

The Thing In Radley Manor™



*Requires the use of an
Action! Packed
roleplaying game or
the Action! System
Core Rules published
by Gold Rush Games.*



*Requires the use of a
Roleplaying Game
Core Book published
by Wizards of the
Coast®*

Credits

Author: **Steven S. Long**

Additional material: **Mark Arsenault**

Illustrations: **Storn Cook**

Digital Coloring, Graphic Design & Cartography: **Mark Arsenault**

Action! System created by: **Mark Arsenault and Patrick Sweeney**

Action! System Core Rules written by: **Mark Arsenault, Patrick Sweeney, and Ross Winn**

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GM Note: This adventure is written for PCs in a modern setting and assumes that the characters were created with the optional Modern Military / Espionage Skill List (see the *ACTION! SYSTEM Core Rules*, page 99).

d20 Note: This adventure is written for PCs in a modern setting, although the basic skills and Feats used in the NPC write-up in this adventure are from the SRD and/or existing Open Gaming Content (i.e., *d20 Modern* was not available at the time this material was written).

“C’mon, Kennie, I dare you!” the kid said.
 “Yeah, I *double* dare ya!” sneered the one standing next to him.

The smaller child standing across from them looked nervous and afraid. He twisted around on his bike and looked at the mansion, still and quiet under the moonlight. Suddenly there was a brief flicker of light from one of the upstairs windows. Startled, he nearly fell off of his bike. “No way,” he said, turning back to face the other two.

“Geez, Gardner, what are you, some kinda baby? All ya gotta do is run up there, touch the house, and come back. You’re ‘fraid to do *that*?”

Kennie looked at him, lip quivering slightly, but not so much that the big kid could see it in the dark. He looked back at the mansion again, but there were no more lights. “What do I get if I do it?” he asked.

The big kid grinned. “Like I *told* you, Gardner, you touch Radley Manor, and you can join our club. Me ‘n’ Johnnie’ll tell you the password, let you hang out with us, all kinds of stuff.”

“Okay, Harry, I’ll do it,” Kennie said after only a few more seconds’ hesitation. “Watch my bike, okay?”

“Sure,” the big kid said.

Kennie got off his bike and laid it on the grass off the curb. Quickly, before he lost his nerve, he dashed across the street to the driveway to Radley Manor. One of the big wrought-iron gates lay on the ground where it fell off its hinges years ago. He hesitated for a second, clenching his fists nervously, then dashed inside the grounds, running as hard as he could to get to the big beech tree in the yard. Reaching it, he stopped and hid behind it, hoping that no one—no *Thing*—in the Manor had seen him. He peeked out around the tree at the house, but didn’t see anything, so he started running towards it.

Forty feet. Twenty. Ten. Suddenly he was there, right next to it! He slapped the side of the house, ready to run again, but something made him stop. Over the sound of his breathing, the house was quiet. The *Thing* hadn’t seen him! This was his chance to *really* impress Harry and Johnnie. Slowly, quietly, he crept down the side of the house until he reached an old coal chute. Climbing up on it, he stood on his tiptoes to peek in one of the windows.

None of the kids had ever done *this!* he thought to himself exultantly.

Then the rotten wood of the coal chute doors gave way beneath his weight, and with a yelp he fell down into the basement of the Manor, fear once again overriding his desire to impress the older boys.

Back at the street, Harry and Johnnie jumped when they saw Kennie fall in. Then they heard the screams. Leaving Kennie’s bike behind, they rode away as fast as they could.

INTRODUCTION

For nearly a century it has stood alone, aloof from the houses surrounding it, empty of life—but not empty. The children of Starmount Estates have long known that Radley Manor is haunted, possessed of the spirit of old Avery Radley, last surviving member of the Radley clan—a man so mean-spirited and greedy that he refuses to give anything up, even in death. Tales told on warm summer nights as fireflies flickered overhead have confirmed his existence with each generation, so that only the bravest of children have dared to pass the rusted gates and touch the walls of the Manor. And none have ever had the courage to actually go inside; the *Thing* eats children who trespass in his house....

Or so they say. In truth, Radley Manor is simply an old mansion become decrepit through years of neglect. But now a neighborhood child grown old, if not wise, has returned to his former haunts to turn Radley Manor into something far more frightening than any image ever conjured by a child’s tale.

The Thing In Radley Manor is an adventure for any modern setting *Action! System* or *d20* game. It works best with characters of low to moderate experience level. If necessary, the GM should increase either the number or abilities of the criminals the PCs will face in order to present a challenge for the players.

This adventure can also be used with higher-powered (e.g., Extreme level) characters, or even characters with low-level supernatural powers, provided that the GM reworks the NPCs so that they are able to face the PCs and give them a good fight. However, no character who has powers that would spoil the central mystery of the adventure (such as mind-reading or the ability to see through walls) should be allowed to take part in this scenario.

In this scenario, the PCs will be given the task of tracking down a new source of potent “ice” (crystal methamphetamine) that is turning up in their home city. Eventually they will track the drugs back to a peaceful suburban neighborhood, Starmount Estates, which is many miles outside the city. There they will have to fall back on the only source of information available to them—the neighborhood children—to pinpoint Radley Manor as the criminals’ hideout.

The GM should be sure to set this adventure during the summer months, so that the children will be out of school and readily available for the PCs to talk to.

The GM may wish to use *The Thing In Radley Manor* as a “filler story” during the events occurring in his own campaign in order to more easily integrate it into an existing campaign.



Goings-on About Town

The player characters, whatever their roles in the war against crime, should first become aware of the existence of a new player in the underworld because of the existence of a new form of “ice,” or crystal methamphetamine, a smokeable drug which provides quick, intense, long-lasting highs. Users often become violent and reckless, and may hallucinate.

Typically, ice sells for about \$50 per “paper,” which is a penny-sized cellophane or plastic baggie holding one hit. However, the ice being sold on the streets by this new group sells for only half that, \$25 per hit, and is exceptionally pure. This has led to more episodes of violent behavior and more deaths due to overdose and overuse. It has also led to greater use of ice; the cheap price and greater availability has allowed many people, including children, to try ice for the first time. New markets are opening up.

For maximum effect, the GM should build up to this scenario by providing the PCs with evidence of an increase in ice distribution and use in the city over the course of several game sessions. Some suggestions:

- a PC sees dealers (outlaw motorcycle gang members) selling to kids near a school
- one or more PCs have to deal with various crimes committed by users high on ice (violent assaults, rapes, robberies, incredibly reckless driving)
- one or more PCs have to cope with a user who is suffering from hallucinations that are making him dangerous and violent
- someone tries to give or sell some ice to a character’s DNPC



These episodes could be used as “opening vignettes” for an evening’s game session, as solo adventures, or as distractions when the GM wants the PCs to be occupied so that the main villain of a particular scenario can do something without their interference.

After a few episodes such as these, the PCs should be interested in tracking down the source of this new ice. The police certainly are, but so far they have had no luck developing any leads.

“...tense for the action, long hair in the wind, beards and bandanas flapping, earrings, armpits, chain whips, swastikas and stripped down Harleys flashing chrome as traffic on 101 moves over, nervous, to let the formation pass like a burst of dirty thunder...”

— Hell’s Angels

Police Continue Search For Missing Boy

By Danica Easley
City News Staff Writer

Authorities are continuing their search for an eight year old Starmount Estates boy, reported missing earlier this week. Members of the Hudson City Police Department’s Missing Persons Bureau and canine officers, along with local volunteers, have been combing the parks and fields in and around Starmount Estates, a middle class suburban neighborhood near Hudson City.

So far, police say they have no leads in the disappearance of

little Kennhie Gardner, and that they have not ruled out foul play. “It’s certainly possible that he was kidnapped,” said police Sergeant Marcus Weber. “However, we have reason to believe that he is still in the local area.”

“Kennie,” as he was known by friends, was reported missing after he failed to return home, according to his Aunt, Angela Gardner, speaking on behalf of Kennie’s parents.

“It’s so unlike him,” Ms. Gardner said. “He’s never run away

before. His parents are just sick with worry. You know, you hope for the best but I’m afraid something really bad has happened. There are a lot of sick people out there.”

The Police Department will soon have the advantage of high-tech, as the newly refitted H.C.P.D. “Aero 5” helicopter, equipped with Forward Looking Infrared (FLIR) equipment, is scheduled to reenter service for the first time since last month. The FLIR system is capable of picking up heat patterns.



“We’re the one percenters, man — the one percent that don’t fit and don’t care. So don’t talk to me about your doctor bills and your traffic warrants — I mean you get your woman and your bike and...I mean you’re on your way. We’ve punched our way out of a hundred rumbles, stayed alive with our boots and our fists. We’re royalty among motorcycle outlaws, baby.”
— anonymous
Hell’s Angel

“All Angels wear [the ‘1%-er’] patch, as do most other outlaws, and all it means is that they are proud to be part of the alleged one percent of bike riders whom the American Motorcycle Association refuses to claim.”
— Hell’s Angels

Spotting the right

biker: Awareness (TN 18) or Social (Street-wise) roll (TN 18).

Spotting the right

biker: Spot check (DC 15) or Gather Information check (DC 20).

Player characters with the appropriate resources should be able to find out that the scum dealing this drug are almost always outlaw motorcycle gang members, though not from any particular gang. It’s as if several different gangs have formed a joint venture to market the “new ice.”

PCs who gather data carefully, however, will discover that each biker gang seems to have its own “sales territory”—the Speed Demons have the western half of the south side of town, the Rock ‘n Rollers have the wharf district, The Hangmen sell in the Hispanic ghetto, and so forth. The gangs are careful not to stray into one another’s territory.

Further digging should lead the PCs to the information that these gangs aren’t working together to create and sell the new ice; they are simply the “retail outlet” for whoever is manufacturing it. The maker brings the stuff to various biker bars in and around town where it sells it to the gangs, who then package it and sell it.

If the characters capture and interrogate a dealer or two, they will learn that there is more than one person who delivers the stuff to the bars—they will get varying descriptions of the person who makes the drop-off, so varying that they are obviously different people. In other words, the maker is an organization, not an individual.

Sooner or later the player characters should realize that the only way to find the source of the new ice is to stake out one of the biker bars where deliveries and then follow the deliveryman.

If the PCs decide to watch the bar from the outside, the GM should have them make appropriate skill rolls to spot the right biker (see sidebar). The deliveryman will look more or less like a biker, but will somehow seem more “clean-cut” and polished. For example, he might wear leathers, but they will be much nicer leathers than the typical biker wears, and he probably won’t display any “colors.” However, no one will hassle him because of this.

If the PCs decide to watch the bar from the inside by infiltrating it in disguise, they will also have to make similar skill rolls to spot their quarry, but they will also have to deal with the chance of having their disguises blown or the regulars not taking a shine to “newcomers.” This could easily lead to a barfight, which would definitely scare the deliveryman away. Any mention of the “new ice,” or any attempt to try to find out how they can “get in on” selling it, is sure to invite unwanted (and possibly fatal) attention for the PCs, since the bikers involved with the scheme know that no one else is supposed to find out about the plan or get involved with it.

Behind The Scenes

The influx of new ice is due to the work of Keith Gainey, a biker who grew up in Starmount Estates and has discovered a way to turn his old neighborhood into a base of operations. Gainey ran away from home when he was in his late teens and got involved with outlaw motorcycle gangs. He drifted from one to another, never settling with any one of them permanently.

Being intelligent and quick on the uptake, he worked his way into the gangs’ drug-manufacturing operation and soon learned and how to make the drugs himself. Eventually he developed a faster, easier process for manufacturing or “cooking” ice. Rather than give it to the gang he was in at the time, he left, taking some members with him.

He set up his own gang, the Wolfpack. Using his contacts in the biker gangs, he set up a “distributorship” arrangement in which he makes the drugs and sells them in bulk to gangs who then sell them on the street. This way he keeps the profits for himself and avoid the dangers of street-level sales.

Gainey realized early on that he would need a large, secure place to set up his ice lab. He didn’t want to put it in the city; that made him too vulnerable to other gangs, organized crime groups, and tough city cops—not to mention vigilantes.

He finally thought of Radley Manor, the “haunted house” in his childhood neighborhood, and realized that it would be perfect. Working in the dead of night, he and the Wolfpack moved their drug-manufacturing equipment into Radley Manor and arranged the place to hide their activities as much as possible. They even had their motorcycles specially silenced so that they could transport drugs out at night and not disturb anyone.

Gainey’s operation is an ideal one for him. He has a hiding place that no one would ever think to check for a drug lab, provided that he keeps quiet and does most of the work at night. That way any smoke that his equipment gives off is unlikely to be noticed; the Wolfpack just has to be careful about the lights. They have painted over many windows, and keep the others firmly shuttered and covered with their old, tattered curtains. Most of their operation is set up in the basement, where they are the least likely to be noticed; however, certain final stages of manufacturing and the packaging process take place in the kitchen on the first floor. The bikers sleep in the bedrooms on the second floor. None of the adults in Starmount Estates have a clue about what Gainey’s doing.

But he didn’t count on the kids in the neighborhood....



THE BLOCK

Radley Manor

For years, the kids of Starmount Estates have told stories about Radley Manor. The Manor was built before the turn of the century, long before the Estates were, when the area was still virtually rural. As the nearby city grew, suburbs and bedroom communities sprang up around it.

Starmount Estates, which was first developed in the late 1940s, is one such suburb. By the time families were moving in there and having children, Radley Manor had already been abandoned, the victim of Avery Radley's death and his quarrelsome heirs (Radley's will is unclear about who was supposed to get the house; his heirs fought over it for years, and after that fight was settled the house began to pass under other persons' wills as the heirs themselves died, leaving still other people to fight over ownership of the Manor, what should be done with it, and so forth. For whatever reason, it has simply remained abandoned and empty since Avery Radley's death. Figuring out exactly who is the current owner should be a long, tough, expensive process involving at least one lawsuit.)

Over the years the children who have lived in the Estates have created many stories and superstitions about Radley Manor. The main one is that the "Thing," the ghost of Avery Radley, haunts the house and grounds. Neighborhood children tell stories about seeing the ghost, and about what the ghost does to those who trespass on its land or disturb it. The kids never loiter in front of the house; when they have to walk or ride their bikes in front of it, they go as fast as they can, for fear that the Thing will catch the slowest child and eat him.

Another prominent story is that Old Man Radley once got so angry at one of his servants that he dragged her outside and hung her from a tree in the front yard. She has become a ghost, too. Some kids say that the "Hanging Tree Ghost" lives in that tree and comes out to throw rocks at the Manor and save children from the Thing.

One of the most dangerous "dares" that the kids give to one another is to run up, touch the Manor, and run back. (Years ago one of the wrought-iron gates collapsed, giving them an easy way to get inside the grounds.) A kid who can do this becomes a "big shot" in the eyes of his friends—especially if he dares to touch the Manor at night!

Lately (over the past couple of months) the kids have noticed some strange lights in the Manor. They've seen strange lights before—or so they think—but these are more distinct and "weirder" to them, somehow. Some of them have



noticed other things, too. They haven't told any adults, since they know that grown-ups think that Radley Manor is just an old, abandoned house. If asked properly, they might tell what they know.

The other notable event of the summer is the disappearance of eight-year-old Kennie Gardner. Two older kids, Harry Conner and Johnnie Portaro, dared him to go up and touch Radley Manor one night. Kennie, wanting to be accepted by the older kids, did it. Unfortunately, he became *too* bold and dared to stand on the doors to the old coal chute and try to look in one of the windows. The wooden doors, old and rotten after decades of exposure to the elements, gave way, causing Kennie to fall into the basement—right in the middle of the drug lab. To keep their secret safe, the Wolfpack killed him.

GMs who are running "kinder, gentler" adventure campaigns may prefer to have the Wolfpack hold Kennie prisoner, so that the PCs can rescue him.

Harry and Johnnie, who think that the Thing killed and ate Kennie, have kept what happened that night a secret, even from the other kids—they even went back early the next day, recovered Kennie's bike, and threw it in a creek in a wooded area near Starmount Estates. They are afraid that they will somehow be blamed for Kennie's death, and they won't say a thing about what happened if they can help it.

“GMs who are running “kinder, gentler” adventure campaigns may prefer to have the Wolfpack hold Kennie prisoner, so that the PCs can rescue him.”



"I've seen it — twice. I ain't afraid, though. I mean, it's like this light, right? Twinkly kinda. Yeah, it's spooky but... The other kids is scared, but not me.

*"I ate a worm once."
— Freddie Averill*

The Kids On The Block

There are many children living in Starmount Estates; although the neighborhood itself is several decades old, over the years it has had a high residential turnaround, and it tends to appeal to younger families. The kids tend to hang around together, often in the park or on its playground, but of course they do tend to segregate themselves a little depending on age and gender. It will be up to the PCs to find out which of the kids described below have useful information.

The description of each child includes his age (in parentheses) and a few details about him (including siblings, who may or may not have their own descriptions). The GM should supplement these descriptions if it would improve the game. He should also feel free to create more neighborhood kids if he so desires.

Boys

Mark Armstrong (10): Mark is an average-sized boy with dark hair. He likes sports, especially baseball, and in the summer he will usually have his mitt with him in case someone wants to get up a game. He loves donuts and will do just about anything to get some.

He has a 10 month old baby brother, Albert.

Mark has seen the strange lights in the Manor recently, but nothing else.

Freddie Averill (9): Freddie is a short, slender boy with curly black hair. He is kind of "weird," and most of the other kids don't like him very much; his parents take him to a therapist once every two weeks. Freddie is something of a daredevil. He'll take just about any dare (within reason), and has run up and touched Radley Manor *twice*. This earns him some measure of respect in the other kids' eyes. He has been seen leaning against the Manor gates, staring at the house—something no other kid would dare to do. Freddie also claims to be able to see the Hanging Tree Ghost.

Freddie is an only child.

Freddie thinks he actually saw the Thing moving in one of the upstairs windows a couple of weeks ago. He hasn't told the other kids, since he knows they won't believe him. What he saw looked like an old man with a big, bushy, grey beard. What he actually saw was one of the bikers, who has a blonde beard, standing guard in an upstairs window; he saw Freddie hanging around near the gates, so he called off that evening's delivery.

Harry Conner (11): Harry is one of the biggest, oldest kids in the neighborhood, and is something of a bully. If he doesn't get what he wants, he is likely to start shoving people, and he often gets in fights. He also picks on younger or smaller kids. If forcefully confronted, though,

he's likely to back down. Around adults he tends to be surly, sullen, and sarcastic.

Harry is accompanied everywhere he goes by his friend Johnnie Portaro, another neighborhood ne'er-do-well. The two of them often commit petty acts of vandalism, especially around Halloween. They have a treehouse in one of the wooded areas in the neighborhood which they call their "club."

Harry has a sister, Judy, age 11, who is as nice as he is mean.

As revealed above (in the *Introduction*), Harry and Johnny started the events which led to Kennie Gardner's death. They egged him on to run up and touch the Manor. When Kennie stood on the coal chute, he fell into the basement, where he was caught and killed by the Wolfpack. Harry and Johnnie figure that if anyone finds out what they did, they will be blamed for Kennie's death at the hands of the Thing. So, they have not told anyone what happened, and they will do their best to keep it a secret.

Harry knows what happened to Kennie, and he has seen the lights in the Manor at night. Beyond that he doesn't know anything. PCs who try to get information out of him will find it hard not to smack him because of his big mouth and rotten attitude. The PCs may be allowed to make a skill roll to realize that Harry is nervous and seems to be hiding something (see sidebar).

George Donaldson (10): George is slightly chubby, with red hair and a round, friendly face. He is good at telling jokes, and is the best video-game player in the gang. He is also good with computers (for a ten-year-old, that is). He always tries to be polite to adults.

George has two younger siblings, Catherine and Allen, age five, who are twins.

George has seen the lights in the Manor at night, but that is all he knows. He wonders if the lights might be a computer screen or a TV.

Patrick Faison (9): Patrick is an average-sized boy with dark hair. Although he is not a "star athlete," he is good at sports; he is also good at video games. He has dared to run up and touch the Manor before.

Patrick has a sister, Cheryl, age 6.

Patrick has seen the lights in the Manor a few times, but nothing else.

Ray Green (9): Ray is a short, slender boy with sandy blonde hair. He likes games, puzzles, and riddles; he can beat any of the other kids at chess (not that most of them care about chess), and at most other board games as well.

Ray is an only child.

A few weeks ago, on a night when he stayed out later than he was supposed to with Brucie Harrison, Ray saw a man on a motorcycle near the Manor. He thinks it might have come out of the Manor's driveway, but he can't say for sure.

Sense Harry is nervous: Psychology (TN 12), or Awareness (TN 18) skill roll.

Sense Harry is nervous: Sense Motive check (DC 15).



He also noticed that the motorcycle was unusually quiet. He told some of the other kids about this, but all of them have forgotten it by now.

Brucie Harrison (9): Bruce, a largish boy with dark hair and a friendly face, is a good friend of Ray Green's. The two of them often spend all afternoon playing board games or computer games, or exploring the woods.

Brucie has an older sister, Lynn, age 11. The two of them do not get along well and typically ignore each other when they are together with their friends.

Brucie was with Ray the night they saw the man on the motorcycle. (They stayed outside late finishing a chess game on Brucie's portable chess set.) He has seen the lights in the Manor.

John Lawson (12): John is a big boy with blonde hair. Because of his size and strength, he is the best football player in the group. Despite his size, however, he is kind and gentle; he often stands up to Harry Conner for the younger kids, since even Harry would hesitate to take John on in a fight. Like George Donaldson, John is always polite to adults.

John is an only child.

John has seen the lights in the Manor, but nothing else.

Eric Litchfield (10): Eric is a normal-sized boy with curly brown hair. He is in the Cub Scouts and knows how to start a fire without a match! He spends a lot of time exploring the wooded lots in Starmount Estates; he has seen what he thinks is a bike in a deep pool in one of the creeks, but he cannot say for sure, so he has not told any adults.

Eric has a brother, Allen, age 7.

Eric has seen the lights in the Manor, but nothing else.

Stevie Peterman (10): Stevie is an average-sized boy with sandy blonde hair. He is a marketing genius in the making. Every morning he has a paper route, and most summer afternoons he can be found running a lemonade stand on one of the busier streets in the neighborhood. He'll be glad to tell the PCs what he knows, if they're willing to give him a dollar—or better yet, five dollars.

Stevie has two younger brothers, Alex (age 5) and Gregory (age 3).

Stevie has seen the lights in the Manor several times. He also knows what the other kids know. One fact that he will be extremely reluctant to reveal is that a few days ago he found a fifty dollar bill on the ground near the Manor's gates! (One of the motorcycle couriers dropped it on his way in.) This bill, which he has carefully folded up and hidden in his desk at home, has the fingerprints of one of the members of the Wolfpack on it (these prints are on file with the local police, the D.E.A., and the F.B.I.). Stevie

is afraid that if he tells anyone, they will take the money away from him; if the PCs want the bill, they will have to buy it from him for at least its face value, and probably more if Stevie realizes how important it is to them.

Johnnie Portaro (10): Johnnie is a short, ill-favored, surly-looking sort of boy with dark hair. He hangs around with Harry Conner all the time, and is sort of Harry's sidekick and lackey. He is willing to do anything Harry does.

Johnnie is an only child.

Johnnie knows what Harry knows about the Manor.

Greg Schmidt (10): Greg is a short boy with short blonde hair. Despite his stature he is strong and quick, good at sports like football and soccer. His father used to be in the Army, so he has a fascination for toy soldiers, toy guns, and other child's militaria.

He is a pretty good artist, and often sits by himself, drawing tanks and planes. He is sweet on Denise Gibbs, but wouldn't dare tell anyone. He would come to her defense if he thought she was being threatened, though.

Greg has two brothers, Paul (age 7) and Steve (age 5).

Greg has seen the lights in the Manor several times. He also saw what he thinks might be smoke coming out of one of the vents one night, but he is not sure.

Girls

Sheila Andrews (11): Sheila is a short, plump girl with dark hair and an infectious smile. Though she is usually quiet and shy, sometimes she will surprise everyone by telling a funny joke or taking the lead in group games. Inside her lurks an active imagination and a quick sense of humor.

Sheila is an only child.

Sheila has seen the lights in the Manor at night, but that is all she knows.

Maggie Bach (9): Maggie is a short girl with long blonde hair tied back in a ponytail. She looks several years older than she is. She is active and energetic, preferring sports or games to playing with dolls. She has dared to run up and touch the Manor one time.

Maggie has two younger siblings, a brother, Leon, age 6, and a sister, Sarah, 4.

Maggie has seen the lights in the Manor on several occasions. One time when she rode her bike by the Manor, she smelled something "funny," but she doesn't know what it was (one of the Wolfpack had opened a window for a couple seconds to ventilate the room after spilling some chemicals).

Judy Conner (11): Judy Conner, a thin girl with long black hair, is almost the exact opposite

"Um, I don't know where Kennie went. I'm not a criminal or something. I mean, so what. So we rode bikes sometimes. It's not like I made him do anything. Why don't you go do something important, like chasing bank robbers or something?"
— Harry Conner



“It’s a veeeery spooky place, all covered with cobwebs and dust. And there’s ghosts that live inside.

Well, okay, just one ghost. No, wait! Two. There’s two ghosts. But they’re not mean ghosts, even though everyone thinks they are because they’re just chickens. Anyway, It’s veeeery spooky...”
— Katie Remington

of her older brother Harry. Where he’s mean, spiteful, and sarcastic, she is just about as kind and sweet as a little girl can be. Adults and other children instinctively like her. She’s pretty, too; several of the boys have crushes on her.

Judy has never seen the lights in the Manor at night, but she has heard the other children talk about them.

Amy Creighton (10): Amy is a tall girl with short sandy blonde hair. She can play video games almost as good as some of the boys, and knows a lot about computers. She has dared to run up and touch the Manor once.

Amy has a younger brother, Alex, age 5.

Amy has seen the lights in the Manor at night, and once saw a motorcyclist in the neighborhood late at night as she was looking out her bedroom window. She doesn’t think that it was all that strange, and she was not around when Ray and Brucie told about seeing a motorcycle near the Manor one night. If she ever hears their story, she will recognize that motorcycle as being similar to the one she saw—and she will remember that it made almost no noise.

Kelly Dinopolous (8): Kelly is a sweet girl with honey-blond hair and blue eyes. Her parents run a Greek restaurant in the city. She knows more about dinosaurs than any of the other kids, and wants to be a paleontologist when she grows up.

Kelly has two younger sisters, Kerry (age 5) and Vanessa (age 3).

Kelly has seen the lights in the Manor at night, but that’s all.

Missy Fanelli (10): Missy is a short girl with long, dark hair and big brown eyes. She is playful and fun, always joking and laughing. Together with her half-sister, Cindy Kirk, she has the biggest collection of *Barbie* dolls in the group. She usually has at least one of the dolls with her, and will begin to cry if it is taken away.

Missy has seen the lights in the Manor at night. She likes to pretend that a handsome prince transformed into a monster lives in the house, a la “Beauty and the Beast.”

Janie Forrest (9): Janie is a short girl with short, curly dark hair. She has the second biggest collection of *Barbie* dolls in the group; she and Missy and Cindy often get together to play with their dolls. Janie also likes soap operas; in the afternoons she will often be found indoors with her mother, watching *The Young and the Restless* and other favorites.

Janie is an only child.

Janie has never seen the lights in the Manor.

Denise Gibbs (11): Despite the fact that she’s one of the prettiest little girls in the neighborhood, with her long blonde hair and green eyes, Denise is an unstoppable tomboy. She loves

sports and games, and has gotten into fights on more than one occasion (and usually won). She has dared to run up and touch the Manor one time. She is good friends with Mitchie Knight, and has a sort of crush on Greg Schmidt, though she’d never admit it.

Denise has a brother, Jerome, age 6.

Denise has seen the lights in the Manor at night several times. Once she and Mitchie Knight, actually dared to sneak into the yard at night and watch them. She saw them flicker and waver a time or two; they are sure it was the Thing. If pressed, they would agree that it *might* have been someone walking back and forth in front of the window, but they’re not sure.

Mary Jane Goodson (9): “MJ” is a short girl with strawberry-blond hair and a few freckles. She’s rambunctious and free-spirited, but in a good way; she does her best to stay out of trouble. She likes some sports, like kickball, but isn’t really a tomboy. Both of her parents are lawyers; she wants to be one someday, too.

MJ has a younger brother, Chris, age 3.

MJ has seen the lights in the Manor at night, but nothing else.

Lynn Harrison (11): Lynn is a short, overweight girl with long sandy blonde hair and braces. She is Brucie Harrison’s sister. The two of them do *not* get along, and never play together. Lynn is something of a tattletale, and is not very popular with the other kids.

Lynn has never seen the lights in the Manor, or anything else.

Cindy Kirk (9): Cindy is about the same size as her half-sister, Missy Fanelli, but with blonde hair instead of black. The two of them are almost inseparable. Besides her passion for collecting Barbie dolls, Cindy also has a big sweet tooth. She particularly loves ice cream.

Cindy has two siblings, Daniel (age 5) and Laura (age 2).

Cindy has seen the lights in the Manor at night, but nothing else.

Michaela “Mitchie” Knight (11): Mitchie, as she prefers to be called, is a tall girl with long, straight blonde hair. Like her best friend Denise, she’s a tomboy, good at sports, climbing trees, and racing bikes. She has dared to run up and touch the Manor once, and one time she also ran across the lawn to touch the Hanging Tree.

Mitchie is an only child.

Mitchie has seen the lights in the Manor at night, and was along with Denise the night they saw “the Thing” walking back and forth in front of the window.

Katie Remington (9): Katie is a short girl with impish good looks, big dimples, and long brown hair tied back in a ponytail. She is a born actress. She writes her own plays and harangues



some of the other kids into taking parts so she can put the plays on for the rest of the gang. She knows that one day she's going to be a star! Her flair for the dramatic also makes her a great storyteller.

Katie has one brother, Geoff, age 4.

Katie has seen the lights in the Manor at night. She's thinking of writing a play about the Thing and how it's actually a *nice* ghost—just misunderstood.

Lisa Shelton (10): Lisa is a short girl, very pretty, with short, curly auburn hair. Her family is from Newark, New Jersey; they moved to the neighborhood about a year ago. She has become good friends with MJ Goodson; the two of them often hang around together. Lisa's big interest is horses; her room is covered with pictures of them, and she desperately wants a pony of her very own.

Lisa is an only child.

Lisa has seen the nighttime lights in the Manor once. When her family was first looking at the neighborhood, they drove up the Manor driveway a little to take a look at the "old mansion." Lisa noticed that there was a big padlock on the garage door. A couple of months ago, she noticed that the padlock was gone. She has not mentioned this to anyone yet.

THE NEIGHBORHOOD

GMs should refer to the map of Starmount Estates when reviewing the following description of the neighborhood. If the PCs take the time to scout out the neighborhood and learn its layout, the GM should give them a copy of the map.

1. This is the **neighborhood park**. Many of the children play here; it is a popular site for team sports like soccer, kickball, football, and baseball.

1A. This is the part of the park where the **playground equipment** is located: a slide, swings, monkey bars, and so forth.

1B. This is an enormous old black **oak tree**, not particularly tall but with an extremely broad trunk and thick branches that provide cool shade on hot summer days. It is a favorite place for the boys to play with toy cars, tanks, and soldiers. The tree is registered in a national registry of old and historic trees.

2. This is **Radley Manor**. It is surrounded on all sides by inhabited houses.

Although not numbered on the map, there are several **forested areas** in the neighborhood. The children often play in the woods, climbing trees, exploring, building treehouses, fishing for craw-



fish in the little creeks and streams, and so forth. These areas are often hilly or are otherwise unsuitable for building houses. On the other hand, they might be good places for a group of vigilantes who are reconnoitering the neighborhood to establish a temporary hideout....

RADLEY MANOR

The Manor Grounds

GMs should refer to the map of the Manor grounds when reading the following description. After the PCs have had a chance to look at the grounds for a while, give them a copy of the map.

1. This is the **stone wall** around the Manor. It is about five feet tall (less in some places on the interior, where soil has built up over the years) and half a foot thick. Along the top are wrought-iron bars six inches tall. There are no broken or cracked places in it; it has withstood the elements very well.

2. This is a **gravel driveway** running from the gate to the garage. It does not show signs of excessive recent use; characters may make a skill roll to determine that it has, in fact, seen *some* use recently (see sidebar).

2A. This is the **gate**, which is made of wrought iron bars. This is where the kids come to look at the house, since most of them cannot see over the stone wall. Some years ago, one of the gates rusted off its hinges and fell onto the grass, making it possible for them (or anyone else) to easily enter the grounds.

2B. This is where the **garage** is located. An old wooden door swings out to allow vehicles to go in and out of the garage. Characters who get close to this door, or who examine it from the gate with powerful binoculars, will notice two things if they make appropriate skill rolls (see sidebar): first, there is no padlock on the gate, though there is a latch for one; second, the hinges appear to have been recently greased and/or oiled.

3. The **front porch and front door**. On the second floor, this becomes a balcony with a wrought-iron rail and some rusted old patio furniture. The front door itself is an impressive-looking oak door with a big brass knocker; both door and knocker are still in good shape since they have been subjected to very little weathering. (See sidebar for the door's stats.)

4. This is **the Hanging Tree**, a big oak tree. It is said that Avery Radley once got so angry at one of his servants that he dragged her out here and hung her from this tree. Now her ghost haunts the Tree and throws rocks at the Manor to annoy his ghost.

5. This **building** was the servants' quarters. It is a one-story building divided in half by a wall running along its long axis—one side for women, one for men. Each side features a large, dormitory-style bedroom with rows of rusted, rotten bedframes, and a large washroom.

6. The **coal chute**. The wooden door on top of it is broken (because Kennie Gardner fell through it); the chute itself leads to the small basement room where the furnace is located.

Stone wall: AV 21, Hits 21.

Detect recent use of driveway: Tracking skill roll (TN 18).

Examining garage door: Awareness (TN 15)

Front door: AV 12, Hits 12

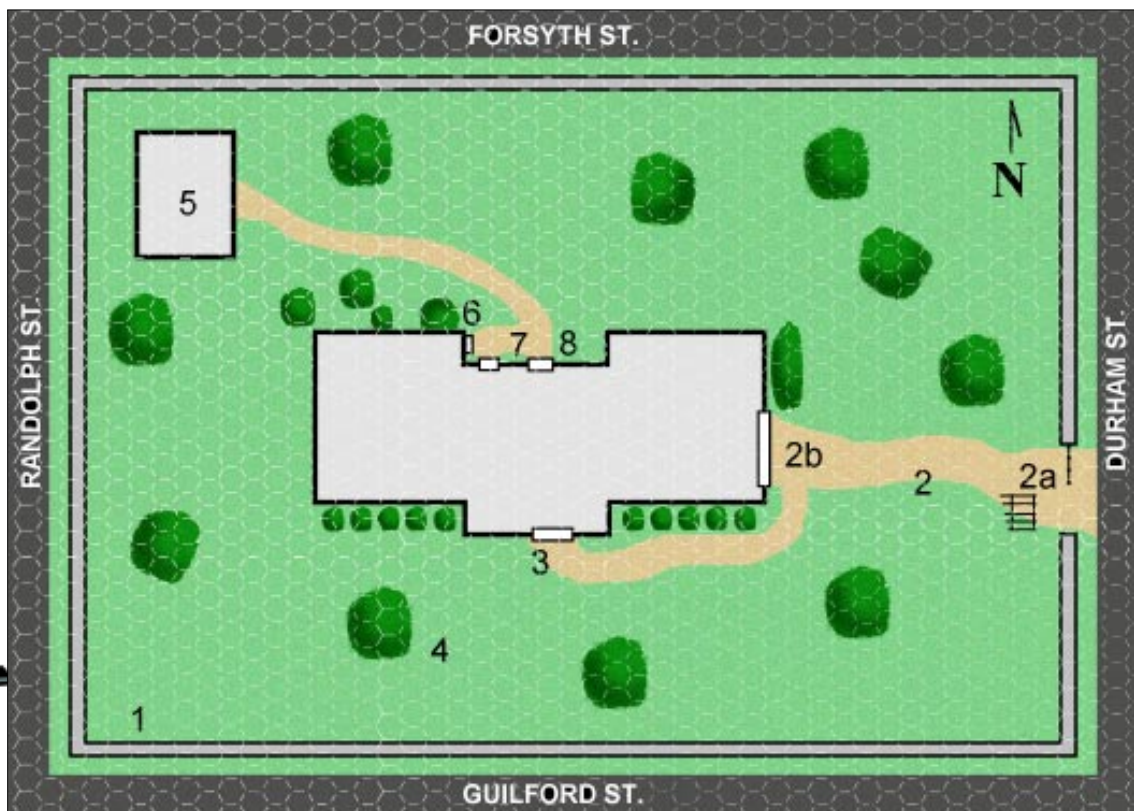
Stone wall: Hardness 8, hp 36, DC 35.

Detect recent use of driveway: Search check (DC 15)

Examining garage door: Search (DC 12).

Front door: Hardness 4, hp 5, DC 15.

Note: there are two maps provided—one map is marked with hexes, for *Action! System* and other games that utilize hex maps.



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7. This is a **small door** which opens onto a small (one person wide) staircase which leads down into the main room in the basement. The lock and hinges are rusted (see sidebar for lock stats).

8. This is the **main backdoor**; it opens into the kitchen. It is as rusted as the door leading to the basement stairs, and similar modifiers apply to attempts to open it.

Wolfpack Security

The Wolfpack is not relying just on the abandoned nature of the Manor to keep their operation safe; they have taken a few elementary security precautions as well.

First, at almost all times, there is at least one gang member “standing watch.” Usually the guard stays upstairs and looks through the French doors that lead onto the balcony (but he stands far enough back from the doors that he can’t be seen—or he tries to). However, the guard or guards is responsible for watching over the entire house, so he usually walks around (at least a little) and looks out other windows. Lazy guards simply wander back and forth from the French doors to a window at the back of the house on the second floor, from which they can see the back yard. This leaves them with significant “blind spots” on both sides of the house.

The Interior of the Manor

Unfortunately, considerations of space prevent the inclusion of maps of the interior of the Manor. If he so desires, the GM can create his own maps of the Manor based on the following description.

General Notes

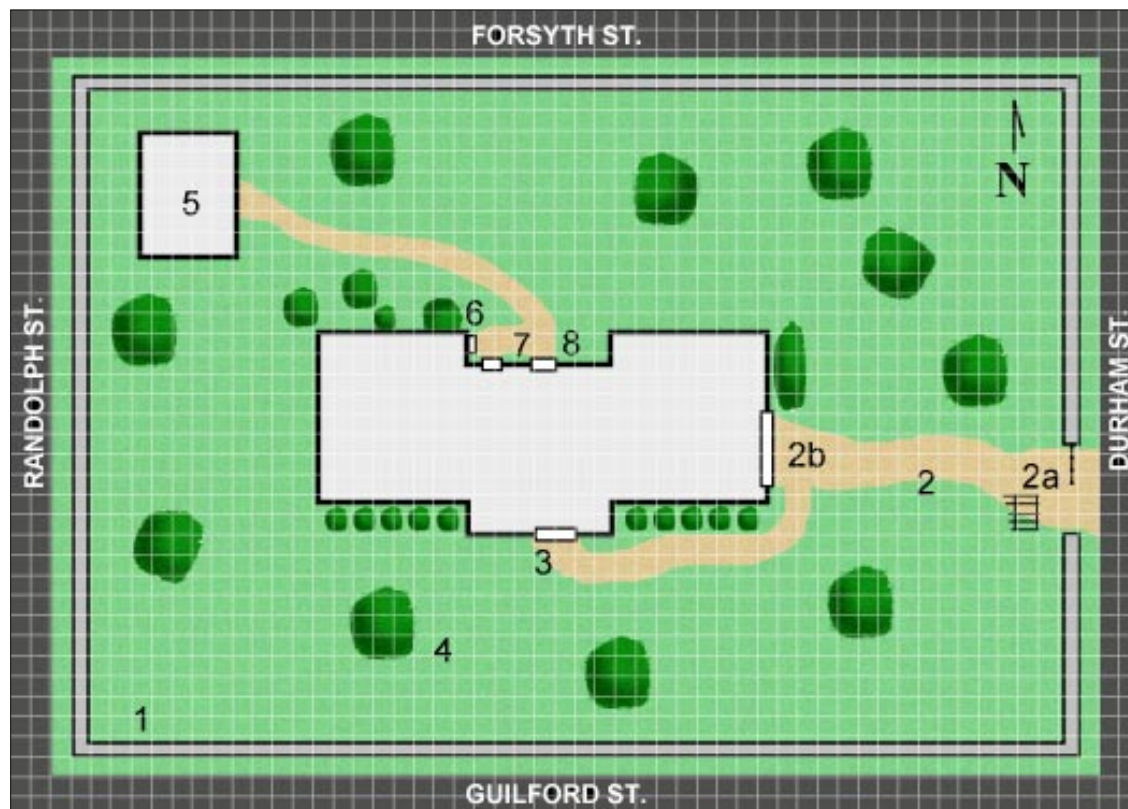
Radley Manor is a two-story mansion built some time before the turn of the century, making it over 100 years old. It also has a basement and a small attic, giving it effectively four floors. It is built partially into the hill on which it stands, so that the garage is on the same level with the basement (people driving into the garage walk up a staircase to get to the first floor).

The Manor has been uninhabited and untended for decades. Although the exterior has handled the years fairly well, the interior is shabby-looking. It still has most of its furnishings (many of which would be valuable antiques if properly cleaned and restored). Everything is worn, rusty, and covered with a thick coating of dust. Some hanging items (chandeliers, curtains, paintings, cabinet doors) have fallen. The electricity and running water do not work (the Wolfpack has set up a few small generators and uses a lot of bottled water). The droppings and occasional depredations of creatures like rats, roaches, and moths are evident. The whole place has a very “spooky” feeling, and the GM should play this up as much as possible.

GM Tip: when the characters are in the Manor, shut off the lights wherever you’re playing, and make the players use flashlights to see one another.

Rusted lock: Lock-picking roll (TN 19) to open; Stealth roll (TN 18) to open *quietly*.

Rusted lock: Lock-picking attempts are at +5 DC (+10 if attempting to open lock *quietly*).



Note: there are two maps provided—one map is marked with a square grid, for *d20 System* games.



Chemical explosion:

9d6 B/L damage in basement area, 4d6 B/L damage in garage.

Surviving house

collapse: Contortionist skill roll (TN 18), or REF attribute roll (TN 24).

Spot grave site:

Awareness roll (TN 18).

Basement door: AV

10, Hits 10

Basement door lock:

Lock-picking roll (TN 16) to open; Stealth roll (TN 18) to open *quietly*.

Notice dust on floor

disturbed: Awareness roll (TN 15); Tracking is a complementary skill for this roll.

Chemical explosion:

6d8 fire damage in basement area, 3d8 damage in garage.

Surviving house

collapse: Escape Artist check (DC 15) or Ref Save (DC 20).

Spot grave site: Spot

check (DC 20), or Search (DC 15).

Basement door: Hardness 4, hp 4, DC 15.

Basement door lock:

Lock-picking attempts are at +5 DC (+10 if attempting to open lock *quietly*).

Notice dust on floor

disturbed: Spot check (DC 12).



The Basement

The basement located beneath the Manor is large and reasonably dry. It consists of one large room, plus two smaller rooms and several closets; the Manor's garage is also on this level (the Wolfpack has parked their motorcycles and van here). The garage itself is on the east end of the house, the basement proper on the west end. The Manor's coal-powered furnace (which hasn't worked for decades) is located in one of the smaller rooms off of the main room; the coal chute that Kennie Gardner fell through leads into the furnace room.

The basement is where the Wolfpack does most of their drug manufacturing. They have filled the rooms with cheap tables containing chemical equipment, barrels and other containers of precursor chemicals, and so forth. If guns are fired in the basement area, or a flame is lit, there is a 1 in 6 chance that the chemicals will ignite and explode, doing severe damage to everyone in the basement area and less, but still serious, damage to anyone in the garage (see sidebar).

The use of grenades or explosives in the basement will automatically cause an explosion to occur. If there is an explosion, there is a 50% chance that the Manor itself will collapse, likely killing anyone in the basement or garage (characters may make appropriate rolls to wedge themselves into a "safe area" amid the debris—see sidebar. Further rolls can be made to get out, but the rest of the house may come down on the character if the rolls are failed; also, characters trapped underneath the collapsed house may run out of breathable air in a few hours.)

If Kennie Gardner has been killed, the PCs will find his body in one corner of one of the smaller basement rooms, where gang members dug up part of the cement floor and buried him in the earth (characters may make skill rolls to spot the gravesite—see sidebar). If Kennie is being held prisoner by the Wolfpack, then he will be kept in one of the closets in the basement.

Characters can get into the basement four ways: through the garage; via the stairs from the first floor; through the coal chute, or via a small set of stairs that leads from the main basement room to the back yard. These stairs have a stout locked door at the top, and the lock and hinges are both very rusty (see sidebar for basement door stats). The Wolfpack has never used this door, though they are aware of it. The entranceway from the basement to these stairs is blocked by a card table holding plastic jugs of chemicals.

The First Floor

The first floor of the Manor contains the main entrances into the house (the front and back doors) and several rooms. In the front (southern) part of the house, there is the foyer, with its grand staircase leading up to the second floor; the sitting room/library, with a large fireplace with a portrait of Avery Radley over it; and the ballroom, a room with solid hardwood floors where parties and dances were often held when Avery Radley was alive.

In the back (northern) part of the house are the kitchen, where the characters will find both the back door (rusted and locked, just like the door leading into the basement) and the stairs leading down to the basement and garage; the dining room, with a long oak table and beautiful crystal chandeliers (one of which has fallen from the ceiling); a cloakroom; and a bathroom.

Characters may make skill rolls to determine that the dust on the floor has been disturbed recently (see sidebar). This is most evident in the foyer and going up the staircase to the second floor.

The Wolfpack has made sure that the curtains on all the first floor windows are drawn, and they have even gone to the trouble to paint the insides of some of the windows a dull black to keep light from escaping. This has not worked perfectly—some lights still shine through, to be witnessed by the neighborhood children—but it does help. The only room the Wolfpack makes much use of on this floor is the kitchen, where they have several tables set up to finish manufacturing the ice and then package it for transportation into the city.

There are five ways to get into the first floor: via the stairs from the basement; the front door (which leads into the foyer, of course); the back door; the stairs down from the second floor; and the windows (all of which still have glass in them, though that glass is often cracked or broken).

The Second Floor

The second floor is constructed in an elegant fashion. The grand staircase leads up to a mezzanine-like area in which there are a few settees and chairs for guests to sit in, talk, and look at people on the first floor. There is also a balcony off of the south side of the mezzanine (i.e., above the front door), with French doors leading onto it. Opposite the French doors is a large window which overlooks the back yard. Off of the rest of the mezzanine are the master bedroom (where Avery Radley used to sleep), half a dozen other bedrooms (for his guests), and a large bathroom. There is also a small set of stairs leading up to the attic, with a closed (but unlocked) door shielding them from view.



The members of the Wolfpack have been sleeping in these bedrooms. Characters will be able to tell that the second floor is being occupied as soon as they come upstairs or look in any of the bedrooms. The dust has been disturbed everywhere, and the beds have obviously been slept in.

There are four ways onto the second floor: down the stairs from the attic; up the grand staircase from the first floor; through the windows (assuming the characters climbed up to them); and from the balcony (again, assuming the characters climbed onto it).

The Attic

For such a large house, Radley Manor has a very small attic. It is crammed full of old (mostly broken) furniture, boxes of old books, and similar items. The Wolfpack is not using this part of the house at all. If the characters can get onto the roof of the Manor, there are weak parts of the roof where they could break through and get inside (see sidebar).

THE WOLFPACK

Wolfpack Member

Attributes

STR 4 REF 5 HLT 4
 PRE 4 INT 3 WIL 3
 DEF 15 INI 4 TGH 6
 LIF 18 MOV 9

Advantages: None

Disadvantages: Enemy (H): hunted by local police department (-5), Infamous (I): outlaw biker (-2), Psych Disad (H): amoral criminal (-5)

Skills: Alertness +2, Driving +3 (Motorcycle +2), Firearm skill of choice +4, Knives +4, KS: Methamphetamine Manufacturing +3, Mechanic +3 (Motorcycles +2), Persuasion +2 (Intimidation +2), Shadowing +3, Sleight of Hand +2, Society (Streetwise) +4, Stealth +2, Throwing +2, Unarmed Combat (Dirty Infighting) +3*

*Dirty Infighting maneuvers

Maneuver	Mod	DEF	Notes
Eye Gouge	-1	-1	Target blinded 2d6 turns
Kidney Blow	-2	+0	1d6 B/L
Low Blow	-1	+1	2d6 P/S (groin)
Punch	+0	+2	3d6 B/S damage
Roundhouse	-2	+1	4d6 B/S strike

Equipment: Fighting knife (1d6 P/L); handgun—GM may select a gun of choice or assume a 9mm semi-auto (Dmg: 3d6 P/L, Acc: 0, Rmod: +2, STR Min: 3, Max: 50, RoF: 4s, Amm: 15, Wt: 2).



Outlaw Biker: Thug2; CR1; Size M (5'1" tall); HD 1d6; hp 9; Init +1 (+1 Dex); Spd 30 ft.; AC 13 (+1 Dex, +2 denim/leather); Attack +2 melee, or +1 ranged; SV Fort +0, Ref +3, Will +1; AL CN; Str 11, Dex 12, Con 10, Int 10, Wis 9, Cha 11.

Languages Spoken: English (Biker slang).
 Skills and Feats: Gather Information +7, Hide +7, Knowledge (Methamphetamine Manufacturing) +3, Listen +2, Move Silently +5, Pick Pocket +2, Profession (outlaw biker) +1, Spot +5; Point Blank Shot, Quick Draw, Ride-by Attack (w/motorcycle)
 Equipment: knife (1d4 dmg), pistol (1d6 dmg)

"Some of them are pure animals. They'd be animals in any society. These guys are outlaw types who should have been born a hundred years ago — then they would have been gunfighters."

—Birney Jarvis, Hell's Angels charter member who later became a San Francisco Chronicle police reporter

Weakened roof: AV 6, Hits 9.

Weakened roof: Hardness 3, hp 5, DC 15.



The Wolfpack is an outlaw motorcycle gang led by Keith Gainey, who is known to his gang as "Ox" because of his big size. Despite the fact that he looks kind of like a big, dumb palooka, Gainey is quick-witted and intelligent. He not only developed a new, cheap way to make ice, but he has had the foresight to train his gang in skills needed to run the operation successfully: knowledge of the neighborhood, combat motorcycling, the ability to spot a tail, chemistry, and so forth. Members of the Wolfpack are a cut above most outlaw motorcycle gangsters.

Kevlar vests: AV 12, covers locations 7-12.

Police Officer:

Attributes: Body 4, Mind 4, Def 10, Ini 4, Tgh 5, Lif 20, Mov 8
Advantages: Membership (Police dept): rank 4.

Disadvantages: None.

Important Skills:
Awareness +4, Baton +3, Driving +4, Pistols +4, Persuasion +4, Stealth +3, Unarmed Combat +3

Equipment: Kevlar vest (see above); handcuffs, baton (+2d6 B/L); 9mm semi-auto handgun (Dmg: 3d6 P/L, Acc: 0, Rmod: +2, STR Min: 3, Max: 50, RoF: 4s, Amm: 15, Wt: 2).

Kevlar vests: Def +4, Max Dex bonus +4, Armor penalty -1.

Police Officer: Cop2; CR1; Size M (5'1" tall); HD 1d8; hp 12; Init +1 (+1 Dex); Spd 30 ft.; AC 14 (+1 Dex, +4 kevlar vest); Attack +1 melee, or +2 ranged; SV Fort +1, Ref +3, Will +2; AL LG; Str 12, Dex 13, Con 12, Int 12, Wis 13, Cha 10.

Lang: English.
Skills/Feats: Gather Information +8, Hide +4, Knowledge (Law) +5, Listen +3, Move Silently +4, Profession (police officer) +3, Spot +5; Point Blank Shot, Quick Draw.

Equipment: kevlar vest (see above), baton (1d4 dmg), pistol (1d6 dmg)

Notes: This writeup represents an “average” member of the Wolfpack; some members are better at some things than others (Gainey, the leader, is better at just about all of the Skills listed on the sheet, especially PS: Methamphetamine Manufacturing).

The members of the Wolfpack typically carry at least one gun each, plus a knife of some kind. The guns are usually handguns, but there is a submachine gun or two kept in the Manor for use by those who favor such weapons. If the GM desires, they may also have a few grenades or other heavy weapons. They may even have some kevlar vests (AV 12 Armor, covers Locations 7-12).

SCENARIOS

The Basic Scenario

The basic scenario for use with Radley Manor is seemingly straightforward: the characters find out about the drug lab being operated out of the Manor, destroy it, and kill or arrest the members of the Wolfpack. However, that isn't as simple a job as it may first seem.

First of all, how are the characters going to find out where the lab is located? The most obvious way is for them to capture and interrogate one of the members of the Wolfpack when he delivers the ice to the gang's buyers. If they do this, the biker will talk, but only if drugs are used or if he is threatened with the most severe forms of injury (and he believes the threats). He will go to jail rather than squeal.

A more dramatic and exciting method is to follow one of the members of the Wolfpack as they return from delivering drugs. The PCs could follow him by means of a ground tail, an aerial tail, or a tracking device. But to lead the characters directly to the Manor this way detracts from the fun of the adventure. Instead, it is suggested that the characters be able to follow the biker as far as the general neighborhood, but that they then lose him somehow. Remember that the biker will know the neighborhood far better than the PCs, so he should have no problem losing a ground tail. He can hide from an aerial tail in a wooded area somewhere (or other complications, such as a potential collision with another vehicle, can stop the characters in the air from following the biker); tracking devices should “short out” or “experience interference” at some point.

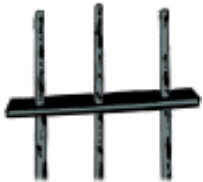
This will force the characters to find other methods to locate the lab exactly. One such method is to simply drive around and look; characters who spot the Manor are likely to suspect that it is the gang's hideout almost at once. But they will be unable to watch the Manor without drawing suspicion. Remember that Radley Manor

is located right in the middle of a residential neighborhood. Houses surround it on all four sides, and all of them are occupied (there are *no* houses in the neighborhood for sale or for rent at present). Characters who think they can park their cars on the side of the road and watch the Manor will be in for a rude awakening; a suspicious resident will call the police on them pretty quickly. For that matter, the neighborhood children, who are observant enough to spot the lights in the Manor, would likely spot any strangers hanging around the neighborhood as well. This is true even if the characters only operate at night—not only is this summer, when daylight lasts longer, but since it is warm the kids are likely to stay out late, or sneak out of their houses when they're supposed to be asleep (whether it's to try to run up and touch the Manor, to do something else, or simply for the fun of staying up later than they're supposed to). Only characters who wait until after midnight can be certain of avoiding the children—and even then, there is a good chance that some nosy adult will spot them and call the police.

If the police are called, a single patrol car will arrive behind the PCs' vehicle(s). The officer will contact the PCs and ask them for identification as well as their reason for being in the area. Once he has their IDs or driver's licenses in hand, he will run a warrant check. If the PCs give a believable story (or even tell the truth) and the check doesn't turn up any warrants (i.e., none of the PCs are Hunted by police), the officer will tell them to move on and leave it at that. If any of the PCs are Hunted by the police, however, he will radio for backup and arrest them once backup arrives.

The best way for the PCs to find out about the Manor is to talk to the children. Because this may not be obvious at first, the GM may need to point the PCs in the right direction. The GM can emphasize how many children there are in the neighborhood by having the characters see them everywhere when they drive around. Maybe some of the PCs witness one of the kids daring to run up and touch the side of the Manor. But however it is done, it is crucial that the GM arrange for the player characters to “talk to” the children if the scenario is to be run to best effect.

How the PCs will interact with the children is important. All of the kids know that they shouldn't talk to strangers or take anything from them. They are already likely to be at least a little bit scared of strangers—and the fact that these particular strangers are toting big guns (and maybe wearing funny costumes) will only make it *more* difficult for the PCs to get information out of them! The GM should play up this scene for maximum effect and laughs.



If one of the PCs is famous and has a reputation that some of the kids might know about, it may make their job easier (or harder). PCs with “nice” reputations—true-blue heroic types, for example—may be able to inspire feelings of friendliness and helpfulness in the kids, particularly if the PC in question has a high Presence (or Charisma) and is good-looking. “Friendly” persuasion skill rolls by such characters may gain a bonus (+3 to 6 TN, or +5 to 10 DC) on the roll.

On the other hand, Infamous characters known to have “bad” reputations—as criminals or killers—will get little or no cooperation from the kids, who will likely run screaming to tell their parents about the “bad men.” Characters with “intense” psychological disadvantages, such as “Devoted to justice,” “Obsession with crimefighting,” “Vigilante mentality,” or “Casual killer,” may need to make Control Rolls to “damp down” their disadvantages (GM’s discretion) and present themselves to the kids as normal, friendly grown-ups. Characters with any of these disadvantages will have problems if they try persuasion; such skill rolls should have some penalty assessed (-3 to 6 TN, or -5 to 10 DC) to the roll, unless the character making the attempt is trying to *scare* the kids, in which case he should get a bonus of a like amount.

Of course, it will also help if the PCs put away or conceal any weapons they are carrying; characters carrying big, scary-looking guns and knives will not get any cooperation from the kids.

It’s up to the characters to win the trust of the children; if they don’t, the whole adventure becomes not only harder for them, but a lot less fun for everyone playing. If necessary, the GM may be able to stage an occurrence that will prove that the PCs are good people.

For example, one of the kids may get trapped in a tree, fall into the deep part of a creek, or almost get run over by a speeding car, and the PCs save them. Any event like that is sure to convince the kids that the PCs are the “good guys.”

After winning the kids’ trust, the PCs will need to gather information from them and figure out what it means. The PCs aren’t likely to find all the kids together at once; rather, they will have to go through a gradual process of meeting a few kids, finding out what they know, then getting introductions to some more kids so they can find out what they know, and so on. Eventually, the PCs should have a pretty clear picture that *something* is going on inside the Manor. Now all they have to do is get inside and fight it out.

And don’t forget that some of the kids, especially the more adventurous ones, may want to “tag along” with the PCs—whether the PCs want them to or not...



A few more cautionary notes about the scenario. First, the PCs should be warned, if they don’t realize it on their own, that starting a major gun battle in a residential neighborhood creates a high risk of collateral casualties. In other words, they need to be careful not to injure anyone living nearby. If the PCs are reckless or careless, the GM should begin rolling to see if anyone living in a nearby house is hit by a stray bullet or piece of shrapnel.

Second, remember that people living near the Manor are likely to notice anything unusual—gunfire, explosions, low-flying combat helicopters, that sort of thing—and to respond by calling the police. If the PCs are not careful, they are likely to emerge triumphant from Radley Manor—only to find the place surrounded by a police cordon. They had better take care of their business and get out quickly.

Third, one of the most exciting ways to end this scenario is with a car chase of some sort. However, smart PCs are going to think about disabling the gang’s motorcycles and van, especially if they enter the Manor through the garage. If the GM wants to stage a car chase, the PCs cannot be allowed to do this. The GM can best handle this situation by giving the Wolfpack a good chance to discover the PCs when they start to puncture tires or rip out ignition wires. Per-



haps the PCs will cause noise, either by accident or as a side effect of disabling the vehicles, that will bring the gang running. Maybe there are some gang members in the garage working on their bikes when the PCs approach the mansion, making it impossible for them to get to the vehicles. Maybe whatever steps the PCs take to disable the vehicles simply fail for some reason. Regardless of the reason, though, the PCs cannot be allowed to prevent a car chase if the GM wants to end the scenario that way.

Alternate Scenarios

A straightforward assault is not the only way to run *The Thing In Radley Manor*. Here are some other options.

First, the PCs might try to join or infiltrate the Wolfpack. This would be *extremely* difficult, since it's a small, tight-knit group that keeps to itself, but if the PCs come up with a good way to get in with the gang, this may be the safest way for them to deal with the situation.

Second, consider taking a break from the usual routine and having the players play the neighborhood children rather than their normal

PCs. The kids realize that something funny is going on in Radley Manor and decide to check things out! *Home Alone* meets *Die Hard*.... If the GM decides to run this scenario, there is one cardinal rule to follow: the kids cannot use guns against the bikers. As long as the kids don't pick up guns and try to use them, the bikers' shots will always miss. As soon as any kid picks up a gun, start rolling to hit him normally. The kids should use their wits, not their opponents' guns, to beat the bikers.

Third, in campaigns with an emphasis on the paranormal, or horror genre campaigns, maybe the ghosts that are said to inhabit Radley Manor actually exist! The ghost of Avery Radley, and of the servant he killed, may try to help or hinder the PCs. Avery's ghost is most likely to be found in the master bedroom or the sitting room/library; the servant's ghost is linked to the Hanging Tree itself, and cannot leave its vicinity (but it has poltergeist-like powers and can throw rocks and cause other effects). For an even more interesting twist, if there are only two players, perhaps they could take the part of the ghosts!

Converting Action! System to d20 System

To convert *Action! System* attributes to *d20 System* statistics, use the following table:

<i>Action! System</i> attribute	<i>d20 System</i> statistic
Strength	Strength
Reflexes	Dexterity
Health	Constitution
Intellect	Intelligence
Will	Wisdom
Presence	Charisma

To convert *Action! System* scores to *d20 System* ability scores, use the following table:

<i>Action! System</i> attribute score	<i>d20 System</i> statistic score	stat bonus
1	1	-5
-	2-3	-4
2	4-5	-3
-	6-7	-2
3	8-9	-1
4	10-11	0
5	12-13	+1
6	14-15	+2
7	16-17	+3
8	18-19	+4
9	20-21	+5



Now there's an option ...
And we let you include character creation rules.

The Neighborhood Kids

The following table is provided to assist the game master in keeping track of the various neighborhood kids that the PCs are likely to interact with.

Name	Age	Personality	Siblings	Seen lights?	Notes
<i>The Boys</i>					
Mark Armstrong	10	Easy-going	Albert, 10 mos.	Yes	Loves doughnuts & baseball
Freddie Averill	9	Daredevil	None	Yes	Thinks he saw The Thing, has run up and touched the Manor twice
Harry Conner	11	Mean, sarcastic	Judy, 11	Yes	He and Johnnie have a treehouse in neighborhood. He knows where Kennie disappeared.
George Donaldson	10	Polite, friendly	Catherine, 5; Allen, 5	Yes	Thinks lights are a TV or computer
Patrick Faison	9	Daring	Cheryl, 6	Yes	
Ray Green	9	Quiet	None	No	Likes chess. He and Bruce saw man on motorcycle near the Manor.
Bruce Harrison	9	Adventurous	Lynn, 11	Yes	Good friends with Ray Green.
John Lawson	12	Kind & gentle	None	Yes	Good at football. He knows nothing else about the Manor.
Eric Litchfield	10	Curious	Allen, 7	Yes	Cub Scout. Thinks he saw a bike in a deep pool in a creek.
Stevie Peterman	10	Cooperative	Alex, 5; Gregory, 3	Yes	Has paper route. Will talk for a dollar.
Johnnie Portaro	10	Harry's lackey	None	Yes	He hangs around Harry and knows what he knows.
Greg Schmidt	10	Curious	Paul, 7; Steve, 5	Yes	Artist. Fascinated with guns. Thinks he saw smoke coming from a vent atop the Manor once.
<i>The Girls</i>					
Sheila Andrews	11	Quiet & shy	None	Yes	Knows nothing else about manor.
Maggie Bach	9	Active/energetic	Leon, 6; Sarah, 4	Yes	Once smelled something "funny" outside the Manor.
Judy Conner	11	Kind & sweet	Harry, 11	No	Pretty.
Amy Creighton	10	Bright	Alex, 5	Yes	Likes video games. Saw motorcycle in neighborhood late at night.
Kelly Dinopolous	8	Sweet	Kerry, 5; Vanessa, 3	Yes	Parents run Greek restaurant
Missy Fanelli	10	Playful/fun	Cindy, 9	Yes	Pretends prince turned into monster lives in the Manor.
Janie Forrest	9	Playful	None	No	Barbie collection; watches soaps
Denise Gibbs	11	Tomboy	Jerome, 6	Yes	Once snuck onto Manor grounds to watch lights—thinks it was The Thing.
Mary Jane Goodson	9	Rambunctious	Chris, 3	Yes	Parents are lawyers.
Lynn Harrison	11	Tattle-tale	Bruce, 9	No	Not popular with other kids.
Cindy Kirk	9	Excited	Daniel, 5; Laura, 2	Yes	Collects <i>Barbie</i> dolls
Michaela Knight	11	Tomboy	None	Yes	Saw the Thing with Denise
Katie Remington	9	Dramatic	Geoff, 4	Yes	Aspiring playwright
Lisa Shelton	10	Outgoing	None	Yes	Loves horses; moved in 1 year ago. Noticed padlock on gate is missing.



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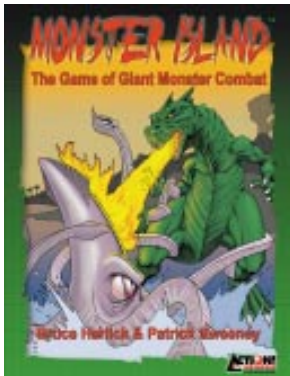
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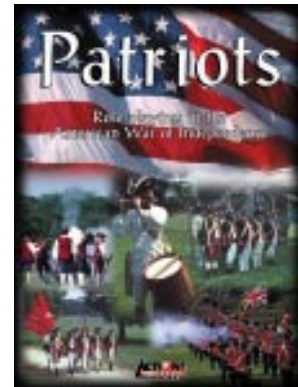
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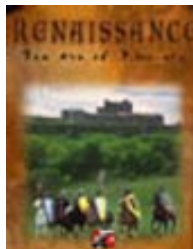
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