one near the south wall that looks like a hand sticking up out of the ground. Sure enough, there is a heap of rocks behind it, near the canyon wall, and after a few minutes of moving the stones and digging a couple of feet below, the excavators' tool strikes something other than dirt...

The stolen money is contained in four heavy canvas bags, each weighing about 40 pounds. Two are stuffed full of paper bills to the tune of nearly \$50,000 each, while the other two each contain \$8,000 in gold and silver coins.

Unfortunately, before the Bastards can even finish digging up their treasure, let alone celebrate, trouble comes looking for them -- again...

IF IT AIN'T ONE DAMN THING...

Just as the Bastards' tools strike the first buried bag, Tiburcio Rojas and his bandit gang make their move against the gringos. Rojas and his men trailed the Bastards from Agua Caliente INTending to either rob them or see what they were up to in Mexico. When the Americanos rode into Diablo Canyon Rojas figured it was a good place to trap and kill them. The bandit chief has 1D6+6 men with him, and he splits his force to send half of his men from each end of the canyon; not included in this count are 2 more luckless banditos who stayed behind to guide the gang's horses. Don't worry about them -- they get killed by somebody else.

Rojas' teams sneak forward to the points marked A and C on Map 6, and if they meet no resistance they creep up to points B and D. Once the bandits reach their positions they open fire on the Bastards. Assume both sides have Cover, making all firearm attacks Difficult. Anyone shooting from either of the ledges shown on the map ignores this Cover penalty.

Now that Rojas knows they're looking for something he intends to kill the Bastards and take whatever it is they were digging up. He may agree to a cut of the money, but he won't stick to the deal, either gunning down the grin-

gos in the canyon or when they try to ride off. Rojas won't give up until he has only 2 or 3 men left, unless he still outnumbered his foes. If Rojas is killed, there is a 50% chance, plus 5% per other bandito killed, that the survivors will flee and not come back.

A couple of other things may occur during the extended gunbattle. First off, if Rojas' gang starts taking casualties without inflicting any, the bandits decide to shoot the PCs' horses to strand them. Secondly, at some point during the fight, with shots echoing all through the canyon, somebody else starts shooting. After a few casualties have been inflicted, whichever side seems to be winning the fight is targeted by an initially unseen shooter. This is the notorious outlaw Doc Henley (you didn't really think he was dead, did you?), who has been following the Seven Bastards ever since they hooked up with Donnie Fouch. We'll get to him in a minute, but for now Doc fires once per round with a Lever Action Rifle, with a skill of 70%. Doc will try to even the odds somewhat, but he shouldn't kill more than one or two of the Bastards, preferring to target Rojas' men. In the heat of battle, allow the PCs and Rojas Difficult Spot rolls to notice that someone else is shooting into the fray. A normal Spot roll then sees a shadowy figure on the canyon rim somewhere between points B and D. The figure can be targeted with at best a 25% of normal chance to hit, but as soon as it's fired upon it vanishes, only returning if the fight below becomes overly one-sided.

Ideally the battle between the Bastards and the banditos should see the banditos driven off or killed and at most only 3 or 4 Bastards left alive. The gamemaster should use Doc Henley to intercede to help achieve this result, though it's not necessary to hit these numbers exactly.

Once the banditos are finished the Bastards can see to their wounds, round up some horses, finish off the wounded bandits, and -- most importantly -- dig up the money! Give the surviving Bastards a chance to get the money out of the ground, and perhaps start eyeballing each other suspiciously...

And then a shot rings out (70% chance of hitting for 2D6+4 damage). If Judge Kane is still alive, and is being played as an NPC, he's the one who takes this bullet, otherwise pick a PC with a lot of Hit Points left, or whomever would have the most dramatic effect. There, striding up the canyon, are a number of men equal to the surviving Bastards. Dressed in long pale-yellow dusters, their faces shadowed by their hat-brims, rifles and pistols in hand, they walk toward the Bastards...

...IT'S ANOTHER

As hinted earlier, Doc Henley survived being left for dead after he stole the money the Bastards are now standing over. Doc didn't know where his partner Jimmie hid the money, but he knew Jimmie had talked to Donnie Fouch. The Bastards got to Donnie before Doc did, so he's been following the gang at a distance for some time now. Doc's got a couple of gunhands in tow, one for each surviving Bastard, minus one (so Doc and his friends have equal numbers with the surviving Bastards). During the big gunfight in the canyon, Doc and his cronies crept up and shot the two men guarding the banditos' horses and then watched the carnage below.

Now Doc wants his money -- all of it. He's willing to kill for it, but he'll offer to let the surviving Bastards live if they just hand it over. Let the players decide what they want to do. They've come a long way for this money, and killed a lot of people to get here. Can they just walk away empty-handed? Then again, they know Doc's a bad-ass, and he and his men are unhurt at this point. Let 'em do what they want, but if a gunfight breaks out at this point it's a straight-up shoot-out: Doc and his men draw down and keep firing until one side or the other is dead dead dead.

Whichever side wins gets to keep the money, of course. Then again, if the Bastards win there may be another gunfight or series of gunfights if the group plays up their Secret Motivations.

The gamemaster should make the gun-fights with Doc and between the Bastards as dramatic as possible, with soaring music, opponents glaring at each other, muttering revelations and threats, stalking warily in circles as they seek the spot where they must either kill or die.

Once the shooting's over the survivors can gather up the money, round up some horses, and ride off into the sunset, perhaps toward a new life. But just as likely to a grim death somewhere down the line.

AFTERMATH

The gamemaster might be able to create sequels to this adventure, depending on who lived and died, who was left for dead, who double-crossed who, and who ended up with the money. Family members, lawmen, bounty hunters, banditos, and outlaws -- any of them might come after the surviving Bastards. You could even turn the tables, having the PCs in the sequel be on the side of the law, or after vengeance or reward money, pursuing the surviving Bastards.

ANOTHER POSSIBILITY -- THE MODERN DAY VERSION

Westerns not your group's bag? Try updating the story to the modern day. The Bastards can be two-bit conmen, thieves, and killers, the posse FBI/DEA agents or sheriff's men, the banditos Mexican drug-runners, and so forth. It'll take quite a bit of alteration (add a couple zeroes to the amount of loot, for instance), but think of the mayhem you can create substituting fast cars and automatic weapons for horses and six-shooters. You can have your own Peckinpah/Tarantino/Rodriguez/McQuarrie flick!

THE SEVEN MAGNIFICENT BASTARDS (PLAYER CHARACTERS)

(Non-Player Character?) JUDGE JOHN KANE, The Ex-Judge, age 48, reward \$1000

STR 13 CON 13 SIZ 14 INT 15
POW 13
DEX 12 APP 11 HP 27

DAMAGE BONUS +1D4

WEAPONS: Heavy Revolver 65%, damage 1D10+2;
Lever-Action Rifle 50%, damage 2D6+4.

ARMOR: Heavy/Padded Clothing 1

SKILLS: Bargain 30%, Command 45%, Etiquette 60%,
Fast Talk 30%, Persuade 70%, Status 40% (was 80%)
Appraise 35%, First Aid 45%, Gaming 40%, Knowledge (Law) 80%, Insight 70%, Listen 50%, Navigate 35%, Research 60%, Spot 60%, Dodge 45%, Ride 60%.

NOTORIETY: 20%

POSSESSIONS: \$500, fine clothes, pipe & tobacco, horse & gear, heavy revolver, lever-action rifle, knife.

Judge John Kane is tall and good-looking, if somber in appearance. His hair and mustache are turning to gray, and his steel-grey eyes are piercing. He wears a dark suit, black flat-crowned hat, and a caped coat or cloak. Judge Kane was a circuit judge in Kansas, known for being fair but tough. He had served as a deputy sheriff earlier in life, but studied law as his profession. When he found against a town boss, the powerful rancher tried to kill Judge Kane. The judge survived and retaliated, but the rancher framed Kane for corruption and murder. Judge Kane then went on a murderous rampage, killing the town boss and most of his cronies. Since then Kane has been on the run, with a high price on his head. He is honorable, but his circumstances have made him ruthless.

JOSEPH TWO KNIVES, The Half-Breed, age 34, reward \$500

STR 13 CON 14 SIZ 14 INT 12
POW 11
DEX 14 APP 10 HP 28

DAMAGE BONUS +1D4

WEAPONS: Lever-Action Rifle 70%, damage 2D6+4; Knife 65%, damage 1D3+1+db; Medium Revolver 50%, damage 1D8; Brawl 45%, damage varies; Grapple 45%, damage special.

ARMOR: Leather Jacket 1

SKILLS: Language (Apache) 55%, Repair 25%, Insight 35%, Listen 70%, Navigate 65%, Spot 70%, Track 55%, Climb 60%, Dodge 55%, Hide 55%, Jump 55%, Ride 65%, Stealth 65%, Throw 45%.

NOTORIETY: 10%

POSSESSIONS: \$100, trail clothes and leather jacket, horse & gear, lever-action rifle, several knives, medium revolver.

Two Knives is a half-breed Apache, the result of a white soldier's rape of an Apache woman. Scorned by both worlds, Two Knives worked at a number of menial jobs, always suffering for his lineage. Eventually he lashed out against his tormentors, killing a sadistic employer and embarking on a life of robbery and assault. The half-breed is tall and powerful-looking, with shaggy dark hair and blue eyes. Two Knives can be friendly, if taciturn, when treated respectfully, but he reacts violently toward racist attitudes.

JAMES BERGER, The "Preacher", age 40, reward \$300

STR 11 CON 11 SIZ 14 INT 14
POW 13
DEX 14 APP 12 HP 25

DAMAGE BONUS +1D4

WEAPONS: Medium Revolver 60%, damage 1D8; Sawed-Off Shotgun 55%, damage 4D6/1D6.

SKILLS: Bargain 25%, Etiquette 35%, Fast Talk 40%, Language (Spanish) 30%, Perform (Play Guitar) 55%, Persuade 50% APPraise 35%, First Aid 50%, Gaming 45%, Knowledge (Religion, Christianity) 65%, Insight 55%, Listen 50%, Spot 55%, Dodge 45%, Ride 50%.

NOTORIETY: 10%

POSSESSIONS: \$100, dark clothing, guitar, Bible, horse & gear, medium revolver, sawed-off shotgun, knife.

"Reverend" Berger is tall and lanky, with shaggy red hair and piercing blue eyes. The once-fierce preacher is now somber and brooding, surrendered to a life of crime and sin. Berger had fallen in love with one of his young parishioners, but

when he discovered she was a victim of incest he beat her father nearly to death. The family turned the town against the preacher, and he was forced to flee for his life. Since then he has drank, robbed, and whored his way through life. He still retains a kernel of his faith CONvinced that all men are sinners, but none are beyond salvation -- and he's in no hurry for his own.

"BIG" MIKE SELBY, The Hulking Horse Thief, age 29, reward \$200

STR 18 CON 15 SIZ 17 INT 11
POW 9
DEX 11 APP 10 HP 32

DAMAGE BONUS +1D6

WEAPONS: Heavy Revolver 60%, damage 1D10+2; Brawl 85%, damage 1D3+db; Grapple 80%, damage special.

SKILLS: Repair 75% APPraise 65%, Gaming 25%, Insight 35%, Listen 40%, Navigate 35%, Spot 50%, Dodge 40%, Drive Wagon/Coach 70%, Ride 50%, Throw 45%.

NOTORIETY: 5%

POSSESSIONS: \$100, trail clothes, well-chewed cigar, horse & gear, heavy revolver, knife.

Mike Selby is well over six feet tall, and nearly 300 pounds of muscle. He's worked in stables and driven freight most of his life, but the past few years he's taken to drinking and fighting, and has had trouble keeping a job. Nowadays he's turned to stealing horses and robbing stages. Big Mike is surprisingly genial, and loves to drink and fight, both of which he is quite good at.

DEAN CRAVEN, The Weaselly Horse Thief, age 31, reward \$250

STR 11 CON 12 SIZ 12 INT 13
POW 11
DEX 15 APP 9 HP 24

DAMAGE BONUS +0

WEAPONS: Knife (x2) 60%, damage 1D3+1; Thrown Knife 55%, damage 1D3+1, Shotgun 55%, damage 4D6/2D6/1D6; Medium Revolver 40%, damage 1D8.

SKILLS: Fast Talk 60%, Language (Spanish) 15%, Perform (Play Harmonica) 35%, Demolition 40%,

Repair 45%, Sleight of Hand 40% APPraise 40%, First Aid 35%, Gaming 40%, Insight 25%, Listen 40%, Navigate 30%, Spot 45%, Dodge 55%, Hide 65%, Ride 50%, Stealth 50%, Throw 55%.

NOTORIETY: 10%

POSSESSIONS: \$100, dingy trail clothes, cheap cigars, harmonica, horse & gear, 2 knives, shotgun, medium revolver.

Dean Craven is weaselly, unshaven little man with a foul temper. He has driven cattle and worked in mines, and has been beaten down for most of his life. Eventually he got tired of working hard and taking crap, so he turned to robbery and horse theft. He takes out his lifetime of persecution by shooting and stabbing his victims, usually in the back. You don't want to turn your back on Craven if you've insulted him.

CAPTAIN FRANK DONOVAN, The Disgraced Soldier, age 37, reward \$500

STR 13 CON 13 SIZ 14 INT 13 POW 11
DEX 12 APP 11 HP 27

DAMAGE BONUS +1D4

WEAPONS: Lever Action Rifle 70%, damage 2D6+4; Heavy Revolver 60%, damage 1D10+2; Brawl 60%, damage 1D3+db; Saber 45%, damage 1D8+1+db; Grapple 45%, damage special.

SKILLS: Command 50%, Language (Apache) 20%, Demolition 35%, First Aid 35%, Gaming 45%, Strategy 35%, Insight 40%, Listen 45%, Navigate 40%, Spot 55%, Climb 55%, Dodge 50%, Jump 45%, Ride 65%, Stealth 35%, Throw 40%.

NOTORIETY: 15%

POSSESSIONS: \$200, trail clothes (some old military), horse & gear, lever-action rifle, heavy revolver, saber, knife.

Frank Donovan is a stout, unshaven man with a sardonic sense of humor. He fought for the Union in the Civil War, and rose to the rank of Captain during the Indian Wars, but his promising military career was ended when he triggered an Indian uprising in Oklahoma Territory. He vehemently protested his disciplinary punishment and was demoted. Donovan then deserted, stealing an army payroll and embarking on a life as a hired gun. He's killed and robbed across the southwest ever since, smiling grimly the whole time.

STEWART FINNEY, The Tinhorn Gambler, age 33, reward \$200

STR 11 CON 12 SIZ 13 INT 15 POW 12
DEX 15 APP 14 HP 25

DAMAGE BONUS +0

WEAPONS: Derringer 55%, damage 1D6; Medium Revolver 65%, damage 1D8.

SKILLS: Bargain 45%, Etiquette 45%, Fast Talk 60%, Persuade 50%, Sleight of Hand 65% APPraise 40%, First Aid 45%, Gaming 80%, Insight 70%, Listen 50%, Research 35%, Spot 55%, Dodge 45%, Ride 35%, Stealth 40%.

NOTORIETY: 5%

POSSESSIONS: \$250, trail clothes, fine clothes, fine cigars, several decks of playing cards (some marked), horse & gear, derringer, medium revolver, knife.

Stew Finney is a handsome cardsharp with a quick wit and a derringer up his sleeve. Finney has plied his trade up and down the Mississippi, and in New Orleans, Texas, and a lot of cowtowns. He dresses appropriate to his surroundings: nicely in "civilized" places and more like a cowpuncher elsewhere. He's not above cheating to win, and when he's caught he has no aversion to shooting his way out of trouble.

NON-PLAYER CHARACTERS

MISCELLANEOUS POSSE-MEMBERS AND INNOCENT BYSTANDERS, age 20-60 (re-use as needed)

	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10
STR	11	12	10	11	15	14	13	12	9	14
CON	12	10	13	12	11	11	14	10	9	12
SIZ	13	12	14	13	14	14	13	12	13	15
INT	11	13	12	13	13	12	13	14	13	12
POW	12	10	12	13	10	15	13	9	10	11
DEX	11	12	11	9	10	9	8	11	12	13
APP	11	12	11	11	10	14	8	12	12	14
MOVE	8	8	8	8	8	8	8	8	8	8
HP	13	11	14	13	13	13	14	11	11	14

AVERAGE DAMAGE BONUS +0

WEAPONS: Medium Revolver (all) 25%, damage 1D8; Sporting Rifle (#s 1-5) 35%, damage 2D6; Shotgun

(#s 6-8) 40%, damage 4D6/2D6/1D6; Lever Action Rifle (#s 9-10) 35%, damage 2D6+4.

SKILLS: First Aid 35%, Listen 30%, Spot 35%, Dodge 25%, Ride 30%.

CASH: \$2D10

SHERIFF JOE GILBERT, Pepperville sheriff, age 33

STR 12 CON 12 SIZ 14 INT 13 POW 12
DEX 12 APP 12 HP 26

DAMAGE BONUS +1D4

WEAPONS: Heavy Revolver 50%, damage 1D10+2; Sporting Rifle 55%, damage 2D6.

SKILLS: Command 35%, Status 45%, First Aid 35%, Insight 50%, Listen 40%, Navigate 30%, Spot 45%, Track 35%, Dodge 30%, Ride 50%.

DONNIE FOUCH, stable hand, informer, age 54

STR 11 CON 12 SIZ 12 INT 12 POW 10
DEX 12 APP 10 HP 12

DAMAGE BONUS +0

WEAPONS: Brawl 30%, damage 1D3; Knife 30%, damage 1D3+1; Medium Revolver 25%, damage 1D8.

SKILLS: Bargain 40%, Fast Talk 45%, Repair 60% APPraise 35%, Gaming 35%, Navigate 30%, Dodge 35%, Drive Wagon/Coach 65%, Hide 40%, Ride 50%, Stealth 45%.

CASH: \$10

MISCELLANEOUS BOUNTY-HUNTERS, BANDITS, INDIANS, AND OUTLAWS, age 15-50 (re-use as needed)

	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11
STR	12	14	11	12	10	13	11	12	12	10	15
CON	12	11	13	10	13	11	10	16	13	12	12
SIZ	13	16	13	14	16	13	13	12	12	14	14
INT	12	13	12	11	10	9	13	12	11	15	13
POW	10	9	10	11	12	7	9	11	12	9	10
DEX	12	11	13	11	12	9	10	13	12	12	9
APP	9	8	11	10	8	6	11	10	9	8	9
MOVE	8	8	8	8	8	8	8	8	8	8	8
HP	13	14	13	12	15	12	12	14	13	13	13

AVERAGE DAMAGE BONUS: +1D4

WEAPONS:

BOUNTY-HUNTERS, BANDITS, AND OUTLAWS:
Lever Action Rifle (even #s) 50%, damage 2D6+4; Medium Revolver (all) 50%, damage 1D8.

INDIANS: Lever Action Rifle (even #s) 50%, damage 2D6+4; Knife 40%, damage 1D3+1+db.

SKILLS:

BANDITS, BOUNTY-HUNTERS, AND OUTLAWS:
Navigate 45%, Spot 35%, Dodge 25%, Ride 45%.

INDIANS: Listen 55%, Navigate 65%, Sense 65%, Spot 65%, Track 75%, Dodge 40%, Hide 55%, Ride 40%, Stealth 80%.

CASH: Indians \$0, Others 1D6x\$1D10

TIBURCIO ROJAS, Mexican bandit, age 41, reward \$2000

STR 14 CON 14 SIZ 16 INT 12 POW 13
DEX 13 APP 10 HP 30

DAMAGE BONUS +1D4

WEAPONS: Heavy Revolver (x5) 65%, damage 1D10+2; Knife 45%, damage 1D3+1+db; Thrown Knife 45%, damage 1D3+1+db/2; Lever Action Rifle 50%, damage 2D6+4; Brawl 45%, damage varies.

ARMOR: Leather vest 1.

SKILLS: Command 50%, Language (Spanish) 45%, Language (English) 25%, Gaming 45%, Listen 45%, Navigate 50%, Spot 55%, Track 40%, Dodge 35%, Ride 55%.

NOTORIETY: 45%

CASH: \$150

DOC HENLEY, notorious outlaw, believed dead, age 37, reward \$5000

STR 13 CON 14 SIZ 15 INT 14 POW 13
DEX 14 APP 12 HP 29

DAMAGE BONUS +1D4

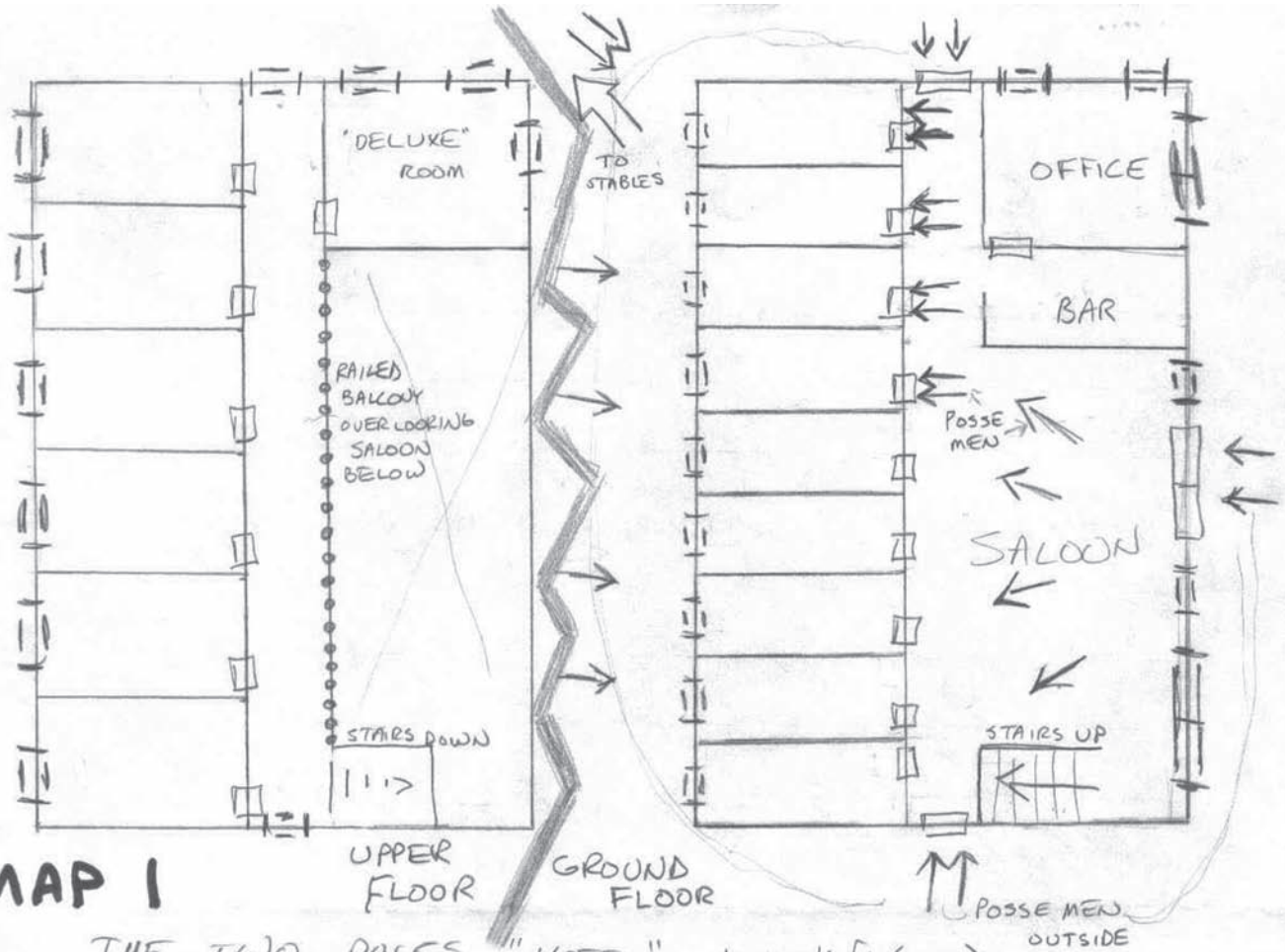
WEAPONS: Heavy Revolver (x2) 70%, damage 1D10+2; Lever-Action Rifle 70%, damage 2D6+4; Brawl 65%, damage varies.

ARMOR: Heavy duster/clothing 1.

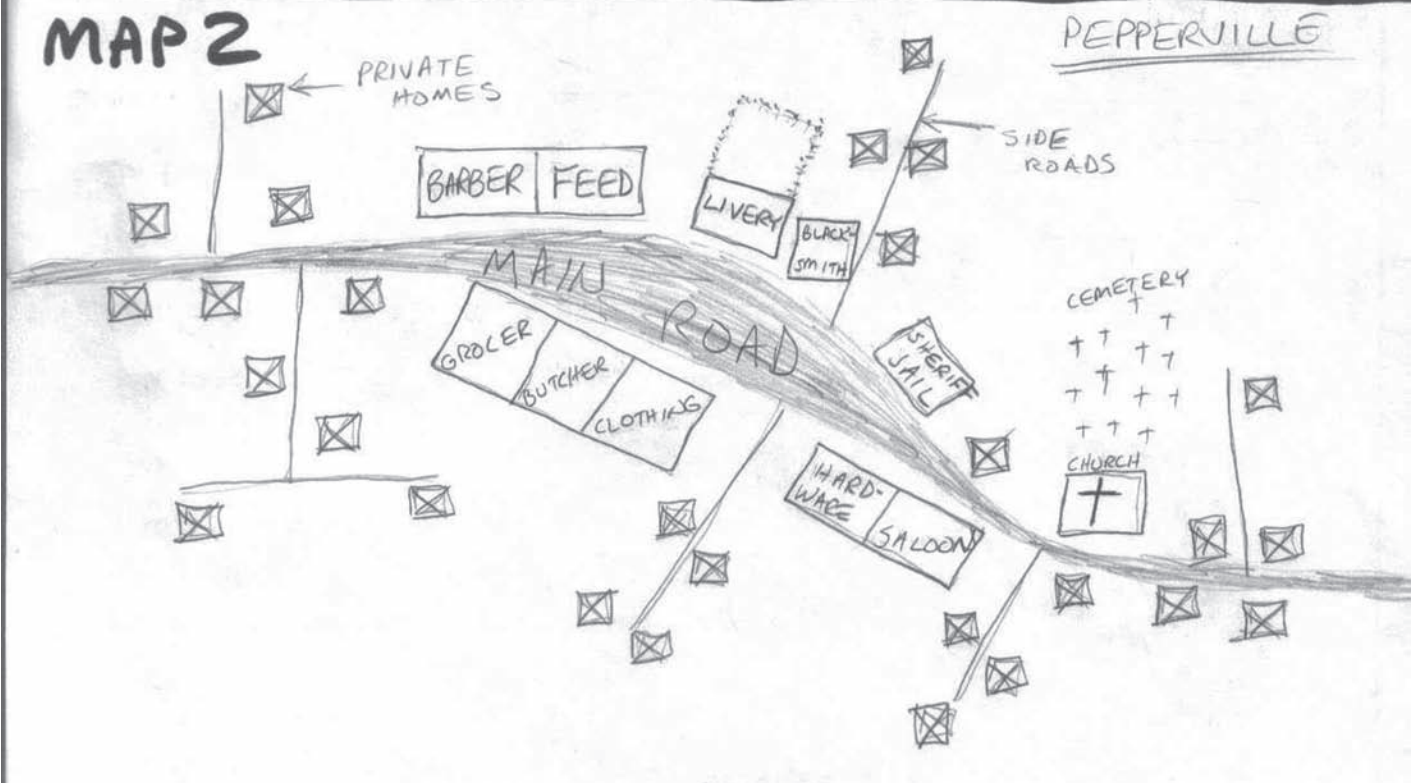
SKILLS: Command 45%, Language (Spanish) 30%, First Aid 45%, Gaming 45%, Insight 55%, Listen 50%, Navigate 50%, Sense 55%, Spot 60%, Track 35%, Climb 45%, Dodge 45%, Ride 55%, Stealth 40%, Throw 45%.

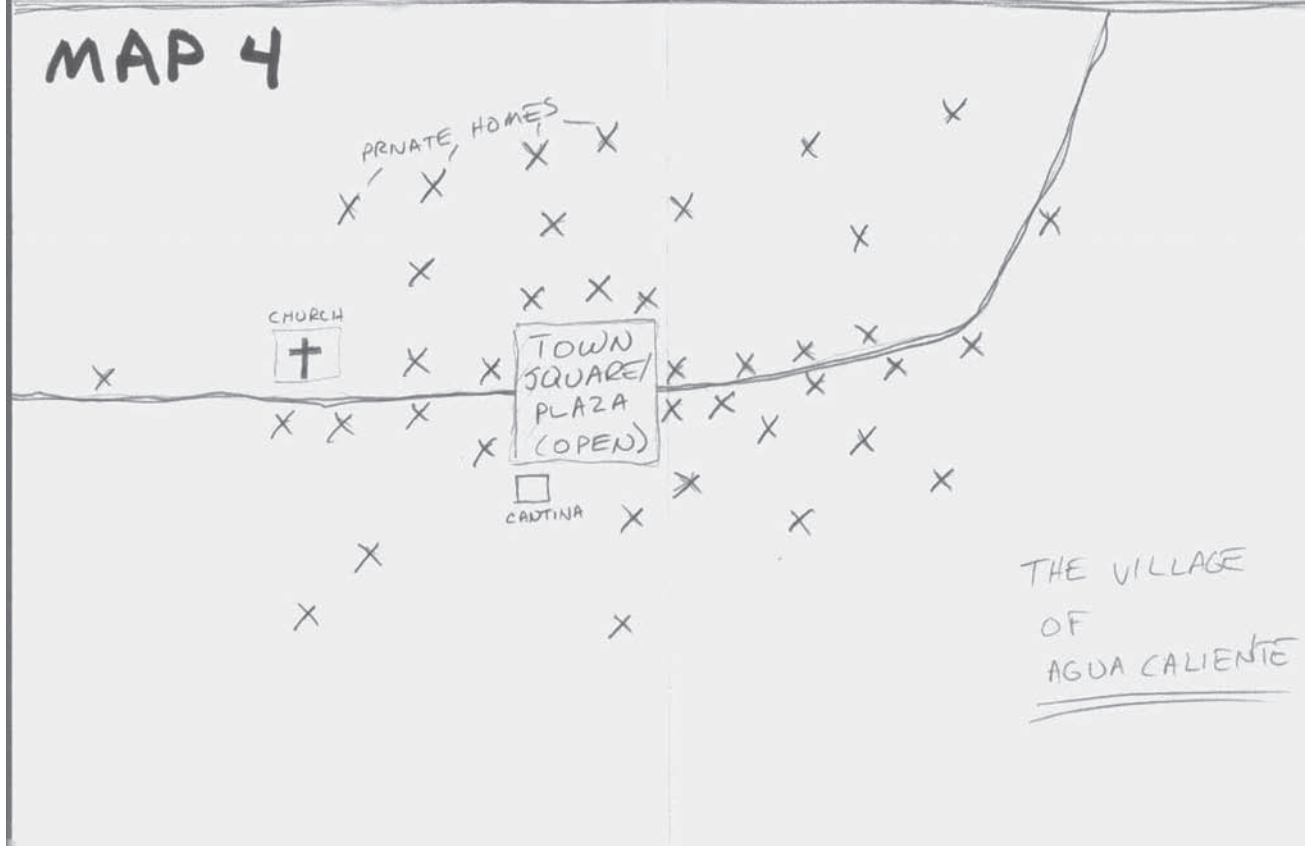
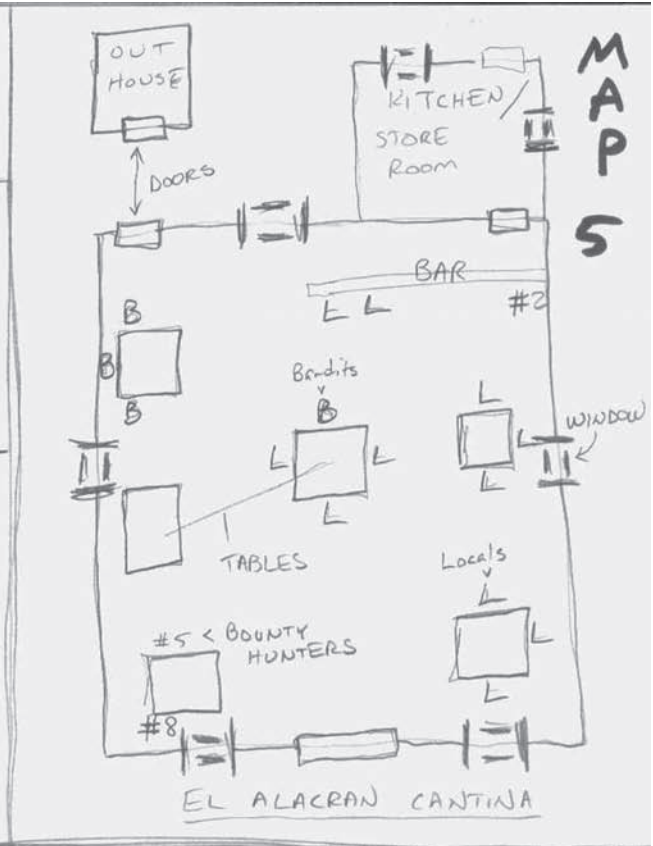
NOTORIETY: 45%

CASH: \$200



THE TWO PINES "HOTEL" 1 inch = 16 ft (approx)

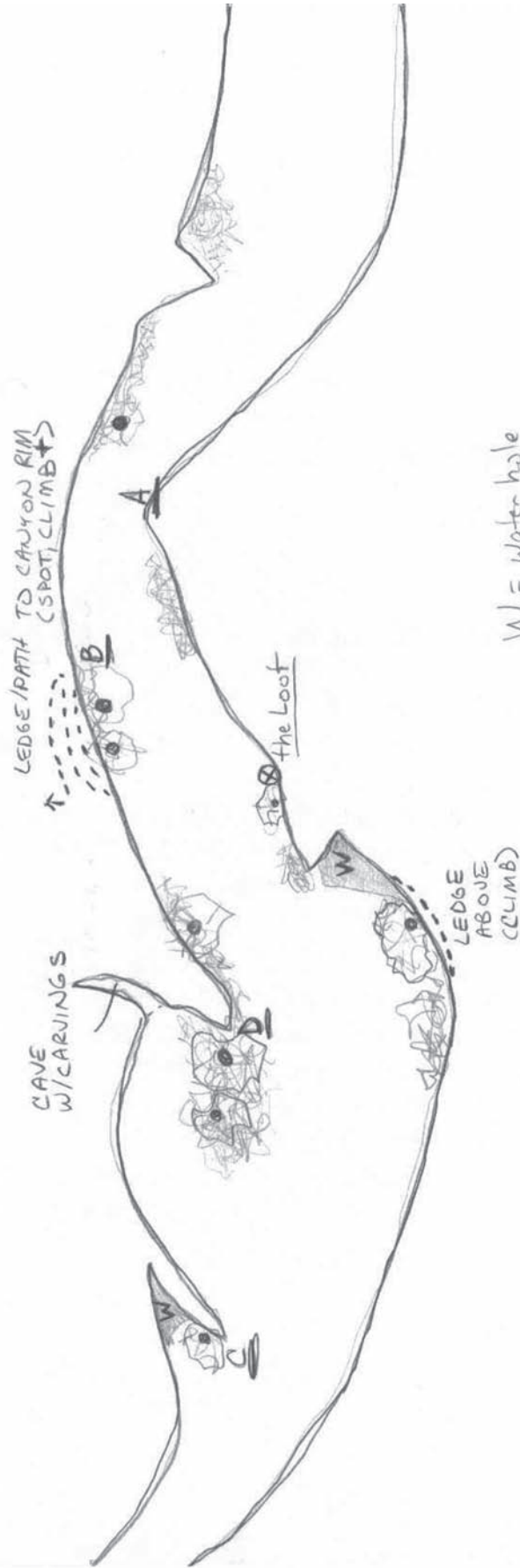




MAP 6

DIABLO CANYON

1 inch = approx 100 ft



W = Water hole



= Tree



= Brush

BLOOD & BADGES

WRITTEN BY: JON HOOK
ART BY: GREG SMALLWOOD

INTRODUCTION

This adventure is a Western/Horror scenario set in Perfection, a small gold mining town located on the east side of the Rocky Mountains in the Kansas Territories. The year is 1855; at this time in history, the state of Colorado has not yet been established. The players play the role of Pinkerton Agents hired to find Victoria Featherstone, daughter of rail baron Hubert Featherstone.

Hubert has hired the Pinkerton National Detective Agency to find his daughter because three months ago her letters home stopped coming in. The Featherstone family is afraid of what may have happened to their wayward daughter. When Victoria turned eighteen years old she declared that she wanted to see and experience the Western Frontier, so she booked passage on the first train out of Boston and headed west to become a school teacher. It's been more than a year since Victoria left, and just when the family was finally getting used to the idea of Victoria forging her own life on the frontier her letters home suddenly stopped. Unbeknownst to everyone, the people of Perfection have been ravaged by feral vampires!

CHARACTER CREATION

Players should use the optional Point-Based Character Creation located on page 19 of the Basic RolePlaying rulebook with the following modifications.

- ▶ Use the optional Education (EDU) and Know Roll characteristics.

- ▶ Each player's base EDU is 10.
- ▶ Each point of EDU costs 4 points, (a good education is hard to come by in this day and age).
- ▶ Age restrictions and EDU bonuses described on page 20 of the rulebook do apply.
- ▶ Players have 36 points, (heroic level), to spend on their core characteristics.
- ▶ Players calculate their available Professional Skill Points as EDU x 25, (heroic level).
- ▶ Players calculate their available Personal Skill Points as INT x 15, (heroic level).
- ▶ No skill can be higher than 90% at the start of the game, (calculated skills exempted).
- ▶ Use the optional Skill Category Bonuses located on page 31 of the rulebook.

For this pre-Civil War adventure, the Skill List by Category on page 48 of the rulebook has been modified to following list.

COMBAT:

- Artillery (pre-Civil War era)
- Brawl
- Firearm (pre-Civil War era Pistol or Rifle)
- Grapple
- Melee Weapons
- Missile Weapons (pre-Civil War era)

- Parry
- Shield

COMMUNICATION:

- Bargain
- Command
- Disguise
- Etiquette
- Fast Talk
- Language
- Perform
- Persuade
- Status
- Teach

MANIPULATION:

- Art
- Craft (including: Blacksmithing, Carpentry, Glass Working, Roping, etc.)
- Demolition
- Fine Manipulation
- Repair
- Sleight of Hand

MENTAL:

- Appraise
- First Aid
- Gaming
- Knowledge (including: Animal Husbandry, Native Indians, Railroading, etc.)
- Literacy
- Medicine
- Strategy
- Technical Skill (pre-Civil War era)

PERCEPTION:

- Insight
- Listen
- Navigate
- Research
- Sense
- Spot



- Track

PHYSICAL:

- Climb
- Dodge
- Drive (Steam Engine, and Stagecoach)
- Fly (Balloon)
- Hide
- Jump
- Pilot (Boat)
- Ride
- Stealth
- Swim
- Throw

The players are playing the role of Pinkerton Agents, so they will build their characters based on the modified Detective profession listed below.

PINKERTON DETECTIVE

Employed by the Pinkerton National Detective Agency, (cr. 1850 – 1900), you use skills of observation and deduction to determine who has committed crimes. You may have a wide range



of forensic, scientific, and social skills, or you can operate on gut instincts.

Wealth: Average

Skills: Firearm (Pistol), Knowledge (Law), Listen, Persuade, Spot, Research, and choose four of the following: Art, Brawl, Craft (any), Disguise, Dodge, Etiquette, Fast Talk, Firearm (Rifle), Grapple, Hide, Insight, Knowledge (any), Language (Other), Language (Own), Literacy, Medicine, Ride, Stealth, Technical, or Track.

ACT ONE: PERFECTION

Backdrop: The characters have been hired by Hubert Featherstone to find his daughter, Victoria. For the last eight months she has been the school teacher in the town of Perfection, located in the far western edge of the Kansas Territories. The characters have been traveling for five days straight. The characters traveled first by train from Boston, (where Hubert Featherstone lives and hired the Pinkerton Detectives),

to Kansas City. From Kansas City, the characters then traveled by stagecoach to Ft. Dodge, Kansas. From Ft. Dodge, the characters purchased horses to ride to Perfection, because no stagecoach was available. The character's travel to Perfection has been uneventful and as expedient as possible. The adventure opens with the characters calmly trotting on horseback into the town of Perfection.

It is close to 10:00am as the characters ride into town; it is immediately obvious that the town is devoid of people, (no skills checks required). The wind blows through town, doors and shutters swing in the breeze and slap against their frames. Other than a few wild birds, there are no people and no animals anywhere to be found. The silence in the town is eerie, and should give the characters pause.

The town of Perfection is detailed below; the characters are free to explore it at their leisure during the day. If the characters have not advanced to the mines before nightfall, the GM should initiate "The Hunt" encounter an hour after sundown.

THE TOWN OF PERFECTION: (POPULATION: 87)

A) Sheriff's Office / Jail / Mayor's Office: This small one-story building has two front doors. One leads to the Mayor's Office, and the other leads to the Sheriff's Office and Jail.

1. Mayor's Office: This small one-room office has a wooden desk, a coat rack, a few chairs, and a map of the entire Kansas Territory with a pin in the map to mark the location of Perfection. The mayor's name, Bill Davis, is painted on a front door. The office has all the things one would expect to find in a mayor's office. There aren't any weapons or anything else of merit to this adventure.

2. Sheriff's Office & Jail: This office is split 70/30, with the larger front half serving as the sheriff's office, and the smaller back half set-up as a jail. The sheriff's name, Luke Cobb, is painted on the front door. The office has a wooden desk, a few chairs, a coat rack, and a ri-

fle cabinet. A few wanted posters are also nailed to the wall. This office is in shambles. The desk is knocked over and the door is broken off of the rifle cabinet. There are no weapons in this office, and nothing else significant to this adventure. The jail has two cots and a bucket. The iron bars door to the jail is bent and broken; the jail cannot be locked. A successful analysis of the jail cell door, (Know: Metal Working or Appraise), will reveal that the door was pulled open with such force that it broke the locking mechanism.

B) Blacksmith: This two-story building is basically a very large barn. There is a small office inside, but most of the interior of the building is a chaos of blacksmithing tools and materials. There is a forge with tools, two stables, and lots of scrap iron, wood, and nails. The second floor loft area is a storage area and hay loft. There are lots of iron tools near the forge that could be used as weapons. All of them have blunt edges with pointed tips.

Weapon	Skill	Base	Dmg	Attk	Special
Blacksmith Tools	Club	25%	1d8+1+db	1	Impale
Range	Hands	HP	Parry	STR/ DEX	
Med	2H	25	Yes	8 / 12	

C) Doctor's Office: This small two-story building is Dr. Peter Gross' office and home. The doctor's name is painted on a sign on the front of the building; the sign also notes that Dr. Gross is the town barber. The ground floor is his office, and the second floor is his home. The second story is accessible via an outside stairwell on the backside of the building. The office is moderately stocked with period appropriate medical supplies. There is a 45% chance that the characters will find any specific medicine that they are looking for.

The home of Dr. Gross is modestly furnished. There is a ten-cent pulp novel on his bedside table titled Blood on the Frontier. It is fictional story about a frontier family's ranch being attacked by monstrous Indians. The doctor has dog-eared a page in the book; the au-

thor provided a Comanche legend called “Savage Moon Hunters”. The passage reads:

With the coming of the snow, the People moved out of the plains into the wooded mountains, where they took care to burn their fires bright at night. Men take turns watching the night and keeping the fire well fed; for the mountain holes are doorways to the Land of the Dead. It is from there that the Savage Moon Hunters come to stalk the Land of the Living as the sun sleeps. The People do not tread on the land stalked by the Savage Moon Hunters, and so they rarely hunt the People. But, it is only when the crow brings back the daylight that the People are truly safe.

There is nothing else of merit to the adventure in the doctor’s home.

D) Lumber Yard: This huge one-story building is filled with lumber and sawdust inside. There are lots of raw logs inside in various states of refinement into 1”x12”x10’ boards. There are several Wood Axes and Hand Axes (thrown) lying about. There are also plenty of hammers, nails, and other common construction tools and materials. Characters who are interested in building something to use in this adventure have a 55% chance to find all of the materials that they need, and then they will need to make a successful skill check in the appropriate Craft to construct the object. The GM should determine how long it will take to complete the construction, and possibly modify the difficulty of the skill check if the object is extremely complex or overly simple.

E) Bank: This small one-story building only has one door in front, and no other exits to the building. The interior of this building is divided 70/30, with the smaller half accessible to the public. A large counter divides the room, and behind the counter is the larger half of the building. There is very little furniture in the customer half of the building. There are a few chairs, a couple of desks, and two large safes in the employee half of the building.

The bank is in shambles. Papers are scattered everywhere and broken furniture lies about. Some money is scattered on the floor,

about \$25 worth in small bills and coins. The two safes are still sealed. A successful Fine Manipulation skill at half value will open a safe. One safe is stuffed full of raw chunks of unrefined gold ore. The other safe has \$500 in cash a brand new Smith & Wesson with an ivory grip, belt & holster, and 30 rounds in the belt.

F) Webb’s General Store: This large one-story building is the general store. The front porch has several rocking chairs on it and a rain barrel half-full of water. The interior of the general store is in shambles, most of the goods are spilled across the floor, shelves, and counters. The characters have a 60% chance to find common goods here. Most of the “fresh” foods are spoiled, (80%), but all of the dried or pickled foods are fine. But, the supplies of the dried and pickled foods are very low. The owner is Kevin Webb, according to a small sign behind the counter. There are no weapons here, and nothing else of merit to this adventure.

G) Shelby’s Hotel: This tall three-story building is the grandest building in Perfection. The proprietors are Howard and Catherine Shelby, according to a sign on the front porch. The ground floor of the hotel has a large dining room big enough for 25 people, (the hotel is also the town restaurant), a large kitchen, a parlor room, and a bedroom for the Shelbys. The second and third floors each have four small bedrooms and one communal washroom on each floor. The hotel also has a coral on the side of the building to house guest’s animals, and a small barn behind the coral. There are no animals in the coral or barn. The hotel and barn are pretty bare; characters only have a 30% chance to find any common, non-weapon, goods.

H) Driscoll’s Saloon: The saloon is a large two-story building. The ground floor has a large bar with lots of shelving behind it. Most of the shelves have shot glasses and mugs on it. There are also several bottles of whiskey and beer. There are lots of tables and chairs and a stand-up piano on one wall. The second floor has three bedrooms and one washroom. One of the bedrooms is for the owner, Matthew Driscoll, and the other bedrooms are used by

Ms. Paris LaRue and the two prostitutes that work for her. There is also a large wooden bathtub in the yard behind the saloon. Customers also come to the saloon to bathe. There is a double-barreled shotgun and a box of ten shells under the bar. There is also lots of booze available for consumption. Characters that consume large amounts of booze will need to succeed at a CON x4 roll, or suffer a minus 10% to all skill checks for twelve hours. There is nothing else of merit to the adventure here.

I) Larimer Claims & Mining Office / Post Office: This small one-story building is an over-sized office. There are several file cabinets filled with paperwork that documents mining claims for the nearby mines. There is also a large map on the wall with tacks in it to indicate the claimed mines. A successful Appraise skill of the map will allow a character to discern the location of the mines in relation to Perfection. This building also serves as the town post office; there is a sack of mail ready to be sent out on the next stagecoach. A search of the mail with a successful Research skill check will reveal letters from some of the townsfolk to their families back east complaining about some new wild animals that are killing the town's livestock. The families of Perfection are very concerned, and want their families back east to send help. A critically successful Research skill check will reveal a similar letter from Victoria to her family in Boston.

J) Howe & Sons Undertaking: This small one-story building is the undertaker's shop. The shop has a small woodshop in the back where pine coffins are constructed; there are also several picks and shovels here. The shop is in shambles; it looks like there was a fight here. One corner of the shop is "painted" in old dried blood. It looks like the blood from an entire man was spilled here, violently, but there is no sign of a body. Other than a few digging tools, there is nothing else of merit to the adventure here.

K) Church: This small white building is the town church. The church has a moderately sized sanctuary in the front half of the build-

ing, and a very small apartment in the back half. The town graveyard is located behind the church. The lone survivor of Perfection, Robert "Buddy" Tallman, is hiding in a small cellar under the floor in the apartment. Buddy has been surviving on the food he has stolen from the various homes and buildings in town. He is terrified of all people, and will do his best to stay quiet and hidden in the cellar. He has removed the rope handle on the trapdoor, so the door is only noticed with a successful Spot skill check, and a successful DEX x5 check to get their fingers in-between the floor boards enough to leverage the trapdoor open. Buddy will fight anyone who tries to get into the cellar. Any character that tries to calm Buddy down, and is successful in a Medicine skill check, will calm him down and earn his trust. Once he's been calmed down, Buddy tells a story about a pack of wild Indians that swarmed the town like animals, dragging people kicking and screaming out of town, up toward the mines. Buddy saw his pa shoot one of the Indians three times, and he never fell down. That's when Buddy ran away to hide. He's been hiding in the church for nearly two months. Other than some bibles and hymn books, there is nothing else of merit to the adventure in the church.

L) School / Victoria Featherstone's Home: This modest two-story house also serves as the town school. Victoria converted her front parlor room and dining room into two classrooms. One classroom for children eight years old and younger, and one for nine year olds and older. There are lots of school books, novels, small chalk boards, chalk, maps, tables and chairs in each classroom. The rest of the house is Victoria's personal home. Other than a diary and collection of letters from her family, Victoria doesn't have anything unusual in her home.

X) Other Homes: These private homes are all empty, some are in shambles, but others are not. Characters searching these homes have a 15% chance to find any common non-weapon goods that they can use.

Z) Under Construction: These buildings are under construction; their eventual purpos-

es cannot be determined at this time. Characters searching these sites have a 10% chance to find any common construction materials that they can use.

PERFECTION ENCOUNTERS:

- ▶ **The Guttred Bear:** If the characters explore the woods outside of Perfection, (day or night), but are not progressing toward the mines, they will stumble across the remains of a huge grizzly bear. This 8' tall male bear is ripped open, with is blood and gore strewn across several rocks and trees. A successful Know: Animal Husbandry skill check will reveal that a small five-clawed animal killed the bear; it could be a large cat, but none that the character is familiar with. A critical success in the skill check will definitively rule out any of the known large cats. A successful Track skill check will reveal tracks leading toward the mine.
- ▶ **Wolves:** If the characters try to escape Perfection during the daytime, (and quit the adventure), they will face one last encounter, a pack of four starving timber wolves. If the cowards defeat the wolves, then they are then free to run away back to Ft. Dodge.

WOLVES

STR 12 - 14 INT 4 - 5 CON 10 - 11
DEX 12 - 14 SIZ 7 - 9 POW 10 - 11

Hit Pts 9 - 10

Dmg Bonus: none

Weapons

Weapon	Skill	Damage	Range	Attk	HPs
Bite	30%	1d8	Touch	1	-
Claw	40%	1d6+1	Short	2	-

- ▶ **The Comanche Envoy:** This encounter occurs during the day, about an hour before sunset. Four Comanche Indians, a shaman and three warriors, ride into Perfection from the west. The Indians are not being outwardly aggressive, but are primed and ready to defend themselves if the charac-

ters are hostile to them. Comanche scouts spied the characters riding into town earlier, so the shaman decided to ride out and warn the characters about the danger in the mine. The shaman understands the white man's language only a little, (English: 20%), so it is possible that either party may grossly misunderstand the other. If the characters are able to successfully communicate with the shaman, he will tell them the story about the Savage Moon Hunters. The story is very similar to the story in noted in the book described in Building C above, the Doctor's Office.

SHAMAN

STR 12 INT 16 CON 16
DEX 14 SIZ 10 APP 12

Hit Pts 13

Dmg Bonus none

Weapons

Weapon	Skill	Damage	Range	Attk	HPs
Fist/Punch	40%	1d3+db	Touch	1	-
Tomahawk	45%	1d6+1+db	Short	1	12

WARRIORS

STR 14 - 16 INT 12 - 15 CON 14 - 15
DEX 13 - 16 SIZ 11 - 14 APP 10 - 13

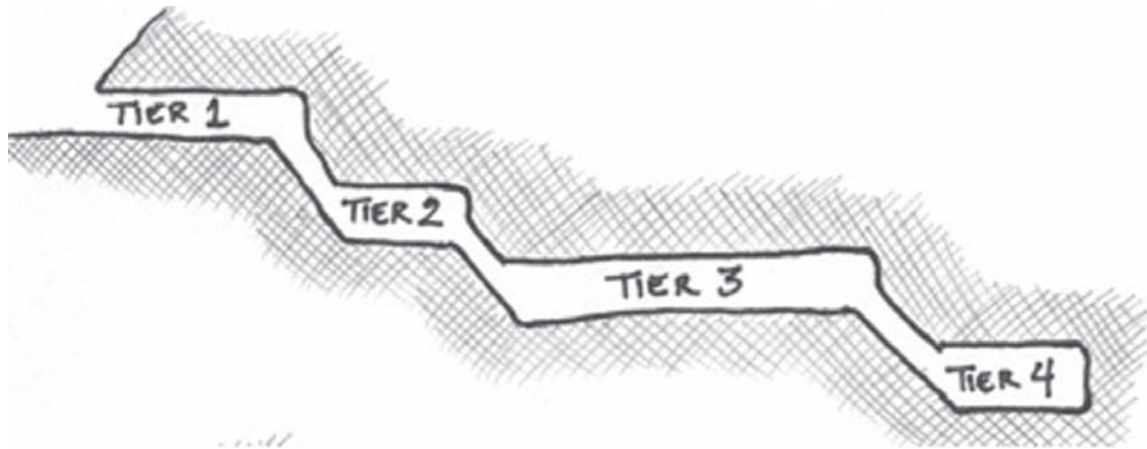
Hit Pts 12 - 14

Dmg Bonus: +1d4

Weapons

Weapon	Skill	Damage	Range	Attk	HPs
Fist/Punch	60%	1d3+db	Touch	1	-
Bow & Arrow	60%	1d8+1+1/2db	Long	1	12
Tomahawk	55%	1d6+1+db	Short	1	12

- ▶ **The Hunt:** This encounter occurs an hour after sundown if the characters have not yet proceeded to the mine. Two Bull feral vampires come into town looking for animals to feed upon. Stats for the feral vampires are available in the bestiary at the end of this adventure.



ACT TWO: THE MINE

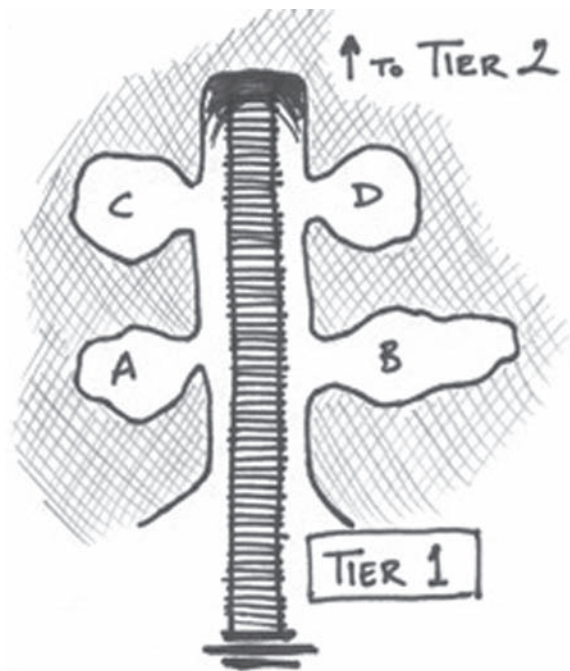
The mine is three miles from Perfection; a successful Track skill check will lead the characters to the mine. If the characters travel to the mine during the day, the trip is uneventful. If they travel to the mine after dark, and have not encountered any feral vampires yet, they will encounter two Bull feral vampires hunting for food, (similar to “The Hunt” encounter above, but not in town). If the characters have encountered the feral vampires in Perfection, (via “The Hunt” encounter), then the nocturnal trip to the mine is uneventful.

As the characters approach the mine, they can see a small-gauge set of train tracks, ore car rails, leading into the mine. A large barricade is outside the mine at the end of the tracks to prevent the ore car from going off the end of the tracks. The ore car rails run straight down the center of the passage. The ore car itself is at the far end of the line down on Tier 4, and the car is only large enough to hold goods up to SIZ 6. The car is empty when the characters first find it, and it has a manual hand brake to slow it down whenever it is being rolled down into the mine.

The main passage in the mine is excavated to be 5’ tall and 6’ wide. Characters over SIZ 9 have to stoop as they walk through the main tunnel of the mine. Thick and sturdy 6”x6” beams of wood are set-up every 10’ to shore-up and support the walls and ceiling of the tunnel. An oil lantern hangs on a nail in every other

support beam; none of the lanterns are lit when the characters arrive at the mine for the first time. There is a painted sign outside the mine that says, “Perfection Mine”.

Each tier of the mine has a few chambers dug off of it. Each chamber is individually claimed by a miner from Perfection. The entrance to each chamber is also framed in sturdy wood for support, and nailed to opening of each chamber is a claims form issued by the Larimer Claims & Mining Office to the individual person claiming the mine. Due to the extreme darkness in the mine, each chamber will require a Spot skill check, (even with a direct light source), to thoroughly check each cham-



ber. It is possible that characters may look for gold in the mine. Each successful search for gold results in a small 1oz nugget of gold. The mine is very cold, and sound travels very well through it. The GM should note to the players how loud their footsteps sound as their boots crunch down on the gravel that covers the floor of the mine.

PERFECTION MINE: TIER 1

The main tunnel is clear of debris. The walls and ceiling of the main tunnel are well supported. Characters have a 1% chance to find gold in the main tunnel.

A) Claimed by Joseph Edwards. This chamber has a few mining tools in one corner of the chamber. Characters have a 2% chance to find gold in this chamber.

B) Claimed by Carl & Elizabeth Anderson. This chamber has a few mining tools in it. Characters have a 2% chance to find gold in this chamber.

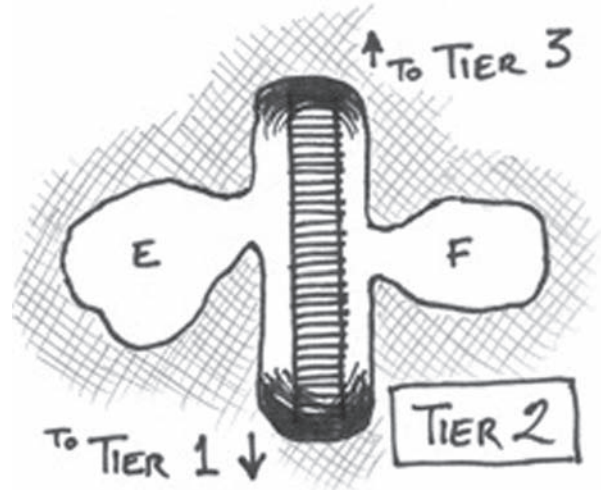
C) Claimed by Victor Shackelford. This chamber is completely empty. Characters have a no chance to find gold in this chamber.

D) Claimed by Michael Waggoner. This chamber has a few mining tools in it. Characters have a 1% chance to find gold in this chamber.

PERFECTION MINE: TIER 2

The main tunnel is clear of debris. The walls and ceiling of the main tunnel are well supported. Characters have no chance to find gold in the main tunnel.

E) Claimed by Gerald White. This chamber has a few mining tools in it. The chamber also has the remains of a man ripped apart in it. Gerald's body is ripped open and spread all over the room. A successful Medicine skill check will reveal that most of his internal organs are gone, and that there is very little blood spilled on the floor for such a horrific scene. Characters have no chance to find gold in this chamber.



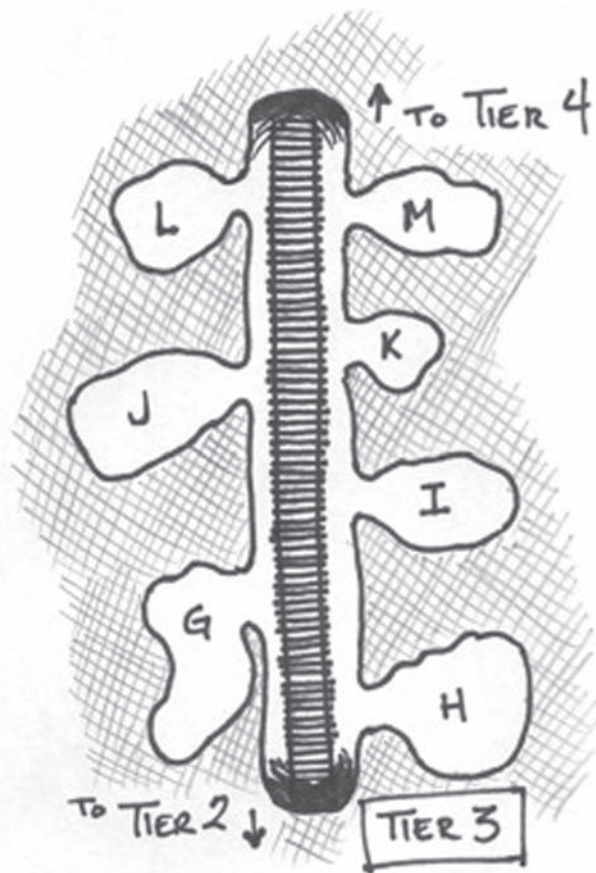
F) Claimed by Edgar Dillons. This chamber is completely empty. Characters have no chance to find gold in this chamber.

PERFECTION MINE: TIER 3

The main tunnel has some rock and wood debris throughout the length of this chamber. It will take ten minutes to completely clear the rails of debris. The walls and ceiling in this chamber are not well secured. Every round that characters spend in this tunnel, there is a 5% chance that a support beam will fall and a cave-in will occur. The tools and supplies needed to reinforce this tunnel are not available, so the characters are not able to reinforce this tunnel. Characters have no chance to find gold in the main tunnel.

If the ore car is being pushed through this tunnel, the cave-in chance raises to 15% due to the rumbling of the car. Characters can try to dig their way out of a cave-in, but each round of digging has a 20% chance to cause another cave-in.

The GM must determine where the cave-in occurs in the main tunnel. Characters near that location when the cave-in occurs must make a Dodge skill check to avoid being struck by falling rock. Falling rock inflicts 1d6+1 damage, and has a 20% chance to trap/pin the character. If the GM rolls 5% or less when checking for the trapping/pinning of a character, then that character is completely buried by rubble and



now suffers the Asphyxiation condition found on page 218 in the rulebook.

G) Claimed by Walter & Judy Johnson. This chamber has a few mining tools in it, including two sticks of dynamite. The dynamite is inside an unmarked box with a tarp over it. It takes a successful Spot skill check to find it. Characters have a 5% chance to find gold in this chamber.

H) Claimed by Christopher Nelson. This chamber has a few mining tools in it. Characters have a 2% chance to find gold in this chamber.

I) Claimed by Bryan Ford. This chamber has a few mining tools in it. This chamber is very unstable; there is a 10% chance that a cave-in will occur while characters are in this chamber. If a cave-in occurs, some of the debris that falls from the ceiling is gold. Characters that succeed in an Appraise skill check will see the gold; otherwise they will fail to notice it. Characters have a 10% chance to find gold in this chamber.

J) Claimed by Miles Taylor. This chamber has already had a minor cave-in. The entrance to this chamber is not obscured by the cave-in. If characters enter the chamber to investigate the cave-in will discover the body of Miles Taylor crushed by the cave-in; his dead hand clutches a 1lb chunk of unrefined gold ore.

K) Claimed by Craig Moore. This small chamber has a few mining tools in it. Characters have a 5% chance to find gold in this chamber.

L) Claimed by David Williams. This chamber has a few mining tools in it. Characters have a 2% chance to find gold in this chamber.

M) Claimed by Earl Williams Jr. This chamber has a few mining tools in it. Characters have a 1% chance to find gold in this chamber.

PERFECTION MINE: TIER 4

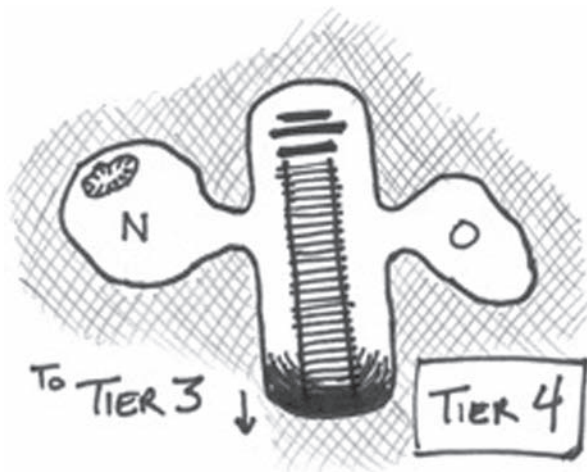
The main tunnel is clear of debris; characters will find the small ore car at the end of the rail line on their first visit to this tier. As characters enter this tier, they can hear the sound of dripping and lapping water. The walls and ceiling of the main tunnel are well supported. Characters have no chance to find gold in the main tunnel.

N) Claimed by Douglas Finger. This chamber is the source of the sounds of water. At the back of this chamber is a large hole in the floor; the sound of water comes from the hole. The hole in the floor has a “slide” of loose gravel that leads down into a natural cavern below. The “slide” is only 6’ long, and the slope is very gentle. It’s impossible for characters to be injured in the transition from the mine down into the cavern via the “slide”. But, due to the very loose gravel, a successful Climb skill check is required in order to ascend back up into the mine from the cavern via the “slide”.

O) Claimed by Oscar Bloch. This chamber has a few mining tools in it. Characters have a 1% chance to find gold in this chamber.

THE MINE ENCOUNTERS:

- ▶ **Sound Carries:** If characters search for gold while on Tiers 3 or 4, or if they should shout



or make loud noises of any kind while on either of those tiers, the sounds they make will carry down through Chamber N into the feral vampire's lair below. These sounds will alert the vampires to the character's presence. One Bull feral vampire will be sent to investigate the sounds, and will encounter the characters in 2d6 turns, (one turn = 5 minutes).

- ▶ **Rats:** The mine is infested with rats. The main tunnel on each tier has a 40% chance of having a pack of rats scurrying about. The rats are starving, but are not brave enough to attack a human without cause. If any of the characters are carrying food of any kind, the rats will swarm and attack only that character, or characters. Otherwise, the rats will flee from any human that gets within 10' of them.
- ▶ **The Ore Car:** The ore car is very heavy; if the characters try to push the ore car out of the mine, they will need to make a successful STR vs SIZ skill check on the Resistance Table. The heavy iron and wood ore car has a SIZ of 22 for the purpose of weight on this skill check. Characters may combine their STR to move the car. Characters will also have to make a successful Climb skill check as they try to ascend the rails to each higher tier. A failed Climb check will result in the ore car rolling back down to the previous tier. A failed STR vs SIZ check on the ramp

up to a higher tier does not require a Climb check; instead, the ore car is now a "runaway car" and is now rolling free down to the previous tier. Any characters pushing the car, or below the car, must make a successful Dodge skill check to avoid being struck by the car. The runaway ore car does 1d8 points of crushing damage.

ACT THREE: THE LAIR

The feral vampires have been using a natural cavern as their lair for centuries, and for just as long these extreme predators have lived in balance with nature. But now, the white man has come to conquer the frontier, to harvest the land, dam the water, chop the wood, and mine the earth. The people of Perfection had no idea that when they began to mine for gold that they would eventually break through into the vampire's cavern lair. So, in retaliation, the vampires are doing what they do best... they feed.

The vampires used to enter and exit their lair via a natural chimney, but once the miners broke through into their lair, they have opted to use the mine as their preferred egress route.

THE LAIR:

A) Pools of Pearl: This area of the cavern is very wet with dripping mineral water. Small pools of milky-white water dot the cavern floor. The ceiling is very low here, only 4' high; all movement and dexterous skills are reduced by half their current value. Both the floor and ceiling are covered in tiny stalagmites and stalactites that are still being formed. Crawling through this area requires a successful Agility roll at half value to avoid taking 1d3 damage from the sharp rocks. Once characters get past the neck of this chamber, and get into the larger body of the cavern, the ceiling raises dramatically to a height of 30'. The stalagmites are much easier to maneuver around than, and the stalactites are well out of reach.

B) Legs: This area of the cavern was the sight of a horrific battle between some of the miners and the vampires. The miner's defeat is punctu-

ated by blood and gore that decorate the rocks. A pair of legs in denim overalls is all that remains of the victims here; all of the other bodies have been dragged away. If a character only looks at the legs, a successful Spot skill check will reveal a hidden gun tucked between what remains of a waist and the overalls. If a character physically inspects the legs, the gun is found immediately without a skill check.

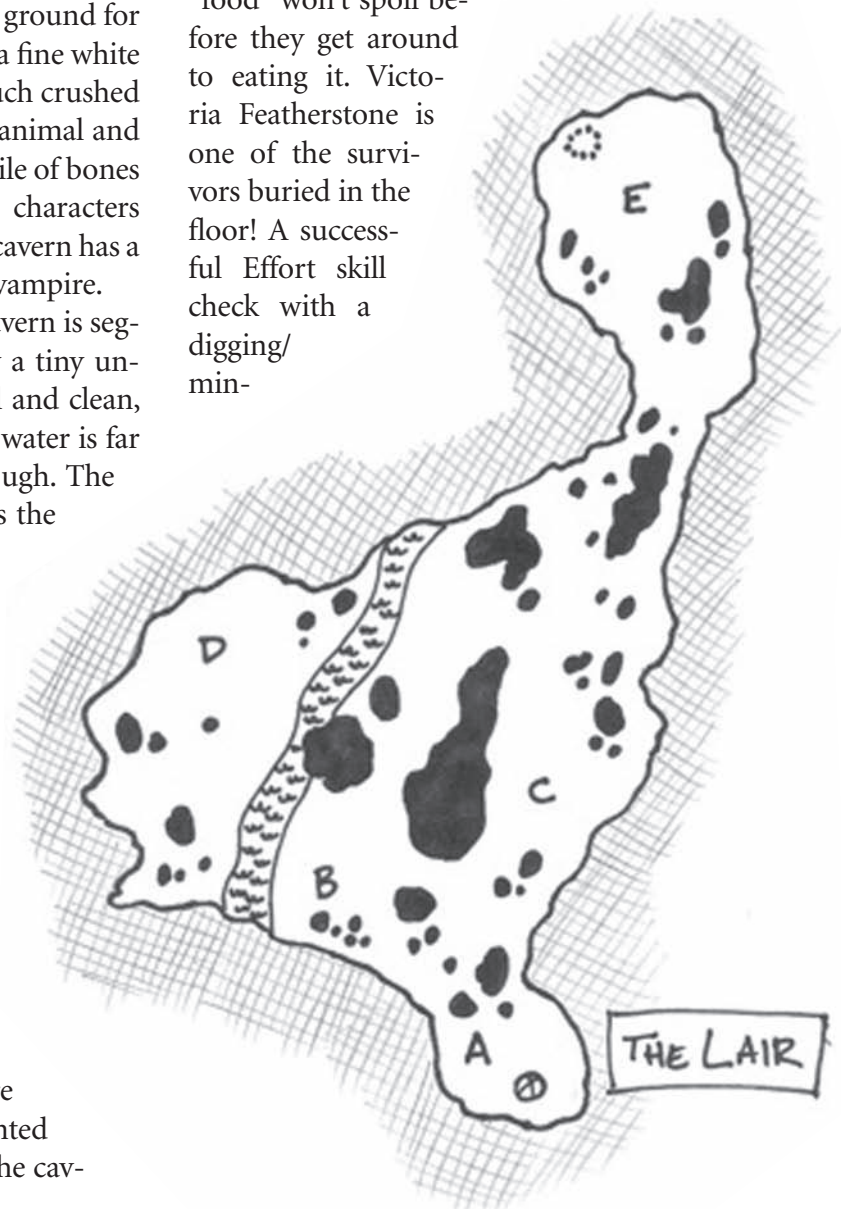
Weapon	Skill	Base	Dmg	Attk	
.45 Re- volver	Pistol	20%	1d10+2	1	
Special	Range	Hands	HP	Parry	STR/DEX
Impale	25	1H	14	No	11 / 5

C) The Bone Yard: This area of the cavern has served as the vampire’s dumping ground for years. The floor of the cavern here is a fine white dust, which is the end result of so much crushed bone. This area is littered with both animal and human bones. Moving through the pile of bones is quite noisy. Each round that the characters spend move through this area of the cavern has a 20% chance to attract an inquisitive vampire.

D) The Nest: This area of the cavern is segregated from the rest of the cave by a tiny underground stream. The water is cool and clean, but the entry and exit points for the water is far too small for a human to swim through. The cavern area separated by the water is the vampire’s nest. It is here where the vampires rest between hunts. The feral vampires have prehensile feet, and so are able to scale the slick cavern walls and sleep hanging upside down from the cavern ceiling. Feral vampires are very sound sleepers, so only very loud noises or their growling tummies will wake them. Unless the characters have been extremely loud, most of the nest is fast asleep when the characters first encounter this area of the cave.

E) The Pantry: This is the area of the cave that the vampires will store some of the food that they have hunted for later consumption. This area of the cav-

ern is also where the vampires used to enter and exit the cave. There is a natural chimney in one corner of the chamber that leads to the surface. The 40’ chimney has lots of hand and foot holds, and can be ascended with a successful Climb skill check, (make a skill check once every 10’). When the characters first enter this chamber, a horrific sight will meet them; eight people from Perfection have been buried up to their necks in the floor of the cave. Over the centuries, the vampires have dug into the floor of this chamber so much that it has become a crumbly soil, instead of solid rock. The vampires will bury their prey so that they cannot escape, but they allow them to breathe so that their “food” won’t spoil before they get around to eating it. Victoria Featherstone is one of the survivors buried in the floor! A successful Effort skill check with a digging/ min-



ing tool will free a survivor. If the characters do not have a digging tool with them, a successful Effort skill check at half value will free a survivor. The survivors are not statted-out because they are all near death. It is impossible for any of them to climb out of the cavern through the chimney, but they all have the strength available to escape back through the mine.

THE LAIR ENCOUNTERS:

- ▶ **Bats:** The vampires share their lair with bats. The bats usually won't attack humans, but there is a 15% chance that the bats will stir and swarm the humans as they prepare to fly off into the night. The bats won't attack the characters, but if the swarm does appear each character must make a successful Luck skill check to avoid making a loud noise as the swarm zips through the character's party. Once the bats have passed through the party, each character may make an Idea check. A successful Idea check will reveal that the bats must be going someplace, they need to be able to get out of the cave to hunt for food, and they are not flying in the direction of the mine breakthrough; there must be another exit to the cavern! The bats are flying out the natural chimney in area E of the cavern.
- ▶ **Falling Rock:** Caverns are usually pretty solid, but all of the recent mining has destabilized some of the rock in this area. While in the cavern, there is a 10% chance that a stalactite will fall from the ceiling. Characters will get a Sense skill check to notice the falling rock, and then must make a successful Dodge skill check to avoid being struck by the rock. Any character hit by falling rock will take 1d10 damage. This encounter does not apply in area A of the cavern.



BESTIARY

Feral Vampires

Feral Vampires are savage beasts with intelligence similar to that of any extreme predator. A feral vampire's only purpose in unlife is to eat and sleep, and on occasion, produce more vampires to expand the pack. Because feral vampires are immortal undead creatures, the need to procreate is not required as it is in living creatures. A feral vampire den averages between twelve and fifteen vampires, and they only reproduce more vampires when the pack has suffered sufficient losses.

A den of feral vampires is comprised of a single "Alpha" vampire and its pack of "Bulls". Because feral vampires are undead, the gender of the original mortal is immaterial. In fact, mortals that are converted into a feral vampire undergo a physical metamorphosis during the first few years of their unlife. During that first year, the newly converted mortal will lose all of the hair from its body, its skin will become semi-translucent and lose all pigmentation, muscle and bone structures reshape for a leaner and more muscular body, the ears reshape into a more sloped

and pointed style, the bones in the feet realign to become prehensile, and the fingers and toes develop thick razor-sharp claws. After five years of unlife, it becomes impossible to differentiate between feral vampires that were once male versus ones that were once female when they were mortal. Additionally, feral vampires do not retain their mortal language; instead, they have their own language that is comprised of grunts, clicks, and whistles.

Feral vampires are not immune to certain attacks, nor are they susceptible to other forms of attack. Feral vampires do cast shadows, but they cannot fly, and are not affected by holy relics or garlic. Feral vampires cannot turn into mist or smoke, they cannot shape-shift into the form of a wolf or bat, and they may enter any resident they want without an invitation. Other than being members of the undead, (and a few of the perks that come with being undead), feral vampires are very much like any other extreme predator animal. But, like other forms of vampire, the feral vampire is susceptible to sunlight. The UV radiation from direct sunlight will burn a feral vampire.

FERAL VAMPIRE: ALPHA

The Alpha feral vampire is always the physically largest vampire in the den. Each den only has one Alpha, and that Alpha is the creator of every Bull in the den. The Alpha has certain abilities that are dormant in the Bulls of the den. If the Alpha of a den is ever destroyed, then the Bulls of that den suffer a penalty of reducing all combat and skill percentages by half of their current value. Eventually, one of the Bulls will mature into an Alpha, and then the remaining Bulls will return to their normal skill levels.

STR 3d6+2 x2

INT 1d6+2
 APP 4
 CON 3d6+2 x2
 POW *
 SIZ 3d6+2
 DEX 3d6
 Hit Pts 16 - 19
 Dmg Bonus +1d6
 Move 14

*Due to previous Blood Drain feedings, the Alpha feral vampire has an average of 2d6+2 POW when encountered.

Skills: Climb 80%, Dodge 50%, Hide 70%, Jump 75%, Listen 60%, Sense 75%, Spot 75%, Stealth 80%, and Track 75%

Armor: None

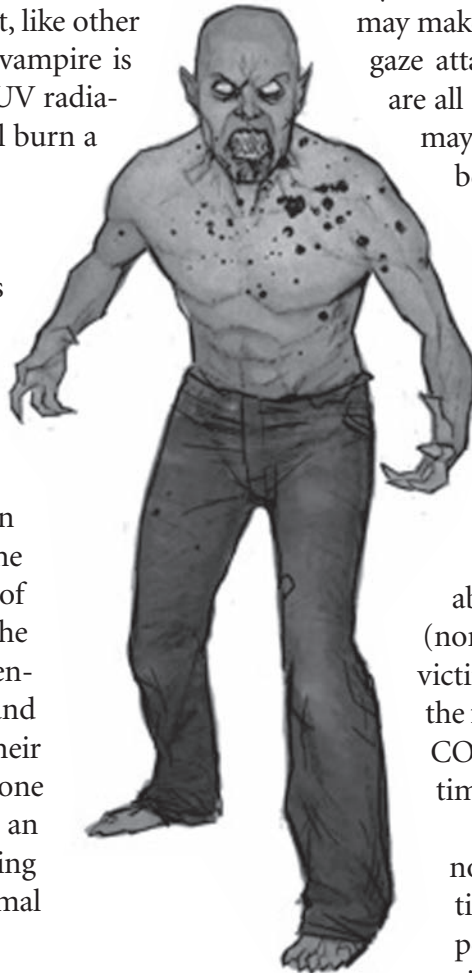
Attacks: Bite 50%, 1d6+1/2db (bleeding) + Blood Drain (power); Claw 50%, 1d4+db (bleeding); Hypnotic Gaze (power), and Grapple 75% (special)

In a single combat round, an Alpha feral vampire may make one bite and two claw attacks, or may make one claw attack with a hypnotic gaze attack. If the bite/claw/claw attacks are all successful, then the feral vampire may attempt to grapple the victim to begin a “blood drain” of the victim. Alpha feral vampires may not attempt a Dodge skill check in a combat round it bites or uses its hypnotic gaze.

Power – Blood Drain:

A feral vampire that successfully bites and damages a victim can drain 1d6 STR or 1d6 Power Points from that victim on each subsequent round it is able to stay attached to the victim, (normal grappling rules apply). If the victim has lost all of their STR, then the feral vampire may choose to drain CON instead. At zero CON, the victim dies.

Providing that the victim has not died, the drained characteristics are regenerated at a rate of 1 point per day of relative rest, or 1 point every other day if the charac-



ter is not resting. If more than one characteristic is drained, alternate recovery each day to recover 1 point of STR, then 1 point of CON, etc. Power points regenerate normally.

A feral vampire uses Blood Drain to recoup its own power points, (since being undead it has no POW characteristic of its own, and thus cannot regenerate them naturally). STR CON, or power points drained are transferred to the feral vampire's current statistic. A feral vampire cannot store more power points than its CON characteristic. Any points in excess of that are lost.

Power – Hypnotic Gaze: If the Alpha feral vampire overcomes the victim's POW with its current power points on the Resistance Table, the victim is successfully hypnotized. Victims hypnotized by an Alpha feral vampire instantly go into a dull vegetative state where they offer no resistance to any outside influence. Once, at the start of each new round, the victim is allowed to make an Idea check. A successful Idea roll will snap the victim into their right frame of mind.

Power – Night Sight: Feral vampires have a natural ability similar to the Super Sense of Dark Vision, Infrared Vision, and Night Vision at a level equal to ½ (rounded down) of the vampire's current power points.

Weakness – Daylight: Feral vampires suffer 2 points of damage per combat round while exposed to direct sunlight. All combat rolls and skill rolls are reduced to half their current value when in direct sunlight.

FERAL VAMPIRE: BULL

Bull feral vampires are the prodigies of the Alpha of their den. Bull feral vampires are slightly smaller and weaker than their Alpha, but are still quite formidable.

STR 3d6 x2
INT 1d6+2
APP 4
CON 3d6 x2
POW *
SIZ 3d6
DEX 3d6
Hit Pts 15 - 17
Dmg Bonus +1d6

Move 12

*Due to previous Blood Drain feedings, Bull feral vampires have an average of 2d6 POW when encountered.

Skills: Climb 75%, Dodge 45%, Hide 65%, Jump 70%, Listen 55%, Sense 70%, Spot 70%, Stealth 75%, and Track 70%

Armor: None

Attacks: Bite 50%, 1d4+1/2db (bleeding) + Blood Drain (power); Claw 50%, 1d4+db (bleeding); and Grapple 70% (special)

In a single combat round, a Bull feral vampire may make one bite and/or two claw attacks, Bull feral vampires do not have the Hypnotic Gaze power. If the bite/claw/claw attacks are all successful, then the feral vampire may attempt to grapple the victim to begin a "blood drain" of the victim. Bull feral vampires may not attempt a Dodge skill check in the combat round it makes a bite attack.

Powers & Weakness: Bull feral vampires have the Blood Drain and Night Sight powers listed above, and the Daylight weakness listed above. In the event that the Alpha of a den is destroyed, then within one year, one of the remaining Bulls in the den will mature into the new Alpha, and will also develop the Hypnotic Gaze power.

ACKNOWLEDGEMENTS

I wanted to give special thanks to Greg Smallwood for the wonderful artwork in this adventure. It really captured the feel I was trying to invoke in this adventure. I encourage everyone to please visit Greg's DeviantArt site at www.GregSmallwood.DeviantArt.com.

The Goblin Hoss

A SANDBOX-STYLE WESTERN ADVENTURE SCENARIO FOR BASIC ROLEPLAYING

BY KEVIN SCRIVNER

BACKGROUND

By the early 1880s, thousands of non-Indians are working and/or residing in Indian Territory: soldiers, cattlemen, railroad crews, miners and farm laborers. Transient workers, such as cowboys, have to have permits to enter the Indian nations. Those who stay must lease land from the Indian nation where they settle and pay annual rent; non-Indians are not allowed to own real estate. Some marry Native Americans, become members of a tribe and thereby gain land use privileges.

The Indians don't always like having "foreign" laborers in their domains but do enjoy the revenue outsiders provide. There are two types of visitors, however, that Native Americans don't welcome under any circumstances: outlaws and illegal squatters called Boomers. Outlaws, who find the thinly populated territory a handy rendezvous for sales of stolen horses and cattle, are pursued by Indian national police, the Army and federal deputy marshals. The annoyingly persistent Boomers have been repeatedly evicted without bloodshed by the colored Buffalo Soldiers of the Ninth Regiment Cavalry, stationed at Forts Supply, Reno and Sill.

THE LAND

The southern border of the Chickasaw Nation (21st century southern central Oklahoma) is barricaded by the Cross Timbers, a dense, tangled belt of stunted, clutching trees between five and 30 miles wide. Sharp branches tear man and horse and slow travel to a crawl. Cattlemen

following the Chisholm Trail have found a pass through this barrier between Texas and Indian Territory. North of this forest, stretching into Canada, is the Sea of Grass, a prairie broken only by tree-lined rivers and creeks. Near watercourses the grass is so tall it can hide a man on horseback and nearly conceal a wagon. Rivers and creeks are many. The major ones passing through Chickasaw territory are the Washita and the quicksand-choked Canadian. Along the Kansas border, within the Cherokee Outlet, the major river is the Cimarron.

While the western and southern portions of Indian Territory tend to be flat and somewhat arid (previous generations of settlers called it The Great American Desert), the eastern section skirts the Ozark Mountains and is hillier and greener than the rest. There are groves and forests, rock formations and, in the Territory's southeast corner, small mountains. The rugged terrain is a favorite hiding place for outlaws escaping from surrounding states and territories.

Although the terrain may seem monotonous, the weather is capricious and frequently dangerous. Temperatures can drop from scorching to snowing in the course of a single afternoon. Blue skies can suddenly turn neon green and start spitting thunderstorms and cyclones. Dust storms and flash floods occur with equal frequency. And the wind never stops blowing, except for immediately before a tornado.

There are other cattle trails that pass through Indian Territory, but the Chisholm Trail is the main route for Texas cattlemen wanting to get their stock to the Kansas rail yards. The trail runs north-south nearly through the

center of the Territory, crossing the Cimarron River at Red Fork Station. Much further south, Fort Sill lies about 30 miles west of the trail while Fort Arbuckle is about 40 miles east of it. Scotsman William Duncan brought his family to this crossroads and has established a profitable trading post where the soldiers' and cowboys' paths meet.

GETTING THE PLAYER CHARACTERS INVOLVED

Player-characters can get involved in this scenario in several ways. Soldiers, Army scouts and deputy marshals will be out on patrol. Railroad surveyors will have just finished their field observations along the Chisholm Trail and will be ready to head back to Topeka. (Railroads won't begin to cross the Territory until the 1890s.) Cowboys will be guiding a herd northward on the Chisholm Trail to pasture in the Cherokee Outlet before their final push to Kansas. Gamblers, prospectors, salesmen and other drifters can ply their respective trades in Indian Territory but face eviction if they attract authorities' attention and don't have travel permits. Player-character outlaws will be at a disadvantage in this scenario but can still participate.

NPCs

Lt. John Ayahkombee – Chickasaw Nation policeman

Son of a white rancher and a Chickasaw cattleman's daughter, John has adopted his mother's maiden name and his father's lifestyle. He sometimes feels torn between tradition and progress but has decided that his law enforcement career is the best way to protect both sides of his heritage. He's been trying to catch up with the Blanchard brothers for almost a year now. He's armed with a .38 rifle and revolver and a knife.

Goal: Arrest the Blanchard brothers and break up their horse-stealing racket.

STR 12

CON 15

SIZ 10

INT 13

POW 7

DEX 15

APP 10

Move: 10

Hit Points: 13 (SIZ + CON option 25)

Armor: 0

Attacks: Rifle 55%, 2D6+4; Revolver 50%, 1D8; Knife 45%, 1D4; Brawl (25), 1D3

Skills: Dodge 30%, Fast Talk 30%, Knowledge (Law) 35%, Listen 30%, Spot 35%, Knowledge (Indian Territory) 35%, Language (Chickasaw) 65%, Language (English) 30%, Ride 50%, Track 50%

The Blanchard Brothers – Horse thieves

Goal: To rendezvous with Creek traders along the Cimarron River to sell a herd of stolen Texas horses. They wouldn't mind grabbing the player-characters' mounts and any stock they're herding as well.

Anthony Blanchard

Tony is the brains of the outfit. He came to Texas from Kentucky after elder brother Gene spent his grubstake getting him cleared on fraud charges. He promised he'd make it up to Gene, and selling stolen horses to those who ask no questions is the scheme he's hit upon to do it. Tony talks fast, dresses fancy like an Easterner, and cuts deals with the gang's business contacts. In addition to a big smile and slick manner, he has a Der-ringer up his sleeve and brass knuckles in his pocket. His ob-



vious weapon is a .38 revolver. If cornered or captured, Tony will talk up a blue streak, playing for time and a distraction.

STR 10

CON 13

SIZ 11

INT 16

POW 17

DEX 13

APP 14

Move: 10

Hit Points: 12 (SIZ + CON option 24)

Armor: 0

Attacks: Revolver 40%, 1D6; Brawl 25%, 1D3

Skills: Bargain 45%, Dodge 26%, Fast Talk 45%, Gaming 55%, Insight 35%, Knowledge (Accounting) 25%, Sleight of Hand 35%, Persuade 45%, Spot 35%, Language (Creek) 30%, Language (Cherokee) 20%, Language (Chickasaw) 30%, Throw 15%, Ride 30%

Gene "Buff" Blanchard

A veteran plainsman, Gene traveled to Texas about 15 years ago to hunt buffalo but soon decided that stealing hides was easier work. He



collected enough cash to buy a homestead but spent it on Tony's legal fees. He's an experienced horse trainer, trader and tracker and knows the Great Plains like the back of his hand. Gene generally sports a massive buffalo rifle but also has a double-barrel shotgun in a saddle holster. If he can't use his long guns, his favorite tactic is to bellow like a bison bull and charge, seizing an opponent in his powerful arms before they can draw. He's a dangerous brawler.

STR 18

CON 17

SIZ 18

INT 10

POW 8

DEX 13

APP 8

Move: 10

Hit Points: 18 (SIZ + CON option 35)

Armor: AP 1 (Buffalo Hide Vest)

Attacks: Buffalo Rifle 60%, 1D10+4; Brawl 40%, 1D3+1D6; Grapple 40%, 1D3+1D6

Skills: Craft (Tanning) 25%, Climb 40%, Hide 40%, Knowledge (Animal Husbandry, Horses) 35%, Listen 35%, Navigate 40%, Spot 55%, Stealth 30%, Track 55%, Ride 55%, Throw 45%

Saul Blanchard

Saul is new to the West but is eager to build a reputation as a gunslick. His older brothers invited him to join them when he began to get into trouble back home. He's cocky and unpredictable and too quick with a shootin' iron for his own good. He wears a .45 fast draw revolver on each hip and has a knife up his boot. Saul's desire to show off makes him both dangerous and vulnerable.

STR 14

CON 15

SIZ 14

INT 14

POW 15

DEX 18

APP 13

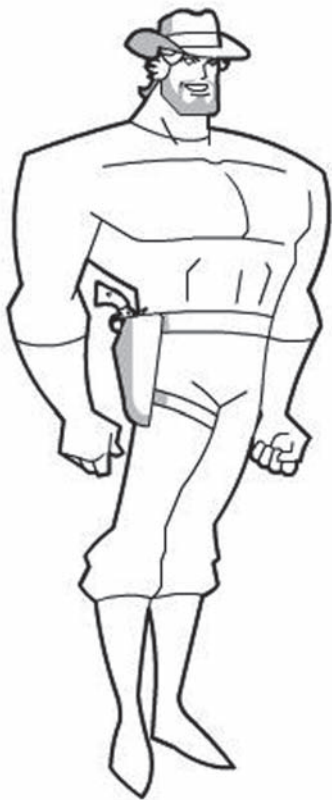
Move: 10

Hit Points: 15 (SIZ + CON option 29)

Armor: 1 (Heavy Clothing)

Attacks: Revolver 75%, 1D8; Knife 50%, 1D4+2+1D4; Brawl 35%, 1D3+1D4

Skills: Climb 40%, Dodge 46%, First Aid 14%, Gaming 30%, Grapple 30%, Insight 30%, Listen 35%, Ride 45%, Sense 30%, Sleight of Hand 35%, Spot 35%, Stealth 14%, Throw 30%



Emilea Dunn – Schoolmarm

Miss Dunn is traveling with her drivers, Sam and Thomas, to join her father, who transferred to Fort Reno from Texas six months ago. She's 19 and has taught school for the past two years. She's not the giddy type but does long for romance and could easily become attached to a

sympathetic player-character. No stranger to the rigors of Western life, Emilea possesses a stout iron-shank parasol that she wields with precision. She also carries a Derringer in a concealed pocket she's sewn into each of her dresses.

Goal: Get to Fort Reno, where her father, Major Dunn, is stationed.

STR 9

CON 10

SIZ 10

INT 13

POW 10

DEX 13

APP 16

Move: 10

Hit Points: 10 (SIZ + CON option 20)

Armor: 0

Attacks: Parasol 35%, 1D4; Derringer 26%, 1D4

Skills: Persuade 40%, Research 35%, Status 35%, Teach 50%, First Aid 33%, Insight 45%, Knowledge (Readin', Writin', 'Rithmetic) 50%, Language (English) 65%, Language (French) 30%, Drive (Wagon) 25%

Lt. Andrew Garvey – Officer, U.S. Army, Fort Sill

Fresh from West Point, Garvey is, unlike his men, white and rather green. Indian Territory is giving him a case of culture shock. He'll make a fine officer someday but for now tends to compensate for his insecurity by being something of a martinet. He depends on Herrick while trying to appear not to and secretly resents the feeling that he has to prove himself to his colored troops. Garvey is armed with a saber, a carbine, and a beautifully wrought brace of Army pistols.

Goal: Keep the Boomers out, look good while doing it.

STR 10
CON 15
SIZ 15
INT 12
POW 13
DEX 13
APP 14
Move: 10

Hit Points: 15 (SIZ + CON option 30)

Armor: 0

Attacks: Saber 55%, 1D8+1; Carbine 45%, 2D6+2; Brawl 35%, 1D3+1D4; Revolver 27%, 1D10+2; Grapple 25%, 1D3+1D4

Skills: Climb 40%, Command 35%, Dodge 26%, Etiquette 35%, First Aid 27%, Navigate 35%, Ride 40%, Strategy 18%, Status 35%, Knowledge (Military History) 36%

Sgt. Mose Herrick – U.S. Army, Fort Sill

A large and muscular man, Mose Herrick was forced to prize fight by his former master, a profession which permanently marred the youth's face (although he rarely lost a fight). In 1861, Herrick fled across the Kansas line to escape slavery but soon returned to Missouri fighting for the Union. He's been in the Army ever since and has been a member of the Ninth Cavalry since its creation in '66. Since his best friend, Nat Gantry, was slain by the Goblin Hoss in '69, Herrick has both dreaded and hoped for another encounter. Now a vigorous man in his 40s, Herrick still carries an old cap and ball pistol along with a small supply of silver bullets fashioned for him by a Mexican priest. He also carries a carbine, a saber, and a modern cartridge revolver.

Goals: Kill the Goblin Hoss and avenge Gantry's death; help Lieutenant Garvey not screw up too badly.

STR 16
CON 12

SIZ 16
INT 10
POW 15
DEX 10
APP 6
Move: 10

Hit Points: 14 (SIZ + CON option 28)

Armor: 1 (He's just that tough!)

Attacks: Saber 55%, 1D10+2+1D4; Carbine 50%, 2D6+2; Brawl 45%, 1D3+1D4; Revolver 40%, 1D10+2; Grapple 25%, 1D3+1D4

Skills: Climb 40%, Dodge 25%, First Aid 15%, Knowledge (Cavalry Tactics) 45%, Knowledge (Lore of the Great Plains) 36%, Knowledge (Animal Husbandry, Horses) 36%, Language (English) 50%, Language (Kiowa) 30%, Language (Spanish) 25%, Language (Chickasaw) 20%, Martial Arts (Bare Knuckle Boxing) 26%, Ride 55%

Capt. David L. Payne – Boomer leader

This former scout and Kansas legislator is part pitchman, politician, preacher, pioneer – and all fanatic. He's sure Indian Territory is the Promised Land for poor white settlers and has organized would-be colonists to conduct a well-planned civil disobedience campaign. Thousand-dollar fines and federal conspiracy charges don't stop him, and he has powerful political and financial backers in Kansas. He's armed with a .45 revolver, a rifle and a camp knife.

Goal: Establish a city of white settlers in the Unassigned Lands (in the center of Indian Territory), force the opening of Indian Territory to settlement in general.

STR 9
CON 12
SIZ 10
INT 12
POW 13

DEX 9

APP 10

Move: 10

Hit Points: 11 (SIZ + CON option 22)

Armor: 0

Attacks: Rife 25%, 2D6+4; Revolver 20%, 1D6; Knife 25%, 1D4

Skills: Bargain 35%, Etiquette 25%, Fast Talk 35%, Insight 40%, Knowledge (Law) 26%, Persuade 50%, Status 25%, Perform (Oratory) 55%, Language (English) 60%, Knowledge (Indian Territory) 26%, Ride 20%, Drive (Wagon) 20%

The Goblin Hoss – Monster

This man-eating, mare-stealing apparition has been terrifying Westerners for at least 50 years; author Washington Irving reported tales of it after touring the Great Plains in the 1830s. Clever and vicious, the giant black stallion is said to stalk and ambush men. It is supposed to be swifter than the fastest thoroughbred and invulnerable to bullets and arrows. Indians, vaqueros and some Army troopers have become convinced that the creature is of supernatural origin.

The Goblin Hoss is a monstrous black stallion whose eyes shine like burning coals and whose coat is as glossy as polished obsidian. The creature will attempt to stampede any domesticated horses it encounters, attacking any human or male horse that gets in its way. It will trample pedestrians and will try to unseat riders by dragging them out of the saddle with its teeth or by slashing at their mounts with its hooves. Once it unseats a rider, the ghostly stallion will proceed to kill the mount before pursuing the man. If not distracted or driven off, it will bite chunks of flesh out of downed opponents and eat them.

Goal: Collect as many mares as possible, kill as many humans as possible. The Goblin Hoss is stalking the Blanchard brothers but will attack anyone.

STR 42

CON 20

SIZ 44

INT 10

POW 24

DEX 18

Move: 24

Hit Points: 32 (SIZ + CON option 64)

Armor: 4 (Supernatural Steed)

Attacks: Bite 50%, 1D10+2D6; Kick 45%, 1D8+4D6; Rear and Plunge 40%, 2D8+4D6; Trample 35%, 2D6+4D6

Skills: Climb 25%, Dodge 45%, Hide 25%, Jump 35%, Sense 50%, Stealth 35%, Track 25%

Powers: Immunity. Cannot be harmed by most conventional weapons but is vulnerable to fire and silver.

PLOT HOOKS

THE STRANDED INGÉNUÉ

The PCs are attracted by a woman's screams. Galloping to the scene, they'll behold a young woman scrambling atop a smashed, overturned wagon while wolves worry at her petticoats. The remains of a man and a horse are nearby. There are two wolves for each adventurer, and they won't retreat until at least half their number is dead or crippled.

The girl has a nasty bump on her head but is otherwise unharmed. She is Miss Emilea Dunn, traveling to join her father, a Major Dunn, at Fort Reno. She doesn't remember what happened; she was riding in the wagon yesterday evening, heard the horses screech, and awoke this morning in the overturned wagon with hungry wolves sniffing at her heels. She'll be able to identify the dead man as Sam, her relief driver. The driver, Thomas, and the mares which pulled the wagon are missing. Miss Dunn will ask the PCs to escort her to the fort.

They'd be real cads to refuse, and it's more or less on their route north. If they're totally lacking in gentlemanly impulses, Miss Dunn can offer them up to \$200 for their trouble.

If the adventurers investigate further, Sam's body lays about 10 yards behind the wagon and that of his gelding about 15 yards behind. Despite the damage done by the wolves, it appears that cause of death was trampling in both cases; in fact, little is left of the horse but a bloody pulp. Sam's corpse is facedown with its head toward the wagon. There are no bullet, arrow or stab wounds. His revolver, missing from its holster, lies in the dust near the horse. No rounds have been fired. His Winchester lies in the grass about five yards behind the horse and has been fired.

If the character's arrival hasn't obliterated the signs too bad, they'll be able to discern large hoof prints like those of an unshod horse coming up behind the ruts of the wagon from the east. They surround the bodies of the horse and Sam then meander over to the wagon before heading northeast, along with the prints of two smaller horses.

The wagon bears no bullet holes or arrows, though the boards of the upended side have been splintered and shoved inward. The leather harness straps appear to have been chewed through rather than cut. Thomas' hat lies crushed in the grass nearby. The wagon apparently has not been robbed, as Miss Dunn has her money, clothes and other belongings.

STOLEN STOCK

As they camp at night, an attempt will be made on the PCs' horses and any other stock they may be herding. Their mounts' nervousness may alert the character on watch that persons unseen are nearby. If she is with them, Emilea Dunn will use the "I can't sleep" routine to flirt with the PC sentry, which could be distracting. Gene and Saul Blanchard are creeping close in the brush, attempting to stampede the horses so they can round them up later. The thieves

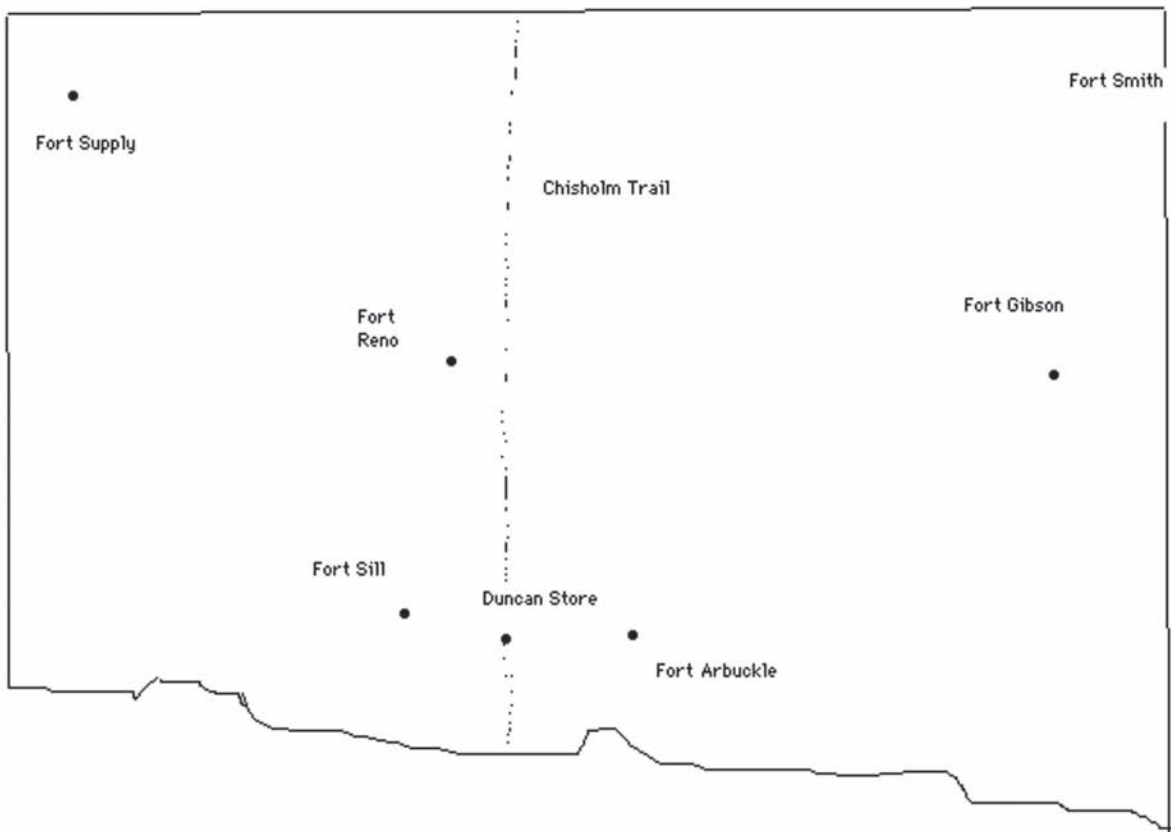
will flee if they lose surprise. Any horses that got loose may be recovered the next day.

If the PCs are caught napping or act foolishly, the thieves may get away with most of their mounts. If they really mess up, Gene Blanchard may slip into camp during the confusion and kidnap Miss Dunn (if she is present). If they scout around next morning, they'll find "V" shaped hoof prints among the others nearby.

DUST-UP AT DUNCAN STORE

Duncan Store is an isolated trading post that sells almost everything: foodstuffs, leather goods, hardware, clothing, guns and ammunition, tools, seeds, even a few books. There is no saloon as alcoholic beverages are banned in Indian Territory. The PCs will want to stop here to refresh themselves, to buy any supplies they may need, and (if she is with them) allow Miss Dunn to rest. A huge, unkempt brute of a man wearing a buffalo skin vest is also shopping and will start bullying or paying improper attention to Miss Duncan, the shop girl (or to Emilea Dunn, if she is present). If the PCs tell him to leave her alone, Gene "Buff" Blanchard will make his purchases and pack them on his horse. When the adventurer who corrected him steps outside, Blanchard will slug him. If the PC starts swinging at him inside the store, Blanchard will bellow like a buffalo and charge. Blanchard is armed with an old buffalo rifle but if the PCs pull a gun on him, he'll laugh in their faces: "Too yallah ta settle this with yuh fists, huh?"

This is an excuse for an old fashioned man-to-man brawl, and Blanchard has killed several men with his bare hands. He won't stop swinging until he's knocked unconscious. If the PC wins, Blanchard will revive while the characters are helping the shop girl clean up and/or comforting Miss Dunn. He'll stagger to his horse, a big brindle stallion, and attempt to ride off before they can stop him. If Blanchard wins, he'll guffaw, "I'd finish yuh off but I'm in a mite of a hurry," and gallop away with a leer



Forts in Indian Territory 1880s, not to scale

at the women. Characters making a successful Spot roll will notice that the bully's horse leaves a crooked hoof print with its left front shoe, almost a "V" shape.

PURSUIT

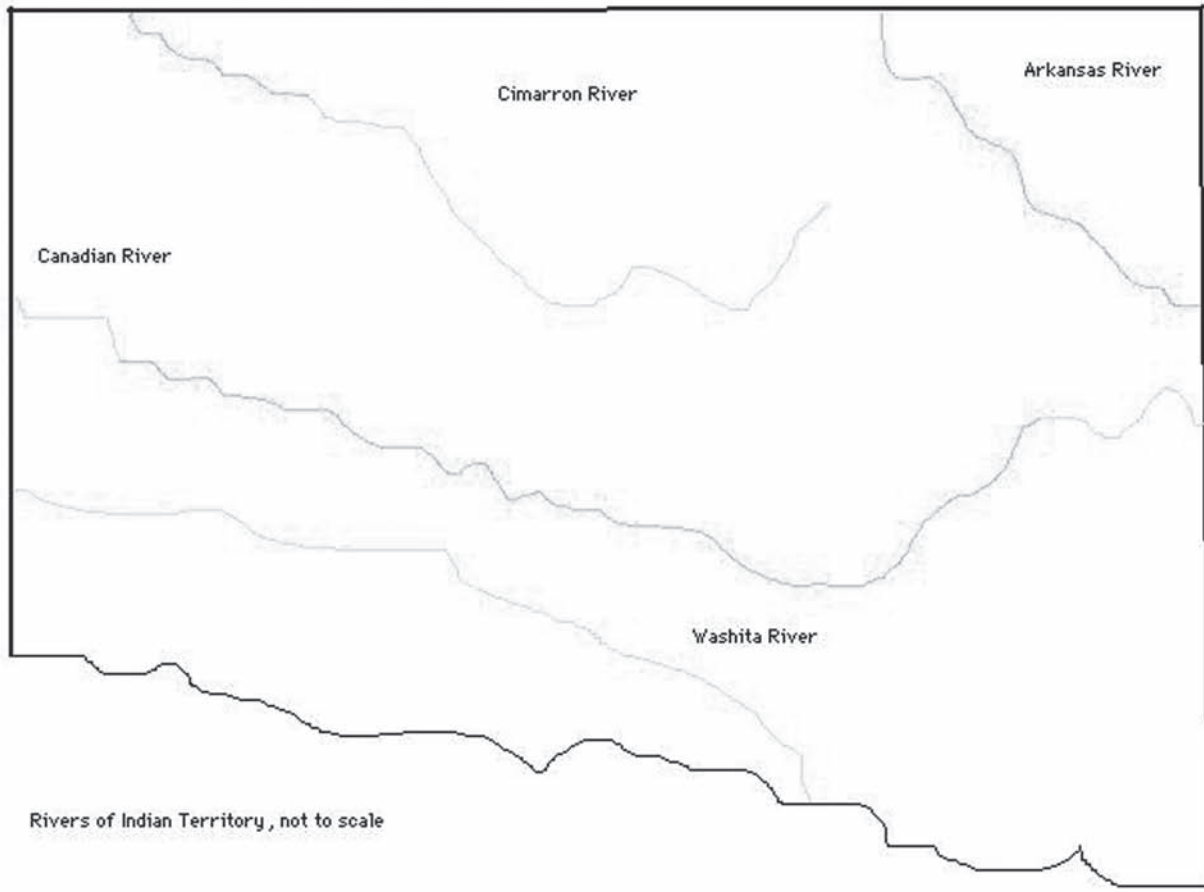
Five riders approach from the south. The horsemen, Indians in typical cowboy dress, will come cautiously, ordering the PCs to halt in English. A successful Spot roll will enable adventurers to see the badges they wear; they are Chickasaw Nation policemen. If the adventurers attempt to flee, the Indians will fire warning shots and pursue. If the PCs start shooting, the horsemen will oblige them with a vicious firefight. They're armed with .38 caliber rifles and revolvers.

If the PCs halt as ordered, the officers' commander, Lieutenant John Ayahkombee, will ask to see the characters' travel permit (un-

less the PCs are soldiers or lawmen). The policemen are trailing horse thieves who raided corrals along the Red River the previous day and will question the characters about their activities and if they've seen anything suspicious. If Miss Dunn is preset to tell Ayahkombee her story, the officers will become agitated and confer among themselves in Chickasaw. Ayahkombee will then urge the adventurers to hasten to Fort Sill, which is closer than Fort Reno but off the PCs' route. The officers will hurry on their way without further explanation.

BOOMERTOWN

The Chisholm Trail will lead the characters north into the Unassigned Lands, an empty region in the center of Indian Territory where no one is supposed to have settled, not even Indians. They'll encounter a score of cavalymen



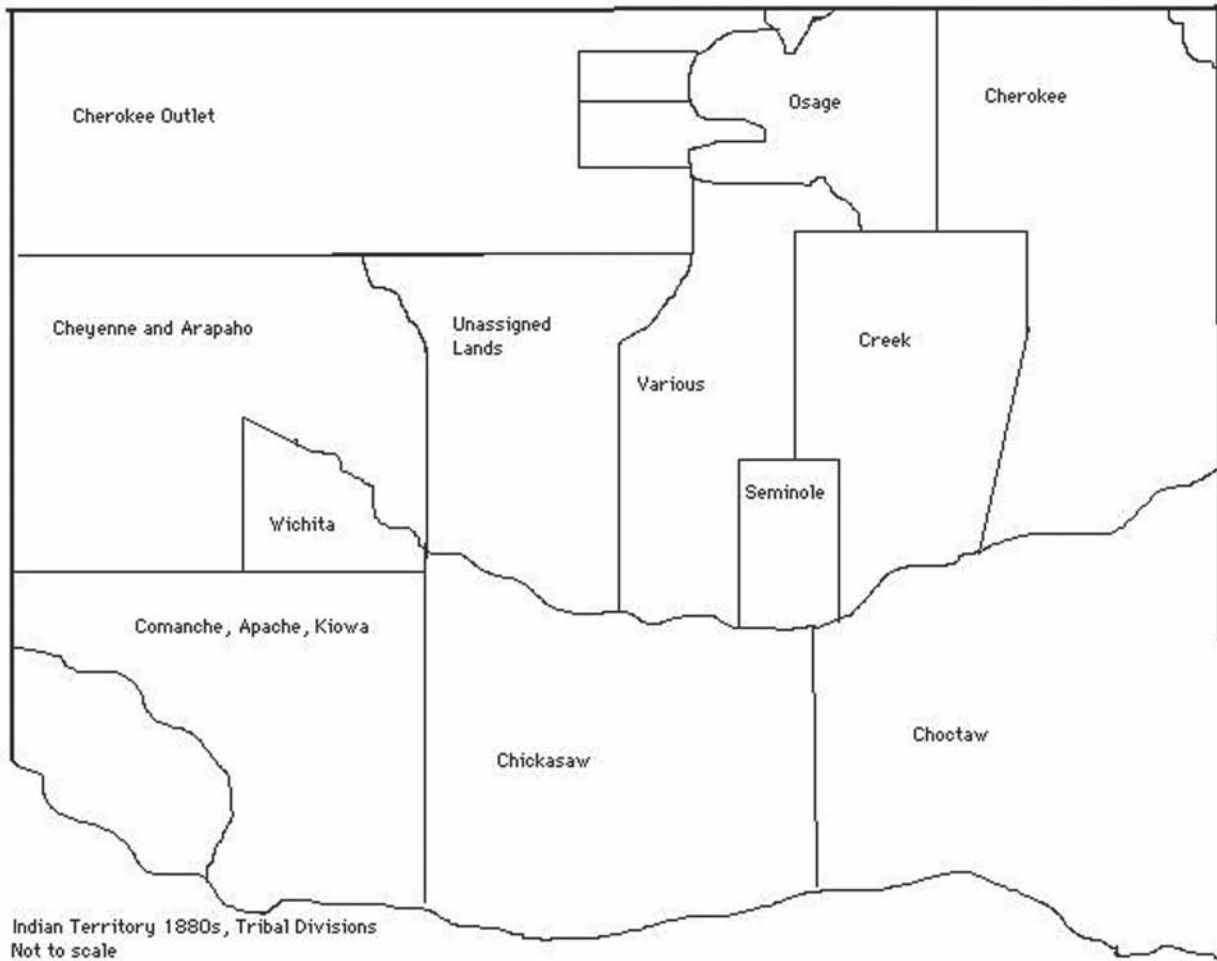
led by Lieutenant Andrew Garvey (unless they are already traveling with him). He'll want to see their travel permit. Before he can give them the third degree, his scouts will locate a Boomer tent city of about 400 people. Half to two-thirds of the squatters are women and children. If the soldiers don't achieve surprise, a tense stand-off will result between the Buffalo Soldiers and about 100 armed adults led by the fanatical Captain David L. Payne. Garvey will announce that the Boomers are all under arrest and will order them to lay down their arms. This would be a good time for adventurers with Fast Talk and Persuade skills to speak up!

If the Boomers surrender peacefully, Garvey will arrest Payne and proceed to escort the squatters to Fort Smith, Arkansas, to face trial before "Hanging Judge" Isaac Parker. In the aftermath of a fight or an attack by the Goblin Hoss, Garvey will first order his men to

help bury the dead, treat the wounded, and assist the Boomers in getting their families and possessions together before escorting the survivors away.

THE GOBLIN ATTACKS

Although it is most likely to show up near the Boomers' tent city or the Blanchard brothers' camp (both locations where there are plenty of un-corralled horses to steal), the Goblin Hoss might waylay the adventurers anywhere within Indian Territory. The phantom horse can make its presence known in other ways than a direct assault. Its wild screams, echoing across the prairie, may cause mounts to panic and herded mares to attempt to bolt for freedom. The heroes might come across wide swaths of grass trampled to dust by innumerable horses' hooves, including a set of giant ones. They



might hear distant thunder and see swirling clouds of dust on the horizon, only to have the phenomenon resolve itself into a vast wild herd instead of a storm.

The Goblin Hoss is bulletproof but not fireproof. If the player-characters are willing to risk a prairie fire, they might drive it away by igniting the grass or by making torches (a safer alternative). Cowboys could try to tie down the stallion with multiple lariats. If adventurers lure the stallion onto a river bank, it will become bogged down in quicksand there. Because of its size and weight the Goblin Hoss is much more vulnerable on soft ground than a regular horse. If they have Herrick's old pistol they can attempt to fire it at the creature – but they'll have to reload between each shot. If worst comes to worst, the heroes might wedge themselves among boulders, thick scrub or (if

they're near a river) within a thicket to get out of reach of the Hoss's hooves and teeth – barely. It will circle their position and tear at the protective cover for 1D6 hours before giving up and leaving.

Unfortunately, the safest place to be is on the Goblin Hoss's back, gripping its thick mane. If one of the PCs has the nerve to try this, the Hoss will pull every bronco trick in the book to dislodge its rider: bucking, spins, reversals, rolling, scraping against trees or rocks. If the adventurer can stay on its back, the Goblin Hoss will eventually collapse, exhausted, and will submit to its new master. (Adventurers wearing silver spurs have a distinct advantage. Such spurs are available at Duncan's Store. Why not? He has nearly everything else.)

WIGWAM IN THE WOODS

On the banks of one of Indian Territory's many rivers, the heroes stumble upon 30-50 hobbled horses concealed among tall reeds and trees. The Blanchard brothers have woven small trees in a nearby thicket into a sort of living wigwam, and the leaves above their well-hidden shelter dissipate the smoke from their fire. It is hard to spot. The Blanchards planned to sell the horses to Creek traders but the Indians are overdue.

The characters may attempt to steal the horses back but it might be safer to deal with the outlaws first, if they've seen the wigwam. If Emilea Dunn was traveling with them and/or she got kidnapped, she'll be tied up in the hideout; if the PCs creep close, they'll hear Gene arguing with Tony and Saul about what to do with her. Also, the horse she rode will be among the stock in the reeds. Adventurers will need to be stealthy or they will find themselves the ones being stalked.

INTO THE SUNSET

If the PCs capture or kill the Blanchard brothers, there's a \$500 reward (and the beginnings of a reputation) awaiting them at Fort Reno. There may also be rewards offered for any stolen horses they recover. If the steeds aren't claimed within a certain time period, the fort's commander may split them with the adventurers or offer to buy them from the heroes. The Buffalo soldiers are frequently given the poorest mounts in the Army, so the commander is eager to improve what his troopers have to ride.

If they behave honorably and bravely, the adventurers will win a friend and useful con-

tact in Emilea Dunn. She'll pay them \$200 dollars if they escorted her safely to Fort Reno. If a character wants to pursue a romantic relationship with Miss Dunn, he'll have to face Major Dunn and persuade him that he's good enough to court the officer's daughter.

If a character succeeds in taming the Goblin Hoss, he'll have a magnificent animal to ride. However, the Goblin won't let anyone else ride it and will pose a constant threat to other horses, unwary stable hands, and admirers who stray too close. It will also attract would-be horse thieves. If the PCs manage to escape the creature without killing it, the Goblin Hoss will remember them and may stalk the adventurers across the Great Plains.

REFERENCES

Richard Erdoes, *Tales From the American Frontier*, Pantheon Books, New York, New York, 1991

Arrell Morgan Gibson, *Oklahoma: A History of Five Centuries*, 2nd edition, University of Oklahoma Press, Norman, Oklahoma, 1981

William Loren Katz, *The Black West*, revised edition, Open Hand Publishing, Inc., Seattle, Washington, 1973

H. Wayne Morgan and Anne Hodges Morgan, *Oklahoma: A History*, W.W. Norton & Company, Inc., New York, New York, 1984

John W. Morris, Charles R. Goins and Edwin C. McReynolds, *Historical Atlas of Oklahoma*, 2nd edition, University of Oklahoma Press, Norman, Oklahoma, 1976.

IN THE FROZEN DARKNESS

A BRP HORROR/SCIENCE FICTION SCENARIO OF THE 1950s

BY R.J. CHRISTENSEN

INTRODUCTION:

In June 1956, the world is trying to relieve the fear and paranoia of the Cold War by turning to international scientific cooperation in a project for the next year called the International Geophysical Year. It is hoped that uncovering the mysteries of the universe will be the salvation and inspiration for the future of Humanity. However, the primitive instinct for survival and conquest still beats strong in the decade after World War II as the United States and the Soviet Union vie for hearts and minds of the rest of the Earth's inhabitants. This has led to a renewed competitive effort at the last frontier of the world, the South Pole.

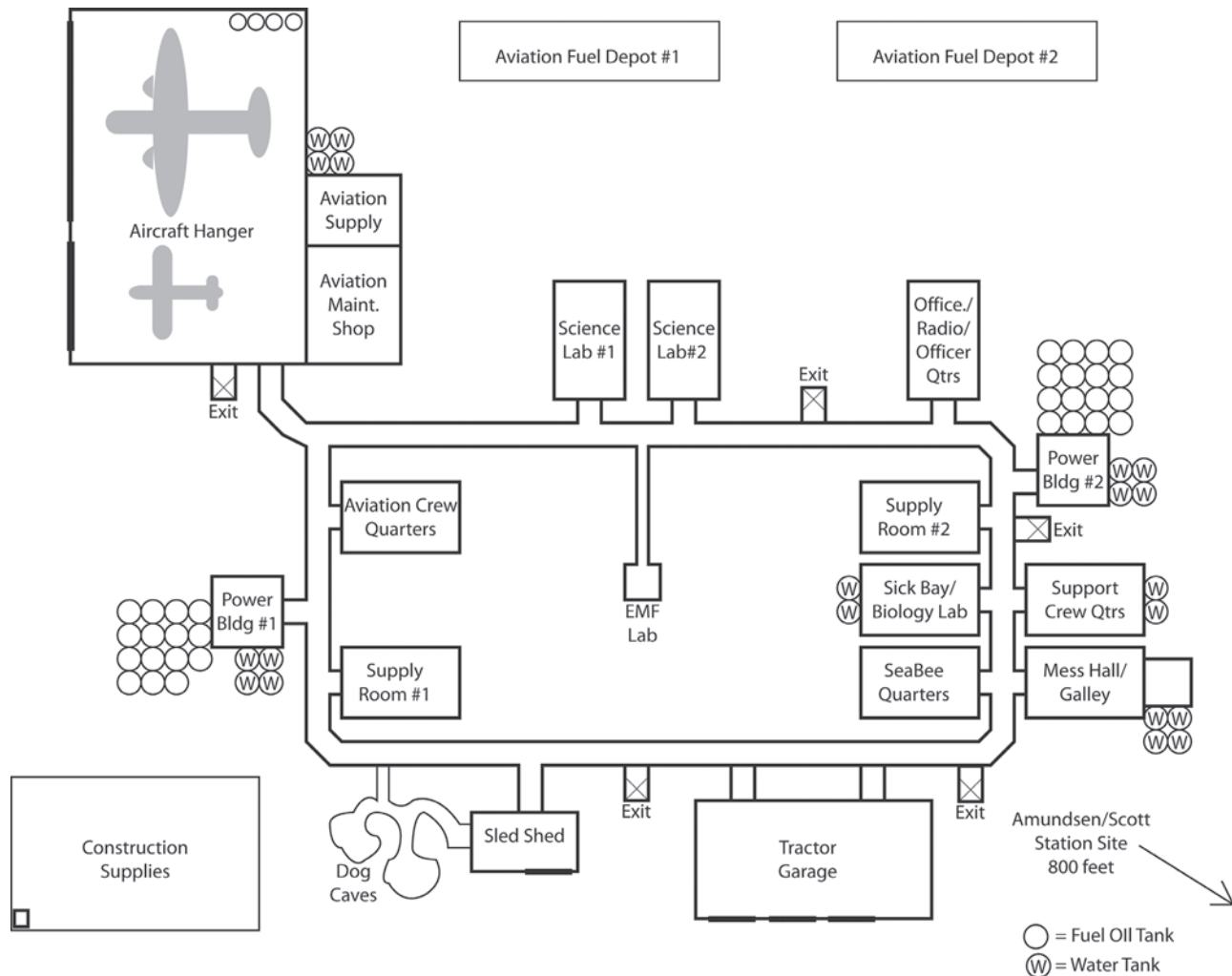
The United States' efforts at the pole is centered around the Robert Byrd Station 2, which is a hodgepodge of prefabricated buildings partially buried in snow and connected by wood and sheet metal tunnels. The complex even has an aircraft hanger, housing a C-47 transport and a Piper Cub. Operated by the United States Navy, its latest mission is the constructing a Geodesic dome for the planned "Amundsen-Scott" science station. The new base is to be complete before 1957, but the darkness of the Antarctic winter has brought work to a crawl. Still, the patriotic and endeavoring crew of "Little America 2" pushes on to fulfill their duty and show the world what inspired and free Americans can do.

BACKGROUND:

While the American Navy spends the dark winter busily finishing the new base, an-

other international team has uncovered something in the Antarctic ice; something not of this Earth. While prospecting for mineral wealth, a group of Argentinean scientists and their support staff found the remains of an alien space ship that crashed here over a million years ago. The craft, which the Argentines assumed was a large nodule of an unknown element, held not a crew or a passenger, but a weapon from a long-dead civilization that was to be used against yet another vanished alien race. It was a biological construct designed to infiltrate the enemy society, gather intelligence, and then assassinate the enemy leader. However, the space craft went millions of light years off course and landed on the primeval earth. The weapon itself was designed for an entirely different environment and life form then found on Earth and has lain dormant ever since, waiting for a new, potential enemy to engage. The intelligent bipeds of the third planet of an unremarkable yellow star would suffice...

The Argentines, led by an escaped Nazi scientist, took the large, silver-like nodule to their tiny outpost and began preliminary study of what they had found. What they could not foresee was that the alien weapon was drawing on both their own psychic energy and the relative warmth of the base. Then one night, a dark iridescent blob of alien matter came to life, left its craft, and then attacked the Argentines CONsuming some and driving others insane with its mental energy waves. A desperate attempt to fight the horror failed, and of those men that escaped being consumed went mad,



and only one of them survived in the frozen wastes outside.

After killing the Argentines, the heat went off inside the Argentinean base and the alien blob was forced into hibernation in its craft... until an American rescue party comes along and provides yet another setting for its ancient programming to commence.

HOW TO PLAY THIS SCENARIO:

Players portray staff at the American base. They can either play one of the following NPC Crewmen: CPO Tom Barnes, Pilot "Ace" Johnson, Dog Handler Lars Ingmann, or Scientists Bill Bruford, Michael Mattice, or Ken Valentine, or use their own character such as a Scientist (Meteorologist, Geologist, Physicist, Astronomer),

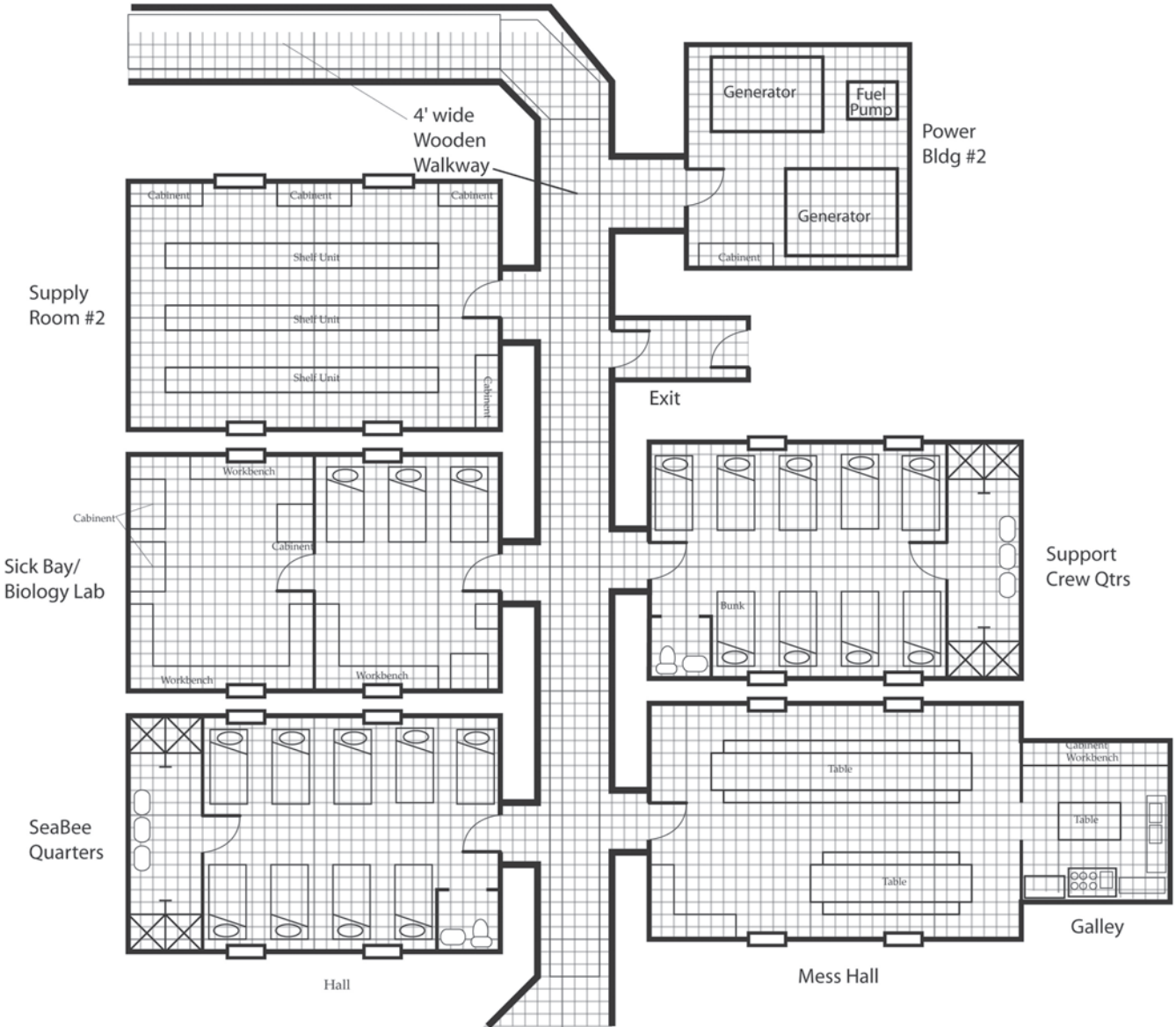
Medical, Pilot, Engineer, or Arctic Explorer replacing the corresponding NPCs.

If there is a desire for a female character to play, a Scientist, Veterinarian or Navy Nurse (LT rank) character would be the most logical according to the social mores of the era.

One thing that should be kept secret from Players is a "Hidden Psychosis" specific to their character background. This begins to manifest itself after a player fails the first Sanity roll against the Space Blob, increases after a second, and fully takes over after a third roll.

WELCOME TO LITTLE AMERICA 2

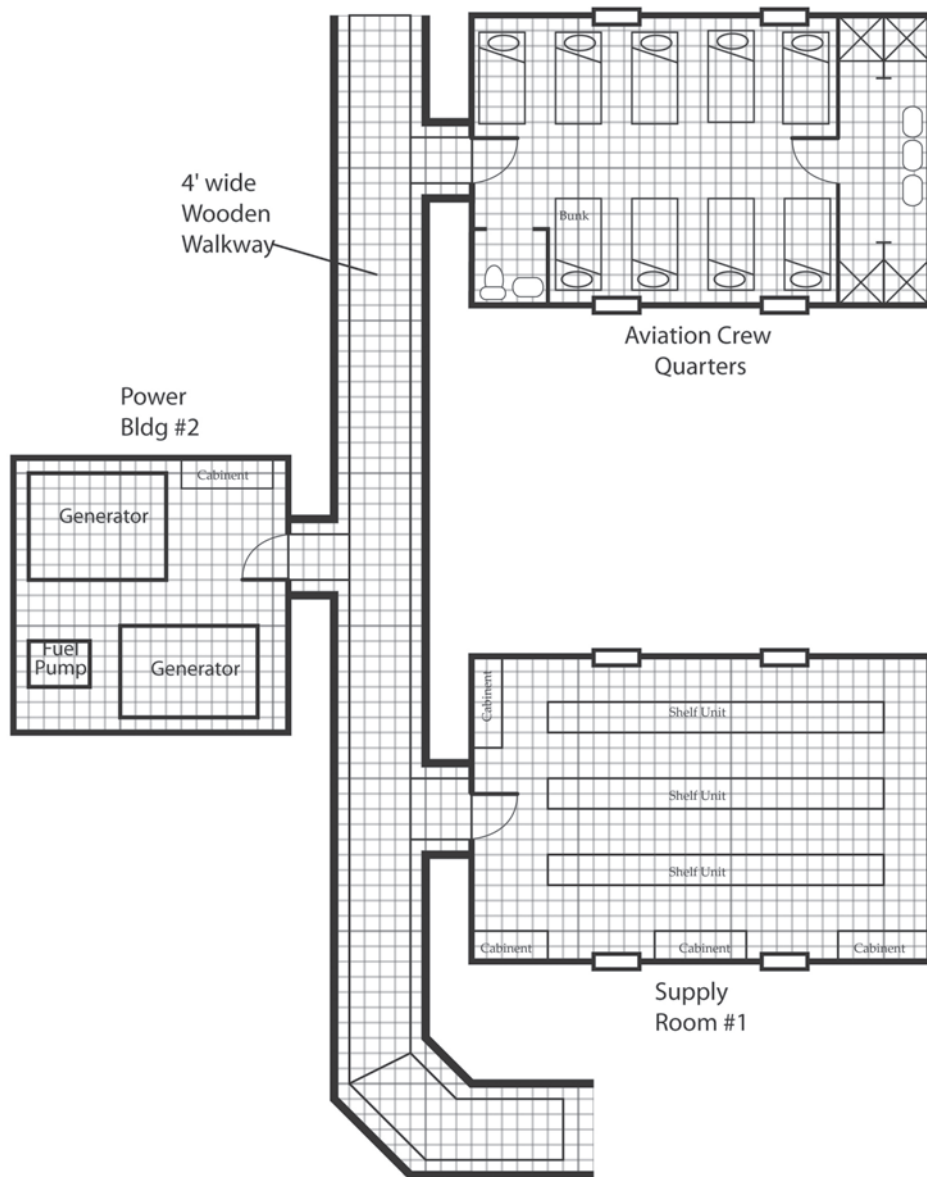
This is the second major US base in the Antarctic, nicknamed after Admiral Byrd's 1930s Polar



base, although this one is located directly at the South Pole, 1500 miles from the main US base at McMurdo Sound. Currently, the mission is two-fold; to continue scientific research in Geophysics, Meteorology, and Biology (namely that of ice-borne microbes), and to complete the larger “Amundsen-Scott” station in time for next year’s IGY mission. This new station is a half geodesic dome with that will also include several hundred yards of covered snow tunnels. But for now, the American presence at the Pole is a smattering of prefabricated buildings and Quonset huts, all connected by a series of snow covered corridors with wooden pallets for

walkways. These also support and cover a series of wiring and pipes for power, hot/cold water, and sewage. Due to the building materials used, the station’s interior temperatures ranged in the mid 40s to mid 60s, requiring ample use of clothing and space heaters.

Due to the darkness of the Antarctic winter, work on the Amundsen-Scott station has slowed a bit, and thus Little America 2 has only a reduced crew. Currently, there are only 5 scientists, 2 civilian dog handlers, and 25 US Navy personnel. The commanding officer, Commander Halpren, is still trying to get as much work done before the final push in September.



Thus, the enlisted men are constantly busy in contradiction to the more methodical science staff or the two pilots, who are both fairly bored as their only mission is for emergency flights out.

The base routine is simple: Reveille is at 0600, Breakfast at 0700, then Scientific CONstruction, or maintenance work until lunch at 1200. Work is resumed at 1300, Dinner is at 1800, relaxation or indoor work until a "Night Supper" at 2100 and lights out at 2200. Breakfast is pancakes, scrambled eggs, bacon, oatmeal, stewed fruit, and coffee. A typical dinner is beef soup, pot roast, gravy, mashed potatoes, gravy, canned green beans, gravy, canned

fruit, gravy, rolls, gravy, cobbler or cake, and still more gravy. All of it downed with gallons of coffee and milk. Aside from the three main meals, there is a myriad of snacks in between, since food keeps the body warm.

There is a night watch of four men for four 2 hours shifts. Each man gets one shift per week. The cook and his messmate are the only enlisted men exempt from watch duty as they are usually up working at 0400.

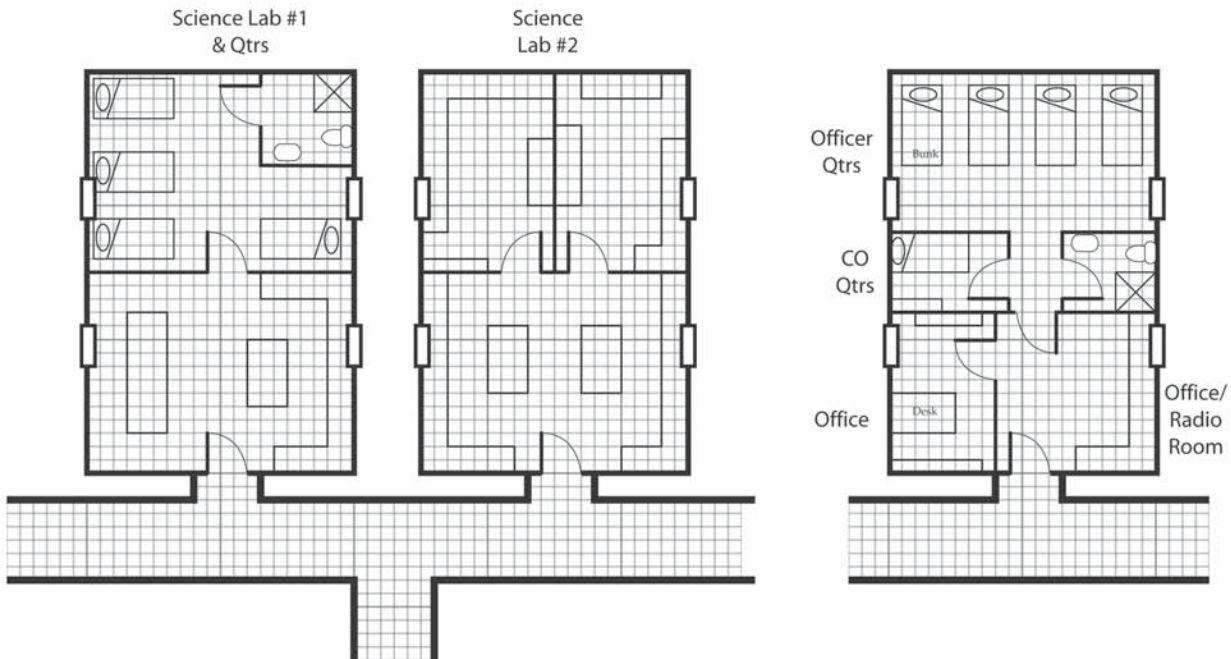
The construction base is well supplied with any reasonable type of period item a player could possibly ask for, all courtesy of the US Taxpayer. However, as this is a scientific expedition only, the only weapons available or used are various pistols. Pilots are issued M1911 .45 pistols (with two 8round magazines of ammo), a .38 revolver is carried by each of the two Dog handlers (used for putting down terminally sick or injured animals) with just two

boxes of 24 shells for both of them, and the Base commander's commemorative M1911 pistol with just 1 magazine of ammo. There are also 10 flare guns with two dozen boxes of 10 flares each. Finally, there is a well-secured crate of TNT in a 5x5 concrete bunker in the construction supply depot outside, but they are useless without their blasting caps, which are kept locked in the Tractor garage. (STR: 18 Lock)

KEY TO THE BASE MAP

1) Aircraft Hanger: This is where the C-4 Dakota (DC-3) and C-1 Birddog (Piper Cub) are housed and maintained. Over 1000 gallons

In the Frozen Darkness



of aviation fuel is stowed on the outside of the north wall, and even more buried several dozen yards from the building. There are two electrically driven large doors for each plane, which are only opened when a take-off is eminent, and then engine heater tubes are used to keep the aircraft warm when being towed outside. There are four overheat space heater which can heat the hanger back up to 50 degrees after sub zero air is let in--- in about a hour.

2) Aviation Supply: Spare Parts for both planes are stored here.

3) Aviation Maintenance: Here are stowed two milling machines, two lathes, and on several workbenches, every propeller-drive aircraft tool imaginable.

4) Aviation Crew Quarters: Both the Enlisted mechanics and Pilots are housed here, abet in separate rooms. Along with bunks and lockers, each of the Crew Quarters has a bathroom with 4 sinks, 2 toilets, and a small shower unit.

5) Power Bldg #1: A large generator and four hot water heaters are located here, providing power and water for the western section of the base, with connections to the eastern loop.

6) Supply Room #1: Stored here are various repair parts, tools, spare pipes, extra pallets,

blankets, arctic gear, blankets, dog food, and emergency rations/water.

7) Dog Caves: Here the base's 20 sled dogs live in dugout snow caves. Coats and gloves are require as it is only about 30 degrees---but the dogs don't mind a bit.

8) Sled Shed: Connected to the dog cave is where the two dog sleds are stored and maintained by Ingmann & Hall. They are anachronistic by 1956, but dog sleds still do a very good job.

9) Tractor Garage: The modern version of sled dogs, four tractors used for pulling heavy sledges and plowing snow are stowed and maintained here.

10) Seabee Quarters: The Enlisted Construction team resides here. In addition, a small built-in room has a chaise lounge and a sun-lamp for "medicinal purposes".

11) Mess Hall/Galley: The center of base life, meals are served here 4 times a day, keeping the cook and his messmate busy all day. There are three sets of long tables with folding chairs. Entertainment comes from a phonograph playing the latest in popular music, from Broadway to Country, as well as a small library of "National Geographic", "Stars & Stripes", and various fiction collections. Every third night, movie

projector is used for showing a dozen Hollywood hits....from 1940 through 1945.

12) Sick Bay/.Biology Lab: There are six beds in here, and a small operating table. Fully staffed in the summer, the Navy deems one Pharmacist Mate can handle things in the winter (such as aboard WW2 submarines). Dr Everson has a small, but well-equipped biology lab in the back room where he studies various microbes.

13) Support Crew Quarters: The rest of the enlisted crew resides here, along with the two civilian dog handlers.

14) Supply Room #2: Here is where the majority of consumable supplies are kept; a freezer of meat, sacks of flour and dry goods, and thousands of canned goods. Also stored are blankets, office supplies, spare parts, and science items.

15) Power Bldg #2: A duplication of Power Bldg #1.

16) Admin Bldg: Here are the quarters for the Commander and his officers, along with the base office, the CO's office and the radio room.

17) Science Lab & Quarters: This building contains the sleeping quarters for the base scientists, a lavatory/shower that doubles as a small dark room, a conference area, and the main meteorology lab where readings from a dozen weather station boxes are compiled and deciphered.

18) Science Lab #2: In this building is Geology lab CONTaining three ice core drilling rigs, two hundred 10foot long drill pipes, the Physics lab (for metallurgical analysis & testing) on the left, and the core sample freezer unit on the right. The astronomical gear is also stowed here, also with their housings.

19) Electromagnetic Force Lab: Isolated from most of the base via a snow tunnel, this now-buried wooden building houses several sensitive instruments for measuring the earth's magnetic field.

Since fire is the greatest danger in the Antarctic, each building or room has at least three CO2 fire extinguishers and has electric heaters. Fuel oil for the generators is stored outside as

a fire precaution. The mess room, tractor garage, and hanger all have old-fashioned Franklin stoves for providing some heat in case of an overall generator failure. Several building/rooms have insulated & heated outdoor water cisterns that provide all the base's water needs.

THE NEIGHBORS

From what the Americans know, the Argentine government has a weather station roughly 100 miles away, staffed by three scientists and eight support staff (2 radiomen, 2 meteorology assistants, a medic, a cook, a mechanic, and an electrician). This base is simply three connected wooden buildings, surrounded by a collection weather instrument boxes and a 100' tall metal radio tower. They appreciate the occasional contact with the Americans, mainly for added supplies in exchange for scientific information. But generally the Argentines keep to themselves, trying see if Antarctica is worthy of mining operations, of which their government is serious considering, in spite of on-going world negotiations to keep Antarctica unclaimed. The proximity however does provide some attempts at Spanish/English lessons between radio operators.

There is also a brand new Soviet station roughly 100 miles from both the Argentines and from Little America 2. The Soviets say they are doing only meteorological work, but as they have 100 personnel there for scientific, medical, and engineering research, the latter mainly being preliminary research work on launching rockets from the pole. Of course, the Soviets are mainly at the South Pole for simple propaganda purposes and "national pride". They will have absolutely nothing to do with the Americans, although the Navy construction crew sometimes reports seeing a lone skier in white camouflage apparently spying on the base from 1000 yards out before suddenly disappearing like a ghost. The Russians do this for both military intelligence and sheer curiosity.

Rumors about the Neighbors (1d10):

- 1) The Soviets are actually investigating a hollow Earth (False)
- 2) The Argentinean scientists are actually former Nazis. (True, but only one)
- 3) Camouflaged Soviet skiers are spying on the base. (True)
- 4) The Soviets are conducting Biological Warfare research (False)
- 5) Camouflaged Soviet snipers are scoping out the base. (False)
- 6) The Argentines are actually mining for gold or gems (False)
- 7) The Soviets are mining for Uranium. (False)
- 8) The Argentines have a huge supply of wine (True)
- 9) Camouflaged Soviet skiers are communicating with a spy on the base. (False)
- 10) There are Women at the Soviet base. Russian women, but women nonetheless! (True)

THE DISTRESS SIGNAL

Outside, it is nearly pitch dark, the sun having retreated northward across the globe. A heavy blizzard blows nearly constantly, but under the snow in a ramshackle warren of corrugated steel corridors with packing crate walkways and laminated floors, the crew of “Little America 2” work feverishly on the new base.

Then during a lunch break, the routine is broken by a sudden call for help on the radio. Radioman Foskey calls for Commander Halpren on the intercom, who in turn orders a general alert and call the Player Characters to the radio room, along with Lt Allen, Chief Barnes, the pilots, and the Scientists. Moments before, radioman Foskey picked up a distress signal from the Argentine station, in both English and Spanish. The only things he got was the garbled phrases of “Under attack”, “Many Dead”, “Need Immediate help” and in Spanish “Diablos Negros”. The last thing he heard was “It is coming in!” in Spanish and then what sounded like 5 rapid gunshots, 30 seconds of silence, and the

one last gunshot. Then the radio signal went dead, with only a steady stream of static. With a successful Spanish roll, players realize that “Diablos Negros” means “Black Devil”.

Commander Halpren orders the pilots to get the C-4 Dakota warmed up for takeoff, the dog handlers to ready their teams, and for Lt. Allen and CPO Barnes to organize a rescue party. Any other Player Characters are requested to join the party as well. Halpren says firmly, “I want the you all in the air in 15 minutes or less! Now move it!”

Pilot and Mechanic characters need to roll their respective skills in order to be ready within those 15 minutes.

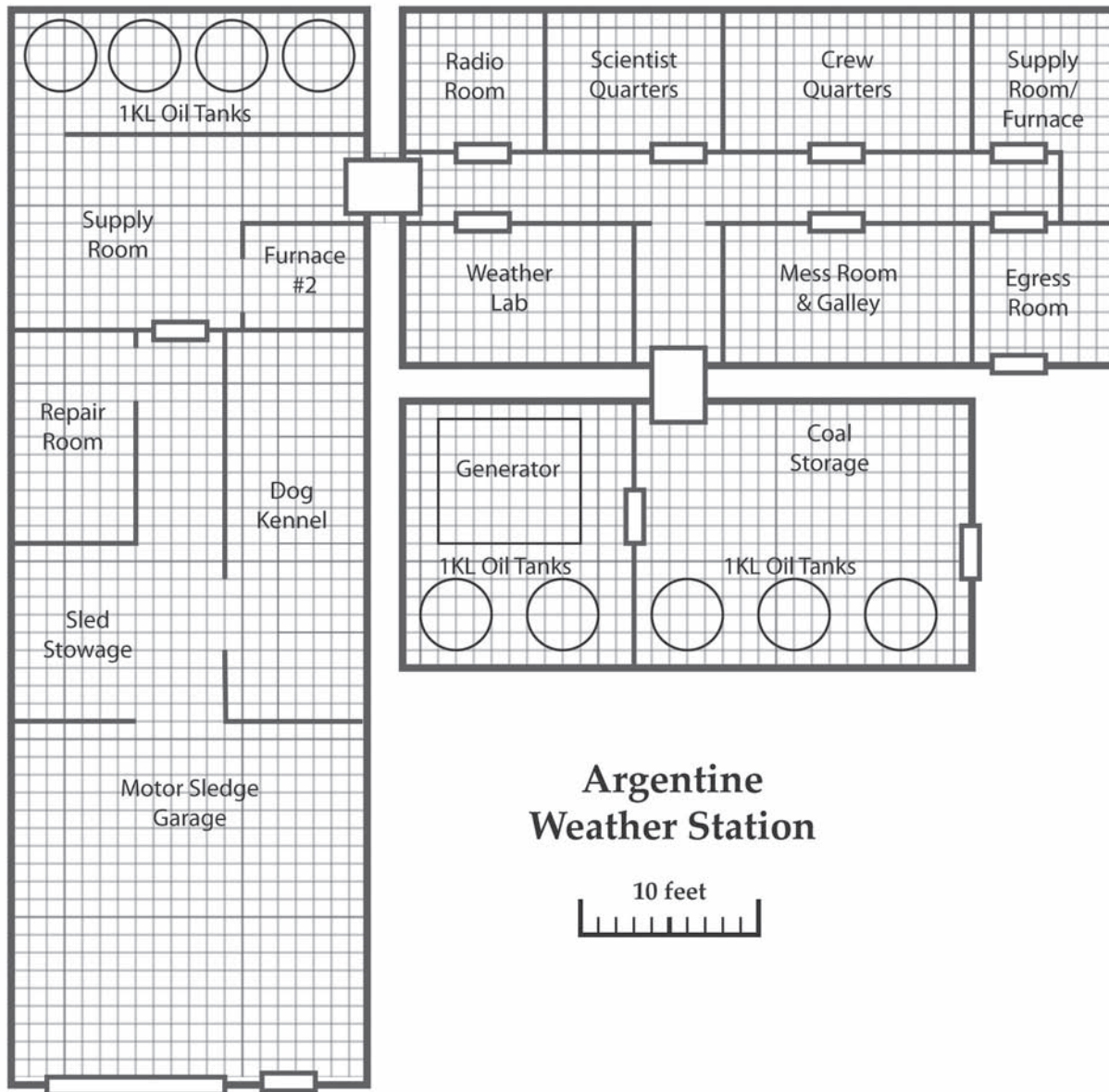
RESCUE MISSION:

During the flight to the Argentine base, the atmosphere is slightly nervous, but upbeat with excitement. The dogs seem happy, the enlisted men are joking about getting medals for heroism, and the even the other scientists are thinking what this will do for international scientific cooperation.

Pilot players need to roll two successful Pilot Aircraft and two Navigation skills to have the C-4 Dakota at the Argentine base in an hour. Each failed roll delays the flight by 30minutes; should a critical failure be rolled, the plane ices up and the pilot must land immediately and it is off to the Argentine weather station on dog sled and skis. (Roll successful Dog handling and Ski skills as well as one Polar Survival +20 roll)

Have any Player at an aircraft window make three Spot rolls, two Successes will indicate a small artificial light six miles from the Argentine station. If the plane descends and drops a flare, it will be reveal a lone motor sledge, driven by one of the Argentine scientists, Franz Mohr. Whether rescued then or after the plane lands at the station, Mohr will be half frozen with frostbite and in a delirious state, babbling in German about “Demons in my mind”, “The horror”, and “Protect the sample”.

The outside temperature in this area is around -30 below zero.



Argentine Weather Station



THE ARGENTINE WEATHER STATION

Normally having 11 men, the place is mysteriously abandoned scant hours after the distress signal was received. There are two sets of footprints heading away from the base, along with motor sledge tracks. Approximately 250 and 400 yards away are the frozen remains of two men, one without arctic wear and the other with a parka but no snow boots. A 10 foot garage-type door is open; win-driven snow filling

the drafty, wood-paneled hallways. There is no electricity or lights. The temperature inside is only around 15degrees and dropping.

1) The Motor Sledge Garage: Inside are one motor sledge and various maintenance items. An area of scuffing and indicates there were once two motor sledges. Tracks will indicate that one of the sledges has left. A successful Track roll will lead 6miles away to the near-frozen Mohr.

2) Sled Stowage area: There are two dog sled hanging up in this open area.

3) Dog Kennel: There are four cages for the Argentines' eight sled dogs, which are remarkably still alive, but are mad with abnormal rage. It takes a Halved Dog Handling roll or a tranquilizer shot (Ave: Veterinary Medicine) to calm them down enough to be taken back, otherwise, they will have to be put down there and then.

4) Repair Room: There is a workbench with various tools for both fine detail and heavy repair work in here. A large silver metallic cylinder 16 feet long and 3 feet in diameter is resting on several crates, supported by blankets. There are no visible openings or markings on it, but the thing only weighs about 20 pounds, and makes no hollow sound. A memo in Spanish on the workbench presumes it is a large chunk of an unknown element, possibly from outer space, and that it was found 15 miles away in the ice.

5) Supply Room #1: In this area, there are four racks of basic supplies; food, blankets, radio parts, water, and a couple of boxes of wine. Next to the racks is a small room with a coal-fired furnace, still slightly warm to the touch. In the back room, there are four 1-kiloliter oil tanks with overhead pipes leading out of the ceiling.

6) Main Building: Through a connecting anteroom is the main building with a central hallway.

7) The Weather Lab: This is hub of the station and the door is open. A science logbook written in German found in the weather lab indicates the Argentines had recently uncovered the "unknown elemental nodule". The writer seemed very excited about its possibilities, and suspects it could be from outer space. The last two entries report of paranoia, agitation, and odd behavior amongst the support crew, but nothing else.

8) The Radio Room: It is heavily barred from the inside (Combined STR 30 to break down), and there is a .38 revolver on the floor, recently fired. There is a bullet hole in the wall 3 feet away and about 3 ft high. The radio is still on, the microphone turned off.

9) Scientist Quarters: In here are two bunk beds and two dressers.

10) Crew Quarters: A collection of six bunks with various signs of inhabitation.

11) Mess/Galley: As there are plates of half-eaten food on the table (and a half-empty bottle of wine), the Argentines were apparently in the middle of a meal when they were suddenly interrupted.

12) Supply Rom 2: Racks of food and medical supplies, along with blankets, arctic gear and clothing, plus four more cases of Argentine red wine.

13) Egress Room: A space designed to keep the cold out of the living quarter. The outside door is open and the room is nearly iced over. There are pegs for a dozen parkas, boots, and snowshoes with just one peg empty.

14) Coal Room. This is where the base stowed its coal for the various furnaces and the stove, along with four 1-kiloliter tanks of fuel oil. The outside door is half-open and the room is freezing. An acrid smell of ozone fills the air, emanating from the next room.

15) Generator Room: The air in here is full of smoke from the generator shortening out. The body of an Argentine lies besides the generator, and a Medical Roll indicates death by hypothermia, but a full autopsy would indicate inhalation of toxic fumes. A cable runs from the generator to a steaming black hole in the floor about five feet in rough diameter, the result of some incredibly hot localized heat source that almost incinerated the wooden floor. An Electrical Repair roll indicates the generator literally blew itself out transmitting a huge surge of power.

After investigating the site for 1-2 hours, the highest-ranking NPC should declare it is time to return with the three bodies, the incoherent Mohr, and the alleged unknown element. A radio message back to Little America 2 about the "geological find" is replied to with orders to bring it back. The PCs may try to convince that ranking NPC that more time is need to figure out just what happened....or to leave the nodule there (Diff: Command or Persuade).

RETURN TO BASE

During the flight back, the atmosphere in the Dakota suddenly changes. The dogs are now clearly agitated and the exuberance once shown by the crew is gone, replaced by a nervous feeling and dour depression. Roll for Sanity, a failure indicates that the player is also nervous and agitated, with a loss of 1 SAN. Halfway through the flight, the dogs have to be physically restrained, and some of the enlisted men start arguing over nothing. Then the compass goes out of control, as does the altimeter and air speed indicator. Radio signals become heavily garbled. The pilots need to roll at least one successful Pilot and Navigation to get back, otherwise, the Dakota must put down and it's Dog Sledding time back to the base.

Once the rescue party has returned, the now-unconscious Mohr is taken to the sickbay along with any recovered bodies. Captain Halpren requests a full report on what occurred at the Argentine station. Upon hearing of the nodule and lone skier, he will suspect that the Soviets are somehow responsible for murdering the Argentines. If the Players managed to talk the ranking NPC on the rescue mission out of taking the nodule back with them, the Commander at McMurdo orders that it be recovered. Halpren then orders another team back to the Argentine base, no questions or further discussion.

After the debriefing, Halpren will send a report to his superiors at McMurdo Sound. However, they respond with a report that a localized storm there prevents any flights in or out. The order is to stand down until the weather permits flying recover the Argentine bodies, possibly in 1D6 days.

Meanwhile, when Mohr first comes to, all he can do is babble in German about "... from Space", and "It is eating them..." One Successful Medical roll or two First Aid rolls will make him lucid enough in 1D3 hours to tell what happened from when they discovered the metal nodule. He then calmly describes how a mass had somehow come back to life and then began

to eat his support staff. He does not recall escaping on the motor sledge, but begs his rescuers not to return to the Argentine base.

MONSTER IN OUR MIDST

Once the nodule arrives at Little America, the Alien Spy inside begins to warm again, and prepares to resume its mission. The device seamlessly opens and the Space Blob will emerge. Witnesses must make a SAN roll or else freeze in fear. The Space Blob will try to avoid human contact as it investigates its immediate surroundings, but any victim of opportunity will suffice.

A half hour after leaving its craft, the Space Blob will begin to explore by travelling through the 3" heating and water pipes. It will then attempt to secure human prey. (Roll 1D20 for random victim) Not only do the players have to fend off the alien, they now have to deal with possible homicidal hidden psychosis of fellow crewmates driven mad by the psychic energy of the alien weapon. All personnel within 100 yards of the Space Blob lose 1 SAN per 30 minutes that the alien is present and active.

The first victim will be a random enlisted man, who decided to relax by taking a hot shower. The Space Blob drops through the plumbing and descends upon the hapless victim CONsuming him. His terrified screams attract the attention of his crewmates, but 1D3 are attacked when they try to rescue him. Trying to scrap the thing off only results in becoming entangled with the alien blob. Only ice cold water or a CO2 fire extinguisher will cause the horror to drop off, temporarily stiffening it for a moment. If not continually bathed in cold, it will re-thaw in 1D10 minutes and then race down the shower drain or the hot water radiant heat piping, particularly when PCs leave to fetch the base leaders.

The Space Blob will then proceed through the piping to attack other areas, particularly those with only solitary victims. As it does not need light to see and is seriously affected by



electricity, the base generators may be targeted by the monster.

MADNESS TAKES ITS TOLL

At first, attacks by the Space Blob will be seen as either horrible accidents or missing personnel by the base commander, the senior petty officers, and the lead scientists. Eyewitnesses will be presumed to be hallucinating or coming down with “cabin fever”. Only when the above mentioned personnel see the thing for themselves will they believe it. Captain Halperen will assume it is some sort of Russian biological weapon, orders the base on full battle alert, and organizes “hunting parties” to track down the thing and try to destroy it. How...he leaves that up to the hunters and the base scientists.

However, once the Space Blob begins to move around the base, its psychic energy will begin to affect the crew. At first, it will just be a heightened sense of apprehension and anxiety, followed by mild fear, depression, and agi-

tation. Two hours following the arrival of the Space Blob, Players and NPCs need to roll a SAN check; those who fail develop a mild psychosis; either paranoia, strange behavior, or abject fear, as well as lose 1D6 additional SAN. Successful Psychology rolls will reveal that something is causing the base crew to go mad. Medical, Pharmacy, or Psychoanalysis successes will slow the effect by 50%.

A second failed SAN Roll will cause full-blown psychosis specific to that character. Dealing with the sudden rash of madness will be a temporary distraction from the terror of the Space Blob.

DINNER FLIGHT

Things by now are very tense amongst the crew as lunch approaches. Macintosh nonchalantly comes out with two large pots of odd-tasting soup. If asked where Messmate Enriques is, the cook just mumbles “Around...” The poor Filipino boy, however is still around...but IN the soup, having been killed, butchered, and cooked by the now deranged Macintosh. Players roll LUCK, the worst missed roll will be rewarded with finding a human tooth in the meal. If all players pass, have a random NPC discover it. Soup eaters naturally freak out.

After this shock, pilot Bellemy screams manically “I’ve got to get out of the place!!” and then races out the door to the hanger. If he has a good head start or the players do not follow him, the hanger doors are later found open and the plane is last seen flying off into the darkness, destination unknown and with little fuel. If the players follow him quickly, he is caught firing up the plane as they arrive. If the Players attempt to close the hanger doors, Bellemy still crashes into them, filling the hanger with deadly flying debris, which horribly kills him and 1d3 of any surviving mechanics. Then the Dakota catches fires, which spreads to the hanger itself. If not put out in 2 minutes, the fire spreads to various oil and fuel cans, thus destroying the hanger and the single engine “Bird Dog” in a titanic fireball.

COMMUNIST PLOT

If he is still alive following the disaster in the hanger, Lt. Allen suggests to Captain Halpren that the only solution left is to request help from the Soviets. However, the Captain is adamant that their problems are entirely the direct result of the Soviet's secret biological warfare program. All arguments against the Captain will only result in him accusing the players of being Communist agents, ending up screaming, "The Only good Red is Dead!!" Halpren then pulls his commemorative M1911 .45 pistol and starts shooting.

Unless the players have pistols of their own, they will have to try physically overpowering the Commander, or try to use whatever improvised weapons they have at hand. If taken alive, Halpren will have to be physically restrained, all the while screaming obscene epithets about the players being godless Commie traitors and that they will face a firing squad when rescuers come. There is chloroform in the Sick bay, Roll Medical or First Aid -15 to avoid putting him into a coma.

MONSTERS GO BOOM

Following the debacle in the office, CPO Gibbons finally goes insane and begins his plan to blow up the base. He starts placing blasting cap-armed dynamite throughout the hall tunnels, the generators rooms, next to the Science labs and the crew quarters, and at the entrance to the hanger, wiring them up to a detonator in the Tractor Garage. Then he plans to drive to McMurdo Sound, not realizing he can only get about 100 miles. If asked about the charges, he says he is "fishing for monsters". If the players try to stop him, Gibbons will calmly light a stick of dynamite from his pocket and threaten his accusers with that, tossing it at the last possible second.

If not stopped or discovered, the players will have to survive a direct 12D6 Damage explosion, or if in area not mentioned above, have to dig themselves out of several tons of snow,

ice, and debris as well as taking 1D6 in Damage. Surviving the cold will be their next challenge.

STOPPING THE HORROR

The Space Blob is resistant to any type of kinetic weapon. It was programmed to seek out enemy combatants, particularly those in command, as well as destroying and disrupting facilities. It needs a temperature of over 40 degrees to survive and is sluggish between 40 and 50deg. Over 60, it is quite animated. Thus, its need for heat is its main weakness, but cold is also a problem for the PCs. A CO2 fire extinguisher will only inflict 1pt of damage, but will drive the alien monster away.

Explosives will cause half damage to the monster, but still does full damage to the surrounding building. Fire only warms it up to its operational norm. Electricity does full damage, as indicated at the Argentine base. If the generator had not burned out, it might have been killed there.

Acid, from either one of the science laboratories or cannibalized from batteries, does full damage. The question with this weapon would be the delivery method.

Electromagnetic Waves affect the creature by confusing its programming. The detection equipment in the Electromagnetic Force Lab can be modified with both a DIFF: Electric Repair and Ave: Physics roll to become a type of defensive ...or offensive weapon

FINISHING THE ADVENTURE

Simply put, players must survive both the physical and mental attacks of the Space Blob, destroy or incapacitate it, and then either get back to civilization or survive until rescuers from McMurdo Sound can arrive in 1D6 days. Then will come weeks of debriefing and a possible stay at the PCs hometown VA Psychiatric Hospital.

If the players simply chose to abandon the base using the motor sledges and the dog teams, they and any surviving NPCs will need to successfully roll (4) Polar Survival skill checks per

day for the 1D6 days before rescuers arrive. Each failure will bring either 1D3 Damage from exposure or temporary Loss of 1 Pt of STR or CON. Survivors will then need to either assist the afflicted...or leave them behind. As Robert Scott discovered in 1911, lack of polar experience is fatal.

If the players are forced to flee to the Soviet base, they will be welcomed warmly as “brother scientists and military victors over Nazism”, but only for the propaganda purposes of appearing as the “rescuers of incompetent Imperialists”. They will also bill the United States for room and board for their “guests”.

OPTIONS

A) “Red Star Radio”: Since part of the mission is to spy on the Americans, the Soviets are eavesdropping on the radio broadcasts. After Foskey goes psychotic on the radio, the Russians get very curious. Is this some sort of counter intelligence trick, secret codes to the US military, or is something strange going on at Little America 2? Do the Soviet respond or investigate themselves?

B) “Who Goes There?”: As in the classic John Campbell story and the John Carpenter version of “The Thing”, when the Space Blob consumes a victim, it assumes the appearance of its victim and their knowledge, slowly reducing the population of the base, all the while increasing paranoia and psychosis.

C) “Like Cutting Jello”: Attempts to kill the Space Blob such as axes, saws, and flame only split the horror into more and more pieces that continue to grow and prey on the base inhabitants.

NON PLAYER CHARACTERS

Captain Michael Halpren, age 47

STR:13 CON: 14 SIZ: 14 DEX: 12
APP: 12 INT: 14 EDU: 16 POW: 13

HP: 4

Skills: Bargain: 40%, Climb: 50%,

Command: 70%, Sense: 40%, Fast Talk: 25%, First Aid: 40%, Hide: 20%, Listen: 45%, Navigation: 50%, Sense: 50%, Swim: 65%, Stealth: 30%, Strategy: 35%, Throw: 30%

Combat: DB= 1D4, Brawl: 50%, Pistol: 50%, Flare Gun: 60%

A no-nonsense desk officer who spent WW2 in various warehouses shipping out supplies to the Pacific theater, and thus feels his talents were wasted. He hopes that a successful assignment here can get him command of a Navy combat vessel.

Psychosis: The skipper will assume the Communists are behind everything, including sending secret infiltrators over to destroy his command and then America.

Chief Engineer LT Don Allen, age 26

STR:13 CON: 16 SIZ: 13 DEX: 15
APP: 15 INT: 12 EDU: 14 POW: 15

HP: 15

Skills: Bargain: 35%, Chemistry: 25%, Climb: 45%, Command: 35%, Engineering: 65%, Fast Talk: 25%, First Aid: 40%, Geology: 40%, Hide: 20%, Listen: 45%, Natural History: 40%, Navigation: 40%, Photography: 40%, Polar Survival: 35%, Sense: 35%, Stealth: 20%, Swim: 50%, Strategy: 25%, Throw: 30%

Combat: DB= +1D4, Brawl: 30%, Pistol: 45%.

An overly patriotic ROTC-trained officer from Ohio State, Allen is on his first overseas assignment and trying his best to get the job done quickly and properly. Friendly and outgoing, he is always talking about his new wife and son back in the states.

Psychosis: He thinks nuclear wars has broken out and his young family has been wiped out, and after serious raving, he commits suicide by hanging himself

Meteorologist Dr Michael Mattice, age 39

STR: 11 CON: 10 SIZ: 11 DEX: 14
APP: 13 INT: 17 EDU: 19 POW: 11

HP: 11

Skills: Climb: 40%, Fast Talk: 15%, German: 45%, Hide: 25%, Listen: 55%, Meteorology: 85%, Navigate: 40%, Physics: 55%, Polar Survival: 35%, Sense: 10%, Spot: 45%, Stealth: 30%, Swim: 35%, Throw: 10%

Combat: DB= +1D4, Brawl: 25%,

A quiet fellow from California who did weather forecasting for the Navy in the Pacific during the war, but he is not taking well to the cold of the Antarctica. He looks forward to when he can transfer back to Hawaii.

Psychosis: Thinks he is in the tropics... and freezes to death outside in his shorts.

Physicist Dr Max Yzermann, age 56

STR:11 CON: 16 SIZ: 14 DEX: 13
APP: 13 INT: 16 EDU: 22 POW: 16

HP: 15

Skills: German: 100%, French: 60%, English: 70%,
Physics: 85%, Astronomy: 55%, Chemistry: 55%,
Geology: 45%, Natural History: 40%, Photography:
40%, Polar Survival: 25%

Combat: DB= +1Dd4, Pistol: 30%, Fencing Foil: 40%

A Swiss émigré, Yzermann studies the effects of the earth's magnetic field on the South Pole. Studious & serious, he is often befuddled by American attitudes towards science as a "gee-whiz" commercial endeavor.

Psychosis: He starts babbling about "Elder Gods" and Omnipotent horrors from beyond the stars, which shall bring an unstoppable doom upon humanity.

Biologist Dean Evenson, age 36

STR: 12 CON: 13 SIZ: 13 DEX: 9
APP: 10 INT: 22 EDU: 19 POW: 16

HP: 13

Skills: Chemistry: 65%, Climb: 60%, Fast Talk: 15%,
First Aid: 35%, Hide: 40%, Latin: 75%,
Listen: 45%, Microbiology: 90%, Photography: 50%,
Polar Survival: 45%, Sense: 40%, Spot: 55%
Stealth: 45%, Swim: 25%, Throw: 25%, Zoology: 70%,

Combat: DB+ +1D4, Brawl: 25%, Ice Axe: 45%
Dam=1d6+1+db

Due to flat feet, Evenson spent the war working for the Agriculture Department studying and preventing plant bacterial infestations. Later, he switched to studying microbial life in extreme conditions, particularly the polar regions.

Psychosis: He starts believing that Evolution is simply taking its course and that nothing

can be done except wait to be eaten by a superior creature.

Veterinarian/Biologist Ken Valentine, age 32

STR:15 CON: 15 SIZ: 14 DEX: 14
APP: 14 INT: 16 EDU: 20 POW: 14

HP: 15

Skills: Biology: 90%, Chemistry: 40%, Climb: 45%, First Aid: 50%, Hide: 25%, Latin: 75%, Listen: 55%, Polar Survival: 50%, Sense: 50%, Spot: 60%, Stealth: 40%, Throw: 40%, Veterinary Medicine: 80%

Combat: Damage Bonus: +1D4, Brawl: 30%, Tranquilizer Syringe: 60% Dam= Sleep for 1D3 hours

A former Army K-9 Corps soldier, Valentine just finished Veterinary School and is one of the military's best civilian canine experts.

Psychosis: He begins to think that he IS a Dog and a wild one at that that, attempting to escape with his "brothers".

Pilot LT "Ace" Johnson, Age 30

STR: 15 CON: 15 SIZ: 12 DEX: 16
APP: 16 INT: 15 EDU: 15 POW: 16

HP: 14

Skills: Bargain: 40%, Climb: 45%, Command: 35%,
Elect Rep: 30%, Fast Talk: 45%, First Aid: 40%, Hide:
20%, Listen: 35%, Mech Repair: 35%, Meteorology:
25%, Navigate: 65%, Pilot Plane: 80%, Polar Survival
45%, Sense: 10%, Spot: 50%, Stealth: 10%, Swim:
25%, Strategy: 40%, Throw: 10%

Combat: DB= +1D4, Brawl: 40%, Pistol: 45%, Club:
35%

A carrier pilot in the last year of WW2, Johnson downed twelve kamikazes and saved uncounted sailors. He enjoys flying too much to retire, but an inner ear problem kept him out of jets, so he took the polar transportation gig.

Psychosis: He will attempt to steal a plane and then Kamikaze into the base in order to kill the monster.

Pilot LT "Tex" Bellemy, age 28

STR: 14 CON: 15 SIZ: 12 DEX: 17 APP: 14 INT: 14
EDU: 15 POW: 11 HP: 14

Skills: Bargain: 35%, Climb: 50%, Command: 25%,
Elect Rep: 35%, Fast Talk: 35%, First Aid: 40%, Hide:
20%, Listen: 40%, Meteorology: 20%, Navigate:
55%, Physics: 35%, Pilot Plane: 75%, Polar Survival

40%, Sense: 30%, Spot Hidden: 45%, Stealth: 35%, Swim: 25%, Throw: 40%

Combat: DB= +d4, Brawl: 35%, Pistol: 40%, Club: 35%

As opposed to gung-ho fighter pilot Johnson, Bellemy only flew cargo runs in the South Pacific. But he happily assumes he won the war by delivering bullets and beans.

Psychosis: He tries to escape with the Dakota—even if the hanger doors are closed.

Senior CPO Tom Barnes , Age 35

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

Skills: Bargain: 35%, Climb: 40%, Command: 40%, Electrical Repair: 40%, Fast Talk: 35%, First Aid: 40%, Hide: 10%, Listen: 25%, Mechanical repair: 45%, Navigate: 45%, Operate Hvy Mech: 35%, Polar Survival: 45%, Sense: 45%, Stealth: 30%, Swim: 25%, Strategy: 25%, Throw: 30%

Combat: DB= +1d4, Brawl: 60%, Club: 45%, Flare Gun: 45%

Having served on a Navy icebreaker during the War, Barnes had the polar experience to be named the senior enlisted man on this assignment. While Halperon may be in charge, Barnes runs the smooth operation of the base.

Psychosis: Will personally attack the monster that is destroying HIS base...no matter how suicidal that may be.

Pharmacy Mate PO1 “Pills” Johnson, Age 29

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

Skills: Bargain: 35%, Climb: 40% Fast Talk: 25%, First Aid: 60%, Hide: 25%, Latin: 25%, Listen: 40%, Medicine: 40%, Pharmacy: 70%, Polar Survival: 40%, Sense: 50%, Stealth: 20%, Swim: 45%, Throw: 30%

Combat: DB= +d4, Brawl: 35%, Rifle: 30%, Knife: 35%

Enlisting after WW2 just ended, Johnson was a Pharmacy mate on a submarine, where he was practically the ship’s doctor. He is saving up money and studying for medical school after his third enlistment is over.

Psychosis: He starts to feel there is no reason to live and swallows all of his medicines and overdoses.

Radioman PO1 “Sparks” Edwards, age 30

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

HP: 14

Skills: Bargain: 35%, Climb: 45%, Elect Repair: 40%, Fast Talk: 25%, First Aid: 35%, Hide: 20%, Listen: 45%, Navigation: 35%, Polar Survival: 35%, Radio Operator: 70%, Sense: 40%, Stealth: 30%, Swim: 45%, Throw: 35%

Combat: DB= +d4, Brawl: 35%, Pistol: 40%, Screwdriver: 35%

The stereotypical southerner with a deep drawl and an ah-shucks attitude, Sparks prefers the land-based assignment to on at sea...after surviving the USS Indianapolis disaster.

Psychosis: Believes the radio is controlling the monsters from afar...and attempts to destroy all radios on the base.

Radioman S1 Fosky, age 20

STR: 12 CON: 12 SIZ: 10 DEX: 14
APP: 9 INT: 11 EDU: 12 POW: 09

HP: 11

Skills: Bargain: 40%, Climb: 40%, Elect Repair: 35%, Fast Talk: 45%, Fast Talk: 50%, First Aid: 35%, Hide: 20%, Listen: 55%, Navigation: 15%, Polar Survival: 25%, Radio Operator: 60%, Sense: 25%
Stealth: 20%, Swim: 45%, Throw: 20%

Combat: Brawl: 25%, Screwdriver: 35%, Dam= d2+1

A fresh-faced, nerdy recruit with a penchant—and a face—for radio. He dreams of being a big city disc jockey, and practices whenever he can.

Psychosis: Starts receiving and sending imaginary radio messages...from even more imaginary sources. Later, turns into a useless Top40 DJ playing imaginary records.

Cook PO1 Macintosh, age 39

STR:15 CON: 14 SIZ: 17 DEX: 12
APP: 10 INT: 11 EDU: 12 POW: 11

HP: 16

Skills: Climb: 45%, Cook: 85%, Fast Talk: 45%, First Aid: 45%, Hide: 30%, Listen: 45%, Polar Survival: 30%, Sense: 45%, Stealth: 30%, Swim: 55%, Throw: 30%

Combat: DB= +1d6, Brawl: 55%, Butcher Knife: 65%, Fist: 60%, Rolling Pin: 65%

An old hand from before WW2, Macintosh has only served on land, where his gruff attitude is often ridiculed. While a good cook, he hates being called "Cookie" and retaliates such derision with small and burnt servings.

Psychosis: He kills, cooks, and serves up his Filipino messmate Alvarez.

Mess mate S1 Alvarez, age 20

STR: 14 CON: 12 SIZ: 10 DEX: 16
APP: 14 INT: 12 EDU: 9 POW: 12

HP: 11

Skills: Climb: 45%, Cook: 45%, Fast Talk: 35%, First Aid: 40%, Hide: 30%, Listen: 35%, Polar Survival: 25%, Sense: 25%, Stealth: 40%, Swim: 45%, Throw: 10%

Combat: D: +1d4, Brawl: 40%, Knife: 45%, Fist: 55%

A young boy during the brutal Japanese occupation of the Philippines, he is eternally thankful for the American liberation, and when 18, joined the Navy in gratitude, often exclaiming in a thick accent "USA, #1!"

Psychosis: Thinks anyone with Glasses is Japanese and that it is 1943...

Chief Mechanic CPO Ballard, age 42

STR: 13 CON: 15 SIZ: 15 DEX: 15
APP: 11 INT: 12 EDU: 13 POW: 11

HP: 15

Skills: Aircraft Maintenance 75%, Climb: 50%, Electrical Repair: 40%, Fast Talk: 45%, First Aid: 40%, Hide: 20%, Listen: 30%, Mech Repair: 75%, Navigation: 15%, Operate Hvy Machinery: 55%, Polar Survival: 35%, Sense: 35%, Stealth: 25%, Swim: 45%, Throw: 30%

Combat: DB= +1d4, Brawl: 45%, Monkey Wrench: 45%, Flare Gun: 40%

A career Navy man since the Great Depression, Ballard sees the Antarctic posting as his best bet for making Senior Chief and hopefully a NCO Command Position on one of the

new "America" Class aircraft carriers. He is in friendly competition with the other two Chiefs at this tiny outpost.

Psychosis: He tries to kill the younger CPO Barnes for stealing his proper position of 3rd in command.

Machinist PO2 Reed, age 26

STR: 13 CON: 14 SIZ: 11 DEX: 15
APP: 15 INT: 12 EDU: 12 POW: 08

HP:

Skills: Aircraft Maintenance 70%, Climb: 50%, Electrical Repair: 25%, Fast Talk: 45%, First Aid: 40%, Hide: 20%, Listen: 30%, Mech Repair: 50%, Operate Hvy Machinery: 55%, Pilot Aircraft: 15%, Polar Survival: 35%, Sense: 35%, Stealth: 25%, Swim: 45%, Throw: 30%

Combat: DB= +1d4, Brawl: 50%, Wrench: 40%

A no-nonsense NCO who prefers the military life to being a civilian. The polar mission is interesting, but he looks forward to getting back on a world-cruising carrier.

Psychosis: Will sabotage the planes so no one can leave but him.

Mechanic S1 Macklerow, age 20

STR: 16 CON: 11 SIZ: 14 DEX: 13
APP: 11 INT: 12 EDU: 11 POW: 11

HP: 13

Skills: Aircraft Maintenance 60%, Climb: 50%, Electrical Repair: 35%, Fast Talk: 45%, First Aid: 40%, Hide: 20%, Listen: 30%, Mech Repair: 50%, Navigation: 15%, Operate Hvy Machinery 55%, Polar Survival: 25%, Sense: 35%, Stealth: 25%, Swim: 45%, Throw: 30%

Combat: DB= +1d4, Brawl: 55%, Wrench: 35%

Macklerow enlisted with his best friend DeCordova right after high school and both plans to start an aircraft mechanic shop back home in Iowa.

Psychosis: Gets into a deadly fight with DeCordova over a girl back home.

Mechanic S1 DeCordova, age 20

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

HP: 15

Skills: Aircraft Maintenance 65%, Climb: 50%, Electrical Repair: 40%, Fast Talk: 45%, First Aid: 40%, Hide: 20%, Listen: 30%, Mech Repair: 50%, Navigation: 15%, Operate Hvy Machinery: 55%, Polar Survival: 25%, Sense: 35%, Stealth: 25%, Swim: 45%, Throw: 30%

Combat: DB= +d4, Brawl: 55%, Tool: 35%

DeCordova enlisted with his best friend Macklerow right after high school and both plans to start an aircraft mechanic shop back home in Iowa.

Psychosis: Gets into a deadly fight with Macklerow over a girl back home.

CB CPO Gibbons, age 44

STR: 15 CON: 16 SIZ: 16 DEX: 12
APP: 10 INT: 13 EDU: 12 POW: 15

HP: 15

Skills: Climb: 75%, Electrical Repair: 40%, Explosives: 65%, Fast Talk: 35%, First Aid: 40%, Hide: 30%, Listen: 35%, Mech Repair: 75%, Navigation: 20%, Operate Hvy Machine: 55%, Polar Survival: 35%, Sense: 30%, Stealth: 20%, Swim: 45%, Throw: 40%

Combat: DB= +1d4, Brawl: 60%, Monkey Wrench: 45%, Flare Gun: 40%

A grizzled veteran of WW2 from before Pearl Harbor to Okinawa, he has built every imaginable structure the Navy could use, including nuclear test rigs at Bikini Atoll. The Amensen-Scott station looks fancy, but to him it is just another building in a difficult location.

Psychosis: Will nonchalantly blow up the base and then drive away on a tractor.

CB PO2 Richards, age 23

STR: 14 CON: 12 SIZ: 13 DEX: 11
APP: 12 INT: 11 EDU: 12 POW: 10

HP: 13

Skills: Climb: 50%, Dodge: 31%, Elect Repair: 30%, Explosives: 45%, Fast Talk: 35%, First Aid: 40%, Hide: 20%, Listen: 35%, Mech Repair: 45, Navigation: 35%, Operate Hvy Machinery: 55%, Polar Survival: 35%, Sense: 40%, Stealth: 20%, Swim: 45%, Throw: 20%

Combat: DB= +1d4, Brawl: 60%, Tool : 40%

From a broken home in Missouri, Richards is a sworn bachelor and plans to be a ca-

reer Navy man, and maybe retire to a beach in Hawaii.

Psychosis: Feels there is no reason to live anymore and douses himself with aviation fuel and lights a flare....

CB PO3 Electrician Paris, age 25

STR: 14 CON: 11 SIZ: 12 DEX: 12
APP: 11 INT: 12 EDU: 12 POW: 11

HP: 12

Skills: Climb: 40%, Elect Repair: 75%, Fast Talk: 25%, First Aid: 50%, Hide: 20%, Listen: 55%, Mech Repair: 35%, Navigation: 20%, Operate Hvy Machinery: 25%, Polar Survival: 30%, Sense: 40%, Stealth: 20%, Swim: 45%, Throw: 30%

Combat: DB= +1d4, Fist: 65%, Tool : 40%

An electrical whiz, Paris is trying to make connections in the scientific community for a career in the Space program after he musters out and completes college.

Psychosis: Comes to the false conclusion "The generator must be feeding that monster! They must be shut down to save us!!".

CB S1 Epstein, age 23

STR: 15 CON: 12 SIZ: 10 DEX: 17
APP: 12 INT: 12 EDU: 12 POW: 11

HP: 13

Skills: Climb: 50%, Dodge: 54%, Elect Repair: 25%, Fast Talk: 45%, First Aid: 40%, Hide: 10%, Listen: 25%, Mech Repair: 40%, Navigation: 25%, Operate Hvy Machinery: 55%, Polar Survival: 25%, Sense: 40%, Stealth: 40%, Swim: 45%, Throw: 20%

Combat: DB= +1d4, Brawl: 70%, Tool: 40%

Little tough guy from Brooklyn trying to prove himself. A former youth boxer who wants to get back into after his stint in the navy... learning a trade just in case.

Psychosis: Thinks he is the Heavyweight Champion of the world...and tries to prove it to everyone in his way.

CB S1 McCormick, age 21

STR: 16 CON: 11 SIZ: 15 DEX: 12
APP: 11 INT: 10 EDU: 11 POW: 12

HP: 13

Skills: Climb: 50%, Elect Repair: 30%, Fast Talk: 35%,
First Aid: 40%, Hide: 25%, Listen: 40%,

Navigation: 25%, Mech Repair: 45%, Operate Hvy
Machinery: 55%, Polar Survival: 25%, Sense: 30%,
Stealth: 30%, Swim: 55%, Throw: 30%

Combat: DB= +1d4, Brawl 50%, Tool : 40%

This young seaman is big fan of pulp sci-
ence fiction and horror from magazine short
stories and comic books to the latest drive-in
movie fare.

Psychosis: Sees all his comrades as con-
trolled by brain-eating monsters and he is the
only real human left.

CB S1 Torres: age 20

STR: 14 CON: 13 SIZ: 11 DEX: 11
APP: 14 INT: 11 EDU: 11 POW: 9

HP: 12

Skills: Climb: 50%, Elect Repair: 25%, Fast Talk: 15%,
First Aid: 40%, Hide: 40%, Listen: 35%,

Mech Repair: 40%, Navigation: 25%, Operate Hvy
Machinery: 55%, Polar Survival: 20%, Sense: 20%,
Stealth: 40%, Swim: 45%, Throw: 30%

Combat: DB= +1d4, Brawl: 50%, Tool: 40%

A Hispanic kid from East Los Angeles, Tor-
res is counting down the days to his discharge
so he can build affordable housing in Southern
California.

Psychosis: He tries to get revenge on “Los
Yanquies” for the Mexican War and 150 years of
Gringo oppression.

CB S2 Jones, age 18

STR: 14 CON: 13 SIZ: 11 DEX: 11
APP: 14 INT: 11 EDU: 11 POW: 9

HP: 12

Skills: Climb: 50%, Elect repair: 25%, Fast Talk: 35%,
First Aid: 40%, Listen: 35%, Mech Repair: 40%,
Navigation: 25%, Operate Hvy Machinery: 55%,
Polar Survival: 20%, Sense: 30%, Stealth: 35%, Swim:
45%, Throw: 25%

Combat: DB= +1d4, Brawl: 45%, Tool: 40%

A new sailor just months out of basic
training and always trying to prove himself to
his older, more experienced crewmates

Psychosis: He reverts to toddler age and
starts crying for his mother while hiding un-
der a cot.

CB S2 “Stonewall” Jackson: age 20

STR: 15 CON: 11 SIZ: 13 DEX: 10
APP: 12 INT: 11 EDU: 1 POW: 10

HP: 12

Skills: Climb: 50%, Elect repair: 20%, Fast Talk: 40%,
First Aid: 40%, Hide: 40%, Listen: 35%, Operate Hvy
Machinery: 50%, Mech Repair: 40, Navigation: 25%,
Polar Survival: 20%, Sense: 30%, Stealth: 40%, Swim:
45%, Throw: 40%

Combat: DB= +1d4, Brawl: 65%, Tool: 40%

Jackson is a Civil War buff from Tennes-
see who joined the Navy to “see the world” as
opposed to “peeling potatoes in the Yankee
Army”.

Psychosis: He starts acting as if he was a
Confederate officer, and will attack any “Yan-
kee” who tries to stop him.

Dog handler Lars Ingmann, Age 31

STR: 14 CON: 17 SIZ: 16 DEX: 14
APP: 10 INT: 13 EDU: 10 POW: 17

HP: 17

Skills: Bargain: 35%, Climb: 55%, Danish: 85%, English:
60%, Dog Sled: 90%, First Aid: 50%,

Hide: 30%, Listen: 55%, Navigate: 60%, Polar Survival:
85%, Sense: 60%, Stealth: 30%,

Throw: 35%

Combat: DB= 1d6, Brawl: 25%, Ice Axe: 60%, .38 Re-
volver: 40%

A Danish Greenlander, he has spent most
of his life with dog teams on the ice with his
seal-hunting father. He came to the Navy’s at-
tention while attached to the US Air Force base
at Thule, Greenland as a dog handler. Other-
wise, he is very quiet and calm.

Psychosis: He believes he is the “Alpha
dog” and must lead his pack to “freedom”...

Dog Handler Burt Hall, age 46

STR: 13 CON: 15 SIZ: 15 DEX: 12
APP: 9 INT: 11 EDU: 9 POW: 13

HP: 15

Skills: Bargain: 45%, Climb: 65%, Dog Sled: 90%, Fast Talk: 45%, First Aid: 60%, Hide: 40%, Listen: 45%, Navigation: 50%, Polar Survival: 78%, Sense: 50%, Stealth: 40%, Throw: 30%

Combat: DB= 1d6, Brawl: 55%, Club: 60%, .38 Revolver: 40%, Rifle: 60%

Originally from Alaska, Hall is an expert dog handler but can't get used to "flatness" of the South Pole. He is always telling tales of Alaska, sometimes quite "tall".

Psychosis: "Must...kill...those...mangy...mutts...must...stop...that damn...barking..."

Argentine Scientist Franz Mohr, age 51

STR: 11 CON: 13 SIZ: 12 DEX: 12 APP: 11 INT: 18
EDU: 24 POW: 15, HP: 13 (Current: 9)

Skills: Bargain: 45%, Chemistry: 60%, Climb: 40%, Command: 35%, First Aid: 45%, Hide: 30%

Listen: 55%, Physics: 70%, Meteorology: 40%, Polar Survival: 30%, Sense: 50%, Stealth: 15%,

Throw: 20%

Combat: DB= 0, Brawl: 25%, Dagger: 30%, Pistol: 40%

According to the Argentine records, Mohr is a 3rd generation German emigrant who has worked at the University of Bahia Blanca since 1930. However, he is a former Nazi scientist who performed deadly high altitude limitation tests on concentration camp prisoners and is currently wanted by Israel for War Crimes.

Psychosis: He will image the Space Blob as the ghosts of his scientific victims out for re-

venge and will attempt to steal a pistol to redo The Fuehrer's final act; if unable to, any other method will suffice.

THE SPACE BLOB, Lost Alien Secret Weapon

STR: 26 CON: 38 SIZ: 14 INT: 16

POW: 12 DEX: 20 Hit Points: 26

Move 12

Damage Bonus: +1D6

Weapon:

Pseudopod: 40%, Damage = 1D6+db

Consume: 90%, Damage 4d4 following Attachment

Skills: Grapple: 80%, Sneak: 85%, Strategy: 75%

Armor: Impaling weapons only do 1 point of damage.

The Space blob can recover 1D6 lost HPs with a consumed victim.

An iridescently colored blob of advanced alien protoplasm, the Space Blob attempts to subdue its opponent first by pummeling, then by grappling. Once the victim is helpless, it literally begins to absorb its prey for both energy and its programmed military mission. This takes 1D10+2 minutes. It is highly intelligent and will adjust to any attacks made upon it.

The Blob is capable of modifying its structure so that it can travel through openings at least 2" in diameter, through pipes, behind objects, or into tight spaces. It can even assume the vague shape of a victim in shadowy places. Even though it is amorphous, the Blob's outer layers are tougher than steel and can inflict physical damage with a solid punch.

Out with a BANG

A CYBERPUNK BRP ADVENTURE

By TOM LYNCH

INTRODUCTION:

Out with a BANG is a Cyberpunk BRP adventure written with average humans in mind. If your players are used to a higher level of play then the stats and skill levels of the NPCs will need adjustment.

The exact year is not important and nor is the location, so if the gamemaster has an ongoing campaign, this should fit in quite nicely. If a location and year are desired, use the year 2027, and start in Los Angeles. The destination city could be San Francisco, CA.

BRIEF NOTE ON THE LEGALITY OF FIREARMS:

In the cities in this adventure, the police have adopted a don't-ask-don't-tell attitude to firearms. Other gamemasters may wish to adjust this as needed. Law enforcement will not, however, ignore assault rifles and turret mounted Gatling cannons. While a legal loophole allows ownership of these weapons, the law is clearly against bringing them into public and using them.

SOME (HOPEFULLY USEFUL) INFORMATION ON CYBERNETICS:

There are some simple guidelines for cybernetics in the Basic Roleplaying book on page 269, but the gist is to settle it with the gamemaster. Outlined below are a few tidbits that will be useful in fleshing out this particular adventure

and hopefully your experience with the system itself and this particular setting.

All cybernetic implants must start with a CNSI (pronounced "SIN-see" on the street), a Central Nervous System Interface. This is a series of chips and fiber optic wiring which allows cybernetic implants to respond to brain impulses, giving the character control over the implanted component.

Once the CNSI is in place there are many and varied options, some of which are outlined below:

RAMSlotInterface (RSI, pronounced "REE-see") – This is a simple slot allowing characters to insert silicone chips containing various data to be used and understood. One example is a Language Chip, allowing the user to speak a given language at a skill level of 50%. Most RSIs contain four slots, but the latest deluxe model has sixteen.

Standard Vehicle Interface (SVI, pronounced "SEE-vee") – This is a port allowing direct connection with a vehicle and allowing significantly improved control over the vehicle (+15% to Drive skill) and inherent understanding of simple things like fuel level, engine temperature, tire pressure, etc. For the purpose of this adventure, one of these is needed to fully understand and operate the Warmongers' truck should the players wish to commandeer it.

SmartGun Interface (SGI, pronounced "SEE-jee") – This is a port allowing direct connection with a weapon. Targeting is vastly improved (+15% to appropriate weapon skill) and the wielder is constantly aware of just how

much ammunition is in the weapon when he is connected to it.

Eyes – Humans have learned the secrets of the human eye and have improved on it. Eyes come in all sorts of colors and styles, and improved vision is part of the package (+15% to Spot skill).

Ears – With improved vision, now can come improved hearing (+15% to Listen skill). In addition, when combined with a RAMSlot Interface, one optional enhancement is On-BoardTunes. Now the voices in your head can be singing your favorite tunes!

Arms – The Bionic Man is real! Arms with enhanced strength, and even concealed weapons, are possible. Note that while an arm may be stronger, the shoulder and body don't necessarily have any such enhancement, so if someone tries to lift and throw a tank like the Hulk, they'll only succeed in tearing their arm off. The weapons usually concealed in a cybernetic are a medium pistol:

Skill	Base	Dmg	Attk	Spc
Pistol	20	1d8	2	Impaling
Rng	HP	Parry	Mal	Ammo
20	8	No	98-00	4

Or a knife blade:

Skill	Base	Dmg	Attk	Spc
Dagger	25	1d6+db	1	Impaling
Rng	HP	Parry	Mal	
Short	12	No	--	

Hands – Naturally, if one were to replace his arms, he may as well have cybernetic hands. These have been known to conceal any number of useful tools including laser drills and sonic screwdrivers, but the warrior types often opt for concealed scalpel blades:

Skill	Base	Dmg	Attk	Spc
Dagger	25	1d2+db	1	Impaling
Rng	HP	Parry	Mal	
Short	4	No	--	

Legs – The cheetah is no longer the fastest land mammal. Humans with cybernetic legs with enhanced speed have been clocked at running speeds of over 80 miles per hour. Those models

are experimental and unstable however. More common are the models that add +3 to MOV and +15% to Jump.

All of these options are open to debate between gamemaster and player, and should be discussed and agreed upon before the adventure begins so there is no game-stopping disagreement later on. These are also just a starting point. Gamemasters are encouraged to adapt other ideas to the system and flesh out the setting to add depth to the game.

GM'S INFORMATION:

The members of the players' party can be either members of Ingram's Angels Motorcycle Gang, or contacts of the gang. The gang was anonymously approached by a businessman working for UGMegaCorp. He asked them if they were interested in a courier job that paid exceedingly well. They accepted, and a gang member volunteered for the job. He was injected with an experimental liquid digital storage medium, and told where to go and who to ask for.

The plan was simple. All he had to do was ride six hours from point A to point B, make contact at point B, and have the storage medium removed. Things never go according to plan. The courier was captured by members of the Warmongers, a rival gang. They attempted to reach the contact at UGMegaCorp, who categorically denied having anything to do with the transaction. The courier started to panic. He'd been told that if he didn't have the storage medium removed from his system within 24 hours, the liquid would break down and poison his system, dooming him to an hours-long, agonizing death.

Ingram's Angels were warned of the dangers, and of the need for deniability. The transaction and the data being transported are all highly illegal. The courier knew the risks and volunteered anyway. Now the worst case scenario has come to pass, and it's time for the party to get involved.

INVOLVING THE CHARACTERS (COUNTDOWN 15:45):

The courier failed to make the rendezvous, and has not checked in with anyone from UGMega-Corp or Ingram's Angels. The data involved clearly means a lot to someone. A pair of (almost) anonymous SMS messages was sent to the senior-most gang member involved, who immediately forwarded them to the players. They've been sent on their mission.



At this point, the party has been told all the relevant details by senior gang members and told to head to Club FixQuix. They'd better get a move on, though, because the clock is ticking. It's already down to 14:41.

CLUB FIXQUIX (COUNTDOWN 14:17):

The party heads down to Club FixQuix. It's a popular nightspot, sporting all the laser lights,

holography, fog, and heavy drumbeats of the best dance clubs. One reminder: since this is a club in a (post) modern city and not a cantina in the Old West, weaponry is not allowed, and anyone obviously carrying will not be admitted to the club...unless you're willing to drop \$500 each to the guy at the door who is supposed to have checked.

The only way to find the contact is to ask the bartender. A successful Fast Talk roll and a generous tip will result in him pointing the party to table with a guy slouched behind it, watching a screen. As the party addresses him he continues to stare at his screen, and holds his device up. Anyone addressing him is met with a gesture for silence and patience. He's scanning the people in front of him not only for weapons, but also for any devices that emit a signal along known police or federal law enforcement bands. After a few moments, he looks up at the leader of the party, kicks out a chair. On that chair is a crate. "Drop all yer weapons in there," he says. "I'll take good care of 'em while you talk to the boss."

Once they are clean enough for his satisfaction, he signals to a booth at the back of the club and gestures for the party to head over. The table in question holds three people. One enormous man flanked by two beautiful women. As soon as the party comes over, the women shift off his shoulders and face the people across the table. An Insight and/or a Spot roll will help the characters to realize that these women aren't clubbing bimbos, but highly trained bodyguards, and their weapons are pointed at the characters under the table.

The man takes a sip of a tiny pink drink through a straw. "Shirley Temples. I love these things. Just never outgrew them I guess. What can I do for you people and how did you find out about me? What's your pleasure? Don't be shy...just tell me, so I can quote you an accurate price and timeframe."

As soon as the business about the courier and SMS messages are mentioned, he gestures to his bodyguards, and they relax. Barely. "Call me Calvin," he says, and cuts straight to chase. He tells you that the courier is being held 5 hours

Out with a Bang

to the north, in a ghost town taken over by Warmongers, and they're holding him in the abandoned sheriff's building. There is a car with a trunk load of the necessary equipment is waiting for the party at the edge of town.

"All of this was very expensive, so something here is very important to somebody. I hope guys make it...not cuz I'm a nice guy or anything, but mainly cuz I hate to see good potential clients go to waste." He hands players car remote, and the bodyguards gesture to the door, a clear invitation to leave.

CHECKING THE VEHICLE (COUNTDOWN 13:01):

The provided vehicle is a recent model sport utility vehicle that seats seven and still has room in the trunk. In the trunk, the players find

- ▶ 2 assault rifles (100 rounds ea)

Skill	Base	Dmg	Attk	Special
Rifle	25	2d6 + 2	2/burst	Impaling
Rng	HP	Parry	Mal	
90	12	No	00	

- ▶ 1 sniper rifle (50 rounds)

Skill	Base	Dmg	Attk	Special
Rifle	25	2d10 + 4	1	Impaling
Rng	HP	Parry	Mal	
250	10	No	98-00	

- ▶ 3 submachine guns (100 rounds ea)

Skill	Base	Dmg	Attk	Special
Submachine Gun	20	1d8	2/burst	Impaling
Rng	HP	Parry	Mal	
20	8	No	98-00	

- ▶ 2 shotguns (50 rounds ea)

Skill	Base	Dmg	Attk	Special
Shotgun	30	4d6/2d6/1d6	2	Impaling
Rng	HP	Parry	Mal	
10/20/50	8	No	00	

- ▶ 6 medium pistols (50 rounds ea)

Skill	Base	Dmg	Attk	Special
Pistol	20	1d8	2	Impaling
Rng	HP	Parry	Mal	
20	8	No	98-00	

- ▶ 1 grenade launcher (20 rounds)

Skill	Base	Dmg	Attk	Special
Grenade	25	3d6/2 meters	1	Knockback
Rng	HP	Parry	Mal	
150	12	No	99-00	

- ▶ 2 bricks of C6 plastic explosive with remote detonators

Skill	Base	Dmg	Attk	Special
Demolition	-	6d6	-	Knockback
Rng	HP	Parry	Mal	
21	15	No	99-00	

A Spot check reveals that the car itself is armored, and the windows are reinforced plexiglass (20/6 AP).

ARRIVING AT THE DESTINATION (COUNTDOWN 7:23):

The town itself is very small, and has clearly been taken over by the Warmongers as the town sign indicates, covered with graffiti claiming the town, and riddled with bullet holes. The layout of the town is very "Main Street USA," with strip malls and gas stations along the main road and houses dotting the periphery. Most of the houses look to be abandoned, and those that are inhabited are in dire need of repair. Some of the stores appear to still be in use, as does the gas station (fuel may be alcohol-based these days, but the moniker "gas" stuck).

Any interaction with the inhabitants will send up a figurative red flare, and the party will be mobbed by heavily armed Warmongers and run out of town. GMs are encouraged to end the adventure with extreme prejudice should any player suggest this course of action.

Game Time vs. Exhaustion

Provided the characters have acted as soon as they were assigned this mission (around 8 PM), they would arrive at their destination around 4 AM. The assumption is that they'd had a normal day, and are now staying up all night. Sleep is a requirement that must not be overlooked. Each character must get at least four hours of uninterrupted sleep to be able to perform his tasks. Any character who does not get this required rest must make CON checks (roll below CON x 5 on D100) every in-game hour. Failure results in all skills must be rolled with a -20% penalty until that character rests.



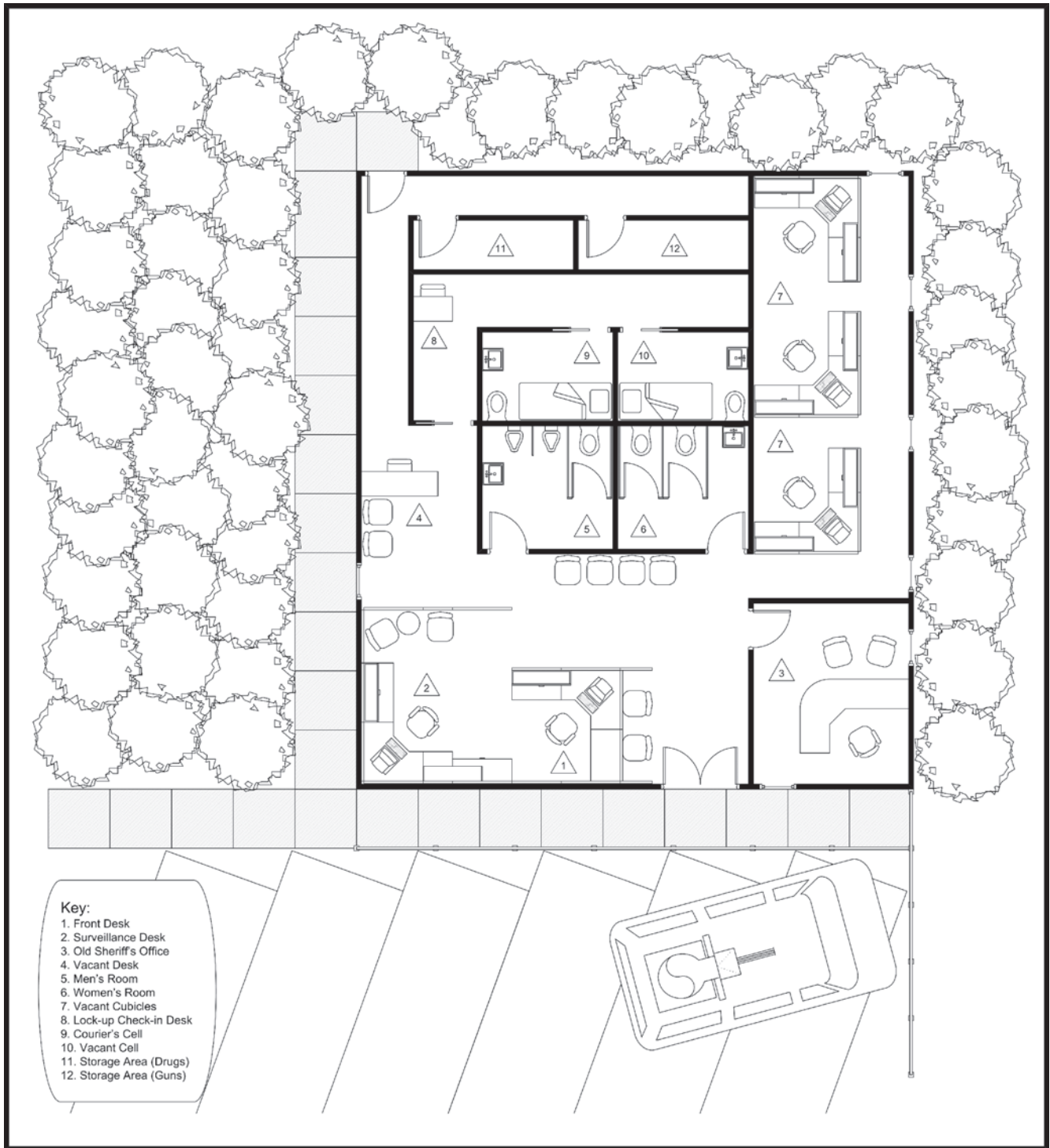
The only logical path to follow is to head to the center of town and hope the sheriff's office is an obvious building. Happily, it is. At the center of town is the town hall, school, and sheriff's office. The school is a burned out wreck, and most of the town hall has been used for heavy weapons target practice. The sheriff's office is still standing and appears to be in surprisingly good repair.

CASING THE JOINT (COUNTDOWN 6:59):

Each player should make Spot rolls as they look over the building. Successful rolls reveal the following:

- ▶ Active video cameras are set up in three points looking out from the front of the building, covering a full 180 degrees from the front door.
- ▶ There is a path on one side of the building, presumably to a back door.
 - ▶ There are lights on and movement inside the building, but the characters will not be able to tell how many people are in there, or exactly where they are.
 - ▶ The massive milspec patrol truck has been commandeered by the Warmongers and modified beyond just the turret-mounted mini-gun.
 - ▶ (If one roll is less than 1/5 the needed score) The patrol vehicle is occupied.

A closer examination is needed to glean any further information, but if the characters spend any more than ten minutes in the area, allow each player a Listen roll. Motorcycles are coming. If the party leaves immediately, they will not be pursued. The damage is done, how-



ever. By staying too long, they've spooked the Warmongers in the sheriff's building, and there will be more men posted in place guarding the courier.

Moments later, 1D4 motorcycles pull up to right near where the characters are lurking. If the characters are still there, the first player to say something must roll their Fast Talk. If they make the roll, then the enemy gang members buy whatever excuse they came up with and let

them go. All of this is moot, however, if any of the Warmongers Spot any Ingram's Angels insignias, colors, tattoos, or similar markings. If that happens, the firefight starts right here.

Hopefully the characters have not had to endure any of these, however, and have retreated to a safe distance quickly, perhaps using the sniper rifle's scope for further information-gathering.

The Warmongers' Truck

The vehicle parked in front of old sheriff's office building is truly a horror. It had been the sheriff's patrol vehicle, but the Warmongers' Weapons Techie got ahold of it. He replaced the standard roofing with a milspec 6-barrel Gatling cannon. He also reinforced the structure such that the vehicle provides 24 Armor Points of protection, and the windows provide 10 Armor Points of protection.

In order to make room for all the ammunition that the turret mounted weaponry needs, one passenger space is lost. Therefore, the vehicle fits the driver and six passengers as opposed to the original seven. If pressed, three, possibly four more people can squeeze into the cargo area, but they will not be comfortable (maximum of 40 SIZ points).

Truck Stats:

Speed	Handling	ACC	MOV	Armor
16	+10%	+/-8	200	24/10
Siz	HP	Crew	Passengers	Cargo
60	120	1	6	40

Gun Stats:

Skill	Base	Dmg	Attk	Spc
Heavy Weapon	30*	2d6+4	33	Impaling
Rng	HP	Parry	Mal	Ammo
400	14	No	98-00	4000

*Base chance is doubled given the Smartgun Targeting system

Note: This gun is controlled and fired by the vehicle operator, but only if the character in question has a cybernetic Standard Vehicle Interface

STORMING THE FORTRESS (COUNTDOWN 6:06):

As indicated earlier, if the characters stayed too long where they were visible, include the additional five gang members listed below. If they were smart and cautious, however, only the first three opponents are present in the building with the fourth, the Warmonger's best driver, with a Drive skill of 70%, sitting in the patrol vehicle, surfing holoporn. A specific Spot roll is required to notice this gang member since his presence is far from obvious, if he wasn't noticed earlier.

HellBent, Warmonger Leader:

STR 17 CON 18 SIZ 15 INT 14
POW 14 DEX 13

HP: 17

DB+1d4

Attacks – Submachine Gun 55% (1d8 damage)

Skills – Brawl 70%, Dodge 55%, Listen 65%, Spot 70%,

Armor – 2 points of nanite-hardened skin

Cybernetics – Left arm with medium pistol

Troll, Warmonger Second-in-Command:

STR 14 CON 17 SIZ 18 INT 9
POW 10 DEX 10

HP: 18

DB+1d4

Attacks – Shotgun 55% (4d6/2d6/1d6 damage), Medium Pistol 45% (1d8 damage)

Skills – Brawl 80%, Listen 35%, Spot 40%,

Armor – 2 points of nanite-hardened skin

Cybernetics – Both arms, complete with serrated blades in each

Chaos Virus, Warmonger Techie:

STR 13 CON 16 SIZ 12 INT 13
POW 11 DEX 10

HP: 14

DB+1d4

Attacks – Shotgun 65% (4d6/2d6/1d6 damage)

Skills – Cybernetic Repair 40%, Fine Manipulation 35%, Listen 65%, Mechanical Repair 60%, Spot 70%

Armor – 1 point of armored Biker Leathers

Cybernetics – Both legs

Warpath, Warmonger Driver:

STR 12 CON 11 SIZ 11 INT 8
POW 7 DEX 10

HP: 11 DB none

Attacks – Medium Pistol 65% (1d8 damage), Turret Mounted Minigun 50%

Skills – Brawl 50%, Dodge 35%, Drive 70%, Listen 35%, Spot 40%, Track 45%

Armor – 2 points of nanite-hardened skin

Cybernetics – Standard Vehicle Interface

Extra Gang Muscle (if needed/GM's Option)

	Dude #1	Dude #2	Dude #3	Dude #4	Dude #5
STR	10	4	6	13	10
CON	10	14	9	17	13
SIZ	15	14	13	17	12
INT	9	13	13	13	13
POW	8	9	9	8	9
DEX	14	5	10	10	13
HP	13	14	11	17	13
DB	+1d4	0	0	+1d4	0
Armor	0	0	1	0	1
Weapon	SMG 40%	Shotgun 45%	Pistol 40%	SMG 40%	Shotgun 45%
Cybernetics	None	None	None	None	None

If the area is only guarded by the four gang members, they will be in the following locations:

- ▶ Hellbent, Leader – Watching Holograms in the Old Sheriff's Office (Location 3 on Map)
- ▶ Troll, XO – Surfing the Net for Biker Mechanic Tips at the Front Desk (Location 1 on Map)
- ▶ Chaos Virus, Techie – Idly Surfing the Net and Occasionally Checking the Surveillance Screens at the Surveillance Desk (Location 2 on Map)

- ▶ Warpath, Driver – Dozing and/or Surfing Hologram In the Truck Out Front

If the office is guarded by all available gang members, the added muscle will be in the following additional locations:

- ▶ Dude #1 – Playing Cards with Dude #2 at the Spare Table at the Surveillance Desk (Location 2 on Map)
- ▶ Dude #2 – Playing Cards with Dude #1 at the Spare Table at the Surveillance Desk (Location 2 on Map)
- ▶ Dude #3 – Playing “Quarters” Drinking Game with Dude #4 at the Vacant Desk (Location 4 on Map)
- ▶ Dude #4 – Playing “Quarters” Drinking Game with Dude #3 at the Vacant Desk (Location 4 on Map)
- ▶ Dude #5 – Snoozing at the Lock-up Check-in Desk (Location 8 on Map)

There is only a 30% chance that Chaos Virus, the Techie will be checking the Surveillance Screens at the right moment, and if he does, and the players have either failed or not thought to use their Sneak roll, then they will be Spotted, and all Warmongers present will come out with guns blazing to repel the invaders.

As soon as the firefight breaks out, if not already engaged, the Driver will use the truck's minigun against any opponents outside the building. He will not give chase, however, until told to do so by either Hellbent, the Leader, Troll, the XO, or Chaos Virus, the Techie, all of whom are senior gang members.

THE DARING RESUE (COUNTDOWN 6:01):

The courier is being held in one of the cells in the center of the building. Dude #5, if present, will be at his post with his shotgun leveled at the door. Provided the characters can get past this bottleneck, their target is around the corner.

His cell is closed and locked however. The magnetic key card located in the Warmonger Leader's back right pants pocket. Even if they find it, the key will not work. A successful Idea Roll will reveal that it's probably tied to a specific identity via fingerprint. This is, in fact true, and if the leader is already dead at this point, his hand can be used to hold the key and open the door.

The players may not think of looking for a key, though, and they may give up, if one cannot be located in the area. And no, shooting the lock or bars will NOT work: the designers of the jail cell grew up watching that on TV and decided to prevent that eventuality.

Hopefully the characters still have one of the bricks of C6 available (the GM may allow an Idea Roll if he's feeling magnanimous), strategic use of that explosive will work. The courier must shield himself by hiding behind the mattress and metal mesh frame of the cot in his cell. This will give him some protection (4 Armor Points). As it is, though, he will have to survive the 6d6 damage of the explosion. A gentler, and more survivable option is to use the shrapnel rules from page 268 of Basic Roleplaying and have the potential damage be only 1d6.

If any of the characters take the time to explore the building, they will find two (now unlocked) storage rooms toward the back of the building (areas 11 and 12 on the supplied map). The contents of these are a hodgepodge of what was left behind by the previous occupants, and what the Warmongers now store here. One room is full of guns and ammunition of all types (GM's option), and the other is full of many and varied drugs (again, GM's option). Should they wish to, they can cart some of the contents of each room either for later use or for sale.

GETTING AWAY (COUNTDOWN 5:44):

If the Driver hasn't involved himself as yet, he will do so now. The characters will exit the building and see the business end of a Gatling cannon pointed at them. The driver will have the War-

monger's truck pointed at the front door. If the characters have exited via the back door or one of the side windows, then they stand a chance at escape. Otherwise, they will be vaporized.

Following escape from the building, the characters next task is to get the courier out of town and on to the drop-off point two hours to the north. Any Warmongers not yet used (Dudes 1 – 5) or not yet dead will join in the pursuit on their motorcycles. Included in that number will be 2d6 more Warmongers. All of them will be riding motorcycles unless the Driver is still alive and in possession of his vehicle. In that case, he'll be in the truck leading the pursuit.

Extra Pursuit Muscle (if needed/GM's Option)

	Extra #1	Extra #2	Extra #3
STR	9	10	6
CON	14	10	9
SIZ	14	15	13
INT	13	9	13
POW	9	8	9
DEX	5	14	10
HP	14	13	11
DB	0	+1d4	0
Armor	0	0	0
Weapon	Pistol 30%	Shotgun 40%	Pistol 30%
Cybernetics	None	None	None
	Extra #4	Extra #5	Extra #6
STR	12	13	10
CON	11	17	13
SIZ	12	17	12
INT	13	13	13
POW	10	8	9
DEX	15	10	13
HP	12	17	13
DB	0	+1d4	0
Armor	0	0	0
Weapon	Pistol 30%	Shotgun 40%	Shotgun 40%
Cybernetics	None	None	None

Extra Pursuit Muscle (if needed/GM's Option)

	Extra #7	Extra #8	Extra #9
STR	13	14	10
CON	17	13	13
SIZ	17	14	12
INT	13	13	13
POW	8	9	9
DEX	10	5	13
HP	17	14	13
DB	+1d4	+1d4	0
Armor	0	0	0
Weapon	SMG 25%	Pistol 30%	Pistol 30%
Cybernetics	None	None	None
	Extra #10	Extra #11	Extra #12
STR	10	6	12
CON	10	9	11
SIZ	15	13	12
INT	9	13	13
POW	8	9	10
DEX	14	10	15
HP	13	11	12
DB	+1d4	0	0
Armor	0	0	0
Weapon	SMG 25%	Shotgun 40%	SMG 25%
Cybernetics	None	None	None

Pursuit will slowly come to a halt as soon as 50% of their number has been eliminated.

HEADING TO THE DROP-OFF POINT (COUNTDOWN 5:09):

Barring any evil gamemaster desires to add further interruption on the trip north to the destination city, the two hour drive is uneventful. Should the GM wish to delay the characters further, following is a table of potential mishaps:

Roll 1d10 Mishap

- ▶ 1-3 Speeding Ticket – \$1000 immediately, or all are carted off to prison

- ▶ 4 Car Jack – Use stats from 4 gang members above to play scene
- ▶ 5-6 Flat Tire – 30 minutes to repair
- ▶ 7-9 Bad Traffic – characters stuck in traffic for additional 1d4 hours
- ▶ 0 Accident – nearby vehicle slides out of control and hits the car

The gamemaster must remember to subtract the amount of time left if any of the “side adventures” happen along the way.

ENCOUNTERING AN UNAVOIDABLE DELAY (COUNTDOWN 2:49):

By now, the original clients have decided to erase the problem. They fear exposure, charges of corporate espionage, and all other potential worst-case scenarios. They have decided to hire a team of snipers to take care of their problem.

As the party is closing in on completion, the courier relaxes a little. With that relaxation comes the realization that a pit stop is in order. The party can pull in to a gas station on the edge of town to stretch their legs and relax a little.

Only a deliberate Spot roll that succeeds by achieving less than 1/5 the needed score will reveal anything out of place. At that point, the character responsible for the roll will see the snipers taking up positions around the building, and may raise the alarm and take action.

If no one Spots anything, all players should roll for Luck. The player who fails the worst (by the greatest margin) or, if all succeed, the one who passes by the least (smallest margin) is the unlucky one. That particular character, whoever it is, is the snipers' first target.

The snipers have taken up positions facing each of the four sides of the building, and are not focusing on the character's vehicle(s). Given that they've had to tail the party and set this up quickly, their vantage points and cover are not the best, and they can be Spotted. Any

character attempting this, however, will possibly get shot. They can be distracted and mislead, however, and that approach stands a good chance at success.

Sniper Team

	Sniper #1	Sniper #2	Sniper #3	Sniper #4
STR	10	12	9	13
CON	10	11	11	17
SIZ	11	12	13	10
INT	9	10	11	13
POW	8	9	9	8
DEX	14	13	10	10
HP	11	12	12	14
DB	0	0	0	0
Armor	0	0	0	0
Weapon	Rifle 60% (2d10 + 4 damage)	Rifle 60% (2d10 + 4 damage)	Rifle 60% (2d10 + 4 damage)	Rifle 60% (2d10 + 4 damage)
Cybernetics	Smart-Gun Interface	Smart-Gun Interface	Smart-Gun Interface	Smart-Gun Interface

Cover is limited for the characters, though: three of the four walls are almost completely made of glass. The rear door is a good place to hide out, but there is a sniper with his weapon trained on that door waiting for it to open.

REACHING THE DROP-OFF? (COUNTDOWN 1:32):

Finally, via SMS messages, the characters are guided to a rendezvous point in a deserted warehouse section of town. As they approach the address, a single light comes on over a steel door. No one comes out of the building. The building itself is a very small, windowless one, compared to the massive warehouses surrounding it, a mere 20 x 20 brick building, perhaps once a shipping and logistics office associated with the nearby warehouses.

Once the characters knock on the door, it opens, but it is black inside. If they hesitate, a quiet voice in the darkness floats up and says,

“Please. Come in.” As soon as all of them enter, the door closes behind them. For a fraction of a second they are in complete darkness, but suddenly, from all directions, floodlights blind them.

As they stagger to regain their footing, all of their weapons are quickly and professionally taken from them, and they are faced by one enormous man in a sleeveless black trench coat, holding a custom made, belt-fed fully automatic shotgun. The arms holding the fearsome weapon are impressive as well: matt-black cybernetic arms. GM’s Note: any weapons that the characters have successfully Concealed on themselves in unusual locations, and any weapons built into cybernetics are not taken.

The same quiet voice drifts from behind the mountain of man. “This is Barrage. Please give him no reason to be upset. Barrage?”

Barrage steps aside, and a slight man sitting in a wingback chair gestures to the seats facing him. “Please. Have a seat. Drink?” Barrage fills any drink orders.

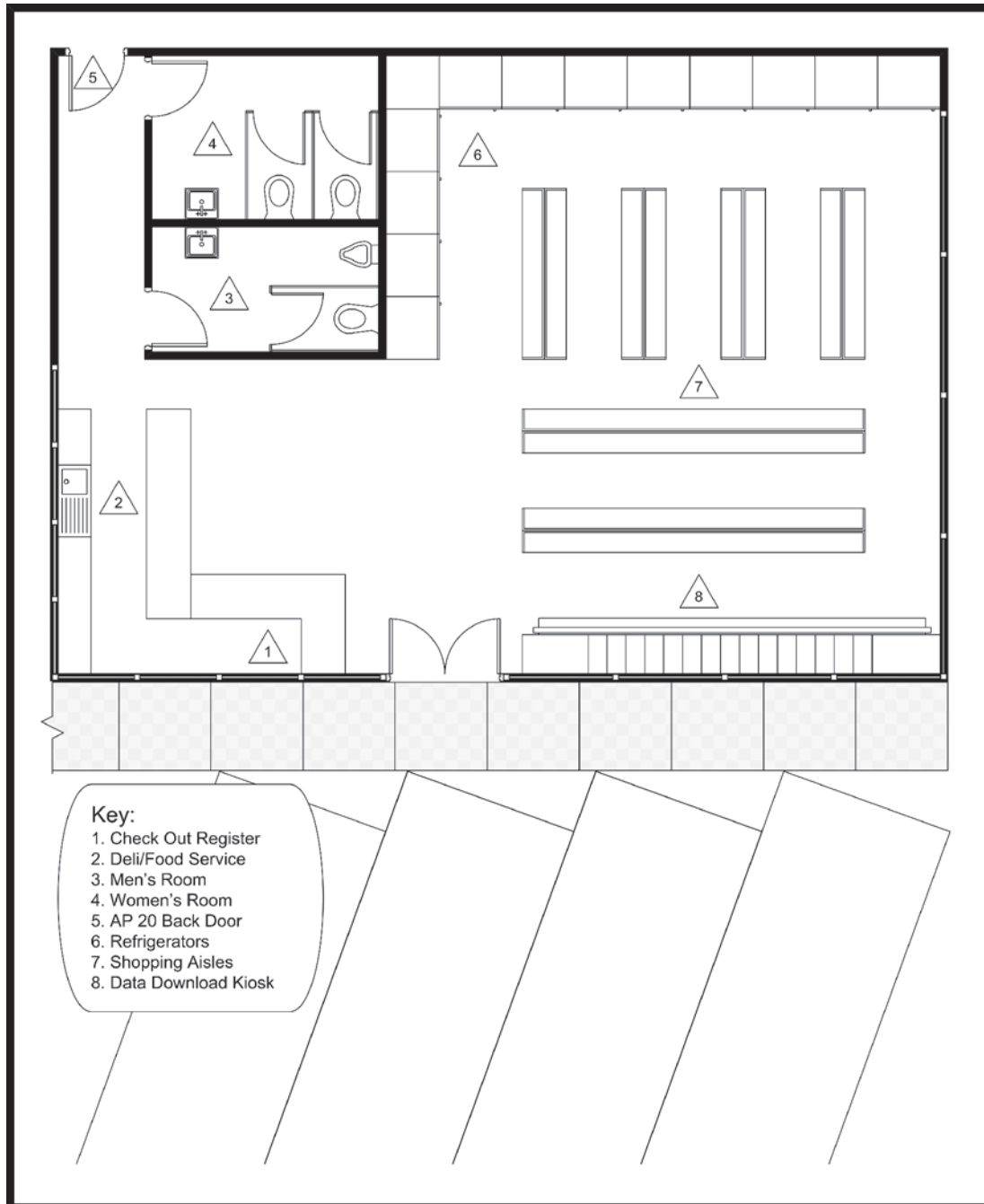
“Please allow me to explain,” he begins. “I have been called in to mediate these discussions. You see, others have become aware of the situation and are interested in just what data your courier is carrying. They are so interested, in fact, that my team and I have been asked to oversee the bidding and to see you delivered to the winning bidder. We are not unreasonable, of course, so 10% of the sale will go to yourselves. Mind you, that may not be as much as with the original deal, but your alternative is not the most pleasant.” Barrage cocks his weapon.

If any characters are still outside in the party’s vehicle, they may act freely, but all characters inside the building are operating under the watchful eye, and weaponry, of Barrage.

The Mediator, Nefarious Meddler:

STR 10 CON 12 SIZ 10 INT 16
 POW 14 DEX 16
 HP: 12
 DB:none
 Attacks – 2 x Medium Pistols 65% (1d8 damage)

Out with a Bang



Key:
 1. Check Out Register
 2. Deli/Food Service
 3. Men's Room
 4. Women's Room
 5. AP 20 Back Door
 6. Refrigerators
 7. Shopping Aisles
 8. Data Download Kiosk

Skills – Dodge 55%, Listen 65%, Spot 70%,
 Armor – 2 points of armored clothing
 Cybernetics – Both eyes, SmartGun Interfaces in each hand

Barrage, Silent and Imposing Cyborg:

STR 18 CON 18 SIZ 18 INT 14
 POW 12 DEX 14
 HP: 18
 DB +1d6

Attacks – Autoshotgun 65% (4d6 damage slugs), Heavy Pistol 65% (1d10 + 2 damage)
 Skills – Brawl 60%, Dodge 35%, Listen 55%, Spot 60%,
 Armor – 2 points of nanite-hardened skin, 4 points of armored trench coat
 Cybernetics – Both arms, complete with medium pistol in his left and blade in his right

If the characters do nothing, the mediator completes the auction, and the courier is collected by the winning bidders. Once the download is complete, both the courier and the characters

are summarily assassinated by Barrage, and the bodies are ground up and flushed into the sewer.

RECOVERING THE DATA (COUNTDOWN 0:47):

If the characters manage to get away from the Mediator and Barrage, then they can hurriedly send SMS messages to complete the transaction as the clock winds down. After several hair-raising minutes, directions are provided to a nearby office complex.

The characters are greeted by a lab technician who quickly sets himself to work with the courier. Within a few moments the liquid medium is removed from his bloodstream, and the technician runs to make a phone call. The data is complete so the transaction with the gang can be completed as well.

If the players bring up any suspected issues about the UGMegaCorp's desire to erase a potential mistake, they claim they had nothing to do with it, and suggest that it must have been the people who hired the Mediator, or some other interfering party.

REWARDS & PENALTIES (COUNTDOWN 0:00):

- ▶ For each member of the party killed: -1d4 Status
- ▶ For letting the courier get killed: -1d10 Status
- ▶ For abandoning the mission at any point (including allowing the mediator to run his auction, but getting out alive): -2d10 Status
- ▶ For each member of the Warmongers killed: +1d2 Status
- ▶ For killing Hellbent, the Leader of the Warmongers: +1d10 Status
- ▶ For each Sniper killed: +1d2 Status
- ▶ For killing Barrage: +1d10 Status
- ▶ For killing the Mediator: +1d4 Status
- ▶ For succeeding in the mission: +2d10 Status

The Haunted Bridge:

A CLASSIC FANTASY ADVENTURE IN THREE PARTS

BY RICH LEDUC

“The Road Less Traveled”, “The Lost Lodge”, and “The Old King’s Tower” are three short interconnected Classic Fantasy-BRP adventures designed for a party of starting characters. Each adventure builds on the last and together they tell the story of an abandoned road through a mysterious forest. Nothing that follows is intended for players, it is for the GM only. If you are going to play these adventures, stop reading now.

GMs SYNOPSIS

This adventure is balanced for 4-6 beginning player characters. Each adventure requires the earlier adventure to be completed, but they do not need to be run consecutively. Each should take about one game session to complete, and other adventures may be interspersed between them.

In “The Road Less Traveled” the PCs find themselves travelling along a seldom used back-road during a moonlit night. They pass a strange bridge guarded by an unusual rustic who announces their crossing by sounding an enchanted horn. Unknown to the characters this is a haunted bridge and they have crossed into a druidic “fairy-tale” forest. In this land the animals of the wood appear as knights and maidens or vicious goblins and orcs – depending on their nature. Over the course of the night there are several encounters which allow the PCs to determine the true nature of the forest before day-break comes and they return to their normal existence.

Not only can people take the bridge into the fairy wood, but the animal-people can take it to the mortal lands. In “The Lost Lodge” the PCs learn of a reward for anyone who can stop the Midnight Bandit. It will be apparent to the characters that the mysterious brigand and his gang are raiding from across the haunted bridge. Travelling back into the fairy woods, the PCs locate an ancient hall which has been taken over by a small band of weasel-goblins. If they enter the hall to confront the brigands, they will have the opportunity to meet the spirit of an assassinated Druid-King and learn the formula for unraveling the haunted bridge, and for laying the various dead to rest.

The story ends in “The Old Kings Tower”. Using the knowledge gained from the dead Druid-King, the PCs decide to undo the haunting. Once this is done, they will have one night in which to explore a haunted tower and recover the enchanted horn. Exploring this tower is the third and final adventure.

THE ROAD LESS TRAVELED

In the middle of a moonlit night, you find yourselves traveling a forgotten forest road winding through uninhabited hills. Many centuries ago this road must have been important; remnants of pavement are occasionally underfoot on the otherwise dirt and mud track. Small signs of its original engineering are everywhere. Well made drainage ditches and stonework culverts still function as the original builders intended. Yet now the road is seldom traveled and completely





avoided at night. But, your mission is urgent, and this was the only way to reach your destination by morning. So far, the trip has been uneventful – the only encounter has been an old badger that disappeared into the trees at your approach. As the night wears on, the road drops down towards a small river known as the Morningmist, and follows it upstream. Rounding a turn in the road, you unexpectedly come upon a stone bridge illuminated by fires burning in braziers and guarded by a small tower...

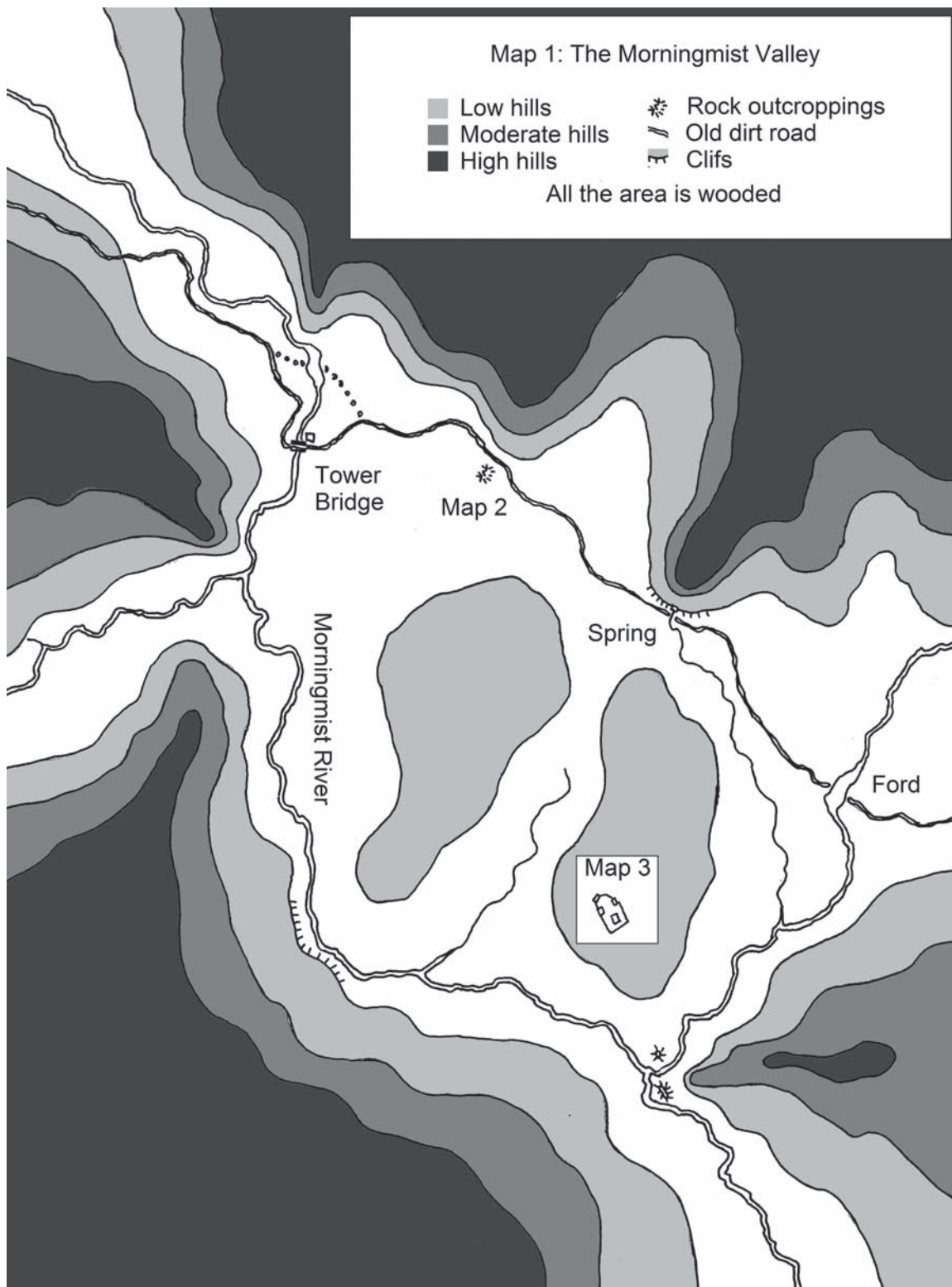
THE ADVENTURER'S STORY: As GM you may use this adventure anytime the characters are traveling along an appropriate back road in the middle of the night. But, if you desire, the following simple back-story can be used. Starting one evening from a country inn, the group is approached by an aged druid named Oswyn. While walking through the woods today he came upon a rare plant, Kalpathian blood root, which can be used to make a control undead potion. Unfortunately, the root will become useless if not in an alchemist's hands within a day. The head of Oswyn's order is a man named Eanfrid who is a skilled alchemist and can use

the valuable plant. Unfortunately he lives in another village some distance away and across a small range of hills. Oswyn is not fit enough to quickly dash across the forested hills, but he would certainly be willing to let the PCs try. The only hope to get the root to Eanfrid in time is to do a forced march through the night along an ancient road. Sure it might be dangerous, but that is why they call it adventure! Oswyn will promise adventurers 75 GP each should they get the plant safely delivered to Eanfrid.

THE HAUNTING

Once upon a time this part of the Realm was a backwater. At that time, the area around the Morningmist River was ruled by a war-prone Druid-King named Oswy. This king ruled over a small kingdom scarcely larger than one day's ride in each direction and covered with a thick and enchanted forest. As a druid, Oswy was in tune with the enchantments of his forest, but as the leader of a war-band, he was constantly raiding and fighting his neighbors. In that time, the rulers did not live in castles and keeps, but rather the nobles had large wooden lodg-

Out with a Bang



es where they drank and boasted through the night and prepared for sword-work during the day. Now Oswy was no different, and he had a large wooden lodge on a flat valley floor protected on three sides by the Morningmist River, and on the fourth by steep hills. This valley was

crossed by an even older road complete with a stone bridge and small tower.

One night after a particularly long session of drinking and boasting, an assassin entered the lodge and killed Oswy. As he lay dying, the Druid-King learned that his brother-in-law

The Bridge Guard			
Str 18 Siz 15 Pow 15	Dodge 90%	DB: +1d6	7/5
Dex 14 App 8	Listen 50%	HP: 15	7/4 7/6 7/4
	Spot 50%		7/5
Broadsword 120%	Long Spear 120%		7/5 7/5
1d8+1+db 20 HP	1d10+1+db 15 HP		Armor: Chain
The guard is an incomplete being; he lacks both INT and CON.			
<p>The rustic at the bridge is none other than the spirit of the loyal retainer. He is both dead and unresting. Being a spirit, he can not be killed; he can only be temporarily dispelled. Likewise, he does not learn or remember. Each night he will disappear from mortal sight and return the next clear night completely unchanged. Should he be dispelled, he will again return the next clear night; only by being laid to rest will he ever vanish from the mortal lands. He does learn over the course of each night. He will remember what has happened to him and who he has seen but only for that night. If he is pressed about events in the past, he will remember the night before his death (all those centuries ago) as "last night" and so on.</p>			

who was guarding the stone bridge had apparently abandoned his post. Believing that he had been betrayed, the dying Oswy swore blasphemous oaths for revenge. Unfortunately the brother-in-law had died earlier that night trying to warn the king of the treason. The oaths sworn by a dying Druid-King against a loyal retainer have prevented either of these two spirits from finding rest, and their haunting has created a magical link from the druid's "fairy" world to the Realm.

Now, every night on which clear moonlight falls on the Morningmist just as it did on that night long ago the stone bridge appears and allows travel to the fairy wood. The fairy wood can only be reached by crossing this haunted bridge. Crossing the stream on foot or traveling from the other direction leaves you in the normal world. The haunting is a powerful effect created by the dying oaths of a murdered king – this has created a powerful, but very localized and unique magical place. The bridge becomes a bridge to a mini-plane where the spirits of the forest animals living in the normal world take the form of people (or maybe better described as fairy people) who live out the normal drama of their wild-animal lives in

something resembling human form. For example, the character will come upon a female deer being attacked by a small number of wolves. Characters viewing this scene from the normal world would see a deer and wolves, but those who have crossed the bridge will see a fairy princess being assaulted by several orcs.

Just as the magical bridge is required to enter the fairy woods, the transition back from the magic forest always occurs either in a thick mist or when a PC is asleep or uncon-

scious.

The magic of this haunting is only available on clear nights! All of the effects unravel with the dawn. The bodies of dead orcs transform back to their "real world" equivalents, and magical effect ends at the instant of sunrise. Being in the wood at night fall will not transport the character to the fairy wood – and a wolf will remain a wolf – only by crossing the bridge can a character enter the fairy wood. Further, the bridge can only be crossed from the hills to the valley – characters in the valley travelling "backwards" will not encounter the ghost, instead they will only find the same ford that travelers see during the day. But, should they cross the ford, (which will assuredly be draped in a thick and impenetrable fog) travel a short distance up the road, turn around and head back, suddenly the ghost bridge will appear.

FOUR STRANGE ENCOUNTERS

On the first night as the PCs follow the road through the haunted land they will have four encounters shown on Map 1.

1. THE BRIDGE AND TOWER:

THE GUARD: As the party approaches the bridge they are greeted by an old warrior. He wears chain armor with an elaborate helmet adorned with images of the heads of wild boars. He leans on a heavy fighting spear, and a sword hangs on his belt. As the first PC reaches the edge of the bridge, the guard will call from the other side, “halt in the name of the king, what business brings you here?” If they halt and answer back with any reason for being on the road other than something blatantly treasonous (“we seek to slay the king”, for example) they will be invited to cross the bridge. Crossing without the guard’s permission will provoke a fight. If treated with etiquette, the guard will be gruff but polite, treating each character as if he or she were a person of some importance. As the party begins to head into the wood, he informs them “I’ll sound the warning so the king’s men will let you pass”. After that he quickly disappears into the tower. On a difficult Spot check the characters will notice that he disappeared before actually entering the tower. A few moments later he will be seen on the roof of the tower holding a large carved horn. As he blows a single loud note on the horn, any character that has set foot on the other side of the bridge can make a POW check versus 15, if successful the character notices faint spirit-like entities flying from the horn and streaking across the tree tops into the woods. Nothing more will come of this (but it is relevant for “The Old King’s Tower”).

FIGHTING THE GUARD: It is not expected that the PCs will fight the spirit. Should they do so, it will be horribly one-sided. He is not overcome through combat, but rather through investigation. Still, if someone engages him in combat, he will fight them. The good news is that only those characters that die outright from their wounds will actually die. Anyone fleeing the bridge will be allowed to escape; likewise anyone surrendering will be taken alive and unharmed, and he will offer an opportunity to surrender if it is clear he is going to kill them. Anyone who is unconscious, yet alive (even if

they are going to die on the next round) when the last character either leaves the bridge or is captured will survive and will wake up at the instant of sunrise on the banks of the stream. Their wounds will have been treated, all blood loss stopped. But the body of anyone who dies fighting the guard will not be found (see “The Old King’s Tower”).

TAKEN ALIVE BY THE SPIRIT: The spirit is not bound by typical physical restraints. All PCs who surrender to him will find themselves in an unlit cell with the only exit being a trap door in the ceiling that is barred from the other side. They will have no memory of the guard putting them in the cell. No PC that lost consciousness will be there instead they remain asleep until morning and wake at dawn (exactly with the first rays of sun light). For those in the cell, passing a POW versus 15 roll will allow them to break through a fog in their memory and recall the guard grabbing them and manhandling them into the cell. Anyone making a critical success will realize that the PCs were transported by a magical fog and not a human being.

A NIGHT IN THE CELL: Characters imprisoned in the cell will find it dark and without windows. There is no lock on the inside of the trap door – it can only be opened from above. Once captured, the guard does not return regardless of any fuss the characters might make. If they are quiet the prisoners can make Listen roll to hear what is happening outside – unfortunately for the characters they have no way of knowing that what they are hearing are not the events of this night, but rather the night in which the Druid-King and the guard were killed. They can hear the guard stop a stranger crossing the bridge, and a polite exchange ending with the guard sending the stranger on – then as he walks overhead they can hear him muttering something about the Warning Horn then he stops, realizing his error and shouts “Wait! Erginger Assassin! What have I done, I must save the king!” And he chases the stranger into the woods, abandoning his post. They will hear nothing else outside for the rest of the

night. Near dawn a powerful sleep will come over the characters – any character making a POW versus 15 roll will identify it as magic, but will still fall asleep, and everyone wakes up (along with any unconscious characters) on the banks of the Morningmist River at dawn surrounded by a heavy fog.

LATER ENCOUNTERS WITH THE SPIRIT: If on any night after the first the characters return to the bridge, the situation will be exactly as it was on their first arrival. When the group passes, he always sounds the warning horn, and characters will have a chance to see its magic spirits take flight. Additionally, the guard will never remember anything that happened on a previous night. If the characters had fought with him, they will be greeted exactly the same, and in the unlikely event that he was “killed” he will return the next night.

2 FAIRY “PRINCESS” IN DISTRESS

Ordinarily this encounter would be three wolves taking down a deer, but in the fairy wood it is different; as the characters make their way through the fairy forest they hear ahead in the distance the sounds of a fight. With a Listen check they can hear the angry snarling of orcs, and the defiant screams of a woman. Upon moving closer

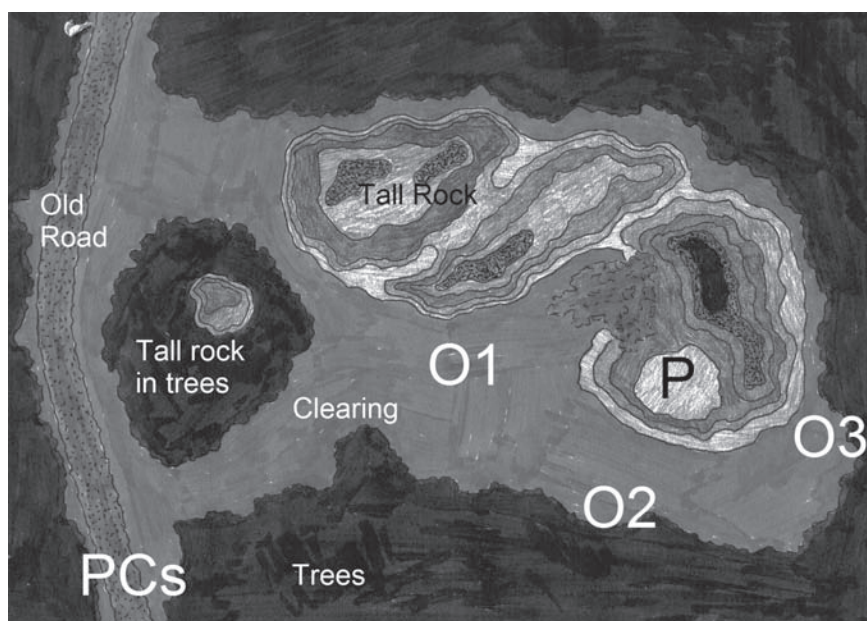
they will see the situation in Map 2. Three orcs (O1, O2 and O3) have chased a fairy woman (P) onto a rocky crag. She is armed with a club and has so far fended off their attacks, but it is clear that she has no hope of escape. The orcs are in no hurry. They are enjoying the sport of bringing her down, and they know they have won this battle. Given their dominance, they are looking for a way to drop her without getting hurt themselves.

THE FAIRY PRINCESS: The woman can be thought of as a fairy princess, but in the “real world” she would appear as a doe deer. In this world she is an attractive half-elven woman and appears to be a druid. She is dressed in finely made garments more suitable for court than for nocturnal travel. She carries a small pouch and a knife, but no other traveling provisions. She speaks the local common tongue.

THE ORCS: These are some rough characters that appear to be interested in killing the princess simply for fun. They are armed with wicked swords and mail. Their gear is muddy and rusted but, the edges of the swords appear to be sharp.

ORDER OF BATTLE: This encounter should be a good fight for the group, but not overly difficult. The GM may want to increase or decrease the number of orcs based on the size and composition of the party. Remember

that the group should have surprise, and thus could take on a somewhat tougher force. The princess is standing on the top of a large stone about fifteen feet tall. It has soil along one side making a crude ramp to her perch. So far she has cast a level 3 Entangle on the vegetation of the earthen ramp to make it hard for the orcs to get to her, and Shillelagh on her club. She can only keep the orcs at bay for a short time more – the GM should pick a time based on



Doe Eyes

Each of the two stones are enchanted items which gives their possessor skill bonuses. The first topaz grants +5% Listen and the second +5% Jump. Importantly, these topazes are “normal” magic items; they work during the day and will continue to do so even if the curse is broken.

the player’s actions. The time should be short enough to require immediate action, but not so short that they must act without planning. Typically, it might be something like three or four rounds.

If rescued, the fairy princess will introduce herself as Enfeld and offer the characters, as a reward, two stones that she is carrying. Each stone is about an inch in diameter, brown, with one large black spot. On a successful Appraise roll a PC will be able to recognize them as a local form of topaz known as “doe eyes”. If asked, Enfeld will travel with the group; otherwise she will head into the high country towards no particular destination. Should someone offer to escort her, she will claim to be heading to the same destination as the group, and will travel with them.

3. THE OLD-KING’S SPRING

At one point the road is crossed by a small streamlet flowing from a nearby artesian spring that radiates a perceptible magic – a faint glowing coming from the water. The spring comes from a rock carved as the head of an ancient king wearing a boars-head helmet. If Enfeld is with the group, she will warn them that it is a magic stream haunted by a sleeping king who is waiting for eternal rest – anyone drinking the water will suffer the effect of a common sleeping potion. A character succumbing to the potion will fall into a deep sleep lasting until dawn. Should anyone take some of the water, it will lose all its power if exposed to sunlight, but if properly protected from light it will keep the magical effect even in the mortal lands, but it will only work at night and induces a slumber

lasting until the dawn. Additionally, any character seeing the boars-head helmet may make a Knowledge (folklore) roll to recall the story of the cursed Boar King whose ghost is said to still haunt the woods of the Morningmist River.

Clever characters may take water from the King’s spring and use it as a sleeping potion. They can easily fill any containers they have with them, but care should be taken as the water loses any magical effect if it is exposed to daylight. If it comes up, it should take at least a full cup of the water, drunk in one setting, and unaltered (you can not cook with it or anything like that) in order to require a resistance roll.

4. FORDING THE MORNINGMIST:

Provided the PCs are still racing along the road, the last encounter in the haunted forest is the second crossing of the Morningmist River. Here there is a shallow ford that is easily crossed on foot or horseback, but this evening a heavy mist lies over the river and the far bank is not visible. As the party crosses, if Enfeld is still with them, she will trip and fall in the water midstream (if mounted, she slips off the horse) and emerging from the dark splash of water is a doe deer that quickly leaps to the far bank and disappears into the woods.

AFTERWARDS

SEARCHING BY DAY: All the magic of the fairy wood is lost by day. During the day the bridge is gone and the road crosses the river at a ford. Searching the thicket upstream of the ford it is possible to find scattered stones and the partially filled basement of an old tower. Of course, anyone captured by the ghost will wake up in this dirt-filled basement at dawn.

Likewise, the spring flows out of the ground and across the road without any sign of the carved head of a king, and the water is cool and refreshing but in no way somnolent. By the light of day, the bodies of the orcs will appear as dead wolves with wounds that correspond



to those of the orcs. Should Enfeld be lost, her body is that of a young doe.

In this adventure the characters learned of the existence of the fairy wood. If they are interested, they may attempt to uncover the secret of the bridge, in which case they will have access to this magical land. But even if they do not pursue this, they are now positioned for the second adventure. If the blood root is delivered successfully the PCs will be paid the promised 75 GP each. Oswyn and Eanfrid will be favorable towards the group, and they will make good contacts with the local druids.

This opening story presents more loose ends than it closes. From just this adventure, it is impossible to know everything that is going on with the fairy wood. Be prepared for characters to go back to the wood after the first night and try to figure out what is happening. It should be possible to determine that the effects only occur at night, and that animals appear as people, but who is the guard at the gate, and what is the source of the magic is unanswered (of course, the next two adventures address those questions). That the guard has a magic horn should

be known, but not how to get it. See “The Old King’s Tower” for more on the horn.

Further, it is possible that the plants Oswyn asked the group to deliver were a sham. It could be that he knew (or had guessed) something of the history of the Morningmist River and had sent the party in under false pretense. It is left to the GM to decide if this is the case, and if so, what to do with it.

THE LOST LODGE

“Hear ye, hear ye! Our Baron Beorhtric has declared a reward of 1000 GP for whoever can rid him of the Midnight Bandits!”

Word reaches the player characters that there is a mysterious group of bandits who only raid at night. They have been pillaging the countryside; attacking farmsteads and carrying off anything they can get their hands on. They are brazen in their attacks and recklessly destroy life and property. They make no effort to cover their tracks, and after each raid they are easily followed into the wooded hills. But always their tracks disappear at the first ford of the Morningmist River. No one has yet been able to find

The Midnight Bandits		
The Goblin Magic-user		
Str 7 Con 13 Siz 6 Int 17	Spells: Dark (58%)	DB: -1d4
Pow 15 Dex 18 App 12	Magic Missile (58%)	MP: 15
	Hopelessness (48%)	HP: 19
	Sleep (48%)	MV: 8
Knowledge (Spell Lore) 63%	Stealth 49%	Club 34%
Listen 49%	Hide 49%	1d6-db
	Dodge 49%	15 HP
Large Goblins		
Str 11 Con 14 Siz 8 Int 8		DB: 0
Pow 10 Dex 17 App 6		HP: 11
		MV: 8
Javelin 50% 1D6 Shield 50%	Stealth 30%	
Short Sword 50% 1D6+1	Hide 30%	
Small Goblins		
Str 8 Con 10 Siz 7 Int 12		DB: -1D4
Pow 12 Dex 14 App 7		HP: 9
		MV: 8
Sling 50% 1D8-1/2 db Shield 45%	Stealth 75%	
Short Sword 45% 1D6+1-db	Hide 75%	
There are three small goblins and one large goblin in the outer group and three large goblins and one small goblin in the inner group.		

residence within the Druid-King Oswy's old lodge. They have learned that they can cross the bridge at sunset and raid into the human lands, and as long as they return before sunrise they will be able to return to their home. Since the baron's men never pursue the bandits until the day after their raids, by the time his men follow the bandits trail, the sun is up and the haunted bridge is gone. Thus, the baron's men never find the fairy wood and always lose the Midnight Bandits trail.

The bandits are primarily interested in immediately useful things; they steal mead and ale, bread and cakes, but leave behind valuable cattle and grains. They will also take any shiny worked metal or jewelry they can find. They would have not engendered nearly as

any sign of the bandits across the river. Locally, these mysterious raiders are being called "the midnight bandits", and the baron has offer a generous 1000 GP reward for their destruction. This is a rich prize and warrants serious consideration.

THE MIDNIGHT BANDITS: The Midnight bandits are two families of weasels that have been united under a gifted (for a weasel) leader. In the fairy wood they appear as small goblin-like men and they have taken up

much hatred from their theft if it was not for their habit of burning buildings just to watch the flames. Since they cause such pointless destruction while completely evading the law, they have forced the baron to offer a rich reward.

THE ADVENTURE

INVESTIGATION: Clever players will want to investigate the Midnight Bandits before head-

ing after them. An Idea roll will locate a farm that has recently been raided. From there it is up to the PCs to get reliable information from the witnesses. Judicious use of Persuade, Fast Talk or other communications skills may be attempted at the GMs discretion. The specifics of the investigation are left to the GM, but a casual investigation should reveal that the bandits are a group of eight goblins and a goblin leader. A more detailed effort will learn that the bandits work in two teams, and that the goblin leader fights alone. A few details are provided here to help the GM add color to the investigation. At one raided farm there is a man named Athelstan who had been out at a shed just after midnight, when he noticed a group of four goblins make their way around a field towards the barn, as he was preparing to warn the farmstead, he saw another band of four goblins coming the other way towards to homestead. Then suddenly he was knocked unconscious by yet another goblin who took him by surprise. If the characters investigate further, they might discover a maid named Cyniburg who was also out that night. She had seen the goblin attack Athelstan. If motivated, she will report that the attacking goblin suddenly appeared directly in front of Athelstan swinging an iron-shod club. Further, she saw that after Athelstan fell, the goblin fiddled with a ring on his finger and then once again disappeared from her sight.

CROSSING THE BRIDGE: Crossing the bridge will go exactly as described in “The Road Less Traveled”. Unless the characters have taken actions to guarantee that the Midnight Bandits

are on a raid, the guard will report that no one has been on the road that night.

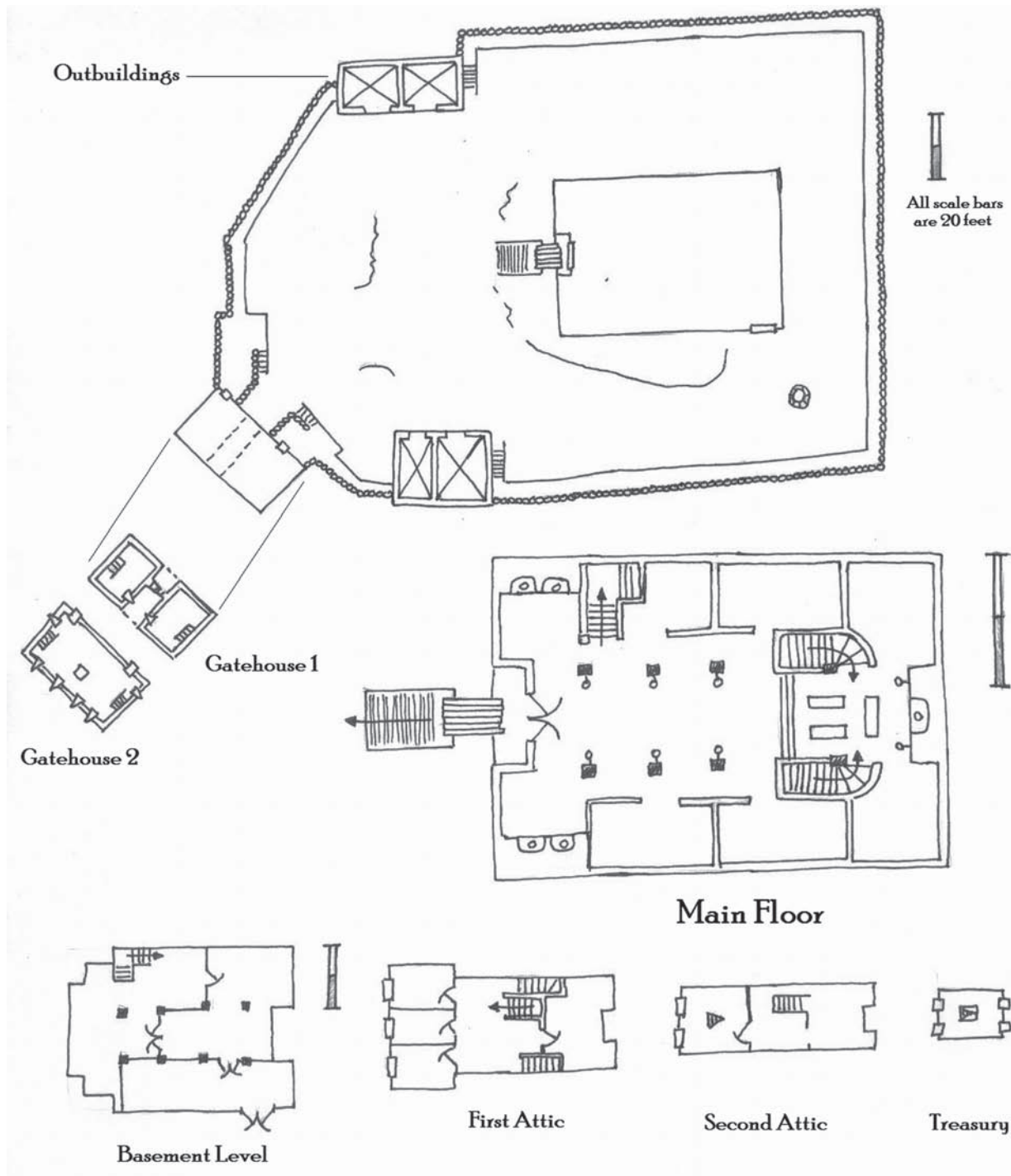
FINDING THE LODGE: The goblins are easy to follow through the woods. They make no effort to conceal their tracks, and take delight in breaking bushes and tree limbs as they travel leaving a clear trail. There is one spot where the trail disappears in a thicket of trees near a small stream. If a character has Tracking then it can be used to follow the goblins, or lacking that, any good plan from the characters will work (traveling in a large circle until they once again cross the goblin trail for example). The most important consideration is keeping track of the time of night because at daybreak the haunting will dispel no matter what the characters are doing.

CONFRONTING THE BANDITS AT THE LODGE: Map 3 shows the layout of the enclosure as well as a floor plan for the lodge. The lodge sits in the middle of a palisade with several out buildings. It is built in a style not used for hundreds of years. The building is made of massive rough-hewn timbers with a steep shingled roof and a heavy stone foundation. It appears to contain at least four floors (counting the attics) with the main doors on the first floor at the top of a short flight of stairs. Below the first floor is a basement that can be entered from the rear of the building. Additionally the steep roof contains two “attic” floors, each smaller than the floor below. The palisade and outbuildings are built of native logs and heavily adorned with intricate wood carvings and fanciful embellishments.

Originally the basement would have been a barn, and would have housed the important animals, horses and cattle, as well as larger items like ox carts etc. The fighting men would have eaten and slept in the great hall of the first floor with their war-gear being stored in the surrounding chambers. The attics were reserved for the king and his family, as well as for the storage of food and treasures. Now the hall is almost completely empty. The basement is deserted. The great hall is inhabited by the ban-

The Magic Ring

The goblin leader has Oswy’s magic signet ring which makes the wearer invisible to star and moonlight. It has no effect on light from fires, the sun or magical sources. Thus the wearer can cross a field under the night sky completely unseen, but as soon as he entered a lamp-lit tavern he would be just as visible as anyone else. Further the effect is broken should the wearer make an attack or similar aggressive action.



dits, and the upper floors are the domain of Os-
wy's ghost.

a. THE OUTER GUARD: The first four
goblins are supposed to be guarding the lodge,
but instead they will likely to be playing knuck-
lebones in the gatehouse. Careful characters
should be able to devise a plan to deal with
them without creating too much noise. Though
they are not standing a military-style guard,

they are also not completely lax. Every few min-
utes one or another will get up and have a look
outside. And they should, in general, get per-
ception checks (either Spot or Listen at base
25% chance as appropriate) to notice any ac-
tivity near their side of the enclosure. Although
they can easily be avoided, if there are sounds
of fighting coming from the main lodge, the
four goblins will quickly join the battle (and

this could make for a difficult situation for the characters).

b. THE GREAT HALL: The second set of goblins will be in the great hall unless something has alerted them. If they are taken by surprise, then they will grab nearby javelins and simply attack the group head on. If they have the opportunity, they will hide in the dark recesses of the side rooms and pepper the group with sling stones.

c. THE GOBLIN MAGIC-USER: If the master goblin has time to prepare, he will retreat to the stairs, and use magic to help his fighters. If taken by surprise, he will try to use his fighters as a screen while getting to a position to cast spells. If this is impossible, he will grab a club and dash for the stairs. Should the opportunity present itself, and it is clear that the fight is going against him then he will flee upstairs past Oswy's ghost, and will attempt to harass the party while they are dealing with the ghost. Since the goblin is not a true mortal spirit he will not cause the ghost to appear. Note: The goblin magic-user is built as a player character including Total Hit Points. If the fight appears to be going too well,

this can include Fate Points also however the game master may ignore this if the party is having a hard time.

d. THE TREASURY: The topmost attic was the dead king's treasury. In years past this room would have housed the great treasures plundered from the Druid-King's rivals until they were bestowed on followers and guests. Now the room holds the plunder of the small band of goblins. If any of the goblins are still alive, this is where they will make their final

Zombies and Skeletons			
Skeletons			
Str 12 Siz 13 Int 1	Commands: Attack Mortals	DB: 0	3
Pow 12 Dex 14		HP: 0	2 3 2
		MV: 10	3
			3 3
#1	#4		Skeleton #3
Scimitar 75% 1D8+1 19 HP	Short Spear 75% 1D6+1 15 HP		3
Round Shield 75% 20 HP	Round Shield 75% 20 HP		7/2 7/3 7/2
#2	#5		7/3
Scimitar 75% 1D8+1 19 HP	Great Hammer 75% 1D10+3		7/3 7/3
Round Shield 75% 20 HP	15 HP		
#3			
Broadsword 80% 1D8+2 20 HP			
Kite Shield 75% 22 HP			
Zombie 1			
Str 15 Siz 13 Int 1	Commands: Attack Mortals	DB: +1D4	5
Pow 12 Dex 7		HP: 0	2/4 6/6 2/4
	Broadsword 75% 1D8+1+db	MV: 8	6/5
	20 HP		2/5 2/5
Zombie 2			
Str 18 Siz 13 Int 1	Commands: Attack Mortals	DB: +1D4	5
Pow 12 Dex 9		HP: 0	2/4 5/6 2/4
	Warhammer 75% 1D6+2+db	MV: 8	5/5
	20 HP		2/5 2/5
Zombie 3			
Str 21 Siz 13 Int 1	Commands: Attack Mortals	DB: +1D6	5
Pow 12 Dex 7		HP: 0	2/4 5/6 2/4
	Morning Star 75%	MV: 8	5/5
	1D10+1+db 12 HP		2/5 2/5

stand. Otherwise, the only occupant will be the unseen ghost of the dead king. Sausages, kegs of ale and the like are thrown haphazard around the room. With a Knowledge (Academic Lore) roll, the characters should be able to tell that this was formerly a treasury. Alerted to this, they may think to attempt to find any hidden spaces in the room. A successful Spot roll will locate a false covering on one of the carved pillars. Behind this is the goblins treasure of shiny items. This includes 78 GP, 231 SP and 482 CP, as well as three simple silver rings each worth 5 GP, a well made copper (with silver inlay) necklace worth 22 GP and a gold torque worth 49 GP.

ENCOUNTERING OSWY'S GHOST:

The upper floors of the lodge are haunted by the restless spirit of the dead Druid-King. The ghost will appear to any group of mortals that should venture here. Unlike most ghosts of the Realm, Oswy is harmless, but scary. He will try to tell to the characters how to break his curse and free himself and the guard. To break the curse someone must go to the bridge guard and tell him that Oswy is dead, and that he is to meet the king "at the light". The guard will know what that means.

The encounter with the ghost is left largely undefined. The GM should feel free to play it up and make it spooky, and if the adventure is going too quickly to make it more dangerous. Some classic "spooky" touches include having the walls bleed – and the blood is spelling a message "Oswy was wrong – he forgives" and later have the dead king's specter appear suddenly grabbing a characters shoulder and shouting "Tell him I am dead! He must meet me at the light!" then disappearing as fast as he came. Add a few moving objects and the occasional slamming door to keep everyone on their toes.

The ghost does not want to harm the characters. Of course, they don't know this, and if the Goblin Magic-User is running around taking pot shots at them, it could be a stressful time for the PCs. Play it up and try to keep them guessing. The only important elements

of the encounters are that the characters learn that they need to tell the guard that the Oswy is dead, and he is to meet "at the light". This sets the stage for the last adventure.

Depending on how well the group is doing at figuring out what is going on, you may want to have them discover a scroll with the last proclamations of the king. This scroll could then provide any back-story that is still un-guessed by the players. For dramatic effect, add that the scroll was ordered to be placed with the king in the lodge, which was then burned as his funeral pyre.

FINAL ACTIONS: If the characters successfully kill the goblins they will likely want to collect the 1000 GP reward. Unfortunately at dawn the bodies of the goblins will transform into weasels and no one will believe that they are the dreaded Midnight Bandits. It is left to the players to determine how to rapidly get the bodies to the baron's manor, gain a nocturnal audience with the lord, explain what happened and why in a few moments the bodies will transform into weasels. If this can be done, and the baron is convinced his problem is gone, he will gladly pay the reward, but if he is skeptical he may take a wait and see approach. Details are left to the GM, but consider that the baron is an honest man who will keep his word, but who is used to having people try to swindle him.

If the baron can be convinced of the characters success they will have earned a powerful local patron. Since the baron is the primary source of law in the region, it is useful for adventurers to be on his good side. A bungled attempt to collect the reward by bringing the baron a brace of dead weasels is likely to not look good for the group.

THE OLD KING'S TOWER

"Oswy is dead – go meet him at the light. Leave now and meet with your appointed destiny!"

"Oh, I have feared this was true!" laments the guard on the bridge, "I must go. I will answer his call."

You become aware that slowly to the west a dim light has appeared through the trees. As it becomes brighter, the guard turns towards it and smiles. A flash of light departs from him and shoots through the woods towards the glow as his body turns to smoke and slowing dissipates. Moments later the two lights meet and both wink out of existence. As the two spirits go to rest, you and your companions stand in the silent dark on the old bridge next to the now deserted tower. The only sound being the occasional crackle of the fire in the braziers.

Suddenly, your thoughts turn to the magic horn that was kept on the top floor of the tower...

THE TOWER: Although the PCs have broken the curse using the knowledge gained at the lost lodge, the magic gateway to the fairy wood will persist until the next dawn. This presents the characters with a classic adventure. They have a tower full of danger; they know that there is a treasure at the top, and a time limit to get to it. The layout of the tower is shown in Map 4.

THE DANGER -- ROOMS FULL OF UNDEAD: Everyone who has ever died fighting the guard has been affected by the curse. Although their spirits have been free to pass on, their bodies are stuck in a magical limbo. The bodies become mindless minor undead that fill the tower waiting for that final dawn after the curse is broken and they will disappear forever. After the guard is gone, they are the main obstacle between the PCs and the horn. Note: Skeletons and zombies do not possess total hit points and must be hacked to pieces to be destroyed. However, destroying the head will also end the enchantment.

THE TREASURE -- THE WARNING HORN: The enchanted horn the characters have seen the ghost using is a Horn of Warning. For starting characters, it is a powerful treasure that is worth risk.

THE TIME LIMIT: If the group has not determined that the magical effects of this area persist only until dawn, you should probably give them an Idea roll. It is not much fun if the

players decide to head out after the first encounter to heal up and regroup, only to come back on another night to find the curse is permanently broken and the magic is gone forever.

THE BRIDGE TOWER

1. THE ENTRYWAY AND FIRST FLOOR: The characters may have already seen this area if anyone remembers a night in the cell. The outside stairs are made of solid stone and have no railing. The front door is solid (8 armor, SIZ 16 dead bolted – SIZ 31 to bash) and locked with a heavy recessed lock. The key was on the ghost and turned to smoke along with his body. Originally the entry room was used by soldiers waiting for action so in each corner was a wooden rack holding three spears ready for immediate use. There are stairs going up and a trap door in the center of the floor. The zombie remains of any character lost fighting the ghost in any earlier adventures will be in this room. The bodies will have been animated by the curse and will fight against the characters.

2. THE SPEARS: Any character inspecting the spear racks will discover that they have continued to age. The wood is damp and decayed – likewise for the shafts of the spears. Interestingly the spears heads are so well made that they have only tarnished, but are still serviceable. Each of the 12 spearheads is worth 10 GP.

3. THE CELL: The cell is accessed through a trap door in the middle of the first floor. Unless someone was captured this evening, it is empty.

HORN OF WARNING: This is a magical horn that can be heard at unnaturally long distances. When blown it makes the normal sound of a horn, plus the sound can be heard by anyone in a 30 degree arc in front of the horn that extends outward one mile per 5 Neutral Alignment points of the users (and to a maximum width of two miles). Further, should a druid expend 1 Magic Point this distance is extended three fold.

4. THE HORN ROOM, SECOND FLOOR:

This room has a pedestal in the center which holds the Warning Horn. The room also holds the remains of three recently deceased individuals. These partially decomposed corpses are animated by the curse, and fight as zombies. Any living creature they detect will be attacked. There is a 65% chance they will break off an attack on anyone leaving the room. If the fleeing adversary stays within the tower there is a 25% chance every five minutes or so that one zombie will sense them and attack.

5. THE PEDESTAL: A two foot diameter, six foot tall stone shaft sits in the middle of this room. It is carved with images of the horn and it appears that the top 12 inches will somehow left off. Additionally, there is an odd shaped hole like a diamond turned on its side and slightly flattened in the center of the top. If the “key sword” is stuck into the hole (from the Thanos Chamber #6), a simple lock will be undone and the top can be lifted straight off. Alternatively, the lock can be picked, but since the mechanism is so deep in the pedestal all attempts are difficult.

6. THE THANES CHAMBER: The third floor was formerly the chamber of the knight charged with guarding the bridge. It is decorated with aged and worm-eaten tapestries and holds the remains of five skeletons. Like the zombies, these skeletons will mindlessly attack anyone they can detect, and may follow characters out of the room should someone flee. Chief among the skeletons is the actual body of the guard; the first victim of the curse. It behaves no differently than any of the others, but unlike all the others it is armed with a gleaming sword that looks unaffected by time and wears a suit of rusty chain mail (7 armor points on all locations except head). This sword is the key sword of the pedestal on the second floor, and it is also a magic +1 broadsword.

7. THE TAPESTRIES: The tapestries represent the ancient history of the region. Various early kingdoms and their wars are shown, and anyone making an Easy Knowledge (Politics) roll will be able to see how the politics

of the past impact the local baronies of today. Successfully completing this task will entitle the character to a +3% Knowledge (Politics) bonus for their understanding of the history of the regions nobles. Alternatively, this would be an excellent place for the PCs to find clues to some other dungeon of the GM’s design. Perhaps one image shows a burial mound or tomb in enough detail that its long lost entrance could now be discovered.

THE ROOF: The roof is unguarded and empty. The third floor is accessed through the locked trap door. Succeeding at a Spot check will allow any character examining the valley from here to see the Lost Lodge.

WANDERING MONSTERS: The undead sense life within the tower in some unknown magical way. Every 5 minutes that the PCs are in the tower there is a 1 in 6 chance for an encounter. Any monster destroyed as a random encounter will not be present in its original room.

1-4: One zombie from the second floor

5-6: Two zombies from the second floor

7: One Skeleton from the third floor

8: Two Skeletons from the third floor

EXPLORING THE TOWER BEFORE THE GUARD IS DISPELLED: Anyone attempting to sneak into the tower while the guard is on duty outside will find everything as described above, but additionally they will need to make sure they are not heard by the guard. Should he hear anyone in the tower he will come and investigate and anyone found inside will be attacked. See “The Road Less Traveled” for full combat statistics. Interestingly, the guard and the other undead will not interact at all with each other. The guard is connected with the Warning Horn, and will immediately sense anyone touching it. He will know the horns location and will hunt it until it is recovered or he is dispelled.

THE FINAL DAWN: Anyone observing the last dawn of the curse will not see the usual mist rising from the river, nor will a great sleep come over them, instead the light of the sun will hit the tower and bridge and they too will

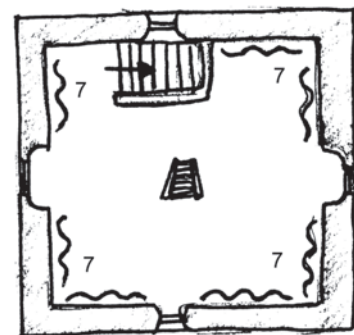
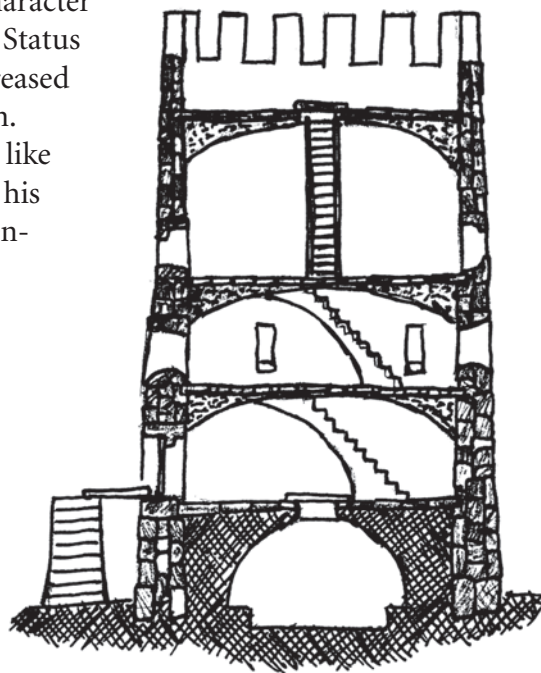
turn to smoke and drift away in the breeze. All observers will feel the weight of the curse lift from the spirit of the area and they will know that a blasphemous magic is gone.

Should the characters dismiss the haunting, the bridge will vanish forever. There will be no way to return to the fairy wood, and everything in it will be gone (like the dead king's spring). There are not necessarily many loose ends at this point. If the group has been working with Oswyn and Eanfrid or the baron then they would be good sources of future adventures. Likewise, if they have convinced the baron that they destroyed the Midnight Bandits and further removed a haunted bridge from his land, he will be very favorably inclined towards them.

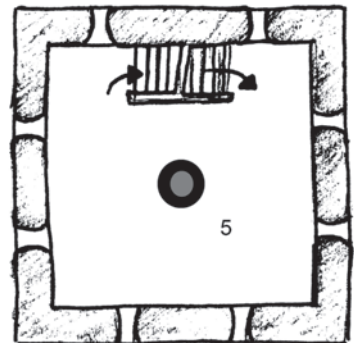
Magic items from the fairy wood will continue to work.

PCs dismissing the curse should receive alignment points based off their motives. Those seeking to remove a source of Evil should gain +4 Good points while those in it just for the money should gain +3 Neutral points. Finally, each character should gain a point of Status representing their increased reputation in The Realm.

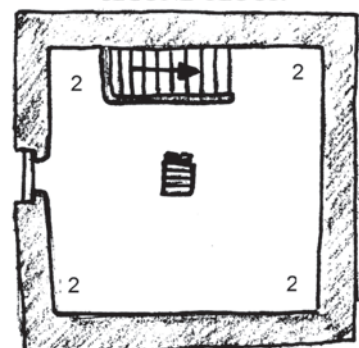
The author would like to thank Rod Leary for his assistance with this adventure.



THIRD FLOOR



SECOND FLOOR



FIRST FLOOR



THE CELL

Company Town: Stepchildren of the Night

A BRP ADVENTURE

BY

MIKE CZAPLINSKI

PREFACE

This is an adventure for Chaosium's Basic Role-Play system intended for 3-5 players. It uses the basic rules, as well as variants of the superpower and sanity rules from the basic BRP book.

INTRODUCTION

Advanced Concepts Research is not a normal company. Founded just after WWII by a partnership of the US military with a commercial concern founded by several German scientists who had been 'recruited' from their previous by Operation: Paperclip, it does no advertising or marketing. In fact, it has been known to go to great lengths to avoid being mentioned in any publications. And they like it that way.

Their only product is pure scientific research of the most cutting edge type. ACR, or people who had worked there, have been involved in almost every scientific advance from the invention of the transistor through the first cloning of sheep. But the majority of their income is derived from the ultra-secret and ultra-advanced projects they have been doing for Uncle Sam, and to maintain their legendary discretion and protect the general public from the possibly harmful side effects of their more dangerous researches (such as Project X4B: Cotton Eating bacteria, that was accidentally released in downtown San Francisco in 1955 but only resulted in a rash of arrests for indecent exposure.), they bought a failed silver mining town in the forests of northeastern Nevada called Alsop and sought to make a self

contained city that could provide every service, scientific, medical, material, and social for their staff of cutting edge scientists to minimize the distractions that could interfere with the next big breakthrough that will change the world (like, for example, the invention of computer information networking by ACR's telephone research lab in 1961).

Unfortunately, scientists are human, and for all that the average IQ of Alsop is 136.432, they have their share of domestic disturbances, jaywalking, petty theft and fist fights. ACR's Security division has found itself acting as the local police department, concerned as much with keeping dogs from fouling the sidewalk in front of the town square as they are with enemy spies from infiltrating their research facilities. They have adopted a community policing model, which encourages all employees to have a hand in patrolling the streets and responding to disturbances alongside personnel with law enforcement training and experience. Everyone is expected to do a week every 6 months or so, and most of the time it is a week of routine boredom.

Most of the time.

CHARACTER CREATION

The players will all take the role of an ACR employee fulfilling their periodic commitment to act as a auxiliary deputy to keep the peace in the town of Alsop. Since this adventure is intended as an introduction to the BRP game system, GMs are encouraged to make the creation of characters part of the process, but for those

GMs who don't want to go through this process, 4 pregenerated characters will be provided at the end of the adventure. These characters have their professional skill points distributed, allowing the player to distribute their personal skill points as they see fit.

Characteristics should be generated as per page 16 of the BRP rules with one addition: the EDUCATION (EDU) statistic is generated with $3D6+3$.

Because of its broad range of research fields, almost any Profession in the modern era could be used, but the following would be most appropriate: Clerk, Computer Tech, Craftsman, Detective, Engineer, Explorer, Lawyer, Lawman, Mechanic, Pilot, Scholar, Scientist, Soldier, Spy, Student, Teacher, Technician.

Instead of the standard method of calculating skill points for Professional and Personal skills, the following streamlined method should be used to speed creation:

For Professional skills, the character gets one at 70%, 3 at 50%, and 5 at 30%.

For Personal skills, the character gets 2 at 60% and 4 at 40%.

These are not added to the base for the chosen skill; they are the character's actual skill.

The following skills are featured prominently in this adventure: Spot, Science: Forensics, Science: Biology, Medicine, Track, and Weird Science. During creation, the GM should make sure that at least one character has each of these skills.

VARIANT RULES

“Shock” variant of Sanity: The world of COMPANY TOWN is loaded with many wonders, both benign and terrible, that can stop the strongest willed person in their tracks, even if for a moment. To model this more closely, each character will have a ‘Sanity’ score calculated in the normal manner ($POW \times 5$). Whenever the character experiences an out of the ordinary event (as decided by the GM), they will roll against their ‘Sanity’ score. If they succeed, they can continue to act normally, if they have a

simple failure, they will be unable to act for one combat round due to shock, and if they fumble the roll (96 - 00), they will be totally frozen by horror at what they are seeing for 1D6 combat rounds. Thus, even people with very high Sanity scores will tend to be able to hold it together until they roll a fumble, and then crack. Unlike the standard Sanity rules, the Sanity score will not tend to drop unless the character fumbles; in that case the GM should assess a SAN loss appropriate to the situation (as given in the BRP basic rules). In non-combat situation, a regular failure will result in a -10% for any skill roll for the next 30 minutes of game time.

“Weird Science” Skill: Research beyond the boundaries of known science is ACR's stock in trade. To better simulate this knowledge without having to introduce separate skills for non-standard sciences we have created a skill called Weird Science. Mechanically, it is similar to the Martial Arts skill in that it works in conjunction with the standard Science skills to measure the characters familiarity with cutting edge theories: when analyzing a piece of ‘weird’ data or technology, the character with an applicable Science skill will have to roll under their Weird Science skill. For example: the characters are called on to investigate the destruction of a lab in ACR's biology institute. They find a large quantity of green slime that is obviously organic in nature, but defies analysis until a character with both Science: Biology and Weird Science rolls under his Weird Science skill to discover that it is the remains of a human body that was attacked by some sort of biological warfare agent. Weird Science can also be used in conjunction with Mechanical or Electrical repair to construct, deactivate or analyze devices utilizing the same sorts of cutting-edge science.

SETTING-APPROPRIATE POWERS:

The world of COMPANY TOWN is our present day, but with comic-book science, where the local constable carries a plasma blaster and who often has to chase down a runaway robot whose artificial intelligence core was created by

a student for the high school science fair. For all the weirdness, though, everything is based on a kernel of real-life science taken to a fantastic extreme. An individual GM could just as easily posit that all of ACR's advances are based on sorcery, or the reverse engineering of extra-terrestrial technology, or on the results of time travellers from the far future becoming marooned in the present day, but this adventure was written with the assumption that there is no such thing as the supernatural or any aliens.

Characters with the Weird Science skill can, with a successful roll of the appropriate general Science or Repair skill, can create gadgets or chemicals that temporarily duplicate the effects of various super powers (or even psychic abilities or mutations), but all such effects must be based on an obvious physical device and provide no more than 1 level of effect per level of success on the skill roll (Normal success, 1 level, Special success 2 levels, Critical 3 levels). Levels of effect can be 'traded' to allow the physical device to be concealable, and if a character fails their roll, the GM is encouraged to let them think that the device will still work, but have it fail in an spectacular manner when it is most needed.

ACT I: BITING THE HAND

SCENE I

The adventure begins early in the evening of the characters' last day of their week of community policing. It has been a very quiet week: the most stressful call they have received was the principal of the Alsop Unified School reporting that some pranksters had poured a fast-congealing polymer into the school swimming pool just before a swim meet, turning the water into a non-newtonian fluid that nearly drowned the girls swim team. It had taken less than a day to track down the culprit, the son of one of the senior chemical engineers in the nano-structural fabrication lab who was a lot

less able to cover his tracks in ACR's inventory system than he had thought.

Encourage the players to banter back and forth, to establish rapport and put them at ease. At an inopportune moment, the citizen's report hotline rings.

The caller is Dr. Yarborough (from the Prosthetic Limb research department) of 35 Abbey Lane (the caller ID system confirms this) reporting a disturbance at his neighbor's house, 47 Abbey Lane. He says he heard shouts and the cracking of a window. Standard procedure is that they need to go out there in person.

47 Abbey Lane is the residence of Dr. Camille Varney, a lead researcher in the Applied Biophysics laboratory.

Before going, the players will have the chance to draw any equipment they need: weapons (both lethal and non), body armor, remote sensing equipment, night vision goggles, basically anything that they think a police officer might use (use the equipment lists from the BRP Basic rulesbook, or if you have access to it, the BRP Modern Equipment Catalog, for inspiration). Also, they should be allowed to carry cellular telephones or smartphones or even portable computers. Having access to these will allow the characters to more quickly research clues. A generous GM could even allow these portable electronic devices advanced analytic capabilities like being able to quickly analyze blood and tissue samples for the same reason.

For their use, they have a large Sport Utility Vehicle prominently marked with the ACR Citizen Security Patrol logo.

SCENE II

Abbey Lane is on the outskirts of Alsop, and winds up hills thickly forested with old pine trees. It is early evening, and the air is chill, causing an odd mist to rise from the damp ground. As they turn onto Abbey Lane, they will notice that several street lights seem to be out, which makes the scene eerie.

Houses on Abbey Lane are large and farther apart, and are generally given to the more

senior ACR personell. House 35 is about 1 kilometer up the road, and as they pull into the driveway they see Dr. Yarborough come out to meet them. He is a short man with a sharp face and wild eyes, and seems very nervous.

“It was the weirdest noise I’ve ever heard,” he says, pulling out a cigarette and shakily putting it to his lips, “Camille.... Dr. Varney keeps to herself, you know? This is a quiet street, lots of trees, lots of privacy. I know she likes to work from home, she likes her solitude,” Dr. Yarborough flicks his left thumb and a flame jumps from the tip to light his cigarette. After a drag he exhales through his nose, drops the cigarette, and continues, “It was the most God-awful racket! Breaking glass, shouting, and howling like....” Yarborough shudders.

Further questioning about the time leading up to the event will cause Yarborough to remember that someone he didn’t recognize had knocked on his door just after sundown, asking for directions to Camille’s house.

“He was about 7 feet tall,” Yarborough stammers, his left hand opening and closing rapidly with an audible clicking, “Wearing a black cloak & big black hat. And those eyes,” he trails off, his hand still clicking. He holds it up, still clenching open and closed, and slams it against the house several times.

“Sorry, its a prototype,” Yaborough was sheepish, “It goes a little hayware when I get nervous. I haven’t been able to figure out what’s causing it.”

If asked why he didn’t report the man when he first called, Yarborough just blinks a couple of times.

“I really don’t know. Come to think of it, I didn’t remember it until just now.”

GM NOTES: Yarborough was subject to Strigoiovich’s mental influence.

SCENE III

#47 is a further half a kilometer up the road, and the road is disturbingly dark. ACR doesn’t usually neglect the maintenance of the streets, and in the wan starlight the characters’ eyes may

play tricks on them. As their headlights shine on the mailbox, make them roll a SAN check when they catch a glimpse of movement, as if something is retreating, and any failure here will result in a temporary penalty of -10% for any skill roll for the remainder of this scene.

The house is well back from the road (over 100 meters), up a winding gravel driveway. It is a 1-story rustic styled ranch, with a small porch off to the left and a large bay window that has been completely shattered, the curtains fluttering in the breeze. A cursory search of the ground in front of the window will show the ground covered with shards of glass. Each searcher gets 2 Spot Hidden rolls in this area:

1st Spot Hidden: the first will find a set of paw prints. A Science: Zoology or Science: Biology roll will identify it as the paws of a very large dog. A further Track roll will show that the animal must have jumped through the window and ran off into the woods.

2nd Spot Hidden: They will find a splotch of blood on the ground.

IMPORTANT LOCATIONS IN THE HOUSE

Front Door: The door is locked from the inside, but is easily opened (either by characters working together (Resistance test vs STR 20), or with a Lockpick roll). It leads directly into the living room.

Living Room: The living room is large, with spare but clean furnishings that have been completely turned upside down. One of the chairs has been splintered, the couch has been turned over, all the glassware and knicknacks that had been on the shelves is scattered around, and the body of a woman of early middle age lies face down in the middle of the room in a pool of blood. Characters without a medical or military background must make a SAN check when faced with this scene; those that fail will be at -10% for all skill rolls for the remainder of the scene (cumulative with the possible loss from the approach to the house), and must make a further Resistance check vs a CON of 15 to avoid being sick for 1D4 rounds. If a char-

acter is overcome, they must make a Luck roll to make it outside before they are sick; failure will mean they compromised the crime scene. Listed below are the results of any skill rolls the players may want make (if a character wants to try to find a clue for which they have no relevant skill, allow them to roll either the skill untrained or INT x2, whichever is lower). Each clue requires a separate roll:

Spot:

- ▶ The carpet in the room has large parallel tears in it (an Idea roll will remind the player that they look like claw marks).
- ▶ One of the shards of glass still in the window frame is covered with blood. The sample will defy field analysis (if the players thought to bring a scanning device). See “Genetic Testing” in the Interlude section for details.
- ▶ There is a clump of dark grey fiber clenched in her fist. See “Genetic Testing in the Interlude section for details.
- ▶ Medicine/First Aid/Science: Biology:
- ▶ The cause of death is avulsion of the neck and carotid artery.
- ▶ The victim has at least 2 other bite marks on her arms and legs consistent with a large canine.
- ▶ She is also covered in bruises that seem to have been inflicted by a punch or slap.
- ▶ Science: Forensics:
- ▶ The body is easily identified as Dr. Camille Varney using a standard-issue portable computer pad.
- ▶ Though there is a lot of destruction in the room, the doctor did not suffer her fatal wound here (there is no blood spatter on the walls).

Track:

- ▶ There was a huge struggle in the room between a woman and a four legged creature.
- ▶ There is a trail of blood heading back into the house, down the central hall toward the kitchen.
- ▶ (Special Success): There are footprints of another person in the blood on the carpet.

The Office: Across the hall from the Bedroom and Bathroom is a room that was probably intended to be a dining room, but that Dr. Varney has fitted out as an office. It is untouched, but unkempt in a manner typical of a scientist with much on their mind. There are many reference books and notebooks, as well as a computer hooked to ACR’s corporate network. The books will take time to go through, but the computer will be a bit quicker to interrogate. It will take a Research roll to access her computer account and review the public record of her research into basic genetics, but there will be a folder stored on the local computer that is separately encrypted and will require further work to decrypt (either a Special Success on a Research roll, or a successful Technical: Computer roll) that will show that she was doing some unauthorized research at a farm outside of Alsop that required a large number of animals (chickens, pigs and cows) and equipment. The nature of the research is not given in the files.

The Bedroom: This is a normal bedroom.

The Bathroom: This is a normal bedroom.

The Kitchen: This is a normal kitchen with an attached utility room, but it is covered with blood spatter on every surface. The following information can be found with appropriate skill rolls:

Science: Forensics:

The blood spatter is consistent with the tearing of the carotid arteries of a human.

Track:

- ▶ The footprints of the woman, the dog and the man are mingled together in this room.
- ▶ (Special Success): The footprints of the other person go to the cupboard, but do not seem to come back out.

Spot:

There is a false wall at the back of the cupboard that leads to a staircase going down.

THE SECRET LAB:

At the bottom of the secret stairs is a cramped open space with walls made of rough wood. As they descend the rickety stairs they should make a Sense roll. Success indicates they smell the odor of a sewer (a botch indicates they are overcome by the smell and will need to make a CON x4 roll to avoid getting sick). The room has two large tables filled with equipment and glassware that can be identified (Science: Biology, Medicine, or 1/2 Know) as being used in genetics. A further when searching the table will show that the various samples are all marked as being from one of 2 sources: from AS and from TS. They will also find a large cage, suitable for a dog the size of a Great Dane, empty with the door open. A Spot while searching the cage will discover clumps of fiber just like the one clenched in Dr. Varney’s hand. One last Spot roll will disclose a pair of loose panels in the back corner of the room that lead out into a storm drain. Though the smell of decay is quite strong (CON x4 to avoid being sick and debilitated for 1D4 rounds), it can be easily followed out to a large main line under Abbey Lane. There are manhole covers ever 100 meters along the street, and the tunnel from Dr. Varney’s house is less than 10 meters from one, and if searched a Spot will disclose that the cover is ajar as if someone had recently come up through it.

WHAT ACTUALLY HAPPENED IN THE HOUSE: Dr. Strigoiovich came clandestinely

for another treatment of his condition, which Dr. Varney undertook in her secret basement lab using the dog she had genetically engineered with Strigoiovich’s DNA. Strigoiovich became angry at her lack of progress and they came to blows, and in the struggle he broke open the dog’s cage, and it attacked. He watched as she fought with the beast, trying to run upstairs but eventually he heard her scream then gurgle. He then went up after her and found the walls of the kitchen covered in blood. He followed the trail of blood into the Living Room to see the dog standing over her body, blood dripping from its jaws. It looked at him with unnatural intelligence, then it turned and hurled itself through the window. Strigoiovich returned to the hidden basement, closing the secret door behind him and making his way into the sewers.

Once the players are finished with their investigation of Dr. Varney’s house, they should contact ACR Corporate Security, who will respond within 30 minutes to the scene in 2 large SUVs and take control of the scene. It is up to the players to decide how to proceed.

INTERLUDE

TRACKING THE BEAST

The players may decide to find the creature that killed Dr. Varney. This will require three successful Track rolls at at least an hour of trekking through the woods behind the house. The animal is a large man-sized dog covered in blood that will attack them with surprise:

THE BEAST (aka TEST SUBJECT #1)

STR 13	INT 8	HP 11
CON 11	POW 10	Damage Bonus +1D4
SIZ 11	Armor: 2-point fur	
DEX 13	Move: 10	

Attacks:

Bite 40%, 1D8 + 1/2db (bleeding)

Skills: Dodge 35%, Listen 75%, Sense 90%, Spot 60%, Track 80%

Once they have captured or killed the Beast, will see that it is wearing a leather collar with a metal tag marked as “Test Subject #1”.

GENETIC TESTING:

Should the players decide to return to ACR and participate in the checking of the samples (possibly lending their skills to the effort), here are the results.

Blood under the body: Belongs to Dr. Varney

Samples from the wounds: Blood and saliva from a human male, mixed with genetic markers from a dog. A Research roll using the ACR database will match the human genes to Dr. Anton Strigoiovich, a junior researcher in the medical biochemistry laboratory.

Blood on the glass shards: Genetic markers from a human male, mixed with genetic markers from a dog. A Research roll using the ACR database will match the human genes to Dr. Anton Strigoiovich, a junior researcher in the medical biochemistry laboratory.

Hair in Dr. Varney’s hand: Structurally it matches a medium-haired dog, probably a German shepherd. There are follicles present that contain genetic markers from a human male, mixed with genetic markers from a dog. A Research roll using the ACR database will match the human genes to Dr. Anton Strigoiovich, a junior researcher in the medical biochemistry laboratory.

Samples from Test Subject #1: tissue samples from the Beast will match the samples taken from Dr. Varney’s wounds and those on the glass shards. Hair samples will also match

ACT II: TASTES LIKE CHICKEN

The players may decide to head directly to Dr. Varney’s farm immediately, or they may be instructed to investigate it by the head of ACR’s Corporate Security. Though they should not be discouraged from pursuing any research into the clues they found, if they decide to do so the

GM is encouraged to make sure that they go to the farm during the night.

The farm is located on the other side of the mountain from Dr. Varney’s house. Abbey Lane turns into an unpaved fire road that is quite treacherous (2 Drive skill rolls to avoid running the car off the road). The woods are pitch black, and as they approach the farm they will ever foggier. Eventually the road will come to a weathered fence with a gate hanging half off its hinges. On the gate is a hand painted sign “PRIVATE-KEEP OUT”. Past the gate the driveway ends in a large open space surrounded by a farm house, a couple of sheds, a corral and a large barn. There are no lights, and things are eerily quiet except for the occasional flutter of wings (1/2 Spot will identify the source as large bats flitting between the trees). Things are so quiet that the characters should make a SAN check. If they fail, they will be -5% on all skill rolls for the balance of this section of this adventure.

Locations of note on the farm

The House: The house is a small one-story affair with a broad porch. As the character approaches, give them a Spot roll at 1/2 to see the curtain in the window flutter.

The door is not locked, but the first character to open it will meet Dr. Strigoiovich, who has fled to the house to hide and figure out where to go now that Dr. Varney has been killed. His reaction will depend on how many characters are at the door. If there is only one, Dr. Strigoiovich will use his Hypnotic Gaze to try and make the character forget what he saw and head back to the rest of the group. He will then head back into the house and hide, hoping to wait out the search. If there are more than one, he will attack, alternately attempting to bite and use his Hypnotic Gaze to try and overcome the characters. He will not surrender.

Inside the house is an extensive laboratory with extensive notes on the work that Dr. Varney was doing, as well a key to the padlock on the barn. She was working on manipulating animal genetics to improve food productivity:

the notes refer to 8-legged pigs, cows with hypertrophied pituitary glands, and one project in particular referred to only as “Project K”.

The Sheds: One shed contains a gasoline-powered generator with enough fuel to run for 24 hours. The other contains rusty farm implements as well as many bags of animal feed.

The Corral: The corral abuts the wall of the barn, and there is a separate smaller door on the wall to allow animals in. The ground inside the corral is muddy and covered in animal debris, but separate track checks will show that there are cows, pigs (a further Idea roll will give the character the insight that the pig tracks seem to be 8-legged) and one other very large set of tracks that are not readily identifiable, though a further Idea roll will give the character the thought that it is VERY large and bipedal.

The Barn: The barn is 2 stories tall, and the main doors are padlocked shut (the doors are STR 25, but can be easily forced open with the tools from one of the sheds if the characters did not get the key from the house). Inside, the distinctive smells of a farm are very strong, and they find pens with 4 8-legged pigs, 2 very massive cows, and one very large cage that reaches nearly to the roof, covered in a canvas tarp. As they approach, they will see the tarp fluttering periodically, and an Idea roll will give them the insight that it looks like it is in time with breathing. As they get closer, a Sense roll will allow them to hear a reptilian hiss, and the cage will start to shake and clank, as if whatever is inside is agitated and trying to get out. Once they are within arms reach, give them a Luck roll. If they make it, they can pull the tarp off, disclosing what is inside. If they fail, the occupant of the cage will break out and attack them with surprise.

The cage contains Dr. Varney’s masterpiece: Project K, in which she managed to activate dormant genes in a chicken to result in an animal 20 feet tall and weighing several tons. Unfortunately, since the dormant genes came down from the chicken’s prehistoric ancestor the Tyrannosaurus Rex, Project K isn’t as placid as a chicken, and is also carnivorous. Project K

looks like they hybrid it is: the general body plan is that of the Tyrannosaur, but instead of arms it has small wings, is covered in white downy feathers and has the head of a chicken (complete with floppy red comb), though its beak is filled with razor sharp teeth. Its call is a raspy hiss, periodically punctuated with deep clucks, and once out of its cage it will relentlessly attack the characters.

PROJECT K

STR 67	INT 3	HP 44
CON 35	POW 13	Damage Bonus +6D6
SIZ 53	Armor: 10-point hide	
DEX 16	Move: 12	

Attacks:

Bite 50%, 1D8 + db (impaling)

Kick 45%, 1D6 + db (bleeding)

Skills: Jump 50%, Listen 45%, Sense 35%, Spot 50%, Track 50%

AFTERMATH

Once the players have finished investigating the farm, they will doubtless call ACR Corporate Security again, since at minimum they will need to dispose of the genetically modified animals. If they ended up killing Dr. Strigoiovich, they will have to make sure they have a very good explanation to avoid, at minimum, being relieved of their positions at ACR (if not being liable for criminal charges).

If they do decide to try and keep the existence of the farm a secret for whatever reason, they will need to take active measures to tamper with the evidence from Dr. Varney’s office (Technical (Computer Use) and Bureaucracy skill rolls at 1/2). Otherwise, the character with the lowest Luck score will have to make rolls every month to avoid ACR Corporate Security stumbling onto them, and each month the roll is at a cumulative -10% if they did not manage to cover their tracks. Once found out, they will be immediately fired, arrested and thrown into federal prison.

But, if they manage to capture Dr. Strigoiovich and accurately report the goings on at the farm, ACR management will be very grateful, and apart from awarding them 2 weeks paid vacation, they will offer them a promotion and transfer to ACR Corporate Security to help form a full-time community policing unit for Alsop.

NOTES FOR THE GM

This adventure is intended to be a general introduction to the BRP system, so we strongly encourage the GM to take the time to walk the players through making their own characters. The GM should allow and even encourage non-standard character types (like, for example, a player who wants to be an artificially intelligent robot, a genetically enhanced animal or even an out and out superbeing), provided they feel up to using the appropriate variant rules.

But, aside from simply showing off the BRP mechanics, this adventure is as much about role playing. The GM should work with the players to create a personality and role for their character, to make the more than simply a stack of numbers on a paper. Long involved descriptions aren't necessary, a short description such as 'introverted technician' or 'gun happy ex-policeman' will go a long way to helping players think like their characters, and tailor their actions accordingly. Encourage player to player interaction, like encouraging people to address each other in the first person, rather than the third person. Some players may not be comfortable acting out their roles, but with gentle encouragement from their fellows even the most mechanically focussed player will make an effort toward acting out their role rather than simply rolling dice.

The GM should balance the contradictory moods of light-hearted fun and horror in the manner of the old comedy horror films of the 1940s. If the players aren't convinced, even for a little while, that Dr. Strigoiovich really IS a vampire, then you're frankly not doing your job correctly. Then again, if everyone still had

fun, then the ultimate aim of the adventure has been fulfilled.

As stated in the introduction, the adventure assumes that despite all of the wonders that Advanced Concepts Research are ultimately based on science (even though it is weird science). An enterprising GM could easily change things so that the world of ACR is supernatural, and their wonders are all based on magic, or on a fusion of magic and advanced technology. In such a scenario, Dr. Strigoiovich could be an actual vampire still trying to cure his condition by working with Dr. Varney, or trying to use her scientific skills for some nefarious purpose. Or the players are aspiring sorcerers or wizards who use magic spells rather than technological items to accomplish their jobs. A GM who decides to take this route will need to familiarize themselves with the relevant BRP rules, and may have to make other changes to the details of the narrative (for example: Dr. Varney would become a magician experimenting with the magic of physical transformation, and whose 'computer' becomes a crystal ball that channels the spirits of the dead to collate her work).

Finally, this adventure could easily become the start of an ongoing campaign centered around the work of the newly-formed Alsop Community Police Squad. In Alsop, a simple property line dispute between two neighbors can become quite interesting when one neighbor is a researcher into plant genetics and has a garden full of large carnivorous vines that like to snack on the puppies next door.

PREGENERATED CHARACTERS

Each character only has their professional skills distributed; the players are encouraged to personalize each with their choice of personal skills (2 at 60% and 4 at 40%).

Character 1 "The Professor"

STR 8	INT 14	HP 9
CON 8	POW 10	Damage Bonus +0

SIZ 10 APP 7 Move 10

DEX 11 EDU 15

Professional Skills: Science (choice): 70%, Research 50%, Technical (Computer Use) 50%, Knowledge (choice) 50%, Persuade 30%, Weird Science 30%, Status 30%, Science (choice) 30%, Knowledge (choice) 30%

Character 2 “The Ex-Military Man”

STR 13 INT 9 HP 13

CON 12 POW 12 Damage Bonus +1D4

SIZ 14 APP 9 Move 10

DEX 13 EDU 19

Professional Skills: Command 70%, Brawl 50%, Dodge 50%, Firearm (choice) 50%, Jump 30%, Hide 30%, Spot 30%, Listen 30%, Melee Weapon (choice) 30%

Character 3 “The Tech Nerd”

STR 9 INT 15 HP 10

CON 15 POW 6 Damage Bonus +0

SIZ 11 APP 12 Move 10

DEX 9 EDU 18

Professional Skills: Fine Manipulations 70%, Heavy Machine 50%, Listen 30%, Repair (choice) 50%, Science (Physics) 30%, Research 50%, Spot 50%, Technical (Computer Use) 30%, Craft (choice) 30%, Drive 30%

Character 4 “The Handyman”

STR 7 INT 12 HP 9

CON 10 POW 11 Damage Bonus +0

SIZ 11 APP 8 Move 10

DEX 3 EDU 21

Professional Skills: Fine Manipulation 70%, Repair (Electronics) 50%, Repair (Mechanical) 50%, Heavy Machine 50%, Craft (choice) 30%, Craft (choice) 30%, Appraise 30% Art (Plumbing) 30%, Track 30%

NPC

Doctor Anton Strigoiovich

STR 20 INT 13 HP 16

CON 20 POW 20 Damage Bonus +1D6

SIZ 11 APP 8

DEX 13 EDU 19

Attacks:

Bite 50%, 1D4 + 1D3 (bleeding) + Blood Drain (see below)

Claw 50% 1D4 + 1D6 + Chill Touch (see below)

Hypnotic Gaze, POW vs POW (special, see below)

Grapple 75%, special

Dr. Strigoiovich can make one bite and two claw attacks per round, or it may attempt a single claw and a hypnotic gaze attack. If he succeeds in both claw attacks and a bite attack, he will grapple his target and drain their blood temporarily each round until the target is incapacitated. It cannot attempt to Dodge during a round it bites or uses hypnotic gaze. See below for details.

Powers:

Blood Drain: If Dr. Strigoiovich successfully bites and damages a target will drain 1D6 STR or 1D6 power points from that target on each subsequent round it is able to stay attached to the target, using normal grappling rules. If the target has lost all his or her STR, the vampire can choose instead to drain CON from the victim. At 0 CON, the victim dies. Providing that the victim has not died, these characteristic points are not permanently lost and regenerate at the rate of 1 point per day of relative rest, or twice that long if the character is not resting. If more than one characteristic is drained, alternate recovery each day to recover 1 point of STR, then 1 point of CON, etc. Power points regenerate normally. Unlike a traditional vampire, Doctor Strigoiovich gains no benefit from the drained points.

Chill Touch: If Dr. Strigoiovich touches a target he can attempt to drain power points from a victim instead of the blood drain. To attempt this, the vampire must have succeeded in a claw attack against the target (or touched an incapacitated or unaware target), and on the subsequent round can attempt a resistance roll of its current power points vs. the target's current power points. Armor does not protect

against this attack. If the vampire succeeds, it drains 1D3 power points from the target, which are transferred to the vampire's current power point total. The vampire must remain in contact with the target each round to continue this drain, and must succeed with a resistance roll each combat round while it attempts this power. The victim will recover these lost power points normally.

Hypnotic Gaze: If the vampire overcomes a target's POW with its current power points on the resistance table, the target is hypnotized, and can be made to follow simple instructions. If these instructions are self-destructive, at the start of a round the character can attempt an Idea roll to snap out of it. This ability is based purely on his creepy demeanor, and possibly some low level psychic ability due to his genetic makeup.

Weaknesses:

Blood Thirst: Dr. Strigoiovich loses 1D6 CON every night due to his genetic condition. If he does not consume an equivalent amount of human blood (either from bottled blood or from a living person) he will get progressively weaker.

Daylight: Dr. Strigoiovich suffers 1 point of damage per combat round of exposure to direct sunlight (or an artificial lightsource of similar brightness and colour), and all skill rolls are Difficult.

Dr. Strigoiovich is an ex-Soviet Russian who had been a participant in secret experiments to re-engineer the human digestive system to live off poorer quality food during the 1970s. Unfortunately, they left his metabolism badly out of wack. He is subject to chronic anemia, but unlike a normal human he can metabolize blood protein directly into his system, so he can keep the anemia at bay by periodically drinking blood. He also suffers from hyperproduction of vitamin D: if exposed to sunlight his system will overproduce vitamin D to the point where his skin will visibly discolour and he will reach blood toxicity within minutes.

He has kept his condition a secret because the organization that did the experiments sur-

vived the fall of the USSR and would take reprisals against him. He ended up at ACR to work in the medical research division maintaining their stocks of blood for testing, which allowed him easy access to a supply of blood, and his preference for working a night shift did not draw any suspicion given ACR's staff is given to quirky behavior. Left to his own devices, he discovered that Dr. Varney was diverting lab equipment and animals for her own unsanctioned researches, and decided to blackmail her into helping him.

From Paganian with Hate

A MEDIEVAL HORROR ADVENTURE
WRITTEN BY MARKO ERCEGOVIĆ 'STREBOR'

Big thanks to my playtesters and proof-readers: Brain_Fart, Damir, Gideon, Kate, Ulf and Veles!

ANNO DOMINI 1013

Dark clouds gather over eastern, even darker, coast of Adriatic Sea. It is late time of the year just before All Hallows Day and the warm breezes of Saint Michael's summer are gone, replaced by wild southern winds.

Archbishop de Dominis is looking at the stormy sea from the window of his cathedral. His eyes are somewhat distant as if thinking of some past deeds or troubles. Drops of rain on the window draw his attention.

"So many tears", he whispers quietly. "So much death", he thinks, remembering the invasion of 987 AD. A blunt pain suddenly stings his left shoulder - a souvenir from a Bulgarian soldier and his spear.

"Those were the days", he continues reminiscing: "the burning of pagan temples and baptizing of scared peasants...wine of Christ and heathen blood."

There is a knock on the door and a rain-soaked messenger enters the room.

'Your Excellency, I bring dire news from the monastery.'

The archbishop nods and signals him to continue.

'Only one emissary to Paganian returned, my lord, a monk named Hildebrandt. He was found wounded and deranged by a peasant on the river of Zhrnova. The monks from the monastery of Saint Peter are taking care of him.

A rumor is spreading among them that he is possessed by an evil spirit.'

The archbishop takes hold of his ornate crucifix and whispers: "Apage Satanas," then continues determined: "Gather a group of capable men and bring them here by dawn. Make haste for time is of the essence!"

'Yes my lord,' the priest replies and hurries out leaving a small puddle of water on the floor.

A loud lightning cracks the sky, heralding the storm's rage and God knows what else. The archbishop grips his crucifix and utters a prayer.

1. INTRODUCTION

From Paganian with Hate is a medieval horror adventure set in the early 11th century featuring Slavic paganism, dark investigation and deadly action for 4 to 6 players with their characters somewhere between normal and heroic level.

The adventure is written with the intent of using some optional rules appropriate to its genre like Fatigue, Literacy and Sanity. The characters are not recommended to have magic powers, although they will encounter pagan ritual magic during the adventure but its use and form is more descriptive and plot driven than mechanical. The main reason for this is to highlight the fact that the characters are facing something old and weird without the need for crunchy details.

Before starting the adventure ask players to make several random rolls each (5-7 will be enough) and write them down on a piece of

paper. Use this rolls during the play for players' passive or hidden rolls (e.g. Listen, Navigation, etc.) so you can capitalize the element of surprise for players which can be very handy in this adventure.

Of course, before they read the adventure GMs should familiarize them with the setting and the story described in the following two chapters.

2. THE SETTING

The adventure takes place in the area around Spalatum, an important harbor town for Byzantine Empire, situated on the eastern coast of Adriatic Sea. Spalatum is located near ruins of Salona, a former capital of Roman province of Dalmatia that was pillaged and ruined during the invasions of Slavic and Avar tribes in early 7th century. Croats, the largest Slavic tribe that led the invasion, settled on the newly conquered lands and built the fortress of Clusan on the important mountain pass that connects the coast with the hinterland. Refugees from Salona took shelter in the nearby Diocletian's fortified palace. The town of Spalatum developed from the palace during the centuries and became the seat of Dalmatian archdiocese. Spalatum archbishops led the Christianization of Slavs from it. The only Slav tribe fiercely resisting the new religion was the Narentines, notorious pirates living in the area of southern Dalmatia. Their land was called Paganía due to the fact they did not accept baptism at the time when all other Slavs were baptized.

The time in which the adventure takes place Croatian Kingdom is shaken by the internal strife between nobles. Byzantine Empire is on the last peak of its power; Venice is becoming a potent rival, and the Christianity will soon be struck by the schism that will produce two different Churches - Roman Catholic and Eastern Orthodox. Most of the local population in Dalmatia is baptized, but there are still some backwater places that are cultivating old pagan beliefs. The border between Croatian kingdom, Paganía and Spalatum is exactly the place like

that, as the characters will find out in following adventure.

Spalatum is the largest urban community in nearby area, numbering around 3000 inhabitants. Although officially acknowledging the authority of Byzantine Empire, Spalatum is independently governed by ruler bearing the title of Prior and elected by Town Senate, a body of old aristocratic families with Roman origins. The current Prior is archbishop Honorius de Dominis. The majority of native citizens are commoners (artisans, workers, and fishermen) while the rest of inhabitants are foreigners (clerics, sailors, merchants and adventurers). The town is full of shady taverns and small Christian shrines. Its biggest asset, besides archbishop's seat, is the harbor that marks Spalatum as an important place connecting maritime trade with hinterland caravan routes. The territory under Spalatum's authority is marked with river Zhrnova on the east and river Yadro on the north. It is a cultivated Mediterranean landscape of vineyards and olive groves, dotted with occasional small chapels and shrines.

Kingdom of Croatia is ruled by king Kresimir from his fortress in Knin. At constant fighting with the rising power of Venice, Croats are trying to seize Dalmatian towns they lost during the last decades. Currently at shaky truce with Spalatum, count Braslav the king Kresimir's vassal, occasionally sends small parties of horsemen in Spalatum's territory in order to frighten peasants and rob merchants. The only relevant Croatian places for the scope of this adventure are the fortress Clusan, the ruins of Salona, and Our Lady's Island. Except the last one, the characters will not have many reasons to visit them.

3. THE STORY

The story begins 26 years prior to the beginning of the adventure, in 987 AD, when the Bulgarian army, led by tsar Samuil, invaded Croatia and reached coastal towns. One of the many battles led in year 987, was the failed siege of Spalatum in which the town's inhabitants suc-

ceeded to repel Bulgarian attackers. Although unimportant for the outcome of the war, the battle triggered events that will realize almost 30 years later. After the siege was over, a young cleric named Honorius de Dominis managed to convince Spalatum's authorities to lead a campaign in order to baptize the remaining Pagans in the surrounding area. The missionaries were eager to realize their goal and have used brutal methods in achieving it through spilling of Pagan blood and burning of Perun's temple. Unfortunately, with their actions the unwary missionaries destroyed the ancient balance between Perun and Veles. The ruining of Perun's temple left Veles unguarded and allowed him to slowly spread his influence, while his altar was left unnoticed in the swamps of river Zhrnova.

Zloba, a young monk that accompanied the missionaries was terrified by the acts of his brethren. Witnessing their mindless violence, he decided to abandon his faith. For the next quarter of century he roamed the Pagan lands of Eastern Europe, learning the spiritual ways of Slavic heathen beliefs. During that voyage his hate towards the Christianity had grown, fueled by desire of vengeance. After he acquired the arcane knowledge of Slavic priests and received a vision of Veles in his dreams, he went back to his homeland, Paganian. There, on the forgotten altar of Veles, he awoke a slumbering river demon, Vodan, and put it under his command. Slowly corrupting it, he is preparing Vodan for the ritual that will transform it into a tool of terror and destruction!

Zloba managed to gather a small group of fanatical heathens, Goatmen, to help him prepare the revenge. Lured by the perspective to kill and pillage, ten Goatmen joined his cause. They have an ally in an old woman living in the woods, Old Magda, and used her as a bait to lure a lost envoys' caravan into a trap.

The envoys were on their way back to Spalatum after a successful diplomatic mission to king Malduk of the Narenthines. Most of the caravan's members died during the fight with the Goatmen, the others were captured and brought to Zloba. Since then he has been sacri-

ficing one captive each day and fed Vodan with their remains in order to accustom him to human flesh. Soon he will use the last surviving emissary in his final ritual of transformation.

One of the captives, a monk Hildebrandt, managed to escape but Zloba cursed him by dark magic. That led Hildebrandt to Vodan when he attempted to swim over the river Zhrnova. Fortunately, a nearby peasant saved him from the monster's clutches.

The players' characters are summoned by the Spalatum's authorities to investigate the case of missing envoys. During the investigation they will face Vodan and Zloba and will have a slim chance to thwart their plans.

4. THE ADVENTURE

Characters are summoned to the cathedral of Saint Duyam at dawn of All Hallows Day where they meet archbishop de Dominis, the prior of Spalatum. A tall man in his late forties, de Dominis is dressed in a white tunic and a cape attached by a fibula on his right shoulder. With his deep and strong voice he will explain what their mission is.

They need to find out what happened to the diplomatic mission sent to the king of Paganian two months ago under the leadership of father Jakov. The expected return of emissaries was delayed without proper explanation, until two nights ago when a member of the group, a monk Hildebrandt, was found seriously injured and insane on the Zhrnova river, a day walk east from the town. He was found by a peasant named Peter who runs the river mill. The peasant was smart enough to call for help, so Hildebrandt is currently in caring hands of his brothers in the Saint Peter monastery in Spalatum.

The party is instructed to visit the monastery and question Hildebrandt. They have authority to investigate further clues after that and use any means they require as long as it does not mean spilling of Christian blood. They will receive the archbishop's ring as a proof of their authority. When they find what happened to

the rest of the mission they have to return and inform him, for which they will be properly rewarded.

Before leaving the archbishop will ask them to join him in the Morning Prayer. Give every character who attends the morning mass a wooden crucifix that serves as a lucky charm for the rest of the adventure (Once during the game they can re-roll one failed roll as Christ saves his faithful soldiers).

MEETING AT DEATH'S BED

Start the scene in front of Hildebrandt's monastery cell to which monks from the monastery showed the way. The chief monk, Abbot Matthew, tries to prepare the characters for what they are soon going to face. Hildebrandt is not good - he is heavily fevered and all covered with numerous bites and rips. Wounds on his body bleed an awful, bloody pus which stinks like rotten eggs. Hildebrandt is plagued by a magical disease cast on him by warlock Zloba. Whispering quietly, Matthew will also express his fear that some demon possessed Hildebrandt. Last night, after they brought him here, he screamed about forest devils and hell snakes from the river. His eyes were filled with unknown terror which almost completely hindered his normal speech. "Our medicine is not helping him so faith is the only solution now. Pray for him and Our Lord's love will salve him" - Matthew tells and opens the door.

A sickening, foul smell fills the simple room. Every character entering Hildebrandt's cell makes a STAMINA roll. A successful roll allows the character to withstand the terrible gag; otherwise he gets nauseated and needs to retreat from the room (to vomit and to catch a breath of fresh air). Those strong enough to resist it can see Hildebrandt lying on the bed talking in delirium: "The Goatmen have attacked us, gray devils in furs and bells...abandoned forest village...slaughtered us...And then I woke up in Hell! WHY?? <coughing blood from his lungs> Oh, Lord why have you forsaken me, your faithful servant?! I, I...I saw the Enemy, the great Beast feasting on human flesh...I escaped,

but he was waiting for me, hiding in the dark waters...with his hideous claws."

If the characters try to question Hildebrandt there will be no coherent response from him. Looking them with his swallowed yellowish eyes he will stutter, lowering his voice: "He is waiting for you in his swamp altar, yes...cold and ugly...and hungry for fresh meat...Find the Warlock, but beware of the doom bells!" After saying that, Hildebrandt will fall in an epileptic seizure coughing his lungs out. Abbot Matthew will promptly jump to help him. Hildebrandt is in a state of shock - his body and mind are unable to withstand the received injuries, cursed affliction and visions of Pagan witchery. Just before he dies a tormented gasp comes from his mouth - "Vodan!!!"

Silence fills the room. Holding his crucifix Matthew stands up from Hildebrandt's deathbed. Sorrow fills his voice as he speaks the Latin verses of Last rite. Few moments after he finishes the prayer, Hildebrandt's body starts to rapidly decompose in a horrible way. Characters make a Sanity roll (1/1d3). The terrified abbot will start calling for his brothers. After calming himself few moments later, Matthew shows the characters a small object that Hildebrandt was found wearing it around his neck. It is a simple amulet made from green stone and a small animal bone, all tied up with black rope. "Please, take this witchcraft away", the abbot says and gives the amulet to the characters. After seeing Hildebrandt's remains, the gathered monks will start to wail about witchcraft and Satan's work, calling the end of the world. Heavily discontented, the monks will ask characters to leave the monastery, and refuse any additional inquiries.

Characters will need to think about open leads:

1. KNOWLEDGE (Local) or Idea Roll identifies the village of Dubrava, a small god-forsaken hamlet in the bordering Paganian, as a possible location of the devils' attack on Hildebrandt's mission. It is considered deserted after being struck by a disease several years ago. To arrive in Dubrava, they need to find a way to

cross river Zhrnova. The easiest way to do so is to hire a service of someone living by the river.

2. KNOWLEDGE (Occult) Roll reveals the name of Vodan as that of an evil river spirit in old Slavic pagan beliefs. The characters can try to find more information about Vodan in Spalatum. Unfortunately, the archbishop's library and the town's archive don't have any records on pagan occult topics, since everything that even resembled heathen knowledge was burned or sent to Rome and Constantinopolis. On the other hand, talking with citizens will unearth an interesting clue about a renegade monk Gottschalk, a lorekeeper of pagan customs. Characters can make a Knowledge (Religion) roll to recognize the name of the notorious German heretic. If they decide to visit Gottschalk jump to the section 'The house of renegade monk'.

3. Questioning the peasant who found Hildebrandt could reveal new information. If they decide to visit him jump to the next chapter, 'By the river Zhrnova'.

BY THE RIVER ZHRNOVA

The slow river of Zhrnova marks the border between Spalatum and Paganía. On the western shore several watermills fall under the Prior's authority and pay tax to him. The northernmost of them is the house of the miller Peter. Hardworking and modest man, Peter lives alone with his young daughter Mary. He is a quiet man who respects Spalatum's authority. Although still practicing some traces of pagan beliefs, he considers himself a Christian. He is not aware of Vodan and Zloba's people but will offer any help to the characters, especially if that could secure a possible favor from Spalatum's authorities.

If asked about the circumstances in which he found Hildebrandt, Peter will describe what happened. That evening he went to pick up his eel traps. When he pulled the last one out of the water, near the eastern riverbank, he heard a human scream. He rushed his boat towards the origin of the sound and found Hildebrandt

drowning as something tried to pull him under the surface. Peter helped him climb in the boat. After bringing Hildebrandt to his home he sent for help to Spalatum and eventually some archbishop's people arrived and took him. He doesn't know what Hildebrandt was doing there nor who he is, but swears that something big was in the water. After a moment of silence, Peter will admit he saw strange human-like creatures on the other side of the river ten days ago. It was dark so he couldn't see very well but they appeared as some sort of goat demons. A strange sound of bells was coming from the forest behind it although there is no churches on the eastern side of the river. Peter did not tell his story to anyone, fearing possible mockery or trouble, but after this recent event he thinks it might be important to mention.

If asked about Vodan, Peter will mention that his grandmother used to tell old children's stories about witches, giants and evil spirits. One of them was about a wicked river spirit called Vodan. If the characters pass a CHARISMA roll, Peter will admit that he still practices offerings in grain and eggs to the spirit, as his grandmother had taught him (a small shrine is hidden behind the mill under a big river stone). He will confirm that someone or something eats the food he leaves. If the characters missed the opportunity to find a clue for Gottschalk in Spalatum, now is the chance to do it. Peter will admit he doesn't know much about the old religion of his ancestors but knows of a renegade monk living below Clusan fortress that could help them.

Peter is able to give characters the directions to the village Dubrava by navigating them with two useful landmarks. One is the ruins of an old pagan temple to Perun on the hill. The other is Wurmstone, a sinister place marking the territory of Paganía and avoided by local people. Several grim folk stories associate that stone with drowned cattle and missing children and the place is better to be avoided. Dubrava is a small hamlet in a forested valley where a wise woman named Old Magda lives there. Peter will suggest characters to contact her. He will

also help characters by crossing the river with his small barge. Unfortunately, the boat is too small for pack animals (like horses and mules). If characters have any of them, they need to swim over the river. That requires a successful RIDE roll, since the animals are unwilling to enter the river, as if something frightens them. Otherwise, characters will need to leave the animals at Peter's home.

Peter will invite characters to stay for the night: he will offer them eel stew his daughter makes and a rest under his roof. If the party accepts his offer they will sleep in his mill. It's a dry place with jugs of olive oil and a huge millstone. During the supper Peter will talk about his everyday hard working and fear of Croatian robbers from Clusan fortress. Life is hard but at least, he will add, this season the river is full of some larger breed of eels, and he is thankful for that. It seems the the river started to flourish again like in the good old days.

During the night ask players to make a Difficult LISTEN Roll (normal one if someone is taking a watch instead of sleeping) to hear a strange sound from the riverside. It is dark outside, the middle of the night, but a successful Difficult SPOT Roll will reveal something big moving below the water and under the mill's wheel. Strangely, the wheel is turning in the wrong direction as if something strong is forcing it - make SANITY Roll (0/1). That's Vodan playing with wheel after he had a late night supper Peter left for him. If the characters try to attack it, the mysterious creature will disappear, but will come later during the adventure to make revenge on innocent Peter and his daughter.

THE HOUSE OF RENEGADE MONK

Fleeing from Western Church because of his heretical teachings, a German monk Gottschalk found shelter with Croatian king Kreshimir in exchange for his extensive knowledge. He is currently under the protection of Braslav, Croatian count residing in the fortress Clusan and

governing the surrounding area in the name of the king.

The characters need a half day walk to reach Gottschalk's house which is situated in the territory of Croatian Kingdom. If they stay on the main road from Spalatum to Clusan they will meet occasional traveling merchants and peasants working in fields and vineyards. There is a 25% chance they will encounter a Croatian scout patrol (1d4+2 light horsemen, use the statistics of Croatian guard NPC from the Appendix 1) who will stop the characters to ask about their whereabouts. If the characters prove non-hostile they will let them go their way.

Gottschalk lives in an adapted antic villa on the southern slopes of hill Kozyak below the fortress, a half day walk from Spalatum. Fully enjoying the luxuries of the count's patronage, he spends his time writing a book about Croatian royal lineage for king Kresimir. Three bodyguard warriors (Damay, Klukas and Bruk; use the statistics of Croatian guards from the Appendix) with two big, vicious dogs (Aga and Buga) always protect the villa. The party has to convince the bodyguards to let them speak to Gottschalk (they can bribe them for an Easy FAST TALK Roll).

Characters will find Gottschalk in his well-lit study room reading dusty tomes and taking notes. The strange smell coming from his smoking pipe fills the room. Difficult KNOWLEDGE Roll discerns the smell as burnt Arabian quinnab (known as hashish in our days). Gottschalk is a small, scrawny man with a groomed beard and dressed in a simple brown robe. Behind his intelligent blue eyes lies a curious and genius mind. He is an eccentric scholar, always on the look for forgotten pieces of arcane knowledge and will prove rather interested in the characters' story.

If they mention the name of Vodan or show him the amulet Hildebrandt was wearing, he will help them by explaining the basics of Slavic Paganism that worshiped nature spirits and demons. One of those spirits was Vodan who dwelled in lakes and rivers occasionally drowning people if regular sacrifices were

not offered to him. He was commonly seen around river mills often trying to meddle with the mill's wheel. Gottschalk thinks Vodan was under the immediate rule of Veles, the God of animals, death and magic. Little is known about him but Gottschalk believes Veles is the Slavic name for Satan. He will also recognize the amulet as a handcraft used in old shamanistic rituals led by pagan priests. He is convinced someone powerful and cursed by pagan magic made that amulet.

Although interested in the characters' quest, Gottschalk doesn't desire going outside and risking his life in the wilderness. Instead, he will offer his advisory skills in scholarly questions they may have and offer a reward in silver for bringing him more artifacts they find. In any case, he will soon apologize to characters for the King's book he needs to write and will ask them to leave.

INTO PAGANIA'S EMBRACE

When the characters step on the eastern shore of River Zhrnova, they will enter Paganía. The terrain is rough and heavily wooded and it just started raining. The area is now the hunting ground of Zloba's Goatmen. Four of them hunt in the woods around Dubrava showing their prowess and celebrating the end of Pagan year. Their current prey is a huge old stag but they will not hesitate to change the hunt for something more dangerous...like the characters.

Reaching the village Dubrava requires a NAVIGATION Roll and a whole day walk. If the characters try to orient by following Peter's directions, make that roll Easy. A failed roll means extra delay while they try to locate a path that leads to Dubrava. Depending on the failure's degree it is possible the party will need to camp in the forest during the night. While traveling through forest, be sure to let characters hear the distant sounds of bells from the depths of forest.

Some more investigative players might suggest searching of temple ruins on the top of the hill. Reaching it will require an addition-

al 4-5 hours of sidetracking. The temple ruins are a pathetic sight to see. Burned remains lie in the high grass covered with mold. Only one stone pillar remains standing with no marks on it. Party's trip to there will not be a lucrative endeavor.

Visiting the other landmark Peter mentioned - the Wyrmsstone, will take much less time as it is on characters' way. The Wyrmsstone is the forgotten altar of Veles and a powerful holy site. Hidden with reed and laying under an old willow tree half sunk into a small swamp island, it passed unnoticed when the recent Christian missionaries went on their eager quest of baptism. Now covered with moss, the altar is made from one large block of brown stone and carved with depictions of large serpent and horned animals. An Easy SPOT roll reveals two freshly cut-off hands fresh on it. Roll for SANITY (1/1d2) as characters realize the altar was used for the purpose of human sacrifice. Also, a couple of bare footsteps can be seen in the vicinity of the altar: Zloba has been lately visiting Wyrmsstone, preparing it for a great ritual. Under the altar, deep below the water surface and inside the island's mud Vodan's lair is hidden. During the day it is slumbering so characters will not attract his attention.

The characters will eventually continue their voyage to Dubrava and will arrive in there just before evening if they succeeded in a NAVIGATION Roll and didn't take any forays into the wild. Otherwise, they will reach the village during the night, while hungry and tired.

THE BLOODY HAMLET

Dubrava is a small deserted hamlet surrounded by thick forest. The only trace of life is a faint light coming from one larger house in the center of it, former village hall. Depending on the hour of characters' arrival, they can find house empty or occupied by its current host, Old Magda.

If the characters arrive in Dubrava before evening they will find the house empty. GMs are suggested to give them enough time to look in-

side the house and then introduce Magda while coming from the woods and carrying some firewood. The house is a rather large one-storey building compared to the size of the other huts and is the only stone house in the village. Modestly equipped, it has very little items of any significant value: a simple bed, a central fireplace with iron cooking pot, a wooden crucifix on the wall and some clay jars containing several kinds of herbs. Successful KNOWLEDGE Roll (Herbalism) detects some medical (and poisonous!) plants like henbane and belladonna. A Difficult SPOT Roll reveals a hidden stash containing a golden crucifix and a fistful of silver coins (denarii) taken from slain envoys.

When Magda arrives at the house, she will appear delighted seeing them: an old hermit in the forest always looks forward to some young company. She will invite them to sleep in her humble house and offer them a hot meal. While looking innocent and harmless, Magda is quite far from that. She has four of Zloba's goatmen protecting her (they are hunting in the woods around the village). Caught unprepared, she will wait to see characters' real intentions. If they start inquiring her about the missing envoys, she will try to fool them by telling stories about demons possessing the surrounding forest.

Before that few things need to be prepared: she puts a red candle in front of her doors "to ward off evil spirits" (a hidden signal for hunting goatmen, actually) and lights up the fireplace. The GM rolls a secret Difficult SPOT skill (use the called rolls from the beginning of the adventure) for characters to notice Magda putting some strange moldy weed below the firewood. Magda just prepared a wicked herb, witchweed, to poison and drug them. Fire burns the weed that releases a gentle smoke and slowly fills the entire hall. In a few minutes all characters inside the room must make a successful STAMINA roll or get poisoned by inhaling the honey-tasting smoke. If somebody objects against the smoke, Magda will apologize saying she couldn't find any dry wood for the

fire. The smoke has no affect on Magda since she is drinking her special tea as an antidote.

Magda will offer her fine mushroom soup to everybody. The party will assume the soup is poisoned, but it's actually harmless as Magda used her last portion of poisoned soup on the envoys. If someone rejects the offered soup make them do a WILL Roll to resist its tempting smell.

After she gets the characters' attention, she will start to tell her story, sitting by the fireplace. Weather is getting nastier outside: heavy raining and lightning make a grim sounding background for Magda's broken voice (important note: she speaks only Slavic!). Read or paraphrase the following text: "Few days ago a tired caravan of armed men and clerics entered the village. They were lost and were looking for a way to Spalatum. I told them how to reach the river, but the night was already falling so they decided to camp here. I offered them my humble hospitality. Their leader, a priest named Jakov, thanked me and asked about the strange bells' sounds coming from the woods... The forest is haunted by devils, terrible goat-like monsters that prey the woods looking for poor Christian souls that wander in it. Almost every night they flock on the edge of the village shaking their bells. In moments like that, only prayers and light protect me... Most of the men didn't sleep that night. In the morning, they took their horses and mules and left for Spalatum. I never saw them after that."

The GM should check secret LISTEN Rolls for characters and inform those successful about distant belling muffled by rain they hear somewhere outside. If they realize the possible danger of Goatmen approaching the house, make them roll SANITY (0/1d3) with appropriate penalties for those hallucinating under witchweed. (The whole scene around the fireplace is an ideal setting to play with typical horror trope: an old witch living alone, dark house with tripping players, the cracking of fire, rain and thunders outside, sound of bells...GMs are encouraged to experiment with the pace and narration as they see fit.)

At the time it starts to get obvious something is happening outside, the doors will get smashed and the first Goatmen will enter the house growling with rage. Magda will scream something that could easily sound as a coded shout (call for a IDEA Roll or Difficult LANGUAGE Slavic Roll). Seeing the 'goat-devils' for the first time, characters make a new SANITY Roll (1/1d6), those who weren't poisoned by witchweed make a SANITY roll (1/1d3). The Goatmen will have a surprise action and charge for the first characters hitting him with his huge club. Combat begins so players should roll Initiative (Find Magda's and Goatmen's statistics in the Appendix 1 at the end of the adventure).

Every consecutive turn after the first one, a new Goatmen warrior will enter the house, until they number four in total. The second one is armed with two handaxes, third with a greataxe; and fourth with a stolen military spear and a throwing axe. Although slightly outnumbered they have an surprise advantage and will fiercely attack the characters trying to disable them. They will not hesitate to slay stronger characters if that proves to be vital, but their priority is to catch new prisoners, even at the cost of some spilled blood.

Magda will try to distance herself from the combat. She has a small dagger and will defend herself if needed, but otherwise lets the Goatmen do the bloody work. The combat should be quick and dirty and the GM should keep in mind the poisoned characters' disorientation.

If the fate of combat proves unlucky for Goatmen they will try to disengage and retreat to warn Zloba. The same applies to Magda who will also try to escape if the outcome of the fight proves unfavorable for her. She will douse the only lightning source in the house, the fireplace, with the rest of the soup that remained in the cooking pot and will use the moment of distraction to run for the exit.

Once the fight is over, the players will have several possible options.

1. Searching any killed or wounded Goatmen reveals their human nature. They are people made of flesh and bones, just like the char-

acters. The leader wielding greataxe, is a strong dark man in his late thirties, the other two are youths in their teen years, and the last one armed with the spear, is a sickly looking woman. Realizing their opponents are mortal will probably boost the characters' morale. That's quite all right as it is the intention to lure them into a false sense of security before encountering Vodan. The amulets the Goatmen are wearing look exactly as the one Hildebrandt had.

2. If they captured any of the Goatmen alive can try questioning them. The heathens are of a stubborn and proud breed, so forcing them to reveal their comrades will require a successful Difficult PERSUADE Roll. Torturing them changes the roll to Normal. If successful, the Goatmen will admit they attacked the priests and their guards, slaying most of them. The rest were taken to a secret cave where they are going to be sacrificed to the God Veles by the great shaman Zloba. Several of their hunting brethren are with him. Characters roll KNOWLEDGE (Region) to recognize the exact location of the cave.

3. If Magda falls into the characters' hands she will try not to mention Zloba or his position, but if confronted with the possibility of torture or Spalatum's gallows, she will answer the questions. Magda will admit allying with Zloba and his heathen followers who used her as a bait for ambush. She knows their hideout where they have camped for the last few months. Characters roll KNOWLEDGE (Region) to recognize the exact location of the cave. Magda will try to save her life in any way, begging, crying, even accepting the crucifix (she is a Pagan pretending to be a Christian). If brought back to Spalatum she would almost certainly be sentenced as a robber and punished to death by the town's judges. The final decision on her fate lies on the characters.

4. Searching around the village calls for a successful SPOT Roll and reveals a fresh unmarked mass grave and the tracks Goatmen left when they took prisoners with them. Digging the grave will discover five decapitated bodies dressed in a mix of monk and soldier clothes.

The party just found what happened to most of the emissaries to Paganía! Their heads as well as the rest of their equipment are missing (taken by Zloba and his followers). Characters make Sanity Roll (1/1d4).

After that the players will be left with few options. They can go back to archbishop de Dominis in Spalatum knowing that priest Jakov will be sacrificed or they can try to find Zloba's hideout. That can be achieved by extracting the instructions from Magda or the Goatmen, or by following the found tracks (successful TRACK Roll). If successful, characters will manage to locate Zloba's cave, so proceed to the next chapter.

THE WARLOCK'S LAIR

Zloba is hiding in a cave near the river Zhrnova's spring, located several hours from Dubrava village (more if the characters are not familiar with the cave's exact position). He has six Goatmen with him guarding two surviving prisoners (chief emissary father Jakov and young scribe Stephan). If the characters were seriously wounded during the fight in Dubrava, GMs can lower the number of Goatmen to four: two of them had taken stolen horses to sell them to Croatian smugglers in an unnamed village several days from there. One Goatman is always on guard a few meters from the cave's entrance. Sneaking past him requires a STEALTH roll. In case that Zloba was warned by Magda or Goatmen about characters, double the guards outside. The rest of the warriors are celebrating Pagan month of the Hunt, passing their time by drinking and eating (Two of them are wounded from the fight with father Jakov's bodyguards).

Inside the cave, Zloba is preparing the last feeding for Vodan before proceeding to the final ritual that will transform the river spirit into a truly mighty servant of his God! When characters enter the cave he will just start feeding Vodan with the pieces of recently slain Jakov. He will not stop the feeding despite being disturbed by the intruding characters: Vodan is

the priority for his agenda and therefore has to do everything to succeed!

Entering the cave undetected, the characters will take the Goatmen unprepared, and can strike righteous vengeance upon them! If they don't have any torch or similar lightning source with them, characters need 1d3 rounds to adapt to the dim light inside the cave. The cave is 10 meters long with several primitive beds sided along both walls. Some mundane items and clothes can be seen around the beds (knives, food remains, small bones and stones etc.). Several bags of fruit and some meat hangs near the fireplace. In the back of the cave there is a stairway carved in stone.

As Goatmen cannot afford having witnesses of their existence and their hideout, they will attack the characters immediately. This fight is probably the direst situation in whole adventure. Failing in combat will certainly result in the characters' demise: death by Goatmen's blades or sacrifice to Vodan and Veles. If the characters start losing the fight, their best option is to disengage and escape into the woods.

If the PCs manage to eliminate Zloba's warriors they can investigate the dark passage at the back of the cave. Bringing some light will allow them to see a narrow and natural stone stairway leading down into the humid darkness with the sound of running water in the background. A foul smell reeks from the darkness. Having descended 15 meters (45 feet), characters will enter a small, dark hall situated over an underground river stream.

A thin figure dressed in ragged clothes stands on the natural stone bridge with a terrified man in his early twenties kneeling beside him. Zloba the warlock is holding a tied scribe Stephan with a rusty sickle against his neck. Disturbing sounds of flesh tearing and bone cracking is coming from the dark water below, as if some huge animal is feeding. With fire burning in his eyes the warlock speaks to them in heavy accented Latin: "Murders! Rapists of the true order! Defilers of the balance and misbegotten fools! Now is the time to pay for your sins. Face the true God and not that crucified absurdity

you hang in your blood covered churches! Meet the Wyrms' spawn your stumbling has created and witness the power of Veles. Hail your new master!"

In that moment, screaming Vodan rises from the water and starts climbing on the cave's plateau. Party has an opportunity to fully see Vodan: a huge horrid amphibian monster with strong claws and a horned demonic head. Characters roll SANITY (2/1d6+2) and they have two rounds until Vodan comes to their reach. Attacking Zloba will possibly provoke him to slay Stephan. Zloba knows he is outnumbered and will try to stall until Vodan reaches him and the characters. Being caught by the characters is not an option so if wounded he will jump into the water and try to escape them. Vodan, on the other hand, will focus himself on the intruders killing and wounding as many of them as possible.

The characters will have serious problems with effectively bypassing Vodan's magical regeneration. The sooner they realize that they cannot injure him the better. They can always retreat to the upper cave where Vodan can't climb. Once they retreat, Vodan will fall back looking for Zloba.

Without Zloba and Vodan, the characters will have some time to search the pagans' quarters. Beside discovering some obviously stolen goods (a fine dagger, quality boots, a chainmail, few small pouches with silver coins etc.), a successful SPOT Roll finds the heavily torn and burnt book in the ashes of fireplace - remains of Jakov's diary. A successful LITERACY Roll (Latin) discern text on the last page: "The trip is longer than anticipated. The God took our scout to His kingdom with an unfortunate viper's bite, so we are without proper guidance. Only the love of Christ has lead us so far. We are staying in a small God-forsaken hamlet we stumbled upon this evening. An old woman named Magda is our host and if I understood her broken language correctly, we should arrive in Spalatum by next nightfall. But that can wait until morning, now is time for supper. My Lord, does it smells tempting..." Remaining pages

contain Jakov's comments about their mission to king Malduk, something that will certainly interest archbishop de Dominis.

Going back to the lower hall will reveal details they missed while fighting with Zloba and Vodan: the floor is covered with dry blood marks and several bones not older than couple of days are found in the huge pile of animal excrement. A successful MEDICINE Roll shows their human origin and reveals visible gnawing marks on them. Even more gruesome are eight decapitated human heads (the newest addition is Jakov's) which morbidly decorate a blood stained shrine in the cave's wall. Characters make SANITY Roll (0/1d2). Those are the heads of killed or sacrificed envoys. Over the alcove a crude pictogram of a snake and holy verses are carved in stone and colored with blood. LITERACY (Dalmatian) roll or Difficult LITERACY (Latin) Roll is required to read and recognize the lyrics from the most known prayer of New Testament: "...Vigna el raigno to / miu deliberane dal mal..." meaning "...thy Kingdom come / deliver us from evil".

It should be evident that is not a typical arrangement for a holy Christian rite and should be considered as heretical, even devil-worshiping: warlock Zloba is obviously mad and damned without redemption.

Another valuable find is "The Wyrms' Wordbook", a heretical compendium of pagan rituals and heathen texts which Zloba collected during his voyages through Eastern Europe in the last two and a half decades. The leather scroll contains dozen of texts written on different scripts and languages (Celtic, Slavic, Greek, Arabian). A LUCK Roll reveals a ritual, written in Slavic, for transmutation of nature spirits to mighty corporal creatures with Zloba's comments written besides it. Studying the compendium requires a successful RESEARCH Roll. In case the compendium proves unintelligible for them, characters can make an IDEA Roll to remember Gottschalk. A man of such erudition should be able to decipher the arcane manuscripts and help them find a way to destroy the

monster. If the players choose that line of action, proceed to the next chapter.

Since the characters found out what happened with Jakov's mission, they have all the information need to conclude the archbishop's quest. If they decide to return to Spalatum without slaying Vodan (or punishing fleeing Zloba), skip to the final chapter 'The aftermath' and conclude the adventure.

THE HERETIC'S ADVICE

Reaching Gottschalk's house from the cave's location can be done in two ways. Going the same way they entered Paganian, or walking directly to it. The latter one requires a successful NAVIGATION roll and a whole day of forced marching through forested area. The former way is easier but longer: almost whole day to reach the river (and then they need to have a way of crossing it) and additional several hours to Gottschalk's place.

The renegade monk will gladly welcome them seeking news and offering his help in return. Any wounded characters will receive a first aid. If characters give Zloba's book to Gottschalk, he will withdraw into his chambers to study it. The next twelve hours PCs will have some time to rest. After that, Gottschalk will return and seriously explain to the characters what needs to be done. He will start his story with recounting the tale of the battle between Perun and Veles and the destruction of Perun's temple by the Christian missionaries. That disturbed the balance which Zloba wants to abuse for his dark deeds. If Gottschalk's astronomical calculations are correct, the monster needs to be slain before next midnight as Zloba wants to complete his final ritual that will change Vodan into a Beast of Destruction!

The only way to hurt the monster is with blessed blades that overcome its supernatural regeneration ability. To bless the weapons, a proper ritual must be conducted. The first task is to sharpen the blades on a sacred place. The last resting place of the revered Croatian queen Jelena is one such place. Following that

is a prayer a cleric needs to perform: "Saint Michael the Archangel, defend us in battle/ Be our protection against the wickedness and snares of the devil./ May God rebuke him, we humbly pray;/ and do Thou, O Prince of the Heavenly Host - by the Divine Power of God - / cast into hell, Satan and all the evil spirits,/ who roam throughout the world seeking the ruin of souls./ Amen."

Gottschalk will send them to The Church of the Blessed Virgin Mary on Our Lady's Island, four hours down the river Yadro. If they agree, he will keep the Wordbook with him until they return to see if he can find any other useful information that can help them in the upcoming fight.

The Church was built by the Benedictine monks under the patronage of the Croatian widow queen Jelena, almost 40 years ago. It is located on the forested river island in the domain of the Croatian king. Queen Jelena the Glorious, people's favored queen, revered for her charity, lies buried in the Romanesque style three-nave stone basilica with one bell-tower. The only people living on the island are six Benedictine monks.

The characters need to find a boat to reach the island. A FAST TALK Roll with a local fisherman and few coins can convince him to take them over. If the party decides to 'borrow' a boat from nearby village, a successful SPOT Roll and a STEALTH Roll should suffice. Failing to do so could attract the unwanted attention of a cruising Croatian patrol (1d4+2 light horsemen, use the statistics of Croatian guard NPC from the Appendix 1). During the day the party has a 35% chance of encountering a patrol, which drops down to 10% during the night.

In order to perform the ritual, the characters must convince the monks led by pious brother Luka, to let them in. A PERSUADE Roll (Difficult if the main negotiating character comes from a different culture or is of a different religion) is required to allow entrance to the royal tomb. Showing the archbishop's ring they have will allow an Easy roll.

The sarcophagus is made from black granite with the queen's statue laying on it. Successful SPOT Roll discerns old marks of weapons' sharpening on the stone's surface. There is no roll required for sharpening weapons on the sarcophagus but successful Easy PERFORM (Ritual) Roll is needed for the ritual to have any effect. If none of the characters have the required skill, brother Luka can be asked to perform it instead.

If the characters return to Gottschalk's villa they will find closed doors and grim faced guards who will inform them that Gottschalk left for Clusan fortress due to some important issue and won't come back soon. He left a message for them and one guard will give it to them. The note, written in Latin, says: "Go to the Veles' altar! Lure Vodan there and slay it with your blessed weapons. Persuade the archbishop to build a chapel of Saint George over the old temple ruins. That will bring the balance back. May God help you, G." The party will never see Gottschalk again. Soon after leaving his villa, Gottschalk will depart for his homeland Bavaria, where he will end his life in one baron's prison. If "The Wyrms' Wordbook" was with him when he left, the compendium will disappear in the whirlwinds of coming history to appear in some other, future adventure.

The characters will not have many options left. They can continue to Wyrmsstone or try getting some help. Reaching back to Spalatum and asking for the archbishop's support will take all day. Explaining to him the importance of the situation in order to get some armed support (1d3+1 soldiers) requires a successful PERSUADE Roll. Failing to do so will result in a blunt archbishop's answer: "The situation is dire. That wicked spawn of Satan needs to be destroyed as his damned master. Unfortunately, I can not risk panic of my citizens by letting them know for the existence of such monster. You have been chosen for this quest and I will pray for the Lord to give you strength and clarity to fulfill it." The characters will receive a great reward if they bring a proof of Vodan's death.

THE FINAL BATTLE

If the characters, on their return to the Wyrmsstone, stop at Peter's mill they will discover a horrific scene. Something big furiously charged through the house and slaughtered its residents: Peter and his daughter Mary. Characters make a SANITY Roll (1/1d4). Their murder was a revenge for the characters' attack on Vodan several nights before. Alternatively, if Zloba managed to escape from characters' previous attack on his hideout, they will find only Peter's remains as Zloba took Mary to complete Vodan's ritual of transformation. Tonight she will be sacrificed to Veles on his altar if the characters don't intervene.

The party can easily find Peter's boat to help them reach Wyrmsstone in hour and a half. Depending on their previous actions and the time of day, they will encounter different situations once there.

In case Zloba is alive, he (and any other living Goatmen) will be at the altar preparing it for tonight's ritual sacrifice. Mary will be laying tied up beside the rock and Vodan lurking somewhere in the shallow water. If Zloba notices the characters (make opposing STEALTH and LISTEN Rolls) he will order Vodan to attack them which can prove to be very dangerous if the characters are still on the boat. The safest solution for them is to disembark on the eastern river shore couple of hundred meters (500 feet) before, and then continue to Wyrmsstone on foot.

If Zloba is dead, the characters will have to face only Vodan but to do so they need to lure him. The easiest way to lure him is to slaughter some animal (a goat, few chickens etc) and let the blood spill into the water. The tricky way is to transport the living animal to the altar. During the night there is a 35% chance Vodan will be awake in the water around Wyrmsstone. If he sees characters he will try to sneak closer, carefully watching their moves and waiting for the right moment to attack.

Combating Vodan needs to be challenging. Vodan will try to pick one character at the

time, trying to pull him under the water! Under no circumstance will he back down: this is a struggle he fights in until his final breath. GMs should bear in mind the time and terrain on which fighting takes place and use its hindrances to add flavor to combat (Mud and shallow water slow the characters' movement and actions; reed and other marsh plants give cover and camouflage to Vodan; rain and darkness hamper clear sight; etc.).

THE AFTERMATH

If the characters found out what happened to Jakov and the rest of the envoys they have accomplished the archbishop's task and will be properly rewarded. The slaying of Vodan and Zloba will do a great favor to the local people as they have freed the area of terrible evil. Bringing the evidence of Vodan's death, characters will earn archbishop's gratitude and coffer full of silver and golden denarii (enough to start a peaceful life away from the horrors of the frontier). The archbishop will build a new church of Saint George on the remains of old pagan hill temple (it still stands there near the modern day City of Split) to celebrate the defeating of 'Satan's dragon' and to bring the nature's balance back. If the characters gave 'The Wyrms Wordbook' to the archbishop, he will send it to the Pope's library in Rome to be securely locked with others blasphemous texts.

If the characters failed to stop Zloba in performing his ritual, the river monster will take several more lives of fishermen and peasants working in the watermills until a Croatian prince kills it a few years later. On the other hand, if characters eliminated Zloba before completing the transformation of Vodan, but didn't slay Vodan, it will roam the waters of Zhrnova for a bit before vanishing into the sea...

The end.

5. APPENDIX

Croatian guards

Slavic soldiers in the service of Croatian king Kresimir. These men are experienced and loyal warriors.

STR 15

CON 14

SIZ 15

INT 11

POW 11

DEX 13

APP 11

Move: 10

Hit Points: 14

Damage Bonus: +1d4

Armor: 7-point scale and light helmet

Attacks: Broad Sword 65% 1D8+1+db (bleeding)

Hand Axe 55%, 1D6+1+db (bleeding)

Hand Axe (thrown) 55%, 1D6+1+½db (bleeding)

Large Round Shield 50%, 1D4+db (knockback)

Skills: Brawl 25%, Craft (type) 05%, Dodge 40%, Grapple 35%, Insight 20%,

Language (Slavic) 55%, Language (Dalmatian) 25%, Listen 40%, Ride (Horse) 10%, Spot 35%, Status 25%.

Old Magda, the Pagan witch

A small woman with thin gray hair. Living alone in the woods left her with a slightly disturbing presence.

STR 11

CON 12

SIZ 10

INT 15

POW 17

DEX 13

APP 9

Move: 8

Hit Points: 11

Damage Bonus: None

Armor: None

Attack: Dagger (1d4+2+db, impaling)

Skills: Craft (Potions) 35%, Dodge 25%, First Aid 45%, Hide 30%, Insight 25%,

Knowledge (Herbalism) 70%, Language (Slavic) 70%, Listen 35%, Spot 40%

Goatmen, the heathen warriors

Strong Slavic warriors clad in goat hides, with bells hanged around their hips. Following the Pagan laws of might, all they seek are pillage and fight.

STR 16

CON 14

SIZ 14

INT 11

POW 11

DEX 14

APP 11

Move: 10

Hit Points: 14

Damage Bonus: +1d4

Armor: 2-point goat hide

Attack: Hand axe 55% (1d6+1+db bleeding)

Long spear 45% (1d10+1+db impaling)

Heavy club 60% (1d8+db crushing)

Hand Axe (thrown) 55%, 1D6+1+½db (bleeding)

Skills: Dodge 70%, Hide 50%, Listen 45%, Spot 55%, Stealth 65%

Zloba, the insane Pagan warlock

An aged man with a mad look in his eyes and long untidy beard. Driven by hate his goal is to eradicate the Christianity!

STR 10

CON 11

SIZ 15

INT 19

POW 20

DEX 16

APP 12

Move: 10

Hit Points: 13

Damage Bonus: +1d4

Armor: 2-point goat hide

Attack: Sickle 35% (1d6+1+db, bleeding)

Skills: Dodge 40%, Hide 30%, Insight 35%, Knowledge (Religion) 50%, Knowledge (Blasphemous Lore) 20%, Knowledge (Occult) 70%, Language (Dalma-

tian) 65%, Language (Latin) 35%, Language (Slavic) 75%, Listen 35%, Literacy 45%, Perform (Ritual) 50%, Persuade 45%, Research 75%, Ride (Horse) 35%, Sense 35%, Sleight Of Hand 35%, Spot 55%

Powers: Zloba has arcane powers of Slavic Pagan priests that he uses through his amulets. GMs are free to experiment and choose the use of it as they like. The only spell that shows in the course of adventure is the curse Zloba put on Hildebrandt. For the effects of the curse, GMs can use the combination of Delirium and The Chills diseases from the Chaosium's Basic Role Playing book (pg. 221).

Skills: Dodge 70%, Hide 50%, Stealth 75%

Vodan, the river demon

A huge amphibian monster weighting around 750 pounds (350 kg) and 11, 5 feet (3, 5 m) long. Its ugly horned head is marked with hideous jaws. Several amulets can be seen wrapped around its horns.

STR 25

CON 25

SIZ 30

INT 12

POW 23

DEX 20

APP 5

Move: 6 (10 swimming)

Hit Points: 27

Damage Bonus: +2d6

Armor: 5-point scales

Attack: Claws 1d8+db, Bite 1d6+db, Tail 1d4+db

Skills: Dodge 70%, Hide 50%, Listen 50%, Spot 60%, Stealth 75%

Powers: Vodan is a magical beast protected by the power of God Veles, and regenerates 5 hp of damage per combat round. Only blessed weapons inflict damage that cannot be regenerated.

The Prison of Outlaws

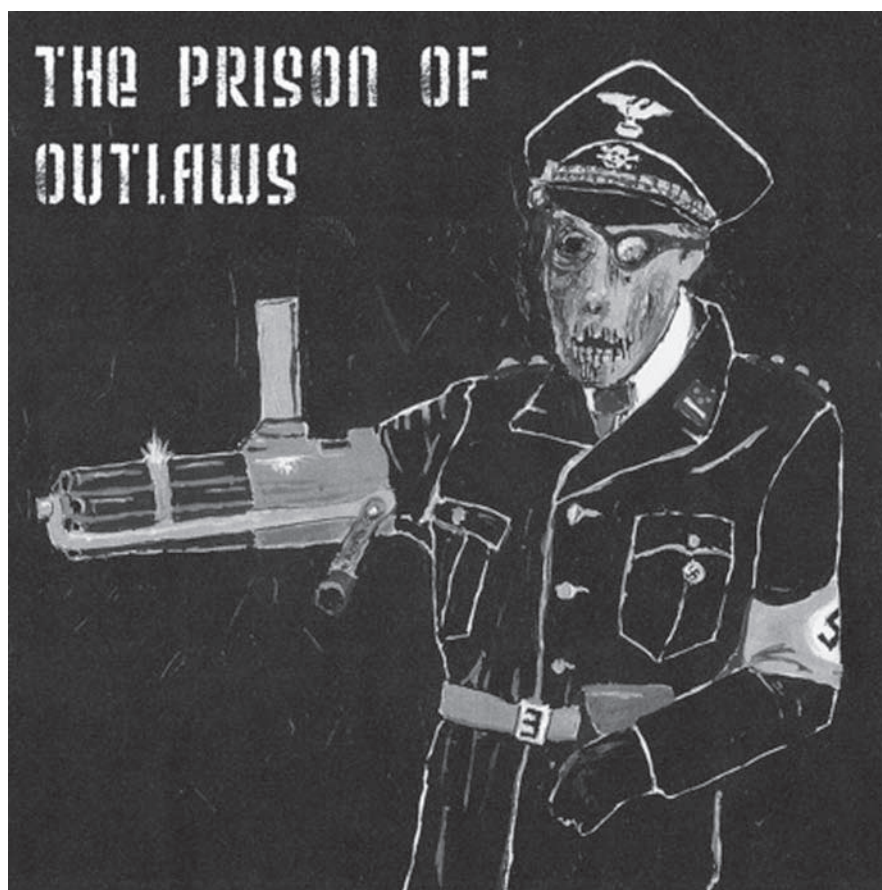
BASIC ROLE PLAYING ADVENTURE

A DYSTOPIAN TOTALITARIAN GOTHIC SETTING IN A STEAMPUNK WORLD WITH NAZI ZOMBIES

BY SIMON YEE

MAPS BY ALBERT AND JENNY YOSHIDA PARK

ART BY SIMON YEE



Contributing ideas for the setting come from the Champions Group at www.RPG-Sandiego.org: Andy Blanchard, Sam Carter, Chris Czerniak, Albert Park, Derek Shackleton and Erik Richardson

Setting Contents:

- The Rewritten History
- The Criminals
- The Death Sentence
- Technology and Weapons of the Times
- Character Creation

- The Adventure: “Dr. Faberge and the Dragon’s Breath of Life.”
- Acknowledgments

THE REWRITTEN HISTORY

Imagine a dark and dreary world where the United States has declared bankruptcy and is bought out by Great Britain. The technology that we know today went in another direction during the industrial age with the development of the differential engine and hydro-carbonic combustion. The two great wars still happened

and France has united all the countries under one governmental union. Social reform took a new social evolutionary step whereby crime was reduced and public unrest squashed by the legalization of narcotic drugs and neuro-wave topical modules to induce euphoria with a single click. Major deviation from social standards now means rehabilitation and a neurological reconstruction of thought known as Biological and Social In vivo Cognitive Reconstruction or BASIC Recon for short. Most social needs are taken care of by the flat income tax of 80% on all citizens.

THE CRIMINALS

The major change that matters most to this adventure is the policy on rehabilitation of criminals. People who are charged with felonies are sent to a rehabilitation colony where they are given genetic and neurological rehabilitation which effectively takes the 'nature of crime' out of the individual and replaces the memories of their offense with a re-education program of useful vocational skills so they may be a benefit to society when they return to the community. This process is called BASIC Recon. There are no prisons in the current age and prisoners are placed back in the community after they have been re-conditioned and installed with monitoring devices. This is the probation or the time they must serve to pay off the judgment of their crime(s). These jobs are usually government and low-pay positions depending on the crime(s) that individual had committed. Such as a person who had been caught robbing a bank might be placed as a customer service representative at an office that distributes government public aid or benefits. A rapist may be having a job as a sanitation worker and be neutered with a neural clamp on sexual impulses and areas in the brain related to violent or sexual fantasies and any other associated synaptic connections.

Some of these criminals were put into a special program called the Somnus Cell, where they were given an additional purpose when they were put back into the community. These

individuals are considered the special agents of the state and are used to bring in rogue deviants who resist the rehabilitation that BASIC Recon provides or are threats to the Nation. The Somnus Cell lies hidden within the community until activated by a representative of the state who carries a device called the 'Yellow Sign.' This device sends out a neuro-frequency modulator that stimulates dormant synapses and dendrites that have been cultured for the individual to take on their task. There is a secondary wave that has encoded information of their target and task.

Each Somnus Cell consists of a group of individuals who have been rehabilitated together and trained as a team. This neurological programming is then repressed and the synaptic process subdued to a dormant state. As an Active Somnus Cell these individuals have an unlimited amount of legal room as long as their actions are to the benefit of the state of the nation. If any of the individuals do anything beyond those parameters then the violation is tacked on to their criminal history and additional time for public service is added. If the public service time exceeds the standard life time of an individual then the person is removed from the Somnus Cell and station in life to be recycled for the community and given the Death sentence.

THE DEATH SENTENCE

Somnus Cell agents or any criminal of the state that exceed the term limits of public service, which is 80 years, is given the Death Sentence. Now the term Death Sentence is misleading because it is not a death penalty but a re-designation of what the person is going to do for public service which is usually public transportation. Vehicles during this time are either horse-drawn or driverless carts that have their own guidance system, called euphemistically the Chauffeur. The actual Chauffeur is a live human brain that has been hard-wired to the carriage operating system of the vehicle. These brains are all individuals who have public service criminal re-

cords that exceed the expected human life of 80 years. Their bodies have been given over to the Nation as a protein resource to be recycled into protein power bars for soldiers.

TECHNOLOGY AND WEAPONS OF THE TIMES

As this is a Steampunk setting, you can expect most things run on steam, clockwork or differential engines based on hydro-carbonic combustion. Most items are made of copper, brass and cast iron with hard wood frames if possible. This includes weapons and body armor. Designs of these items are always ornate with a Victorian (Edwardian) or Gothic style. For the purpose of the game play weapons will range from primitive up to modern, but are restricted to the presentation as mentioned above. As a result, certain weapons such as submachine guns, miniguns and assault rifles will have a higher malfunction rate of 90% to 100%. The Gatling gun is not affected by this rule. Even though this is set in modern times, please consider that the style of weapons used and the technology evolved did so under these guidelines with no influence of plastics, internet or micro processors.

Optional Rule: When guns, like the Gatling gun, submachine gun, miniguns and assault rifles, which can spray fire on opponents, the player can give the option of suppression fire. This means that the opponent can have the option of getting hit or ducking for cover for 1D6 rounds with no action even if the shooter stops firing after the first round.

Every citizen under the rule of France has a magnetic bar coding or Brand under their skin that can be scanned for identification by an ID scanner. These bar codes are found in three places on the body, the forehead, torso and arms. The bar code works as a passport, credit card, currency, and as a way to check in with the probation officer. All criminals have a probation officer who uses the bar code to keep track of an individual. The bar code is also important in getting a driverless cart to transport

you because the brain in the carriage will not operate unless you have been identified and cleared to be in its carriage. The bar code scanners usually look like a black flat screen surrounded by a brass frame and can vary in size. People can carry a scanner on them but need to carry a conduit link radio transmitter that is the size of an average book.

Drugs and the neuro-wave topical modules work by the rules of poison, which is POT (potency) versus the CON of the character. The duration of intoxication with normal drug ingestion will be 1 hour; 1-6 hours with the neuro-wave topical modulator. The effect of the drug and neuro-wave topical modulator is to make the individual not care about anything and feel the euphoric sense of a blissful ambivalence. Other drugs types like stimulants, depressants and hallucinogens exist but are not as popular as the ones that make you not care. Intoxication will require players to roll POW versus the POT for the character to do any goal-directed actions. Players may use the neuro-wave topical module to attack opponents and requires a successful grapple and medicine (or first aid) rolls. The effect is immediate.

CHARACTER CREATION

As part of the Somnus Cell these players will have to assume two identities and occupations. The façade identity will have the occupation of a city worker of some type such as clerk, sanitation, technician, servant, mechanic, orderly, farmer, craftsman, engineer or social worker. The skills for these occupations will be set at 250 points for normal levels. The second identity will be the awakening Somnus Cell identity. These occupations are given the heroic level of skill points, 325 to be exact, and have occupations related to their specialty such as Assassin, Detective, Hunter, Lawman, Soldier, Spy, and Thief. These points do not stack on to their normal first identity points. The players cannot use the skills from the second identity until they are activated by the 'Yellow sign'.

Another important feature to the character is the amount of public service time and the type of crimes they have on their record. All players should have a sentence of less than 80 years and more than one year. If players wish to randomly generate the years, have them roll 1D100 and ignore the rolls above 79 (Sentencing can be random at times because of the human factor involved). If players live past their sentence term, they will be considered time-served and become free citizens of the nation, but this should not happen during this adventure. Because players start off as criminal public servants of the nation without access to guns and obvious weapons then the players equipment will be based on what they can find around them related to their work or have at home.

Not everyone knows what their crimes were and it is an option for a player not to know. In fact, in this world, if you find that you have been neutered then you're probably not going to want to find out the crime that is related because it was probably sexual in nature and quite embarrassing or appalling. Probably one of the challenges for players in this setting will be negotiating their public service with what is required from their Somnus Cell mission. Starting money that the players will have access to is from \$500 to \$2,000 Euros.

START OF THE ADVENTURE: "DR. FABERGE AND THE DRAGON'S BREATH OF LIFE"

PLAYERS INTRO

The sun never shines in New Paris and the days are always wet. You are slavishly working hard at your public service and it never seems to end. You know eventually your time will be served and you can go back into the world as a free individual with rights. Seeing police still makes you feel edgy but you know that keeping yourself out of trouble will protect you. At least you think it will. Sometimes you think these thoughts were probably implanted. You wonder

if the thoughts that run through your mind are actually yours, and looking in the mirror makes you question "is this really me?"

Then one day a man in a brown derby hat and suit walks up to you. He smiles and flashes a badge in your face as if it means something to you and then walks away. You feel dizzy and tired. When you collect your wits, you feel changed and new thoughts flood through your mind. You belong to a special group of criminals that have been selected to be agents of the government. A ticker-tape message runs through your thoughts. "Find Dr. Lendl Faberge and stop his plans of anarchy! He was last seen in the Bowery District collecting men for his plans. Formal Government police have been unsuccessful in infiltrating the district through normal means. As part of the Somnus Cell you are asked to secretly search for him without drawing attention to yourselves. Please contact the other members and carry out your mission."

Players will need to finish their work and abide by their work schedules, otherwise it will be considered a violation of their probation. Have players describe their job and the work schedule. Possibly play out a typical day at work before they encounter the representative of the state.

GAME MASTERS BACKGROUND

Dr. Lendl Faberge was a great scientist for the government before developing a machine that could reanimate life back into a subservient form. He called the machine the 'Dragon's Breath of Life' because his early altruistic plans for the machine were to bring people back to life. When that did not go as planned, he decided it would be a great device to take over the world with zombies. Deep down, he did not like the way the French government was ruling the world and thought he could do better with a Marxist doctrine backed by zombies...Nazi zombies to be exact. Dr. Faberge had been using some well-preserved corpses he discovered in the mountains of Denmark for his experi-

ments. It turned out to be a platoon of Nazi soldiers who got caught in an avalanche in 1942. When his fellow scientist stumbled upon his experiments and plans for world domination, the police were called in to arrest him. This ended up being a blood bath in the subterranean secret laboratory with 11 officers killed and 34 wounded. Dr. Faberge escaped with a handful of his zombies and found a safe haven in the Bowery District. He is almost finished in making a dirigible in an abandoned warehouse and plans on escaping to Germany where he wants to resurrect the Third Reich from the German War Memorial soldiers' grave sites. Dr. Faberge has not been able to reanimate other types of corpses, and believes that this may be because the Germans had been experimenting with certain chemicals on most of their soldiers during the war to make them more resilient.

THE POLICE AND PAROLE OFFICERS OF NEW PARIS

The police will not have immediate information on the players' Somnus status, but will once they have taken players into custody. The Parole Officers have immediate access to the characters' Somnus status and help intervene with police if their Somnus agent gets into trouble. Players' status as Somnus agents will not appear on their bar code scan. Police dress in a black and blue uniform coat that extends to the knees and a custodial 'Bobby' helmet. Parole officers usually wear suits or dress suites with a dark Edwardian flair and topped with a bowler hat.

The Police and Probation Officers

STR 14 CON 14 SIZ 14 INT 14
 POW 14 DEX 14 APP 14 EDU 16

Hit Points: 14

Damage Bonus: +1D4

Armor: 8-point bullet proof vest (4-points versus melee weapons)

Attacks: medium pistol 70% 1D6+db; Fist 50%, 1D3+db; Head Butt 40%, 1D3+db; Baton (light club) 50%, 1D6+db (crushing); Pepper Spray 65%, Special (POT 16, blinds 1D4+2 combat rounds)

Skills: Brawl 65%, Dodge 40%, Insight 55%, Knowledge (Law) 50%, Language (French) 30%, Knowledge (English) 80%, Listen 50%, Medical (BASIC Recon) 45%, Persuade 50%, Ride (Horse) 45%, Sense 30%, Spot 45%, Bar Scanner 60%, Stealth 30%, Throw 45%.

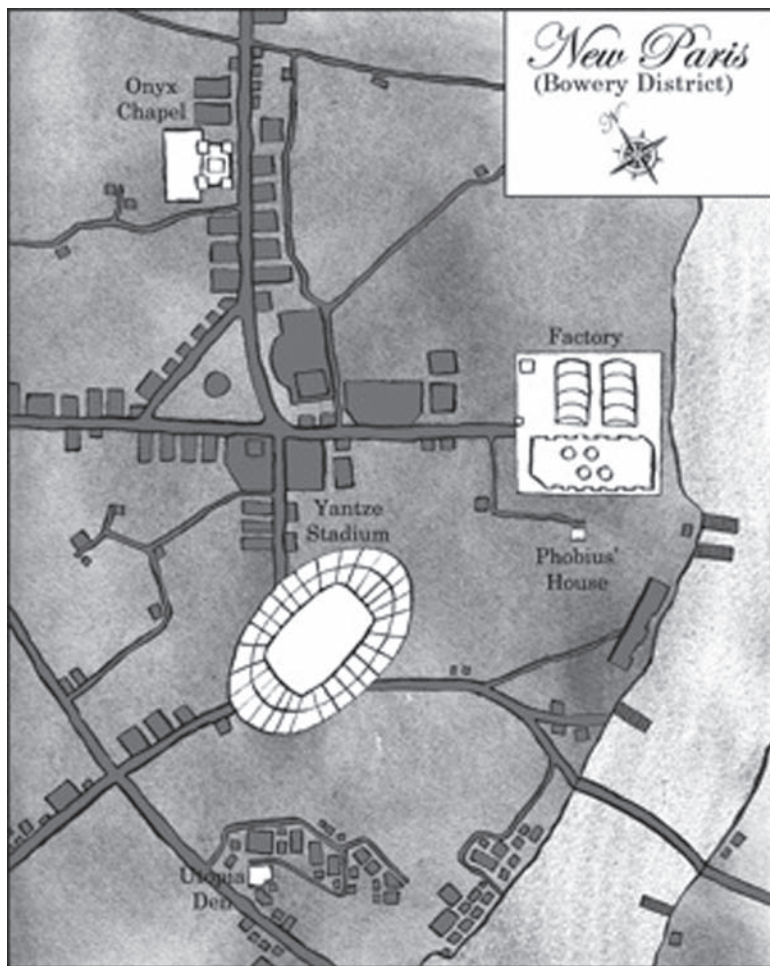
RESEARCHING NEWSPAPER AND CIVIL RECORDS

Searching for information about Dr. Faberge requires a successful Research Roll. Players will find accolades about the renowned research of Dr. Lendl Faberge's work on human life extension. A newspaper article will indicate that his labs were raided during rumors of illegal research that did not pass the international review board guidelines. News about the raids will indicate that 11 police officers were killed and 34 wounded. Several journalists will report that a chemical hallucinogen agent was used by Dr. Faberge because police witnesses who survived the raid reported seeing old war-time German soldiers shooting at them, and that some were hit by bullets but would not stop attacking. His current location is unknown.

THE BOWERY DISTRICT

The players know this about the Bowery District and its inhabitants: The Bowery District is known to be the low-income and shady side of New Paris. People here keep to themselves and do not report criminal activity as they should, which makes this place a perfect haven for individuals running from the law. Also, the police fear this area because it is not very safe for individual patrol men to walk around. Many have gone missing in this gas-lamp district. Inform players that there are three major places within the district which are known havens for criminals on the run: The Chapel of Onyx, The Utopia Den, and the abandoned Yantze Stadium.

A Police booth is at all the entry streets into the Bowery District to scan citizens entering and exiting the area. Players will have clearance to enter and exit, but the police officer will query what they are up to and will warn them to stay out of trouble.



THE CHAPEL OF ONYX

This is a run -down church that is being run by a thug named 'The Priest' and his gang of teenagers. The design of the church is gothic with stone gargoyles and angels sitting on the trim of the architecture. The important fact that can be gained from The Priest is that he saw a man fitting Faberge's description skulking around the old Yantze stadium, hitting up some of his teenagers for special materials to be stolen from the New Paris Air Field. A successful Repair, Craft (Dirigible), Pilot (Dirigible), or Knowledge (Aviation) roll will indicate that the materials he is looking for would be used for the construction of a dirigible.

The Priest will not be willing to give up this information freely and will require some convincing that the investigators are on the up-and-up. This may take the form of a bribe of at least \$1,000 Euros. If he feels the players have

more money, he will try to cold cock them over the head as they leave and steal the rest. If the players identify themselves as the authority or government, then he will run away. If the players try to convince him that they are criminals like him, then he may be willing tell them after he has one of his boys or girls research the players' backgrounds. This will open the discussion about how the players outsmarted the BASIC Recon. The Priest has open warrants for his arrest and knows that he will eventually be caught. He would like to know if there is a way to avoid having his mind erased and reprogrammed. This will require either Persuasion or a Status roll to get The Priest believing in the players enough for him to talk. Players may select to get the information out of him by beating him into submission. The Priest will obviously get help from his gang in any fight that occurs.

The Priest

STR 16	CON 14	SIZ 15	INT 10
POW 10	DEX 12	APP 11	EDU 10

Hit Points: 15

Damage Bonus: +1D4

Armor: 1-point leather jacket

Attacks: Baseball Bat 50% 1D6+db; Fist 50%, 1D3+db; Head Butt 40%, 1D3+db

Skills: Dodge 35%, Drive 50%, Gaming 30%, Grapple 50%, Hide 25%, Insight 25%, Knowledge (Region: New Paris) 35%, Language (English) 50%, Listen 35%, Persuade 35%, Sense 30%, Sleight of Hand 25%, Spot 35%, Stealth 25%, Throw 35%

The Gang of Teens (5 total)

STR 8	CON 10	SIZ 8	INT 9
POW 11	DEX 11	APP 11	EDU 7

Hit Points: 9

Damage Bonus: -1D4

Armor: None

Attacks: Knife 38% 1D4+db; Fist 50%, 1D3+db; Head Butt 30%, 1D3+db

Skills: Dodge 35%, Grapple 50%, Hide 25%, Insight 25%, Knowledge (Region: New Paris) 35%, Language (English) 50%, Listen 35%, Persuade 25%, Sense 30%, Sleight of Hand 35%, Spot 35%, Stealth 25%, Throw 35%

THE UTOPIA DEN

Within the decrepit Bowery District is a magnificent white mansion where the higher class and the lower class of society congregate together to use recreational drugs and get a taste of paradise from the neuro-wave topical modules. There is no distinction between people of any walks of life. The interior is a mishmash of cloudy pink marble and red velvet upholstery furniture. The players will be greeted by a shadowy cloaked figure at the doorway who will identify himself as Donald Arbogast, the proprietor of The Utopia Den. He will offer various drugs and access to various rooms where they may use the neuro-wave topical modulators. Donald will add that each room offers a different experience of bliss. If for some reason players decide to take Donald up on his offer of using drugs (cost \$40 Euro) or the neuro-wave topical module (cost \$100 Euro), then he will show them to a side room and provide what they are willing to buy. Drugs have a POT of 12 and the neuro-wave topical modulator has a POT of 17. If players fail the resistance roll versus CON then the player will be intoxicated for the next hour for drugs usage and 1-6 hours for the neuro-wave topical modulator. Intoxication makes it hard for the player to care about doing anything and they must roll a POW resistance against the POT to do any action toward their goal. If Donald is asked about Dr. Faberge, then he will ask who they are and why they want to know. If players do not answer or say they are law enforcement, then he will say that too many people come here for him to remember. At this point only a bribe of \$800 Euros or more (depending on a successful bargain roll) will get him to talk. If players answer that they are his friends, criminals or looking for work, then he will direct them to

his whereabouts. The owner and the customers here know that Dr. Faberge had been recruiting people to help him in an abandoned warehouse within a smoke-stacked factory. Donald has also heard that some of the people who have worked with him have been found dead as though they'd been chewed up by dogs. He will let the players know that Dr. Faberge is still hiring people to help and that he uses a middle man, named Lewis K. Phobius to recruit people in the Bowery District. He is not aware of the reason for needing workers, but thinks Dr. Faberge is almost done with whatever it could possibly be.

YANTZE STADIUM

This stadium used to be an old baseball stadium owned by a Chinese franchise. The baseball team



moved to another city and the stadium was left in ruins. It is now used as an open market for various vendors to sell their wares and as a slum for the homeless to squat at night. A guild of thieves called the 13 Rings controls the stadium and keeps things under control.

The 13 Rings are named their council of 13 thieves that lead the guild and for their gauntlet of 13 tests. Potential members must demonstrate their thieving skills by retrieving a single ring (marked with the number 13) during each test in order to be admitted into the guild.

The market is a great place to buy equipment and various weapons but nothing more powerful than a pistol. If players wish to get something a bit more powerful then they will need to contact the 13 Rings. If the 13 Rings are also contacted by the players to get a submachine gun or a shotgun then they will be asked to steal a gold ring from the house of Lewis K.

Phobius before their request will be considered. When players return with the ring, they will be given one sub-machine gun with 25 rounds for \$2,000 Euros. If the 13 Rings are asked about



Dr. Faberge, they will share that he has been recruiting people from the Utopia Den for work and that he has purchased various materials from the market place, but they will not know more specifics about what was purchased. The Thieves will not expose their identities.

Thieves of the 13 Rings

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

Hit Points: 11

Damage Bonus: none

Armor: None or 1-point leather jacket

Attacks: Stiletto 50% 1D4+db; Revolver 40%, 1D6; Fist 50%, 1D3+db; Head Butt 40%, 1D3+db

Skills: Appraise 50%, Bargain 35%, Climb 65%, Disguise 70%, Dodge 35%, Drive 50%, Fast Talk 35%, Fine Manipulation 50%, Grapple 50%, Hide 25%, Insight 35%, Jump 40%, Listen 50%, Language (English) 50%, Sleight of Hand 25%, Spot 35%, Stealth 25%, Throw 35%

Typical Yantze Stadium Merchant

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

Hit Points: 13

Damage Bonus: +1D4

Armor: None

Attacks: Fist 50%, 1D3+db; Head Butt 40%, 1D3+db

Skills: Appraise 70%, Bargain 60%, Dodge 35%, Fast Talk 35%, Knowledge (Accounting) 35%, Knowledge (Business) 50%, Insight 25%, Knowledge (Region: New Paris) 35%, Persuade 35%, Status 35%

HOUSE OF LEWIS K. PHOBIUS

Lewis lives in a one-room shack outside the factory that houses the warehouse for Dr. Faberge. It has a bed, kitchen and toilet. The interior is dirty and disorganized. A layer of filth covers the floor. A successful Spot roll will find a plain gold ring with the number 13 under the bed. This is the ring that players must get if they are given the quest from the thieves of the 13 Rings at the Yantze Stadium. Lewis is usually here and will be found using a neuro-wave topical module to get high. If players ask about Dr. Faberge, he will point to the factory and say that Dr. Faberge is there. Lewis will offer the players temporary work in the warehouse finishing the work on his dirigible. He will offer this information freely since he is experiencing an elevated euphoria from the copper topical module. If players say they are looking for work, then he will take the players to the factory warehouse and introduce them to Gustav, Dr. Faberge's Nazi zombie sergeant. Otherwise, he will just point and go back to getting intoxicated on the neuro-wave topical modulator. If asked to share his neuro-wave topical modulator, he will happily give the player(s) a dose at POT 17 versus CON resistance. This has the same effect as that previous mentioned in the Utopia Den. If players become intoxicated then they will need to roll for every goal-directed action for 1-6 hours.

Lewis K. Phobius: Recruiter for Dr. Faberge

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

Hit Points: 12

Damage Bonus: +0

Armor: None

Attacks: Fist 50%, 1D3+db; Head Butt 40%, 1D3+db

Skills: Appraise 30%, Bargain 20%, Dodge 35%, Fast Talk 35%, Knowledge (Drugs) 35%, Insight 25%, Knowledge (Region: New Paris) 35%, Listen 38%, Persuade 35%, Spot 40%, Status 35%



THE FACTORY

This is an old factory that makes metal screw fittings for steamships and brass machinery. This factory does not produce the same amount of screws that it used to ten years ago and has several empty warehouses. Most of the workers will ignore players snooping around in the area since they have become familiar with seeing new people at the facility using the empty warehouses. A patrol of Nazi zombies does make its rounds in the facility, but is easy to spot and hide from if the players roll a successful Spot and then Hide roll. The Nazi zombies will ignore anyone who looks like a factory worker and attack anyone who looks like law enforcement. The Nazi zombies walk in pairs and crave human brains and flesh. These zombies will not attack players that are with Lewis K. Phobius. They can speak both English (heavy German accent) and German. The zombies will ask the players to stop so they can ask the strangers questions and remove people who do not belong...and eat them.

Nazi Zombies

STR 14 CON 15 SIZ 13 INT 8
POW 1 DEX 7 APP 3

Move 10

Hit Points: 14

Damage Bonus: +1D4

Armor: None (Half damage from slashing, crushing and impaling weapons. Fire does full damage.)

Attacks: Bite 30%, 1D3+ ½ db (bleeding), Claw 25%, 1D3+db (bleeding), Grapple 35%, Medium Revolver 25%, 1D8 damage

Powers: Can only be killed by special success damage to the skull. A Nazi zombie brought down to 0 hit points will fall to the ground and stop moving for 2D12 rounds before getting back up with full hit points. The bite of the zombie is not infectious.

Skills: Sense 50%, Spot 40%

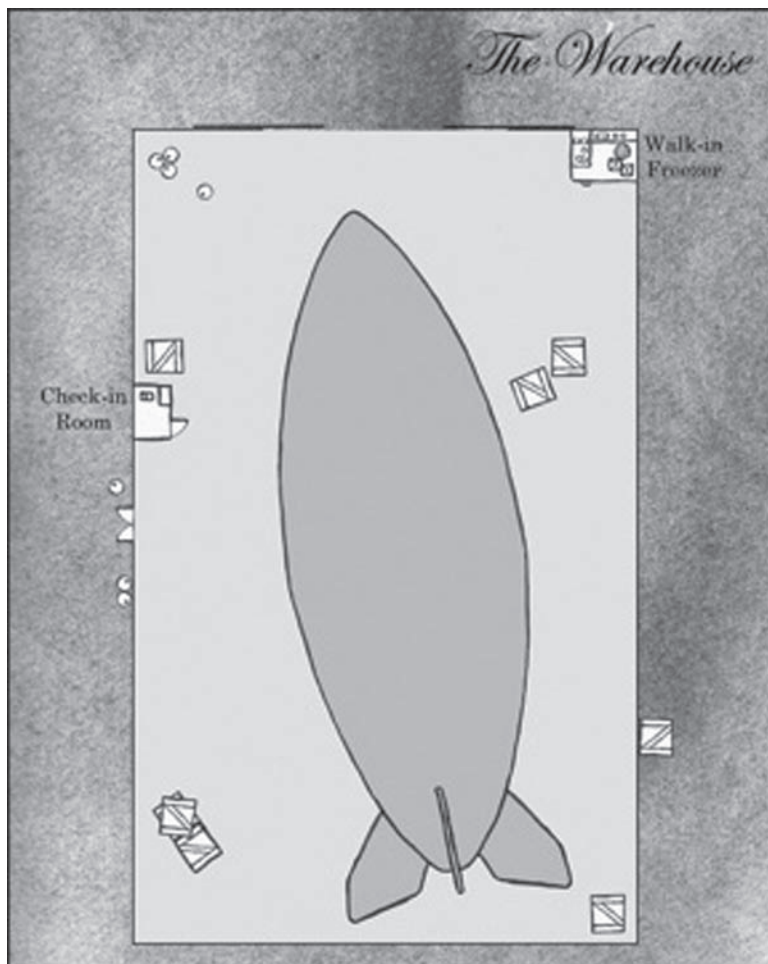
BACKGROUND ON NAZI ZOMBIES

During the Second World War, Germany had developed an enhanced drug for its soldiers to

help with stamina, shell shock and fear. The serum also made soldiers more obedient to orders given by their superiors. Despite the benefits of this technology, the Germans were defeated. The scientist involved with developing the serum laid the foundation for the reanimation properties of Dr. Faberge's Dragon's Breath of Life machine. The machine is able to act on the chemical residuals in the Nazi corpses to bring them back to life in an undead state. The zombies retain some level of intelligence but are obedient to wielder of the Dragon's Breath of Life machine. Also the zombie assumes some aspects of the wielder and understands the same language. If the machine is destroyed, the zombies will not be able to stay animated because the link will be gone. A side-affect of becoming a zombie is the incredible hunger for human flesh and brains.

THE CHECK-IN ROOM

The warehouse doors are open and on the side is a small shack where workers check in and out to work on the Dirigible. On the desk in the room is a clipboard for people to sign in and out. A Nazi zombie stands behind the desk with an impressive Gatling gun attached to his right arm stump. Dr. Faberge attached the gun to his arm after the arm was blown off during the raid on his laboratory. His name is Gustav and he is the task-master for Dr. Faberge. He assigns workers their duties when they walk in and does the approval for potential workers. If players are lucky, he will assign them work on the dirigible to weld a large version of the Dragon's Breath of Life machine onto to the bottom of the dirigible's carriage. Characters may also be rejected for work if they don't seem useful or if they appear to be law enforcement. If players are unlucky, then they will be assigned to dinner duty and be taken to the warehouse walk in refrigerator...to be dinner. Gustav works with Lewis K. Phobius in getting Dr. Faberge help with his project. He has an ID scanner detector attached to the wall.



Sergeant Gustav: Nazi Zombie

STR 14 CON 15 SIZ 13 INT 8
 POW 1 DEX 7 APP 3

Move 10

Hit Points: 14

Damage Bonus: +1D4

Armor: None (Half damage from slashing, crushing and impaling weapons. Fire does full damage.)

Attacks: Bite 30%, 1D3+ ½ db (bleeding), Claw 25%, 1D3+db (bleeding), Grapple 35%, Medium Revolver



35%, 1D8 damage, Gatling Gun 25%, 2D6+4 (36 round Burst)

Powers: Can only be killed by special success damage to the skull. A Nazi zombie brought down to 0 hit points will fall to the ground and stop moving for 2D12 rounds before getting back up with full hit points. The bite of the zombie is not infectious.

Skills: Sense 50%, Spot 40%

THE WALK-IN REFRIGERATOR

This is an old refrigerator used for frozen meat goods. Sets of chains, each with a hook, hang from the ceiling rafter beams. At the far end you can see some meats covered in burlap sacks. A Nazi Zombie sits on his helmet in the left corner by the door peeling a potato. A chopping board hangs over the zombie with a cleaver stuck in the middle. A copper bucket with steel potato peelers sits in front of a stack of bagged potatoes. Characters who are sent here by Gustav will be asked to pick up a

peeler and a sack of potatoes to prepare for dinner. “Herr Faberge enjoys his mash. Sit down and peel!” The Nazi zombie’s name is Herman and he is the cook. Herman will not disclose to the players that they are the main course but will say that he will need their help with the main entrée. If players check the burlap sacks in the far end then they will need to roll a Medicine or Science Biology to notice that the meat is human remains. There is a high chance that the characters will create a situation where they will have to fight Herman before getting to the dinner preparation. Herman will always reach for the cleaver in the cutting board to fight. If players wait until the dinner preparation, then Herman will have players put their faces against the wall and sing ‘row row your boat’ while he takes the cleaver and chops their head off.

Nazi Zombies

STR 14 CON 15 SIZ 13 INT 8
POW 1 DEX 7 APP 3

Move 10

Hit Points: 14

Damage Bonus: +1D4

Armor: None (Half damage from slashing, crushing and impaling weapons. Fire does full damage.)

Attacks: Bite 30%, 1D3+ ½ db (bleeding), Claw 25%, 1D3+db (bleeding), Grapple 35%, Cleaver 50%, 1D6+db

Powers: Can only be killed by special success damage to the skull. A Nazi zombie brought down to 0 hit points will fall to the ground and stop moving for 2D12 rounds before getting back up with full hit points. The bite of the zombie is not infectious.

Skills: Sense 50%, Spot 40%, Human Anatomy 40%, Cooking 50%

DR. FABERGE AND THE DIRIGIBLE

The dirigible is almost finished and the last thing that needs to be done is installing a larger version of the Dragon's Breath of Life machine on the bottom of the dirigible's carriage. If players are able to get themselves here, they will see 3 workers trying to crank the machine into place while a welding kit sits ready to be used. A Nazi zombie will be standing over the men proctoring the work effort. Dr. Faberge and two Nazi SS Officer zombies will be in the carriage of the dirigible installing the live brain Chauffeur into the vehicle's mainframe. If a fight breaks out, the workers will most likely run away, but Dr. Faberge may try to bribe them to help if his zombies seem out-matched. "I'll give you \$10,000 Euros for each of their heads."

Workers

STR 14 CON 15 SIZ 13 INT 12
POW 10 DEX 13 APP 13

Move 10

Hit Points: 14

Damage Bonus: +1D4

Armor: None

Attack: Monkey Wrench 30%, 1D6+db

A Nazi Zombie

STR 14 CON 15 SIZ 13 INT 8
POW 1 DEX 7 APP 3

Move 10

Hit Points: 14

Damage Bonus: +1D4

Armor: None (Half damage from slashing, crushing and impaling weapons. Fire does full damage.)

Attacks: Bite 30%, 1D3+ ½ db (bleeding), Claw 25%, 1D3+db (bleeding), Grapple 35%, Medium Revolver 25%, 1D8 damage

Powers: Can only be killed by special success damage to the skull. A Nazi zombie brought down to 0 hit points will fall to the ground and stop moving for 2D12 rounds before getting back up with full hit points. The bite of the zombie is not infectious.

Skills: Sense 50%, Spot 40%
Attacks: Bite 30%, 1D3+ ½ db (bleeding), Claw 25%, 1D3+db (bleeding), Grapple 35%, Medium Revolver 25%, 1D8 damage

Powers: Can only be killed by special success damage to the skull. A Nazi zombie brought down to 0 hit points will fall to the ground and stop moving for 2D12 rounds before getting back up with full hit points. The bite of the zombie is not infectious.

Skills: Sense 50%, Spot 40%

Nazi SS Officer Zombies

STR 14 CON 15 SIZ 13 INT 8
POW 1 DEX 7 APP 3

Move 10

Hit Points: 14

Damage Bonus: +1D4

Armor: None (Half damage from slashing, crushing and impaling weapons. Fire does full damage.)

Attacks: Bite 30%, 1D3+ ½ db (bleeding), Claw 25%, 1D3+db (bleeding), Grapple 35%, Medium Revolver 35%, 1D8 damage

Powers: Can only be killed by special success damage to the skull. A Nazi zombie brought down to 0 hit points will fall to the ground and stop moving for 2D12 rounds before getting back up with full hit points. The bite of the zombie is not infectious.

Skills: Sense 50%, Spot 40%

Dr. Lendl Faberge: Mad Scientist

STR 10 CON 12 SIZ 12 INT 17
POW 16 DEX 14 EDU 19 APP 13

Move 10

Hit Points: 14

Damage Bonus: +none

Armor: None

Attacks: Grapple 35%, Medium Revolver 75%, 1D8 damage

Powers: Animate Nazi soldiers from the grave with the Dragon's Breath of Life Machine

Skills: Appraise 55%, Bargain 65%, Command 65%, Craft (ID Scanner detectors), Demolition 35%, Disguise 25%, Dodge 50%, Etiquette 45%, Fast Talk 55%, Hide 45%, Insight 75%, Knowledge (Law) 55%, Language (English) 75%, Language (German) 75%, Listen 55%, Medicine 77%, Persuade 75%, Repair 60%, Heavy Machinery 60%, Science 78%, Sense 40%, Sleight of Hand 35%, Spot 45%, Status 55%, Stealth 55%, Strategy 60%, Throw 45%

Dr. Faberge will try to avoid combat and will try to escape in the dirigible. He will not surrender because he fears losing his great 2lowly jobs for the country. "I will never submit to the might of France! The idiots would wipe clean one of the greatest minds the world has ever seen... to become...a... pathetic street sweeper. Tabla Rasa! Kaput! Fini!...never. Can't you see that?!... of course not, because you have been brain washed. Fools! I was developing a way to save a single individual life when I came across a new

idea. Why save one person when I can save the world...from itself!"

THE END

Should the players bring back Dr. Faberge, they will have 1D12 years taken off their sentence. If Dr. Faberge is killed but taken back, then only 1D6 is taken off as time-served.

ACKNOWLEDGEMENTS

My wife, Danielle Yee, who is always wonderful and understanding when it comes to edits. Chris Czerniak and Andy Blanchard for being readers of the original draft. Big thank you to Albert and Jenny Yoshida Park for the maps. To my Monday gaming group, called Champions, for giving me some of the setting ideas and the motivation: Andy Blanchard, Sam Carter, Chris Czerniak, Albert Park, Derek Shackleton and Erik Richardson. www.RPG-Sandiego.com.

To all those who let me indulge in my love with Steampunk and Nazi zombies...I thank you.

My scenario is dedicated to my son.

BLOOD & BADGES

...

The year is 1855. Perfection is a small gold-mining town located on the east side of the Rocky Mountains, in the Kansas Territories. The state of Colorado has not yet been established.

The impetuous daughter of a rail-baron left home to experience the Western Frontier. For three months there has been no word from her.

Pinkerton Agents are now on the case, hired to find Victoria Featherstone amid the unknown dangers of the Wild West.

This is one of eight *Basic Roleplaying* adventures, winners of the Chaosium 2010 BRP adventure contest.

ISBN-10: 1568823533

ISBN-13: 978-1568823539



9 781568 823539

Find other treasures at
www.chaosium.com

