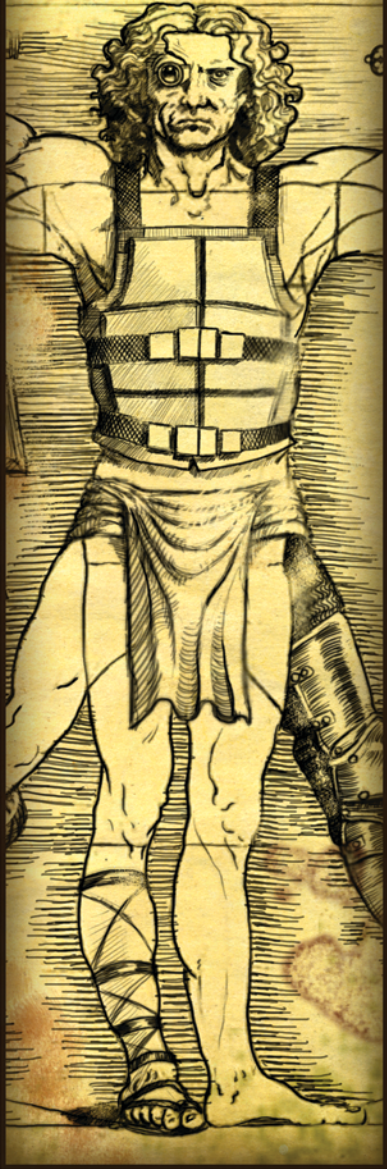


BASIC ROLEPLAYING

**BRP**

MONOGRAPH

#0378



# THE RIVER TERROR

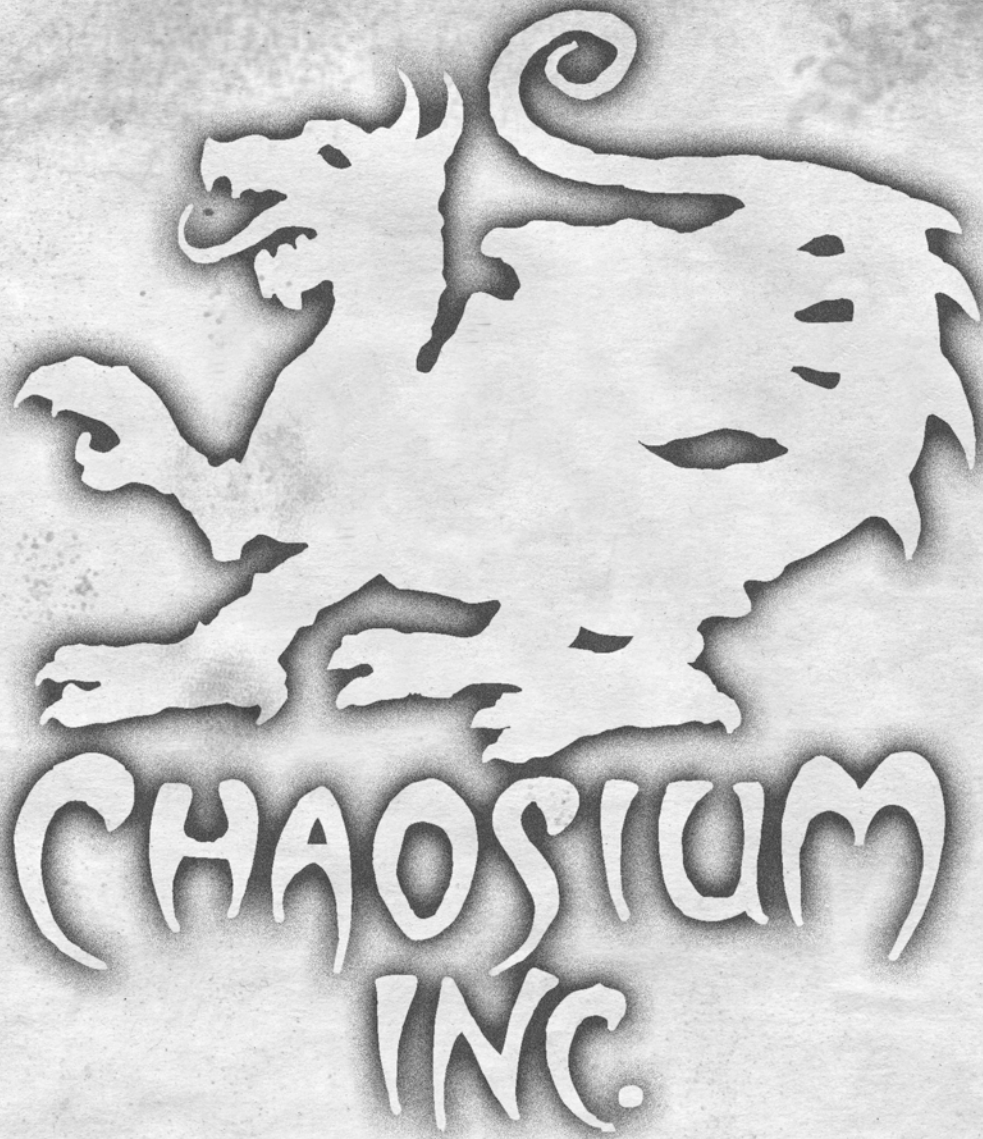


Basic Roleplaying monographs are works in which the author has performed most editorial and layout functions. The guardians have deemed that this work offers significant value and entertainment to our patrons.

Other monographs are available at [www.chaosium.com](http://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](http://www.chaosium.com).**

# THE RIVER TERROR

and Other Adventures



# Contents

---

The Battle for New Caledonia .....	Oscar Rios .....	page 3
The River Terror.....	William Nobel .....	page 17
Save Me an Angel.....	R.J. Christensen .....	page 35
OPERATION: Mind Storm.....	Jon Hook.....	page 53
The King, The Maiden, and the Mad Man of Las Islas de los Muertos .....	Kenneth Spencer.....	page 67
The Guns of Nero's Rome .....	Michael Silverling.....	page 81
The Soul of Ra Mihn Nudal .....	Kevin Scrivner.....	page 97
The Twin Circle Defenders .....	Bruce Thompson.....	page 105
The Burmese Extravaganza.....	Patrice Crespy.....	page 12`
Fools Rush In.....	Tom Lynch .....	page 136
Incident at Vasir Station .....	Greg White .....	page 151

THE RIVER TERROR is published by Chaosium Inc.

THE RIVER TERROR © 2009 Chaosium Inc. as a whole; all rights reserved. Text for THE RIVER TERROR is © 2009 by the respective authors. "Chaosium Inc." and "Call of Cthulhu" are registered trademarks of Chaosium Inc. Similarities between characters in THE RIVER TERROR 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](http://www.chaosium.com) always contains the latest release information and current prices.

Chaosium publication 0378

ISBN-10: 1-56882-316-9

ISBN-13: 978-1-56882-316-9

Published in October 2009. Printed in the United States.

# The Battle for New Caledonia

---

BY OSCAR RIOS

## INTRODUCTION

---

The World Is Dying. So much has been lost, so little remains. It's hard to remember a time before the war, before the pain and suffering began. It's difficult for the survivors to be hopeful. The battle has raged for eighteen months. The enemy is too strong; the Coalition too weak. The varied peoples of this new colony cannot defend the scant territory they still control. It is a dark hour—perhaps the final hour—for New Caledonia.

The enemy simply appeared one day. Some said it always dwelled below the surface of New Caledonia while others said it came from beyond the stars. A few theorized that renegade scientists may have created the enemy in an experiment gone terribly wrong. The only hard facts are that the enemy has limitless numbers and cause destruction wherever they spread. The citizens of New Caledonia came together to fight as one. They trusted Helena, The Goddess, would somehow save them. Soon their forces became severely depleted. They called on their allies for help.

The Knights of St. Jude, a militant order dedicated to opposing the enemy across the galaxy, arrived over New Caledonia. They'd developed and deployed a powerful weapon against the enemy. The weapon seemed effective but it destroyed everything it touched. Soon vast areas of New Caledonia were in ruins. Once vibrant ecosystems were now blasted

wastelands where famine and disease plagued the few remaining survivors. The enemy's advance was slowed but at great cost. The efforts of the Knights proved nearly as damaging as the attacks of the enemy. New Caledonia hovers on the brink of collapse.

All seems lost. The few still able to fight gathered to make a pitiful last stand. Across the corrupted and tainted remains of the once beautiful world of New Caledonia the enemy advanced. Weapons were readied. Final prayers to Helena made. Hope would not be denied for suddenly, reinforcements arrived. Warriors from Caledonia Prime landed and blunted the enemy's assault. They sold their lives dearly but the battle could not be won. Time was all they could offer, time and an urgent message, repeated over and over. "Don't give up; don't you dare stop fighting. The war doesn't end so long as you keep fighting. As long as you keep fighting you can never be defeated."

It was time to break out, to strike back and defeat the enemy once and for all. It was likely a suicide mission but it was the only hope for New Caledonia. The greatest heroes were selected to lead a daring operation. They will strike out; fight their way through dark forest, across shattered ruins and into the bowels of the earth. There they will face and hopefully defeat "The Source of All Enemies". If they succeed, the war is won. If they fail these will be the final hours of New Caledonia. You all must leave at once.



## GM's Information

The battle for New Caledonia is taking place inside the mind and body of Scott MacDoogle, an 11-year-old cancer patient. The Knights of St. Jude are the doctors treating him. The terrible weapon they deployed are his chemotherapy and radiation treatments. The Goddess Helena is his mother Helen. Caledonia Prime is his father and the reinforcements they've sent are a blood transfusion. The enemy is his cancer and The Source a malignant tumor. The characters are mental representations of what little strength Scotty MacDoogle has left.

The characters are all warriors from different historical eras and genres of fiction. GM's and players may create these together, or they can flesh out the sample characters included below. The exact details aren't important so long as they're quintessential warriors and stereotypical heroes. GM's should be vague as to how such different peoples, technology levels and cultures could all exist on New Caledonia at the same time. They should say, "New Caledonia is a very dynamic world with many different cultures and technology levels. This is the first time its various nations have come together to fight for a common cause."

If the characters defeat the enemy Scott will survive, his cancer going into remission. If they can't (or give up) Scotty succumbs to his illness and dies. New Caledonia along with everyone and everything on it ceases to exist. All this becomes clear at the end of the scenario, although clever characters may figure it out beforehand.

## Locations in New Caledonia

There are five locations the characters will travel through. These places share the names of vari-

ous chemotherapy drugs. Scotty has overheard these words spoken during his time in treatment and they've become part of the fantasy going on within his mind. They are:

1) The isle nation of Avastin – The only secure area remaining on New Caledonia and where the scenario begins.

2) The rainforest of Goserelin - A misty, former national park.

3) The Ruins of Xelodar – The irradiated ruins of a major city.

4) The Mines of Novaldex – A mine on the outskirts of Xelodar. Location of The Source of All Enemies and the characters ultimate objective.

## The Warriors

Here are five sample warriors for this scenario. GM's can use them or create their own. The scenario can be run with varying numbers of characters as the encounters are set to match the number of players. Between four and seven characters is ideal. The characters provided have the same statistics although their arms, armor and skill set vary widely. The protection provided from their various armors equals 5 points, no matter what its makeup.

### **The Defenders of New Caladonia (Basic Statistics)**

STR 16	DEX 15	INT 13	CON 15	APP 14
POW 14	SIZ 14	SAN 0	EDU 14	HP 15
MP 14	DB +1d4			

## The Individual Defenders

### Captain Mark Cosmos, The Space Marine

**Skills:** Brawl 50%, Climb 50%, Dodge 40%, First Aid 60%, Command 55%, Medicine 60%, Navigate 45%, Repair 70%, Spot 55%, Throw 50%

**Weapons:** Laser Pistol 80% & Plasma Rifle 75%

**Special Weapon:** Vibro-knife 50%, 1 Fusion Grenade

**Armor:** Ceramic/Plastic lightweight combat armor (5 Points).

### Butch Wilkins, The GI

**Skills:** Brawl 60%, Climb 65%, Dodge 45%, First Aid 50%, Hide 50%, Listen 75%, Jump 65%, Stealth 60%, Spot 65%, Throw 80%

**Weapons:** Submachine Gun 80% & Heavy Pistol 70%

**Special Weapon:** Dagger 65%, 3 Explosive Grenades

**Armor:** Standard GI issue OD green combat fatigues and helmet.

### Will Dakota, The Cowboy

**Skills:** Brawl 65%, Climb 60%, Dodge 45%, First Aid 40%, Hide 65%, Listen 60%, Navigate 50%, Repair 50%, Spot 80%, Stealth 55%, Throw 70%.

**Weapons:** Double-Barreled Shotgun 85%, Twin Heavy Revolvers 80%

**Special Weapons:** Hand axe (tomahawk) 75%, Lasso 85%, Dynamite

**Armor:** Stetson hat, high boots and spurs, sheriff's star (5 Points)

### Gor-Took, The Caveman

**Skills:** Brawl 85%, Climb 80%, Dodge 55%, First Aid 60%, Hide 75%, Listen 70%, Jump 55%, Navigate 50%, Spot 80%, Stealth 80%.

**Weapons:** Great Axe 85%, Javelin (\*6) 75%

**Special Weapon:** Sling 80% (\*24), Torch 65%

**Armor:** Medicine bag, necklace of cave lion claws, mammoth skin tunic (5 points)

### Marcus Vedius, The Legionary

**Skills:** Brawl 75%, Climb 60%, Dodge 50%, First Aid 45%, Command 50%, Jump 50%, Medicine 50%, Spot 65%, Repair 60%, Throw 75%

**Weapons:** Gladius 85%, Pilum (\*3) 75%

**Special Weapon:** Long Spear (80%).

**Armor:** Lorica Segmenta, Helmet, Full Body Shield (5 Points)

## THE ENEMY

The Enemy, Scotty's mental representation of his cancer, takes many forms in the scenario. He's been told that the cancer is some sort of mutated, corrupted cells growing inside of his body. Because of this, the Enemy always takes the form of something familiar that's been subtly changed and tainted, a corrupted mimic of something else. The forms the enemy appears in are always black and oozing, like a combination of tar and shadows. These forms fight viciously while making ear piercing, inhuman cries whenever they are encountered. If destroyed the enemy dissolve into pools of putrid, foul smelling ichors.

In this scenario the enemy takes the form of standard creatures found in Chapter 11 of the BRP book. They have the same physical statistics and abilities as the creatures they mimic, with the exception of INT. The Enemy has a hive intelligence of 11.

Physical Form	Location	Page Number in BRP rule-book.
Tigers	The Forest of Goserelin	339
Maniac w/ Mutation	The Ruins of Xelodar	363
Troll	The Novaldex Mines	347



## Falling to the Enemy

If no characters are killed during an encounter it ends normally. If even a single character dies the GM's should keep the combat going until ALL the characters are killed, adding as many additional adversaries as necessary to accomplish this. Once the last character falls, GM's should describe a bright light bursting in the air above the battlefield. This restores life to the fallen characters and destroys all Enemies in the area.

Keepers should explain this as a miracle from the Goddess Helena. Characters are left restored to life with full hit points and a feeling of being loved. They also know the situation is getting dire and the Goddess won't be able to hold the enemy back much longer.

What actually happens when this occurs is that Scotty's heart briefly stops. Before suffering death or brain damage he's resuscitated by doctors using a defibrillator. The characters interpreted this as a miracle from the Goddess Helena. This happens because of Scotty's mother. As he's being revived the boy can hear the frantic woman telling her son over and over how much she loves him.

## PART ONE – THE MISTY FOREST

The scenario begins with the characters finding themselves in a briefing room. There is a video screen, wall maps with push pins, strategic table maps of the planet and an old style computer complete with rolls of data tape. The heroes are told the specifics of their mission via the video screen. Commander Vultwern, Supreme Commander of the Knights of St. Jude and Paternis Rex, Prime Minister of Caledonia Prime, hold the briefing. There is no central government to

New Caledonia as they are a new colony world established only 11 years ago. A native emergency Command Counsel has been formed during this crisis.

## The Mission

1) Travel to the mainland via fast attack patrol boat.

2) Proceed north through the Goserelin Rainforest towards the city of Xelodar.

3) Upon reaching Xelodar cross to the city's western edge and enter the Novaldex Mining facility.

4) Move to the mine's lowest level and locate the Source of All Enemies.

5) Defeat the Source of the enemy and save New Caledonia.

The character's strike team soon departs from the island of Avastin, where most of the remaining population has fled. The island's shoreline is being prepared for the inevitable invasion. The defenders are few and the fortifications seem woefully insufficient.

The "Heroes of New Caledonia" board the fast attack boat "Tiger Shark", at the port of New Morton. The vessel races across the narrow channel between Avastin and the mainland under the cover of darkness. After a tense ten hour trip, the "Tiger Shark" comes within sight of the enemy controlled mainland. The crew wishes the team good luck before turning the boat around and darting back towards New Morton. The fate of New Caledonia is in their hands.



## Goserelin Forest

This thick forest was once a national park. Now it is a dark and dangerous place where the Enemy lurks, hunting the occasional survivor or military patrol out of Avastin. Goserelin Forest covers over a thousand square miles of territory. It's a tropical rainforest with a high canopy above that cloaks the terrain below in dim, diffused light. The ground is covered with vines, pools of water, rotting logs, branches and leaf litter. The forest is deathly quiet as all animal life has been eradicated. Mist hangs heavily here and limits visibility to a few hundred yards. Sudden downpours occur several times per day.

### Passing Through Goserelin

Characters must spend an entire day and night crossing the rainforest before reaching the outskirts of the city of Xelodar. Progress is slow as visibility is limited and trails are difficult to travel on. Characters should experience at least one downpour lasting an hour or more. They should also notice the unnatural silence of the forest, almost wondering if they've been stricken deaf.

During the journey, the characters stumble upon numerous makeshift refugee camps. Such camps were set up by people fleeing Xelodar to seek safety in the wilderness. The shelters are crude and vary in size, numbering from a handful to several dozen structures. By the time the characters enter Goserelin all such camps are empty. Signs of battle at these sites are clear. Nothing useful remains but items such as photo albums, children's toys and broken strollers should clearly illustrate the tragedy happening across New Caledonia.

## The Forest Ambush

Eventually the characters must stop for the night as it becomes too dark to safely travel the overgrown trails. Sometime during the night the characters hear movement in the forest nearby. While the sound is slight, it's noticeable as the first sound of movement not produced by the characters since entering the forest.

The Enemy, taking the form of inky, black tigers, is stalking the characters. The creatures surround the party, slowly creeping closer and closer. If the investigators have lit a fire they see dark forms moving just outside of the range of their light. Once the proper tension level is reached the creatures emit an inhuman, ear piercing shriek and attack.

Each character is attacked by 2 - 4 of these creatures. The battle should be challenging but not desperate. If a character is killed more and more of these tiger-creatures attack until the entire group is overwhelmed (see above – Falling to the Enemy.)

### The Enemy – Tiger Form

Char.	Roll	Averages
STR	3d6+12	22-23
CON	3d6	10-11
SIZ	3d6+6	16-
INT	11	11
POW	3d6	10-11
DEX	2d6+12	19
Move	12	

**Hit Points:** 13-14 (2-4 per character)

**Damage Bonus:** +1d6

**Weapons:** Bite 45%, 2d10+1/2 db (impaling)

Claw 70%, 1d8+db (bleeding)

Ripping 80%, 2d8+db (bleeding)

**Armor:** 2-point skin.

**Skills:** Dodge 45%, Hide 80%, Jump 55%, Stealth 75%, Track 50%.



A tiger gets two simultaneous claws and one bite each combat round. The bite comes 5 DEX ranks after the claw attacks. If both claws successfully strike the target, the tiger will hang on and rip with its hide claws on the next combat round while continuing to bite.

After this encounter the party can successfully exit the rainforest. They start finding paved hiking trails, which lead to tourist roads and eventually link with modern highways. These roads are choked with abandoned cars, discarded luggage and various personal effects. The characters find no bodies or items useful to their mission. None of the vehicles function, being totally drained of power. Characters making a successful Luck Roll will find abandoned bicycles. This allows the team to decrease their travel time considerably but has no real bearing on the scenario. After several hours of travel the characters reach the outskirts of Xelodar.

## **PART TWO: THE RUINS OF XELODAR**

---

The heroes must now cross the city of Xelodar to reach the next part of their objective. This proves more difficult than it seems. They'll encounter unexpected enemies as well as allies. The characters must ultimately battle their way through to their objective. In the end they'll be assisted by the sacrifice of a brave band of soldiers who refuse to stop fighting.

### **Xelodar**

The city of Xelodar was a vast, modern urban center and home to 12 million people. Once a major financial and manufacturing center on

New Caledonia it's now in ruins. Fighting here was quite fierce and much of the once beautiful city is now rubble. The streets are covered with debris. Many buildings have collapsed and others are little more than burned out shells. The air is hot and filled with dust which stings the eyes and burns characters airways and lungs. Once glorious skyscrapers now stand like tombstones, their glass windows shattered and fallen away. Streets and sidewalks are shattered in places by huge footprints.

The biggest danger is an unseen one - Radiation! Despite the heat it appears that snow covers the ground in places and occasionally falls from the sky in a gentle flurry. On closer inspection this is actually a fine grayish-white ash. Characters are later informed of this (see below) unless they possess the means of detecting radiation. The pre-generated character of Mark Cosmos has a radiation detector on his armor.

### **Forty Stories High**

The heroes are able to cross about a third of the city before they encounter the Enemy. The ground begins to shake and characters hear the same ear-piercing shriek of The Enemy, only this time it's so loud it shatters what little intact glass remains in the area. Characters see the Enemy approaching long before it reaches them as it's taller than the buildings in the area.

Several gigantic creatures now prowl Xelodar. They resemble classic Japanese movie monsters made of the same black tar like substance as all the enemies are. GM's could describe something looking like a giant insect, a dinosaur or a cross between the two. Whatever is described should be awesome, terrifying and convey a clear message to characters - You have NO hope what-so-ever of defeating this in combat. As soon as this becomes clear the



creature (whatever it is) detects the party and begins moving towards them.

Before it reaches the characters a manhole cover pops up. Someone wearing a respirator and a New Caledonian military uniform exits the sewer and frantically waves for them to descend into it. The mask keeps him from speaking but it's clear that the soldier is trying to help them. If the characters follow him they'll be assisted to their objective. If they chose to stand and fight the rampaging, gigantic monster they are killed and the scenario ends in failure (see – Epilogue, The Great Beyond).

### Xelodar Resistance Group

After descending into the sewers of Xelodar the characters are joined by more of the uniformed, masked figures. The one who signaled them join the group bringing their total to six. Four wear the uniform of the New Caledonia Defense Force while two wear a slightly different uniform, that of the Caledonia Prime Royal Grenadiers. Each one is quite well armed. They won't remove their masks until they are safely away from the area. They signal for the characters to follow them and set off underground.

The men lead the characters through the sewers, utility maintenance passages and subway tunnels. Many of these are choked with rubble and require those traveling through them to shimmy under, climb over and leap across various obstacles. After thirty minutes of travel they arrive at a thick closed metal door. The guides knock on it in a specific, coded pattern. Two armed men open the door and wave everyone inside. The characters are now inside a complex of underground rooms once used by subway track workers. Once everyone is safely inside the men remove their masks and start talking to the characters.

There are fourteen men here, all of whom are soldiers. Nine are native New Caledonian

Defense Force troops, while the remaining five are reinforcements from Caledonia Prime Royal Grenadiers. They are heavily armed but dirty and in bad physical shape. Their skin is grayish, their hair falling out, they have bloodshot eyes and raspy voices. They hand out respirator masks to the characters and explain that they should wear one when traveling around outside. They give the characters three pills saying, "Take one now and the others tomorrow and the next day. I wish it could be more but we don't have much to begin with. It won't save you, but it will slow things down." If characters question the men as to what all this is for they explain, "It's to combat radiation sickness. You'll all be feeling the effects soon; the entire city has been contaminated."

The men ask the characters for news of the outside world and why they'd risked entering Xelodar. While conversing with the characters they offer the following information:

1) The city is irradiated and no longer habitable to human life.

2) At least six gigantic creatures roam the surface of Xelodar.

3) Smaller forms of The Enemy can be encountered in many of the buildings and underground areas of the city.

4) They remain here because they are already dying from radiation poisoning, they were ordered to defend Xelodar and it's as good a place to die as anywhere else.

5) They call themselves "The Xelodar Resistance Group" or XRG.

6) They'll say, "Without an active resistance there is no hope for victory."

7) The only way to cross the city (and reaching the Novaldex Mining Complex) with any chance of success is underground.



8) If told about the party's mission they XRG insists on escorting them to their objective and assisting in any way possible.

9) Judging by how long the characters were exposed, without masks or anti-radiation medication, they already have radiation poisoning and likely have less than a month to live.

Members of the Xelodar Resistance Group

### *Native New Caledonian Military*

Major Anselm  
Captain Cador  
1st Lieutenant Dinadan  
2nd Lieutenant Gareth  
1st Lieutenant Erec  
Chief Warrant Officer Hoel  
Sergeant Major Lamorak  
Master Sergeant Morholt  
Private First Class Pelleas

### *Caledonia Prime Expeditionary Force*

Captain Aglovale  
Commander Ector  
Lieutenant Tor  
Ensign Uriens  
Ensign Ywain

## **Symbolism In Names**

Many things in this universe are symbolic, especially names. The military ranks are from the United States Marine Core (from New Caledonia Defense Forces) and Navy (for Caledonia Prime Royal Grenadiers). The individual members of the Xelodar Resistance Group are all named after Knights of the Round Table from Arthurian legend. They are also in alphabetical order when listed by descending rank.

## **Crossing Under Xelodar**

Once the characters explain their mission the members of the XRG insist on helping. The characters have little hope of navigating the maze of subterranean passages under Xelodar without being guided by the XRG. The soldiers are thrilled to have a real mission to assist with especially one that has a chance of "changing the course of the war".

The members of the XRG guide the characters to the western edge of Xelodar. The route once again takes them through sewers, subway tunnels and utility maintenance passages. Everyone must do some climbing, crawling, even swimming through raw irradiated sewage during the two hour trek. The way is dark, stifling hot and tense as the ear piercing shrieks of "the Enemy" can sometimes be heard echoing in the tunnels. All goes well until the characters and XRG members get within sight of the Novaldex Mining Facilities.

## **The Ambush**

The characters and XRG members exit the tunnels, under cover of darkness, about a thousand yards south of the Novaldex Mining Facility. The complex can be clearly seen and the party (and NPC's) should have a straight run to it. Unfortunately, the enemy is guarding this route and immediately springs their ambush.

Flares are launched, illuminating the entire area and giving away the characters and XRG position. Suddenly over a hundred of "the enemy" charges the party from all directions. The creatures appear human but twisted and mutated. They have thick shells, crab like pincers and the same shadowy/inky black flesh as the other forms of the enemy. Major Anselm yells, "We're compromised! Move out in force, towards cover! Set up a perimeter! That building there! Go, Go, Go!" The men of the XRG

## **The River Terror and Other Stories**

cry out “Caledonia!” as they charge towards the building, firing their weapons on the move.

The members of the XRG rush towards a large multi-story building. Unfortunately there are maybe twenty of the mutated creatures rushing towards them from that direction. They focus all their fire (from high tech looking assault rifles) towards this group, dropping many and thinning their ranks. The characters need to join them and help eliminate this group so everyone can reach this building and avoid getting overwhelmed. The characters must eliminate at least one and a half times their own number in enemies to safely reach the building before being surrounded. They will have three rounds before the charging enemy comes into melee range. If they dispatch the required number of foes before then they reach the building without being attacked.

## The Enemy – Maniac with Mutations Form

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

**Hit Points:** 14

**Damage Bonus:** +1d4

**Armor:** 4 point - Exoskeleton

**Attacks:** Claw 75%, 1d3+1d6+db

**Skills:** Brawl 75%, Dodge 50%, Hide 60%, Listen 45%, Sense 40%, Spot 65%, Stealth 80%.

**Powers:** Structural Improvements (exoskeleton)

**Natural Weapon** (right arm is large crab claw)

## The Siege

Upon reaching the building, a seven-story apartment building, the characters and XRG members become trapped. The XRG members take up positions covering the entrances and windows of the ground level. Within moment the structure is surrounded and assaulted by wave after wave of the enemy. The XRG mem-

bers throw grenades and pour fire outwards, killing dozens and keeping the enemy at bay. Almost immediately cries of “Running low!”, “I’m almost out!” and “Last grenade!” ring out from the defenders. It’s clear that soon the position will be over run.

Capt. Aglovale shouts to Maj. Anselm over the din of the fire fight, “How long?”

The Major replies, “Not very, 10 minutes, tops! Major, get them going, send them ASAP! Everyone set your charges!”

Captain Aglovale turns to the characters, gives them a large plastic bottle and yells, “Take these, it’s the rest of our anti-radiation meds, one every four hours. Get to the roof. Work your way across the roofs to the mines. We’ll buy you some time. Complete the mission! I say again, complete the mission, for us, for New Caledonia! Go!”

The characters have no choice. They must leave at once or be overwhelmed by the swarming enemy. They can make a mad dash to the roof of this building with ease. However, working their way down the block, leaping from rooftop to rooftop to reach the Novaldex Mining Facility is another matter.

## Rooftop Escape

Once the characters reach the roof they see the obstacle ahead of them. From this vantage point they can see the Novaldex facility but they are still a block from it. They can run across the roofs of five buildings here, leaping across the gaps, to travel down the block. Once at the end of the block they’ll need to descend the four-story structure and reach ground level. From there it is a 100-yard dash to reach the mining complex.

Characters jumping from one rooftop to another must make a successful Jump roll. If successful characters land easily, with or without a dramatic tumble, and take no damage.

If they fail the Jump check they cross the distance but fall hard, sprawling out and suffer 1d2 points of damage (armor protection does not apply). Characters must make four such jumps to reach the mines. Unfortunately the enemy soon realizes what they're doing.

By the time the characters make the 2nd leap the enemy will be swarming on the roof behind them. The enemy attempts to follow them, running and trying to jump the gaps between buildings as well. However, few make it and those that do are left clinging to the edge slowly clawing their way to the roof. This is included just to add dramatic tension to the character's frantic escape and poses no threat to the characters.

Rooftop Escape, Combat One - The enemy closes in on the fourth and fifth rooftop. By now the enemy has gotten ahead of the characters and gets to the rooftops from the buildings below. On the fourth rooftop the characters are met by an equal number of The Enemy (Maniac with Mutation form). The characters must dispatch these before attempting the final jump to the roof of the fifth building. NOTE – Characters vs. one Enemy (see above) each on rooftop to advance.

### **Rooftop Escape, Combat Two**

As the characters reach the final building they face two separate encounters. The first half of this battle is against an equal number of enemies waiting for them as they leap across. These come rushing out from the shadowy corners and rooftop doorway which leads into the building. Once these enemies are defeated the characters must then enter the building and descend to ground level.

As they travel through the building the characters are attacked by pairs of enemies ev-

ery few combat rounds. Once they've defeated twice their number of enemies while scrambling down through the building's four stories, they reach the ground level and combat ends.

NOTE – Combat in two stages. Stage One - Characters vs. one Enemy (see above) each to enter building. Stage Two – Characters attacked by pairs of Enemy (see above) as they travel down from roof to ground floor. Once characters have defeated an equal number of the enemy again, combat ends.

### **The Novaldex Mining Complex**

The characters can now enter the Novaldex Mining Complex, a collection of smelters, processors, warehouses, offices and refineries all surrounding a vast subterranean ore mine. All operations aside from emergency power have been shut down. Most of the facility has been destroyed by New Caledonian and Caledonia Prime military strikes on this location. Such attacks, aimed at eliminating the Source of All Enemies, ultimately failed. The entrance to the mines is a huge platform elevator large enough to hold truck. It is visible from any point in the complex and characters easily locate it.

After reaching the complex the characters hear a thunderous explosion. The building where they took shelter with the members of the XRG comes crashing down in an implosion. The XRG set explosives inside the building with the last surviving member triggering the detonator. Even before the dust settles a vast horde of the enemy (maniac with mutations form) begin charging towards the Novaldex Mining Complex. It should be clear to the characters that they need to get underground at once.

## The Elevator

This huge elevator, which travels at a 45-degree angle, is rather simple to operate. Characters simply open the gate, enter and press one of two buttons, up or down. As they enter it they see hundreds of the enemy swarming the complex. If they don't descend immediately the characters are overwhelmed by a hoard of enemy in five rounds.

Once inside the elevator the characters find the body of a man in the uniform of a miner holding a remote detonator. Anyone looking to see what it sets off must make a successful Spot check. If successful, they notice a series of explosive charges set on the buildings surrounding the elevator. Characters making a successful Idea roll realize these explosives will demolish the structures and bury the elevator shaft in their rubble, effectively sealing it. The detonator has a safety setting and won't allow the explosives to trigger until the elevator descends to a minimum safe distance.

Characters can trigger the elevator and reach such a distance before the hoard of enemies arrive. Once pass the minimum safe distance below ground the detonator activates with a beeping sound and a flashing red button. By this point the enemy will be scampering down the shaft after the elevator. If characters press the button on the detonator there is a series of loud explosions above them. The buildings adjacent to the mineshaft collapse and bury the entire area in hundreds of tons of rubble. This halts the pursuing enemy and effectively traps the Heroes of New Caledonia inside the Novaldex Mines.

## PART THREE: THE NOVALDEX MINES

---

The heroes of New Caledonia have reached the final part of their journey, for better or for worse. Here, in this dark cold place, they will face their final battle followed by a simple yet monumentally important choice. In reality, Scott is now in surgery to have a cancerous mass removed from his body. He is weakened and hovering near death with only his will to live keeping him from slipping away. The Battle for New Caledonia is about to be decided.

### The Labyrinth

The characters find themselves in a dark, very complicated mining system. Down here emergency power is off; everything is pitch-black and very cold (about 40 degrees Fahrenheit). Passages are wide, sometimes hundreds of feet across and often open up into enormous hollowed out chambers. The labyrinth contains sloped and level passages, downward shafts with elevators (unpowered), shafts with ladders and either spiral or standard staircases.

Characters making a successful Luck or Spot check can find various mining tools and items of equipment. These items, such as helmets with battery powered lights, emergency lamps, glow sticks, tools, etc. should make moving about the mine easier. Characters will not find weapons, bodies or any sort of explosives.

Characters have no information on where the source of The Enemy is, other than it being in the mine's "lowest level". They can find their way by consulting one of a number of maps posted on the walls of the mine. Characters find one of these maps by making a successful Luck or Spot check. They can also just keep working their way downward, following every stairway,



passage and shaft deeper into the earth until they reach the lowest level of the mine.

## Radiation Sickness

By now GM's should inform characters that they are feeling the effects of the radiation poisoning. Symptoms such as dizziness, nausea, hair loss, loose teeth, bleeding gums, muscle pains and dry mouth are good examples of some of the things they are suffering from. Characters will recall that many of these symptoms were present in the members of the XRG. Even with taking full doses of the anti-radiation medication won't halt the effects. The radiation poisoning has no bearing on game play and is only meant to add dramatic tension.

## The Final Guardians

After several hours the characters reach the lower levels and begin searching for the Source of All Enemies. Soon they come to a large, hollowed out chamber a hundred and twenty yards wide and two hundred yards long. While crossing it the party hears heavy, thudding footsteps rushing towards them through the darkness. Soon they feel the very ground shake as a group of enormous creatures come rushing to attack.

These creatures are very tall, hulking humanoids of jet black with long, thin limbs, vicious looking claws and bat-like faces complete with enormous ears. They are armed with metal support girders which they use as enormous clubs. There are either one or two creatures per character depending on how well they've weathered the earlier combat and the compassion of the GM. These Enemy fight on until destroyed; slowly regenerating any damage they suffer unless it is inflicted by fire.

### The Enemy – Troll Form

Char.	Roll	Averages
STR	3d6+12	22-23
CON	3d6	13
SIZ	4d6+12	26
INT	11	11
POW	2d6	7
DEX	2d6+3	10
APP	1d6	3-4

**Move:** 6

**Hit Points:** 20 (1-2 per character)

**Damage Bonus:** +2d6

**Armor:** 3-point skin.

**Attacks:** Metal Girder Club 45%, 1d10+3+db (crushing)

Claw 50%, 1d6+db (bleeding)

Grapple 50%, special

**Skills:** Dodge 45%, Sense 55%, Spot 55%

A troll's usual tactic is to strike with its club then hit with a claw, but the troll cannot parry if it does so. Like a giant's club, a troll's metal girder club has HP equal to 10+the number of damage modifier dice. For example, the trolls described here will have a club with 13 HP.

**Powers:** Trolls are able to regenerate from injuries. They heal 1d3 HP of damage per combat round, unless they are dead. If the optional hit location system is used, trolls heal 1 HP per wounded hit location per combat round. If the damage was done by fire, it does not regenerate in this manner. Trolls can see in the dark as if they have the Super Sense (Night Vision) power with levels double the Troll's POW.

## A Final Doorway

At the end of the large chamber where the battle against the Enemy-Troll Forms occurs is an elevator shaft. This section of the mine still has





minimal power operating, allowing automatic doors, lights, elevators, environmental control (cleaning the air and raising the temperature to a comfortable level) and most importantly communication devices to function. The elevator takes the characters down to the lowest point in the Novaldex Mine and opens onto a hallway with a single door at the end.

Beyond this door is a control room filled with banks of computers and communication devices. The far end of the room is another door leading to a large hallowed out chamber identical to the one where characters battled the Enemy-Troll Forms. A thick Plexiglas window overlooking the vast, well-lit chamber dominates the wall on this side of the room.

Characters peering through it see The Source of All Enemies. GM's should describe this being as an enormous, bulbous mass, covered in blinking eyes, gaping toothy mouths and grasping tentacles. It is larger than a whale, inky black (like all of the Enemies are) and horrifying to behold. If the optional Sanity rules are being used characters take 1/1d4 points of Sanity loss for viewing the inhuman monstrosity filling the chamber beyond. The characters need only to travel through this room and pass through the door on the other end to confront this final terrible adversary and decide the fate of New Caledonia once and for all.

## THE ULTIMATE CHOICE

---

The door leading to The Source of All Enemies is thick, pressurized and locked. Opening it requires a complex code to be entered in a keypad. Bypassing this code requires character to take extreme and time-consuming measures. As they approach the door it becomes bathed in red light and an illuminated sign begins

flashing the word "Restricted". Suddenly the radio crackles to life, loudly transmitting the message, "Heroes of New Caledonia, Respond Please! Heroes of New Caledonia, this is Avastin and High Command, Urgent!"

Should characters respond to this message they receive a great deal of information. They are speaking directly to the Command Counsel of New Caledonia, the closest thing the planet has to a governing body. The Command Counsel conveys the following information:

1) Avastin is being over-run. The enemy has landed in force and will likely overwhelm the last defensive positions within three hours. Defenses, for the moment, are holding.

2) All contact with Caledonia Prime and the Knights of St. Jude has been lost.

3) Scientists have given the people of New Caledonia a new option. They have created a device that will transport all human life on New Caledonia into an alternate dimension. It is not clear just what this dimension is but early research hints that it could possibly be ideal conditions for human life, almost a paradise. However, there is much debate on this point and at this time there is no conclusive information.

4) Taking this option would sever the ties the people of New Caledonia have with the Goddess Helena and the government of Caledonia Prime permanently. There would be no turning back.

5) The choice as to whether to activate the device and take this option or keep fighting is up to them.

The Command Council of New Caledonia is leaving the decision up to the characters. They are the ones, the only ones, who can still win this war. They are the ones who must choose between fighting on or giving up and moving on to something else — exploring a great un-

known beyond this dimension. In reality Scott has reached a point where his body is considering giving up the will to live. The next moments in his battle against cancer are key, the turning point for better or for worse.

If the characters chose to continue fighting, the Command Council transmits the code to open the final door. Once the characters punch in the code and trigger the door to open GM's should go to Epilogue, Victory. If they tell the Command Council that the battle cannot be won and advise them to activate the device and transport the people of New Caledonia to another dimension GM's should Epilogue, The Great Beyond. The battle for New Caledonia is decided by this simple choice, to give up and embrace the unknown or keep fighting.

## **EPILOGUE, THE GREAT BEYOND**

---

“Scott MacDoogle Jr., Scotty to all who knew and loved him, lost his long battle with cancer this morning. He died in surgery while doctors

at St. Jude's Children's hospital were trying to remove a cancerous mass. Extensive chemotherapy treatments failed to push his illness into remission. He is mourned by parents, Scott Senior and Helen. He was only eleven years old. The world is a darker place without him; we hope he has moved onto a better place.”

## **EPILOGUE, VICTORY**

---

“Scott MacDoogle Jr., Scotty to all who know and love him won his long battle with cancer this morning. The surgery to remove a cancerous mass, performed by doctors at St. Jude's Children's hospital, was a complete success. Extensive chemotherapy treatments helped push his illness into remission. His parents, Scott Senior and Helen rejoice at this news. He turned eleven years old last week. The world is a brighter place with him in it and we hope leads a long and joyous life.”

---

# The River Terror

---

BY WILLIAM NOBLE

## GAMEMASTER INFORMATION

---

A young man has fallen under the influence of a powerful monster and broken the wards that kept it imprisoned. Heroic characters must find a way to neutralize an ancient terror that just may be too tough for them to destroy.

### The Setting

Though this scenario is designed for a campaign inspired by mythical Australia, it could be used in a variety of settings. The two distinctly Australian creatures are detailed at the end of this scenario and could be used in other settings and possibly renamed.

### Difficulty

The bunyip is intended to be too tough for the characters to fight in a normal battle, leading them to find some other solution. It is capable of killing unwise or unlucky characters very quickly, something the Gamemaster should consider if battle is joined.

The bunyip should be very hard to trap or ambush as it will submerge to avoid danger. At-

tackers in boats or on the shore can be attacked via its Wave power.

If the characters do kill the bunyip early in the adventure, the Gamemaster could have the creature actually escape, or perhaps have it be one of a mated pair, but may also be happy if the adventure turns into a simple minor encounter.



## Skills

In some places the use of the Knowledge set of skills is indicated. These skills are often given different names in various genres, so substitute the relevant skill from your campaign.

## Involving the Characters

This scenario is set around a river inn located on a small island. There are several possible reasons for the characters being there including:

- \* They could be travellers passing up or down the river.
- \* They could be guards for a merchant travelling on the river and intending to strike out across one of the hazardous land trade routes.
- \* They could be merchants just passing through.
- \* They could be adventurers on their way to, or returning from a quest.
- \* They could be bounty hunters on the trail of an escaped convict.

# THE BEAST IN THE RIVER

---

The common room of the White Crocodile is crowded and noisy. Merchants, boatmen, hired guards and other travellers rub shoulders at the bar and fill all the tables. With the shutters closed, the large room already reeks of sweat, perfume, wood smoke and a myriad of other odors, but at least the biting insects and cool evening breezes are kept at bay.

Suddenly an unearthly bellow from outside stuns everyone into silence. It is immediately followed by cacophony of terrified screams.

If the characters venture outside to investigate, they will witness the aftermath of the attack.

A small crowd has gathered at the dock. You peer upstream into the gathering dusk and see an overturned river boat. Splashing in the water indicates where two people are swimming desperately for shore.

As the crowd on the dock shouts encouragement, there is suddenly a much larger splash. You catch a glimpse of a large, dark shape and then one of the swimmers is gone.

A difficult spot roll will indicate that the dark shape had a hairy pelt. The other swimmer makes it to shore.

Once safely ashore, the bedraggled man falls to his knees. His chest heaves as he struggles to regain his breath and even in the poor light you can see that he is shaking like a leaf. The man's face is pale, his eyes wide with terror.

A crowd forms around the man. Suddenly there is a great splashing from the river as a dark low shape explodes out of the water and races towards you.

A large crocodile, known as Old Argus is fleeing the bunyip and has been chased out of the water. He is trying to escape and is too frightened to go back into the water. Old Argus is crazed with fear and will lurk between the dock and the inn, snapping at anyone who comes near.

The crowd flees for safety. The characters can either battle Old Argus, collecting their armor and weapons beforehand if required, or leave it up to others to deal with him.

### Old Argus (Crocodile)

STR 30    CON 22    SIZ 32    INT 3

POW 14    DEX 7

**Move:** 8 (10 swimming)

**Hit Points:** 27

**Damage Bonus:** +3D6

**Armor:** 5-point scales

**Attacks:** Bite 50%, 1D10+db (bleeding)

Tail 50%, 1D6+½db (crushing)

**Skills:** Hide 50%, Stealth 75%

Fighting Old Argus with melee weapons is perilous due to his nasty bite. He could simply be shot full of arrows, but true heroes may try to wrestle him.

Old Argus can be grappled, but due to his size and shape he is immune to most effects. The only effective Grapple Effects work against the crocodile's head, but any successful Grapple attempt will automatically be to the head.

The Immobilize Target and Strangle effects will work but Old Argus gets to make a CON X 2% roll (instead of CON X 1%) each round to avoid the 1D3 points of damage from strangulation.

Once Old Argus is dealt with there will be some debate amongst the inn patrons whether threat has gone.

Some will insist that as the crocodile is now dead, the threat is over. Others will point out that its behavior was very strange. Any character that succeeded with the Spot roll should be reminded that the creature which attacked the swimmer had fur, unlike Old Argus.

A successful Knowledge (Animals) roll will agree that the crocodile's behavior was very odd, and suggests that Old Argus may have been chased out of the water.

The survivor from the boat has hidden behind the bar. He lies there, curled into a ball, muttering to himself. Over and over he repeats:

***The teeth, the claws, the eyes, the EYES!***

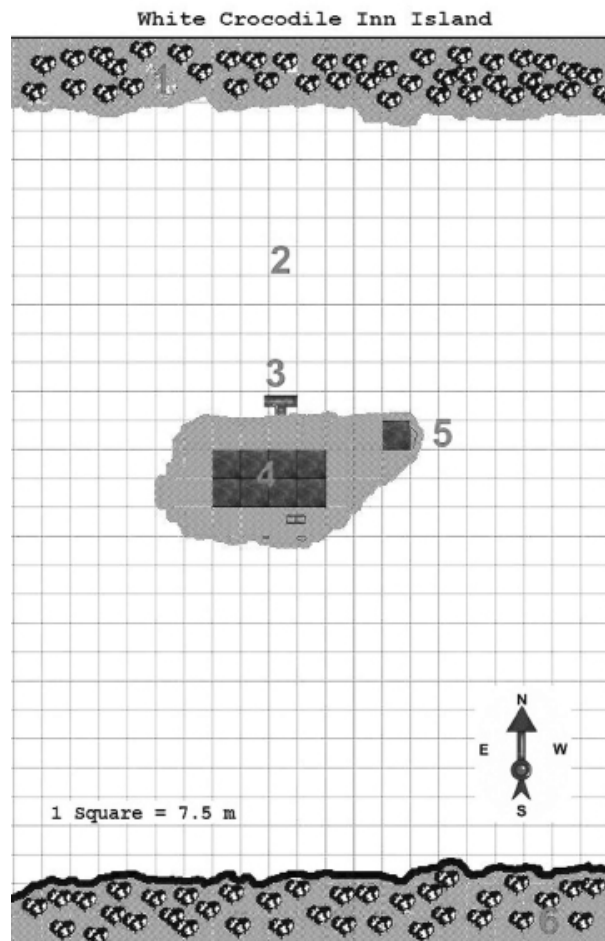
He ignores any attempts at communication and after a while falls asleep.

## The White Crocodile Inn

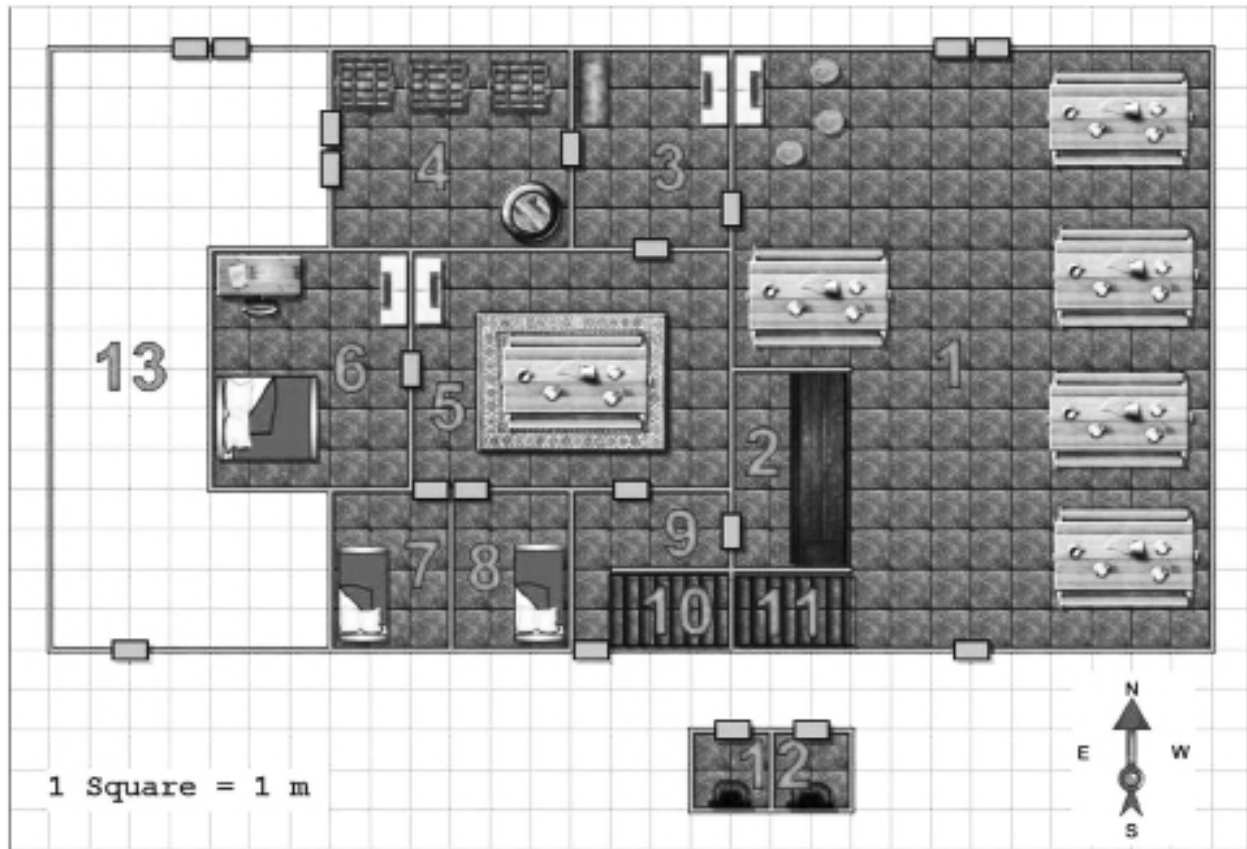
The river inn is named after a white crocodile that inhabited the area decades ago.

The following maps and descriptions are included in case the characters decide to search the whole inn. Only the Cellars are really important, but the rest may be of use if the inn becomes a regular campaign locale.

The characters will not be able to search the private areas and other guest's rooms unless they can convince the inn keeper that it is necessary (Difficult Persuade roll).



White Crocodile Inn  
Ground Floor



**Ground Floor**

Room Description

- 1 Common Room
- 2 Bar
- 3 Kitchen
- 4 Storeroom
- 5 Inn keeper's living room
- 6 Inn keeper's bedroom
- 7 Inn keeper's son's room
- 8 Inn keeper's daughter's room
- 9 Hall
- 10 Stairs to cellars
- 11 Stairs to top floor
- 12 Privies
- 13 Vegetable garden

**Top Floor**

Room Description

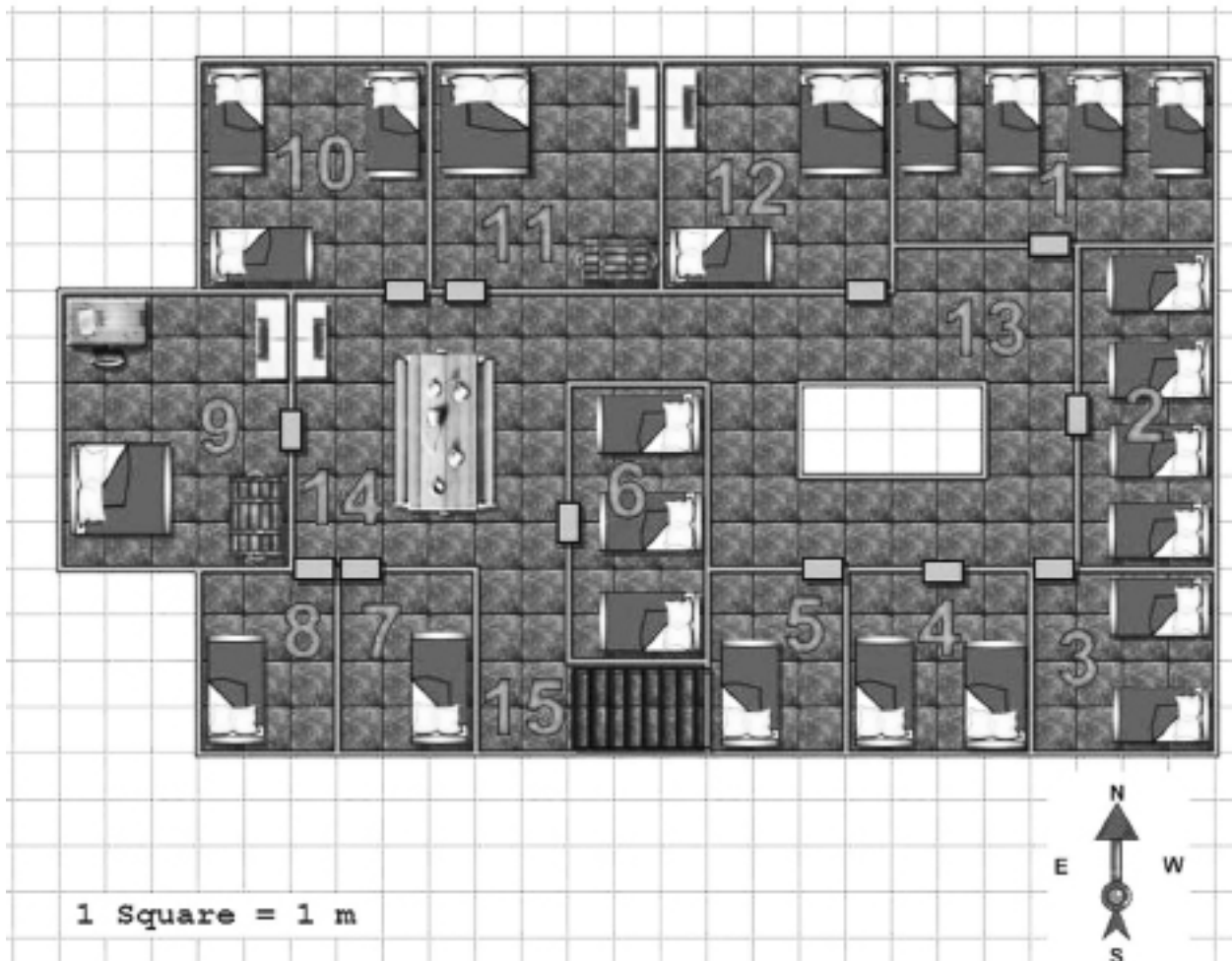
- 1-12 Guest Rooms. 1 & 2 each contain four double bunks
- 13 Common area looking down into ground floor
- 14 Common room
- 15 Stairs down

**The Cellars**

Room Description

- 1 Stairs up
- 2 Original cellar
- 3 New cellar
- 4 Hidden passage
- 5 Bunyip's lair

White Crocodile Inn  
Top Floor



A CHAOSIUM PUBLICATION WWW.CHAOSIUM.COM

**The Watchtower**

Room Description

- 1 Used for storage. A ladder bolted to the wall provides access to the upper levels.
- 2 Harris Butler, an employee of the inn keeper lives here.
- 3 Open to the sky with a low wall around it.

- 3 Dock
- 4 White Crocodile Inn
- 5 Watchtower
- 6 South Bank

**A Push in the Back**

Peter Kern, the inn keeper, declares that guards will be set and calls for volunteers to help. If they don't volunteer, the characters are pressured to help as they look like people of action.

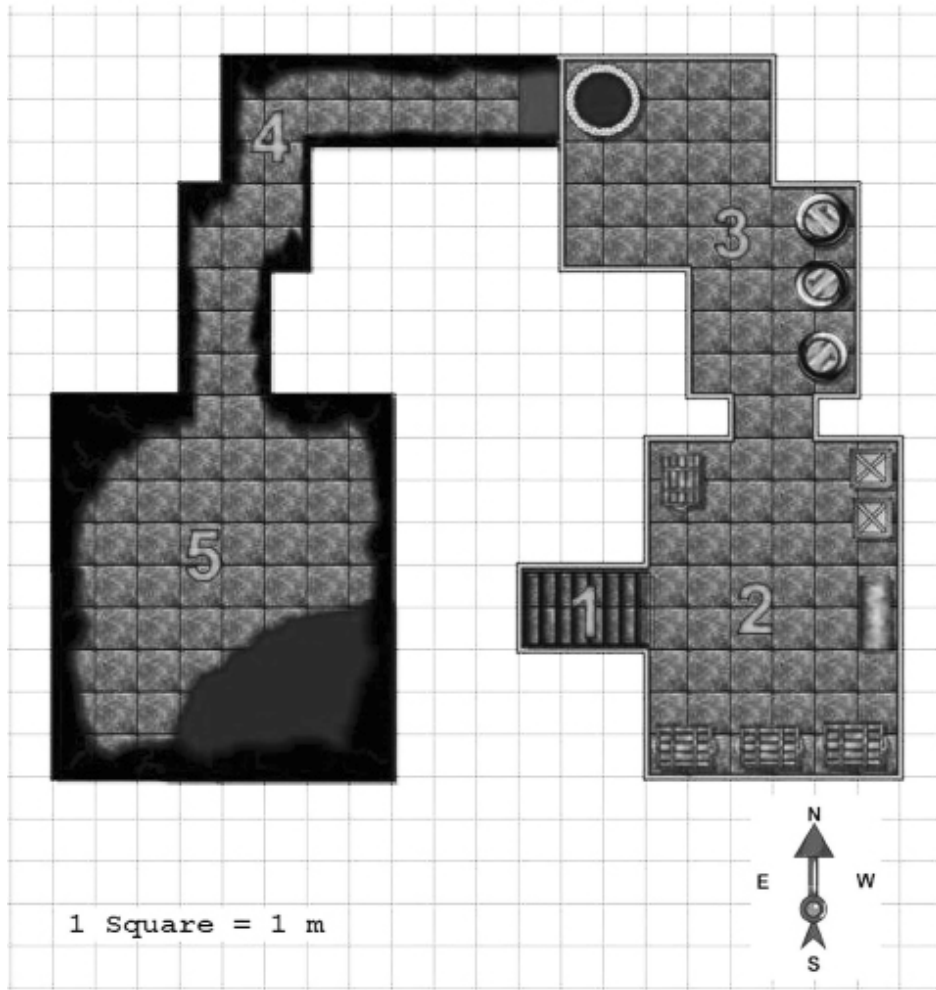
**The Island**

Area Description

- 1 North Bank
- 2 River

**The River Terror**

White Crocodile Inn  
Cellars



Guards are set at a few points around the island. The characters are assigned the watch tower (level 3). Each watch is only an hour long, and though there is only one person at the post at a time, they do have a horn to signal danger.

The first character to take watch has the following experience:

The watch tower has a commanding view over the river. Though the moon is bright, clouds often obscure it, sending shadows racing across the water. Frequently your heart jumps when out of the corner of your eye one of the shadows momentarily appears to be some demonic terror bounding towards you.

The wind sending the clouds scudding across the sky doesn't reach to ground level, and all is still around you. Occasionally you can hear movement from one of the other guards, or from someone else who can't sleep. Other than that, the high pitched whine of the annoying mosquitoes is the only sound.

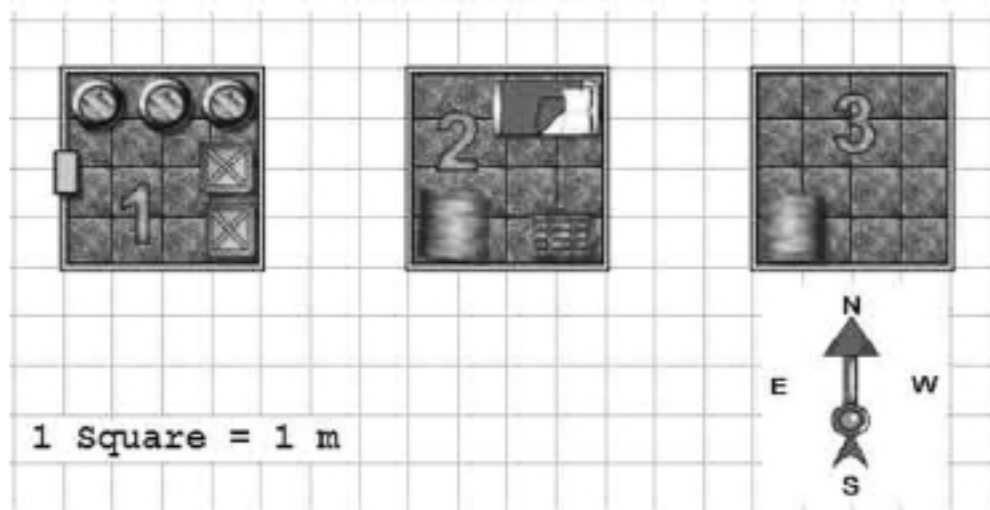
Even the dense forest on both banks of the river is hushed. It's as if the whole world can feel the menace that is lurking in the river.

Gradually you become aware of a strange feeling, as if you are being watched, as if some great presence is sizing you up.

Suddenly there is a great splash out in the river and you half glimpse a dark shape. It al-



## Watchtower



most seemed as if you could see a shining eye, but then there is nothing, except for a couple of small waves that lap up against the island.

The second character to stand watch has a similar experience; however the third character has a more sinister encounter.

A Listen roll will alert the character to furtive movement behind him; otherwise the attack will come by surprise.

Shane Penard is a young man who has snapped from what he has seen. He believes that the thing in the river is a demon sent to destroy them, and the only way to appease it is to offer sacrifice. He has decided to sneak up the tower and push the character into the river so the demon can feast on him.

### Shane Penard

STR 16    CON 10    SIZ 14

INT 13    POW 11    DEX 15

Move: 10

**Hit Points:** 12

**Damage Bonus:** +1D4

**Armor:** None

**Attacks:** Brawl 60%, 1D3+db (crushing)

**Skills:** Grapple 70%, Stealth 50%

He will Grapple, trying to use the Throw effect to toss the character into the river.

If the character is tossed over the railing they will fall 9 metres into the water (3D6 halved damage) which is 2 metres deep.

It is up to the Gamemaster whether the character is attacked by the bunyip. The character could escape by:

- \* Swimming to where they can get out of the water easily.
- \* Climbing up and around the rough stonework of the watchtower to safety.
- \* Heavily armored characters could sink to the bottom and walk underwater to the shallows providing they don't drown (See the Choking, Drowning and Asphyxiation Spot Rule).

During the combat, Shane will scream:

*You are our salvation! You are the sacrifice!*

If captured, Shane will rant that a sacrifice is needed or the demon will kill them all.

If Shane fumbles a grapple attack, he tumbles over the railing into the water:

Your attacker suddenly slips and tumbles over the railing. He gives a brief scream before hitting the water with a huge splash. A moment later he bobs to the surface, spluttering. He stares into your eyes, a pleading expression on his face. His last words of “help me” are soft, perhaps filled with resignation. Moving almost too fast to be seen, the huge dark shape barely breaks the surface, but a great splash marks another victim of the River Terror.

Even if Shane is killed, the character won't have any trouble avoiding blame. Shane had told several people that he believed the beast was a demon sent to punish them for their wickedness.

## DAWN OF THE DEAD

---

With the coming of dawn, the alarm horn is sounded. Over night a few bodies from the boat have drifted into the reed beds around the island. They can be retrieved by anyone brave enough to wade into the reeds, or by a long hook:

Each corpse has been horribly disfigured. Great gashes have been torn into their torsos and just about all are missing at least one limb.

By breakfast time, the survivor from the boat will feel like speaking. He states:

*I don't know what attacked our boat, but it wasn't a crocodile. We were getting close to the inn when all of a sudden the boat tipped to the side throwing me into the water. I was near the bow, so what ever attacked us was behind me, but I did turn around and see it.*

*It was huge! The eyes were immense and seemed to glow with a soul chilling hatred. It looked straight at me and it was*

*as if it was measuring my soul. The beast opened its mouth to roar and I could see its terrible teeth. As long as my hand they were. Suddenly it turned and with one swipe of a paw, it tore the head right off Alex, then lunged forward and bit a great chunk from Zach. I turned and swam for my life!*

*I don't know what it was, but it was no animal. I could see a horrible intelligence and cunning in its eyes. Perhaps it is a demon!*

If the scenario is being played in an Australian inspired campaign, then the characters may be able to guess that the monster is a bunyip. However buniyps are rare, almost mythological creatures and few people have ever seen one. They have also not been reported anywhere near this area. A difficult Knowledge (Animals) or normal Knowledge (Animals – specializing in the local wildlife) roll can suggest that the creature is a bunyip.

If the characters don't succeed then someone else will propose that the creature is a bunyip.

Unfortunately no-one really knows much about buniyps except that they are very powerful and can live forever.

The inn keeper speaks up:

*There is an old shaman who lives not far from here. I'm sure he can help us. We need someone to seek his advice.*

*Of course we also need to think of some way to get safely off this island!*

Naturally, it is the characters that everyone looks to when discussing who will make the trip. The inn keeper offers to send one of his staff as a guide, and to supply some goods to trade for the Shaman's advice.

If the characters can't come up with a reasonable plan for getting off the island, someone else does.





## **Dropbears are Falling on My Head**

The young man guiding them to the Shaman's camp is named Yaranna. A map showing the location of the Shaman's camp is not provided to make it easier to place this scenario in existing campaigns. The camp should be at the base of a bluff, several hours walk from the river.

As the party travels through the bush, their guide points out different types of plants and explains how the kangaroos made the track he is following. He points out how it is easy to see if wombats are about because they leave their droppings on logs and rocks.

At one point the characters hear a thumping and the sound of something crashing through the undergrowth. Let the characters start to react before Yaranna informs them that it is only kangaroos.

After a couple of hours hiking they cross a clearing and Yaranna points out a small bluff several kilometers ahead, informing the characters that the Shaman lives in a cave at the base of it.

### **Soon after entering the forest again:**

Suddenly you see some creatures plummet down from the forest canopy. As they fall they extend stubby wings to steer their descent towards you!

The characters have walked under a colony of drop bears. Characters failing a Spot are surprised.

Yaranna fails his Spot and is hit in the head. He collapses and unless the characters do something extraordinary dies.

Their plan is to tie a goat into a row boat and push it out into the water. When it is obvious that the beast is going after that boat, the character will launch theirs from the other side of the island and row as fast as they can for the bank. This plan will work, with the bunyip attacking the decoy boat.

## Drop Bears

STR 6    CON 11    SIZ 4    INT 4

POW 7    DEX 14

Move: 2

**Hit Points:** 8

**Damage Bonus:** -1D6

**Armor:** 1-point hide (but see the full description at the end of the scenario).

**Attacks:** Drop 60%, 2D6 (crushing)

Bite 50%, 1D3+1/2db (bleeding)

Claw 50%, 1D4+2+db (bleeding).

**Skills:** Climb 100%, Hide 75%, Stealth 50%.

The drop bear colony consists of 20 individuals, but only 14 are mature enough to attack (use the statistics from above for all 14).

The drop bears are around 11 metres above ground. They will drop approximately 9 metres to the character's heads. Due to their small size, the drop bears will inflict 1D6 less damage, causing 2D6 damage.

Initially, one will attack each character including Yaranna. In the next round, each character that is still standing may be attacked again, however at least ten (the six juveniles and four of the adults) will remain in the treetops. They will growl and hiss, trying to intimidate the characters.

These ten will not attack and if the drop bears on the ground are dispatched, and they are attacked (such as by missile weapons or magic), they will climb higher into the canopy and hide.

Without their guide, the characters will need to succeed with a Navigate roll. On a failure, the next attempt can be made in 30 minutes.

## The Shaman

When the characters reach the bluff, the cave is easy to find as a thin plume of smoke from the camp fire out front gives it away.

The old Shaman died a year ago, but his position has been filled by a much younger man.

The Shaman is currently cooking a kangaroo haunch, and has thrown it into the fire to burn the fur off. He heard the characters approaching and has hidden in a bush.

This must be the camp of the Shaman. A low cave lies beyond a small clearing and even from this distance you can see paintings on the rock walls around it. In the middle of the clearing is a low fire and you can smell the stench of burnt fur. However, you can't see any sign of the old Shaman.

Suddenly a young man steps out from a bush, holds his hands out and says "Hello".

The young man, Jarrelpa, offers to share his meal with them. He listens to their problems and accepts their gifts. Jarrelpa asks the characters to set up camp out of sight and earshot of his camp and then return next morning.

Next morning he tells the characters:

*Bunyips are very ancient and powerful. They were created during the Dream-time and can live forever. Powerful Shaman know magic songs that can be used to send a bunyip to sleep.*

*I believe that the bunyip causing your problems has somehow been awakened. You need to track down its lair. I will teach you a song that will repair the wards. Once it is trapped, the bunyip will eventually go back to sleep.*

*I don't know what the wards look like, but they will most likely be painted with sacred ochre so you will probably need to repaint the missing or damaged ones.*

Jarrelpa refuses to go with the characters as he has more important work to do for his own people.

He teaches the characters a special song. Each character needs to succeed with an Idea roll to learn it. Give each character one attempt to learn the song. However, if the Gamemaster judges that insufficient characters mastered the song and they don't have a realistic chance of defeating the bunyip, consider giving them extra attempts.

The Shaman gives the characters an emu egg containing red ochre and a short wand made of bone. At a cost of 1 of the character's Power Points the wand will point towards the bunyip, if it is within POW X 2 metres of the user.

## Lion in Wait

The characters now need to find their way back to their boat.

While it is quite easy to head back in the direction of the river, the challenge is in arriving at the correct stretch of the river. A successful Navigate or Track roll will get the characters started in the right direction.

If the roll is failed then the characters will be heading towards the river, but won't reach it anywhere near their boat (see below).

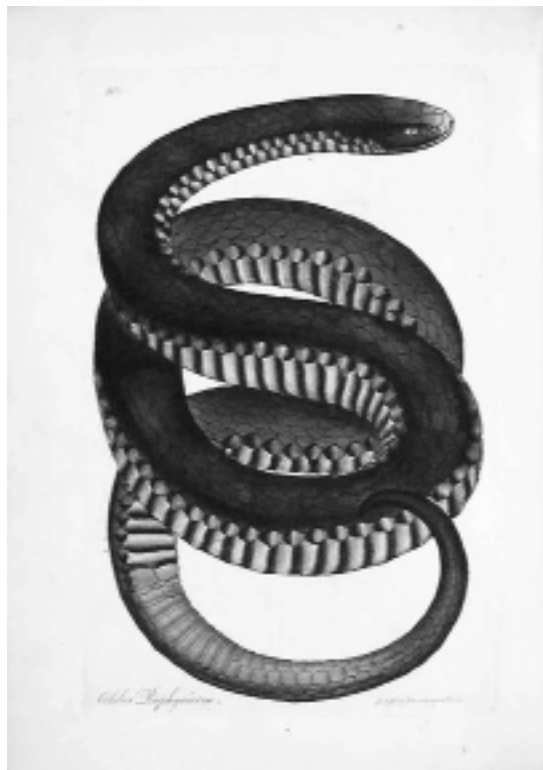
An hour into the hike, allow a Sense roll. Those who succeed detect the rank odor from the carnifex hiding in the scrub off to their right and won't be surprised when it attacks.

The Carnifex, or Marsupial Lion (use statistics for a normal lion) is a dangerous predator.

### Carnifex

STR 19    CON 11    SIZ 17  
INT 5    POW 13    DEX 19  
Move: 12

## The River Terror



**Hit Points:** 14

**Damage Bonus:** +1D6

**Armor:** 2-point skin

**Attacks:** Bite 50%, 1D10+½db (bleeding)

Claw 60%, 1D6+db (bleeding)

Ripping 80%, 2D6+db (bleeding)

**Skills:** Climb 45%, Dodge 50%, Hide 70%, Jump 60%, Listen 50%, Sense 50%, Spot 55%, Stealth 75%

It can make a claw and a bite attack each round. If both attacks hit, it hangs on for the next round, continuing to bite. Instead of clawing, it will attempt to rip with its hind claws.

After the encounter with the carnifex, the characters must attempt another Navigate or Track roll:

- ★ Both rolls succeeded – Reach the river within sight of the island.
- ★ One roll succeeded – Reach the river about 30 minutes walk from the island.
- ★ No rolls succeeded – Reach the river about an hours walk from the island.



If they reach the river and can't see the island, then allow another Navigate roll to see if the characters can determine whether to head upstream or downstream.

## There's a Snake in my Boat!

A red-bellied black snake has chosen their boat as a place to sun itself. When it detected the characters approaching, it slithered under one of the seats.

The snake is quite well hidden and the first person stepping in to the boat may attempt a Spot roll.

If the roll is a special or better, then the snake is spotted before it attempts to strike. If the roll is a normal success, then the character glimpses the movement as it strikes.

In that case the character may attempt a difficult Dodge, or a difficult Agility roll. If the Agility roll succeeds, then the character must succeed with a Luck roll or else fall into the river with a loud splash.

The water is not deep, but the players might be concerned about the bunyip.

The snake is not really aggressive, but feels trapped and will attack anyone attempting to climb into the boat. It is about 2 metres long and thus capable of striking at anyone getting into melee range unless the weapon is long (SR 1 or 0). A long weapon, or even a branch cut from a nearby tree could be used to lift it out of the boat (Agility roll).

The snake is a good swimmer and will readily take to the water to escape. This may hint to the players that the bunyip is not in the immediate area.

### Red-Bellied Black Snake

STR 5    CON 7    SIZ 5  
INT 3    POW 5    DEX 11  
**Move:** 6 (4 swimming)

**Hit Points:** 6

**Damage Bonus:** -1D6

**Armor:** None

**Attacks:** Bite 70%, 1D2+½db (impaling) + venom  
The venom has a POT of 12. See the Poison Spot Rule.

**Skills:** Climb 50%, Dodge 50%, Hide 80%, Sense 65%,  
Stealth 90%, Swim 50%

The characters still have the problem of crossing the river to the island without being attacked by the bunyip.

If the wand is used, it doesn't indicate that the bunyip is nearby. The characters shouldn't have any trouble attracting the attention of the people on the island as they are keeping a watch for them.

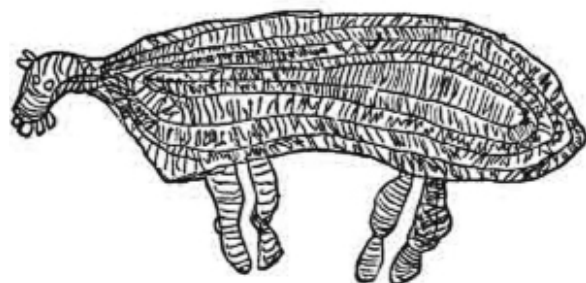
Bowmen on the island will keep watch as the characters row across. For most of the trip, the wand won't indicate the presence of the bunyip, however as they approach the island it will detect that the bunyip is straight ahead.

The characters can continue, or back off, but in either case, the bunyip won't attack as it is resting in its cave beneath the island.

## Well, Well, Well

If the wand is used on the island, it will point across the island, but if the user walks around, it soon become obvious that it is really pointing to the centre of the island and also down.

If asked, the inn keeper will reveal that the inn has a cellar and a few years ago, during extensions they broke into a natural cave that contains a pool now used as a well.



## The River Terror and Other Stories

Consider having a few extra non-player characters accompany the group. They can add color to the final encounter by becoming victims of the bunyip.

On their way down the stairs to the well they encounter Harris Butler, a young employee of the inn, coming up the stairs carrying a bucket of water. A Spot will indicate that he is soaking wet.

Harris is the one who found and released the bunyip. He has just been down to check on it, hence why he is wet. The young man has been driven insane by the influence of the ancient beast. In his few moments of sanity he realizes that he should confess and help defeat the evil he released, but more often he has dreams of becoming the bunyip's favoured servant and gaining great power.

If questioned, Harris states that he was down getting water for the kitchen. If asked why he is wet, he'll claim that the rope broke on the bucket, and he had to climb down the ladder to get it before it sank. He slipped and fell in.

An Insight roll will indicate that he seems to be lying, but he can't be persuaded to tell the truth. He is more scared of the bunyip than he is of the characters.

If the characters are suspicious of Harris a Persuade roll can convince the inn keeper to have two non-playing characters lock him in an upstairs room. Otherwise the inn keeper will ask him to accompany the group.

The stairs lead down to the original cellar (room 2), which has an archway leading into the well room (room 3):

It is obvious that this chamber is a natural cavern that has been crudely smoothed. In the far corner is a pit with a windlass and bucket over it.

When the characters investigate the well:

Water fills the well to about a metre below the rim. A wooden ladder bolted to the side disappears into the water. You can see into the water, but it is too deep to see the bottom.



Anyone checking the well rope won't find any signs of mending.

If anyone investigates the inside of the well carefully without getting into it, a successful Spot indicates:

You think you can see a darker section a bit below water level on western side of the well. Perhaps there is a tunnel there.

Anyone climbing into the water to investigate can easily find the passage. It is about ½ meter underwater and large enough for a person to squeeze into. If the character has a light source that works under water they will see that the passage slopes upwards. If they don't have a light source, then they will be able to feel that it slopes.

Though the well is too deep for anyone to stand in (about four metres deep), by standing on the ladder and pushing off into the passage opening, characters can navigate the passage with an easy Swim roll.

If one character ties a rope to the ladder and swims it through the passage, subsequent characters can pull themselves along the rope with a successful Agility roll.

## WHAT LIES BENEATH

---

Once out of the water, the characters find the passage (room 4) continues sloping upwards. If they don't have a light source, the characters will notice that a type of phosphorescent fungus coats large sections of the walls, giving off a faint glow and allowing them to see, albeit dimly.

The passage continues rising. It is quite cramped and you can't even stand fully upright. As you follow it upwards it bends to the left and



then soon after opens up into a larger chamber.

Anyone who succeeds with a Listen roll as they approach the chamber (room 5) will hear the faint sound of lapping water.

The chamber has the same fungus on its walls, so even without their own light source the characters will be able to see:

This large chamber is dimly lit by the same glowing fungus as the passage. The ceiling is completely overgrown, as are parts of the walls, but most of the walls are instead covered by a myriad of red ochre paintings.

Hands are the most common, but images of humans and animals also occur. Dominating all of them however, is a large, beastly figure. Though the images must be hundreds or even thousands of years old, they are still vibrant, and the dominant painted figure seems to radiate an aura of menace.

Against the far wall there appears to be a pit. Even from here you can see that it is ringed by a set of stencilled hands, except for closest to you where one seems to have been erased.

The bunyip is currently asleep so the characters can sneak up without waking it unless they are especially noisy. However it will soon become aware of the characters (25% chance each round after the first one).

Filling most of the pool below you is a huge creature. It is about three times as big as a person and is covered with dark brown fur. Though it seems asleep, it may be dreaming, or perhaps waking as its limbs are moving slowly. You can see the webbed front paws clearly and the sight of their long, vicious claws sends a shiver up your spine.

The ring of painted hands definitely encircles the pool except for the gap, where it looks as though one has been erased. It appears as though they were created by people placing their hands on the stone floor and spitting an ochre/water mix around the edges of their hands.

The characters have two main options; attacking the bunyip, or repairing the wards. However, there is a complication!

## The Thrall

If Harris Butler is with the party, he is barely clinging to sanity. 1D10 rounds after entering the chamber he screams loudly and attacks the nearest PC.

If he was locked up, Butler escapes and makes his way down to the chamber, arriving 1D10 rounds after the characters enter it. He then screams and attacks the nearest PC.

### HARRIS BUTLER

STR 11    CON 13    SIZ 12

INT 13    POW 10    DEX 15

**Move:** 10

**Hit Points:** 13

**Damage Bonus:** 0

**Armor:** None

**Attacks:** Knife 60%, 1D3+1+db (bleeding)

Brawl 50%, 1D3+db (crushing)

**Skills:** Dodge 40%

### THE BUNYIP

STR 62    CON 29    SIZ 40

INT 19    POW 30    DEX 12

**Move:** 10 (12 swimming)

**Hit Points:** 35

**Damage Bonus:** +5D6

**Armor:** 12-point fur and hide

**Attacks:** Bite 75%, 2D8+db (bleeding)

Tail 50%, 1/2db (crushing)

Claw 75%, 1D8+db (bleeding)

Wrist Spur 50%, 1D3+1/2db + venom (POT 29) (bleeding)

**Skills:** Hide 90%, Listen 50%, Stealth 90%, Swim 100%

**Powers:** Magic Spells (90%): Countermagic, Heal,





Dispel, Protection

Wave (see bunyip write up at the end of the scenario)

## BATTLING THE BUNYIP

If attacked, the bunyip will immediately submerge to get protection from the water. It will then use its Wave power, sending a two metre high, strength 30 wave washing out of the pool and across the cavern floor.

People washed into the pool will be attacked. Unlike the submerged bunyip, they will suffer the penalties of the Underwater Combat Spot Rule.

Once those in the water have escaped or been killed, the bunyip will send another wave.

Then it will leap out of the water and melee the remaining characters.

If badly injured at any point, the bunyip will attempt to flee, use magic to heal, then return and attack again.

### Repairing the Wards

An easier solution is to repair the wards. If the bunyip remains asleep, then most of the process can be performed in safety.

However the bunyip has a 25% chance each round (after the first one that the characters enter its chamber) of waking up.

Assuming that the bunyip doesn't interfere, the process is:

- \* Cross the chamber to the painted hands (1 round).
- \* Mix the red ochre with water (1 round).
- \* Spray the ochre around the character's hand, completing the ring of hands (1 round).
- \* Sing the song to reactivate the wards (2 or more rounds).

To reactivate the wards, at least one character must sing the song taught to them by Jarrelpa and must also overcome the bunyip in a POW contest roll. One character is the song leader, and uses their complete POW. Any other characters that learnt the song can participate, but only add half their POW to assist the leader.

Characters can attempt a Perform (Sing) roll which will effectively raise the POW they contribute:

- \* Critical – Adds 3 points of POW.
- \* Special – Adds 2 points of POW.
- \* Success – Adds 1 point of POW.
- \* Failure – Doesn't add any points, but doesn't have a negative affect.
- \* Fumble – Causes that round's chanting to be a failure. See below.

If physically attacked by the bunyip, a character can still sing and perform one other action (such as parry or dodge).

Once the chant is started the bunyip will wake (if it hasn't already). Providing the ring of hands is complete, the bunyip will not be able to cross it once the characters have won their



first POW contest roll. It can still attack via its wave power. After the first success, the characters will notice a dull reddish light emanating from the hands, forming a barely visible barrier around the pool.

In order to re-establish the wards, the characters must overcome the bunyip's POW five times while maintaining the song. One attempt can be made each round with the following results:

- \* Critical – Counts as 3 successes.
- \* Special – Counts as 2 successes.
- \* Success – Counts as one success.
- \* Failure – Doesn't count as a success, but if there had previously been a success the bunyip still can't cross the wards.
- \* Fumble – Erases all successes, forcing the characters to start the song from the beginning. In addition, the bunyip may cross the wards.

### The Bunyip Trapped

If the characters successfully repair the wards:

The dull reddish glow of the magical barrier gives a bright, ruby colored flash and then fades away. The raging beast roars and flails about, but is trapped in its pool.

The bunyip is trapped within the wards, unable to escape without outside help. It can't move or attack through the barrier, but also can't be attacked by other creatures. If it was outside the ring of hands, it will be drawn back into it. However there is the possibility that someone else could break the wards.

To help prevent that, the inn keeper offers to brick up the passage. Any characters with a Knowledge (Mining) skill can instead (with a successful roll), cause the passage, but not the chamber to cave in.

Astute players will realize that there must be another passage out to the river that the bunyip has been using. However unless the characters have some way of exploring underwater, they will be unable to find it.

### The Bunyip Killed

If the bunyip is in the water when it dies, its carcass sinks to the bottom of the five metre deep pool.

The bunyip is too large to be dragged back through the passage the characters entered by, though any trophies could be removed and taken out.

### The Reward

If the characters successfully conclude the adventure, then the inn keeper will pay them a significant reward. The Gamemaster should set a reward that is appropriate to his campaign, probably coins or goods equivalent in value to a Great Sword per character. He will also offer them two weeks of free accommodation each year.

The characters will also get a major reputation boost, especially if they manage to kill the bunyip. Their deeds will become well known and they will be sought after as river boat guards (if they are involved in that type of business).

If the bunyip was killed, then its pelt, skull, fangs and claws are all valuable and impressive trophies. They could be kept or sold. They could however, attract wizards or shaman who want them for some magical purpose and won't take no for an answer!

# NEW CREATURES

## Bunyip

A bunyip is a powerful river and swamp dwelling creature covered with dense brown fur. Its head resembles a cross between a seal and a dog, with long whiskers, small ears and powerful jaws that open to reveal huge teeth. Large baleful eyes shine with an ancient cunning and malevolence.

The feet are webbed and end in vicious claws. A male bunyip also has venomous wrist spurs on its front legs.

Bunyips breathe air, but can stay under water for an hour.

Their call is very loud and can be heard for many kilometers especially the long haunting cry that signifies a successful hunt.

Bunyips seem to be more than animal, yet are not some form of demon. They do appear to live forever though they can be killed.

Characteristic	Roll	Average
STR	10D6+24	59
CON	3D6+18	28-29
SIZ	6D6+18	39
INT	2D6+12	19
POW	4D6+12	26
DEX	3D6	10-11
APP	3D6	10-11

**Move:** 10 (12 swimming)

**Hit Points:** 34

**Damage Bonus:** +4D6

**Armor:** 12-point fur and hide

Attacks: Bite 75%, 2D8+db (bleeding)

Tail 50%, /2db (crushing)

Claw 75%, 1D8+db (bleeding)

Wrist Spur 50%, 1D3+1/2db + venom (bleeding)

**Notes:** When attacking in water, a bunyip usually bites. It does not suffer any of the penalties listed in the Underwater Combat Spot Rule.

On land, it may bite and strike at another target with its tail, or stand upright, using its tail for balance and strike with its claws or spurs. A standing bunyip is usually too tall to bite human sized targets, but can attack with both claws, or both spurs in the same combat round.

The venom from the spurs has potency equal to the bunyip's CON. If it overcomes the target's CON then the victim collapses, screaming and writhing in agony. The effect lasts for a number of hours equal to the bunyip's CON. During that time if the victim attempts to perform any action (get up, fight, cast a spell, walk etc) it must make a difficult Stamina roll each round.

**Skills:** Hide 90%, Listen 50%, Stealth 90%, Swim 100%

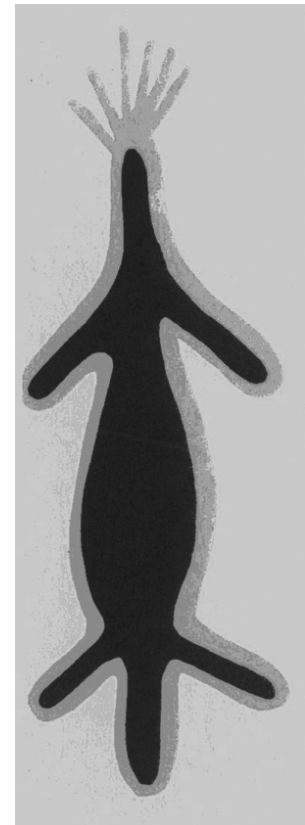
**Powers:** Magic Spells (90% skill level for each): Countermagic, Heal, Dispel, Protection

**Wave:** Range: 10 metres

**Duration:** 1 combat round

**Power Point CoSTR** 3

Bunyips can cause a wave to form, washing up onto the bank, or swamping boats. The maximum change in water level is 1m per 10 points of POW (round down).



A common use of this power is to wash people into the water. The wave has strength equal to the bunyip's POW which must overcome the victim's SIZ + STR if they see the wave coming and can hold on to something solid, or just their SIZ if they were caught by surprise or if there is nothing to hold on to. The wave can affect several people.

People knocked down must make a difficult Agility roll to keep hold of anything in their hands. The receding wave is less powerful with only half the strength. If it overcomes the SIZ of people who were knocked down then they are washed into the river.

If the wave is used to attack a boat, either in an attempt to capsize it, or wash it onto some hazard, then the operator of the vessel must make a pilot (boat type) with the bunyip's POW subtracted from their skill.

**Hit Locations:** If this optional rule is in use, a bunyip is a Four-legged with Tail creature.

## Drop Bear

These carnivorous relatives of the koala lurk high up in trees waiting for prey to pass nearby.

Drop Bears have a flap of fur stretching from their front paws down the sides of their bodies. It is used to guide a falling drop bear to its target. Their hind quarters are very solid and made up largely of dense fat and plates of cartilage, covered with thick fur.

When prey passes beneath their tree, drop bears intentionally fall onto it. Their hind-quarters protect the drop bear from the shock

of landing, but the prey it falls onto is usually stunned, rendered unconscious or even killed.

Drop bears usually live in colonies of one to two dozen individuals. They have excellent night vision, and frequently attack at night.

Characteristics	Roll	Average
STR	1D6+3	6-7
CON	3D6	10-11
SIZ	1D3+2	4
INT	4	4
POW	2D6	7
DEX	3D6+3	13-14

**Move:** 2

**Hit Points:** 8

**Damage Bonus:** -1D6

**Armor:** 1-point hide. If hit locations are in use, their hind quarters have the hide, plus 3-points of cartilage plates.

**Attacks:** Drop 60%, Special (crushing)

Bite 50%, 1D3+1/2db (bleeding)

Claw 50%, 1D4+2+db (bleeding)

**Notes:** The drop attack inflicts 1D6 damage per 3m the drop bear falls, with 1D6 being subtracted if it is less than size 5. Thus a SIZ 4 drop bear falling onto a 2m tall person from 11m up will inflict 2D6 damage (3D6 for the distance and -1D6 because of the size). The drop bear does not take any damage from this attack.

**Skills:** Climb 100%, Hide 75%, Stealth 50%

**Hit Locations:** If this optional rule is in use, a drop bear is a Four-legged creature.

# SAVE ME AN ANGEL

---

BY R.J. CHRISTENSEN

The music world is in utter shock as Kathryn DeCavour of the alternative rock group Nauctuhu has been kidnapped after a Boston concert in a violent and deadly assault by what survivors reported as heavily armed professionals. The kidnapping took place in a well organized operation at the band's hotel following a sold-out concert, and which left three security men and two friends of the band dead, as well as three hotel workers inside and an off duty policeman outside the hotel. Nine other people in the band's entourage were wounded, including DeCavour's guitarist husband Richard Kalmers and their manager Roosevelt Scott. The event made headlines all over the world via radio and cable news.

The Boston Police department and the FBI have exhausted all leads and the case looks almost unsolvable. That is, until now.....

This Adventure is a straight forward rescue mission for daring BRP Player Characters such as:

- 1) Dedicated Federal Agents investigating the kidnapping. Payment: A Hearty well-done and a Government pension. (Think "The Rock" or "S.W.A.T.")
- 2) Heroic ex-military Mercenaries hired by the band's record label and management. Payment upon mission completion: \$250,000. (Think "A-Team")
- 3) Brave Adventurers/ Kung Fu Vigilantes/ Super Heroes willing to risk life and limb to res-

cue Miss DeCavour for either the glory, justice, or the hefty reward. (Think "Streets of Fire", "Kill Bill", "Batman", etc )

- 4) A private security corporation's Special Ops team ("Blackwater") hired to by the band's record label and management to rescue DeCavour. Payment upon mission completion: \$500,000.

- 5) The Surviving Band members themselves, looking to rescue their band mate and avenge their friend's deaths (think "Josie & the Pussycats", "The Monkees", etc)

## Background of the Crime

The band performed the last of three shows at the historic 3700 seat Wang Theater of the Citi Performing Arts Center from 8pm until 11:30pm, performing three encores. At midnight, a gasoline storage tank in nearby Everett exploded, drawing hundreds of police and emergency workers to the area. While the roadies began tearing down and stowing gear for the band's next gig in Montreal, the members of Nauctuhu and several local friends left the theater at 12:20 in two limousines; Decavour, Kalmers, Scott, three friends of the band, and two security men in the front vehicle, the rest of the band, 4 friends, and one security man in the other.



Meanwhile, several hooded men armed with European-style submachine guns, quietly broke in to the Boston Hyatt Regency, killing the three hotel workers in the laundry area by bludgeoning and garroting. They waited until the band's two limousines pulled into the underground parking area at 12:45am. After exiting the limos and entering the basement motor lobby, the three security men were killed first with single shots to their heads, and then an explosion of random automatic fire that killed and wounded the rest of the victims, as DeCavour as grabbed, covered with a white hood, and taken into a service area where a stolen van was waiting.

The police officer was killed on the street immediately outside the hotel by a burst of gunfire from the getaway van as he was directing hotel traffic. By the time the Boston PD had officers on the scene, the van was long gone. A subsequent radio alert has law enforcement all over eastern Massachusetts were looking for the van to the west due to a dozen reports on both police radio frequencies and 911 calls. But the next day, the van was located abandoned less than 2 miles away in South Boston near a power plant, indicating the kidnappers had either switched vehicles or fled on water. The kidnappers had in fact, switched vehicles, broadcast the false leads, and headed north. No ransom or political statement followed, leaving law enforcement scratching their heads.

### **What Has Happened?**

Kathryn DeCavour is a victim of her own success, having attracted the obsessive devotion of a mentally unstable young man, Miles Malthus, the only surviving child of a wealthy industrialist following the fast life deaths of his two older siblings and subsequent suicide of his mother. Malthus, driven away by his father's business dealing and aggressive manner and coldly ignored by his new stepmother, found emotional

and intellectual comfort in the music of Nauchtuhu and been a passionate fan since he was in his early teens. Last year, after his father and step mother died in a car crash, he inherited over \$200 million and retired to the family vacation home off the coast of Maine. But he invested \$3 million of that in a nefarious plan to claim the one true love of his life; the musical enchantress Kathryn DeCavour.

The loyal Malthus family lawyer, Jason L. Smith, was charged with locating a group that would secure the "permanent visitation" of his client's idol, and found it with an American expatriate running a mercenary service out of Havana, Cuba; George McClanton, a discredited former US Army Ranger who escaped a long prison sentence for stealing military weapons and selling them to drug dealers and criminal groups. "Major" McClanton took the job and used one of his newest and most ruthless small tactical unit called "The Flaming Skulls" to carry out the mission.

Led by a former white supremacist named Bill "Killah" Clarke, 13 members of the Flaming Skulls tracked the band on its current tour for 3 months, picking up the band's schedules and idiosyncrasies, and then made their deadly move in Boston. Following the assault, they drove to Lynn, switched vehicles again, drove north of Portland, and took a boat to the Malthus estate. Under their contract, DeCavour was not to be physically harmed in any way, but when one of his younger Cuban men tried molesting the terrified singer in the back of a delivery van, Clarke shot him in the head. Discipline was maintained.

Not realizing the media sensation this would cause, Clarke decided to lay low on Harvabunk Island with his men, talking the ecstatic Malthus into forking out another million for 2 weeks of "guard duty" until the heat died down and they could sneak across the border into Canada and then back to Cuba, smuggling their weapons along.

So now, young Miles Malthus is trying to win the equally undying affection from DeCavour by means of expensive gifts, gourmet food and wine, intellectual conversations on music and the arts, and attempts at serenading her. He insanely wants her heart and soul and will do just about anything for short of releasing her. She is kept in a luxurious and elaborately decorated guest room with a piano, a beautiful ocean view balcony, and 24 hour room service. DeCavour realized her precarious position and that her captor is quite insane, no matter how polite or devoted he may seem. She has discovered that a mere pat on his hand or cheek and an adoring word will send her admirer into an ecstatic frenzy of delight back to his room.

But how long she can keep his affection in check without being harmed by him or his brutish guards before being rescued is her overwhelming fear. With no possible means of escape and the days creeping away, DeCavour has started losing all hope of freedom.

### Clues to the Crime

The van was stolen in Buffalo, New York, with license plates being switched numerous times until it ended up with Massachusetts tags stolen from a dump truck in Springfield. Forensic evidence left were 49 9mm bullets removed from the victims and the hotel walls, fiber & footprint evidence only suggesting standard black military-style clothing & boots; but no fingerprints or DNA evidence at the crime scene or the van. The Hotel security system was compromised, indicating that the kidnappers have a keen knowledge of electronic surveillance. The fake 911 calls were made from stolen cell phones.

As no ransom or political demand has come up, Law enforcement currently believe that the kidnapping was due to DeCavour's liberal political views and that she was probably killed in some unknown location. Manager

Roosevelt Scott claims that the apparent leader of the kidnappers was screaming at them in English to "Drop", but was giving brief orders in both Spanish and Serbo-Croatian. He has a theory that the kidnappers were former KGB or Serbian mercenaries. Following this link has chance of leading to Serbian members of McClanton's operation (Successful Idea, Serbo-Croatian, Insight, and Fast Talk rolls)

Computer surveillance (1/2 Computer Use and Insight rolls) uncovers electronic mercenary chatter about a "1 Mil Bag in the US", meaning a million dollar kidnapping job for hire. This in turns leads to "Major George McClanton's" mercenary operation in Cuba.

Other possible clues to uncovering the perpetrators:

- ★ Realizing similar Method of Operation in Latin American kidnapping (Idea and Insight roll)
- ★ Jail house/Street confession of a Flaming Skull relative/associative trying for a deal, stating that "they know who kidnapped that rock chick" leads to that Flaming Skull's aliases. (Interrogation and Insight rolls)
- ★ Rumors through the mercenary community about the "1 Mil Bag" operation leading to George McClanton's operation. (Idea, Etiquette, & Insight rolls)
- ★ Super computer analyzes thousands of hours of hotel video reveals members of the Flaming Skulls tailing the band. (Computer, Insight, Spot rolls)
- ★ The executed Skull is found washed up in New Hampshire and leads to Cuban mercenary operations.
- ★ Investigating "The Flaming Skulls" in other Latin American kidnappings would reveal that one of their three units has been quiet for at least 3 months. (Insight, Idea, Know rolls)



## **“I’M WITH THE BAND....”**

---

Nauctuhu (German for “Night Owl”) was formed in the early 1980s in Atlanta, Georgia, and has built up over the years a good-sized and loyal following, critical acclaim, and since the Alternative music explosion, plenty of awards and album sales. Their music has been branded “Alternative”, “Goth”, “Modern Progressive Rock”, “Dark Wave”, “Fantasy Rock”, and “Neopsychedelic”. One critic called them “Late Victorian Heavy Metal” while “Steampunk” was recently been added to the general descriptions. Still, the best way to describe the band’s music is “Indescribable.” No matter the label, the bands musical influences range from hard rock to blues, Psychedelic to Jazz, Asian to Arabic, all with literate, imaginative lyrics.

Kathryn DeCavour is the lead singer and plays a variety of instruments such as piano, acoustic guitar, lute, flute and viola. She has been nick-named “The Dark Angel of the Night” by the music press and fans for her Gothic, mystical presence. Her musical sponge husband and co-writer Richard Kalmers can play anything with strings on them, and they have been a couple since high school when they formed their first band and have been together since.

Other members of the band include bassist and vocalist J.T. Carpenter, keyboardist and violinist Drew Bowman, and drummer Tracy Martin. The entire band shares in music credit, with lyrics credited to the main writer(s), namely Decavour and Kalmers.

**\*Variant:** If the players wish to portray the other band members deciding to rescue their band mate, simply create 2-4 new ones)

### **Nauctuhu Fandom:**

Ever since their college radio days, there has been a solid and fervent collection of fans, bolstered in numbers by the commercial popular-

ity of alternative music in the early 90s. While they no longer sell out arena-sized shows, the band nowadays do 2-4 night stays at smaller theaters and amphitheaters. And as opposed to their classic rock and 80s Nostalgia brethren, Nauctuhu manages to easily showcase new music at their concerts... and the occasional odd-ball cover of a 60s or 70s oldie.

Nauctuhu on the Net: The band has one of the oldest music Internet sites, Nauctuhu.net, featuring bios, web logs, media archives, concert information, and merchandise. The band generally sells half of their concert tickets from the website, but investigating this leads nowhere. TheNest.com is one fan-run website that also features numerous posted articles, photos, fan videos, and commentary that Miles Malthus was once a frequent poster to, but since the kidnapping, he has utterly disappeared from the Internet. Website and computer boards may lead to the discover of the recent absence of Miles Malthus’s frequent previous postings (only on the hour); this will require consecutive successful Computer, Insight, and Spot rolls per hour of searching (the archives do go back to 1988)

### **Controversial History:**

In 1989, Nauctuhu played a tour of the former Soviet Union, and was back in 1991 when the Yeslin-led people’s revolt began. From the Siberian city of Novosibirsk, the band provided moral support to the protesters in Moscow as well as providing inspiration for locals. They were then mislabeled by the press “The Band that Toppled Communism”, although the band members embarrassingly downplay this.

In the late 1990s, Nauctuhu was falsely accused by TV preachers and Conservative news commentators as being “implicit” in several high school shootings simply for their fancifully dark and mildly agnostic lyrics, as well as their liberal politics. Ironically, none of the per-

### **The River Terror and Other Stories**



petrators owned anything Nauctuhu related, but when the unsubstantiated charges led to their albums being pulled from retail chains, the band then successfully sued three ministries, two talk radio hosts, and a news network commentator for libel, donating the proceeds to victims groups. This has fermented an animosity from various ultra conservative political groups towards the band, again leading to false police leads.

### **CUBAN CONNECTION**

Getting to Havana (as of this writing) is difficult for ordinary American citizens. Most likely, one would have to travel to neighboring Haiti or Jamaica and obtain illegal passage on a boat or plane. Using falsified passports would make air travel much easier, although getting weapons through Cuban customs would be a problem. FBI agents would secretly enter via Guantanamo Bay.

Finding the McClanton operation presents the next problem as it is not readily advertised. Inquiring of local residents will take a lot of time (3d10 hours), a lot of monetary tips (dollars are best), and successful combined Spanish and Fast Talk rolls to avoid getting tailed by Cuban Police. Outright failures will land the players in jail for 1d10 days until being fined for vagrancy (500 peso fine) or tried for espionage. Oddly, inquiring of low-level Cuban military personnel will work best, as they provide the bulk of McClanton's normal mercenary forces.

Upon getting directions, McClanton's operational headquarters is located in the northeastern section of Havana near the ocean in a very plain-looking plaster covered building with a bar in front. The "El Cuento del Fusil" ("Tale of the Gun") is a seedy, smoke-filled hole serving only rum, vodka, and imported Mexican beers. A dozen large, hulking men of Hispanic, European, and African stock sit around

watching televised soccer games. In the back, there is a barred reception window occupied by a bored-looking old Cuban man watching a Mexican soap opera. If the PCs pose as potential mercenaries looking for work or to hire a team, they will be handed several reference forms to fill out by the clerk. After those are turned in, the clerk will tell the PCs in stilted English to wait to be called. After a couple of hours have passed, a large Cuban male with a poorly hidden firearm bulging under his sport coat retrieves the PCs.

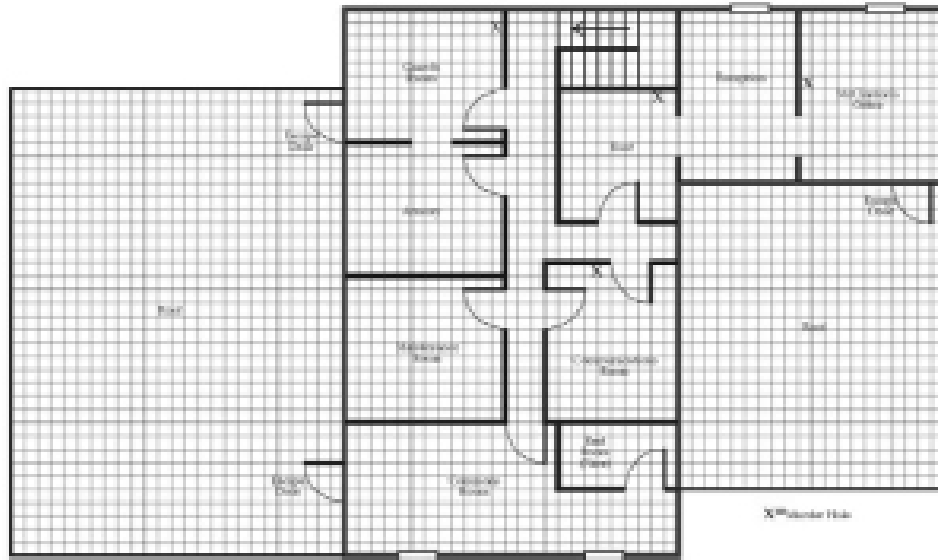
Behind the reception room, is a staircase leading upstairs with a guard at the door, a guard at the first window landing, and guard at the top of the stairs. PCs making Spot Rolls will detect booby traps, security detectors, and murder holes, indicating assaulting this locale would be very hazardous. There is a armory, a communications room, and a commons room for the headquarters staff. The PCs then must sit down for a half hour interview with one of McClanton's lieutenants, an obviously Slavic fellow with considerable military etiquette named "Zarovich". If he deems the PC's credentials worthy, an audience with McClanton will be forthright.

Upon entering, McClanton is seen in a plush office with a large desk with a pair of binoculars ogling Cuban bathing beauties through a large picture window (which is armored glass, 12pt Armor and 36 STR). He turns and welcomes the PCs in English and an offer of Kentucky Bourbon, stating how glad he is to see fellow Americans interested in his trade and then proceeds with the business at hand.

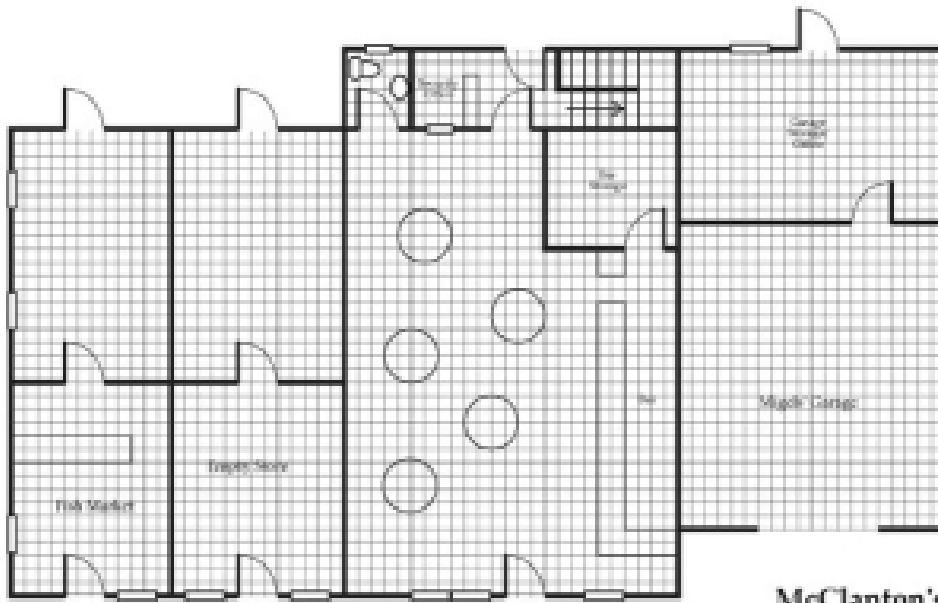
The PCs have options of dealing with McClanton including:

- ★ Threatening or attacking will result in McClanton trying to talk his way out the crisis with offers of money... while he secretly presses an alarm button. The room fills with well-trained and heavily armed thugs ordering the PCs to surrender or else.





Second Floor



First Floor

McClanton's Headquarters



\* The PCs could attempt to furtively drug, tranquilize, or drink McClanton under the table. Success will allow them 3D10 minutes to search the office, but has the problems of ringing telephones, interrupting assistants, early awakenings, and walking out the guarded door.

\* The PC could inquire of a similar kidnapping attempt, at which with a successful Persuade/Fast Talk will get McClanton bragging. The problem here would be concluding the deal sans million dollar fee and possible forewarning of the Skulls team in Maine.

- \* Breaking & entering the office after hours.... and having to deal with numerous security devices and 1D6 armed guards.
- \* Electronic surveillance has a 15% chance per day of intercepting communiqués mentioning the DeCavour kidnapping; most likely with squad leader Clarke.

Information obtainable from McClanton's office includes:

- \* Names and aliases of the Flaming Skulls.
- \* Past and Current Missions, including the kidnapping of DeCavour.
- \* Weapons and gear used by Flaming Skull squads.
- \* Financial records, including a One million dollar wire transfer dated one month prior to DeCavour's kidnapping from a Bermuda-based bank.
- \* Messages on McClanton's computer, and if McClanton himself is available, his cell phone.

To find the evidence of the Flaming Skull's involvement, roll Library Use, Accounting, or Spy Craft. Tracing electronic messages requires a halved computer skill. And hostile action against McClanton will require some plan of action to deal with his guards and then the Cuban authorities.

## THE FLAMING SKULLS MERCENARIES

---

McClanton created this 36 man unit as a counter to Latin American anti-drug squads. Members include former Central American Death Squad members, hard core American gang members, wanted Serbian war criminals, former KGB free-lancers, Cuban mercenaries, Colombian terrorists, and ex-South American drug cartel goons. McClanton has three operational 14-man Flaming Skull "tactical squads", one working in Mexico, another in Columbia, and the third used for the DeCavour kidnapping, this final one commanded by his most effective and cold-blooded subordinate, Bill Clarke.

When not in action overseas, the Skulls are continual training on "base" a mile outside of town on the coasts, which includes a well-appointed barracks, a firing range, obstacle course, and a "Live Fire" simulated "town" where squad practice for raiding police stations, political offices, safe houses, and the occasional bank. Sometimes, McClanton does his Cuban patrons a favor by sending a squad or fire team to act as a national "SWAT team". McClanton is in the preliminary stages of setting up a fourth squad. Business is good.

Flaming Skull Tactics: Clarke has his remaining 12 man force divided into six 2 man teams, each equipped with SMGs or shotguns, pistols, and fighting knives, along with binoculars, tactical radios, and IR goggles. Four of the Skulls patrol the Island grounds at all times. Their first tactic is to spot and identify any boats coming near the island. If any boat comes within 100 meters, Clarke will send reinforcements to the general area, but not open fire until the boats land.



They will first try to fight any attackers out on the estate grounds, and the retreat back to the house, first holding the first floor, and then divide up to defend the upstairs and the basement, attempting to catch the attackers in between. They have explosive frame charges, repelling lines and smoke grenades for escape at each window. The frame charges can also be used in a defensive role, inflicting 1D10+2 damage to anyone outside. If need be, the basement squad will set fire to the house to cover their escape to the woods where two Zodiac boats are hidden.

As Clarke is expecting a full scale assault by an FBI Hostage Rescue Team, if his men report a large flotilla of boats or helicopters approaching, they will immediately set fire to the house and escape by boat, hijacking the first fishing trawler or merchant ship they spot.

It will take nearly 30 minutes for authorities to be notified of gunfire on the island, and then another 15 minutes for a Coast Guard boat to arrive with 1d10+2 armed Guardsmen. (Use Flaming Skull stats at -15% on combat skills)

## Portland Clues

The bulk of the Malthus family fortune is tied up in various trusts to run the business interests, care for family properties, and provide for the sole heir, Miles. While the majority of legal and financial concerns for the family trust are dealt with in a New York City skyscraper, the top money and legal man does business just a dozen miles from the surviving Malthus family member in Portland, Maine.

**Jason Smith's office:** Located in downtown Portland on the top floor of a six story building on Congress Street, which is staffed by himself, three assistants, three secretaries, two paralegals, and a receptionist. Both the building and the office are equipped with redundant, elaborate security systems (1/2 Electronics or Spy

Trade Skill to defeat). Inside Smith's personal office are several file cabinets containing all the following information, found per 1d6 per successful Spot or Library skill and 1d6x10 minutes of searching:

- 1) Ordinary financial statements.
- 2) Family property holdings, including the Harvabunk Island estate.
- 3) Ordinary Business/legal files.
- 4) Secret legal files.
- 5) Secret financial accounts, including payments to McClanton.
- 6) Ordinary Business/legal files.

The secret legal files include details on personal suit settlements, various minor legal infractions, and numerous drug abuse issues concerning Miles' deceased brother and sister (one died of a drug overdose and the other committed suicide due to drug addiction in a four year span). However, one file indicates that in college, Miles got in trouble for attempting to force a once friendly female musical student to undergo plastic surgery to more resemble rock star Kathryn DeCavour. The case was settled for two million dollars. Plus, it describes the payment to a New York Mental facility for 6 months to deal with a case of Quixotism (see NPC background)

The local property holdings information is also available in the York County office building, obtainable with a \$50 fee.

## Jason Smith's Residence

The Malthus family lawyer lives in the historic district of southeast Portland in a relatively small Italianate-style mansion with his wife and three English foxhound show dogs. During a typical weekday, Mrs. Smith is home about 40% of the time; on weekends both Smiths are home about 75% of the time. The only records in the house are in Smith's briefcase and laptop

computer, which is locked in a safe in his library when he is home. As with his office, the home has elaborate security systems (1/2 Electronics/Spy Trade Skill to defeat) tied into the Portland PD. If neighbors become suspicious of strangers lurking about, they will notify police, who arrive in 2D6+4 minutes.

Using force against the Smiths to obtain the desired information is not wise; Smith will not confess to arranging kidnapping to anyone (particularly non-police), his wife knows absolutely nothing except that young Miles is living on Haravabunk Island, and the barking dogs will alert neighbors. Mrs. Smith might react to evidence of the violent kidnapping with a halved Persuade roll. Using guile and blackmail against Mr. Smith might work (Fast Talk/Persuade/Law rolls).

## Malthus Property Records

According to public records, the Malthus family owns Harvabunk Island in Casco Bay. It is a 25 acre island of rocky shores and spruce thickets with a two story vacation home, a barn, and a boathouse with wooden dock on the southern shore. A permanent caretaker is also in residence.

Building permits can provide the house floor plans, dock specifications, and indicate that electricity is provided by a diesel-powered generator, water comes from a cistern and purifier, and has a simple home security system that contact both the local 911 operator and the US Coast Guard (normal Electronics/Spy Trade Skill to defeat). A building permit has been approved for a helipad to be built on the island, but no work has begun.

## “We Gonna Need a Bigger Boat!”

There are innumerable boats available in Portland in all manner of shapes, sizes, and methods of propulsion. Choice will be dictated by the number of player and gear. Boats can be rented, chartered, purchased, or outright stolen. Charters provide a boat pilot, but who'd be unwilling to stay around when mayhem begins. Rentals, purchases, and theft will require a Pilot Boat skill to use as well and money for fuel... and theft may require outrunning the Harbor Patrol and the Coast Guard.

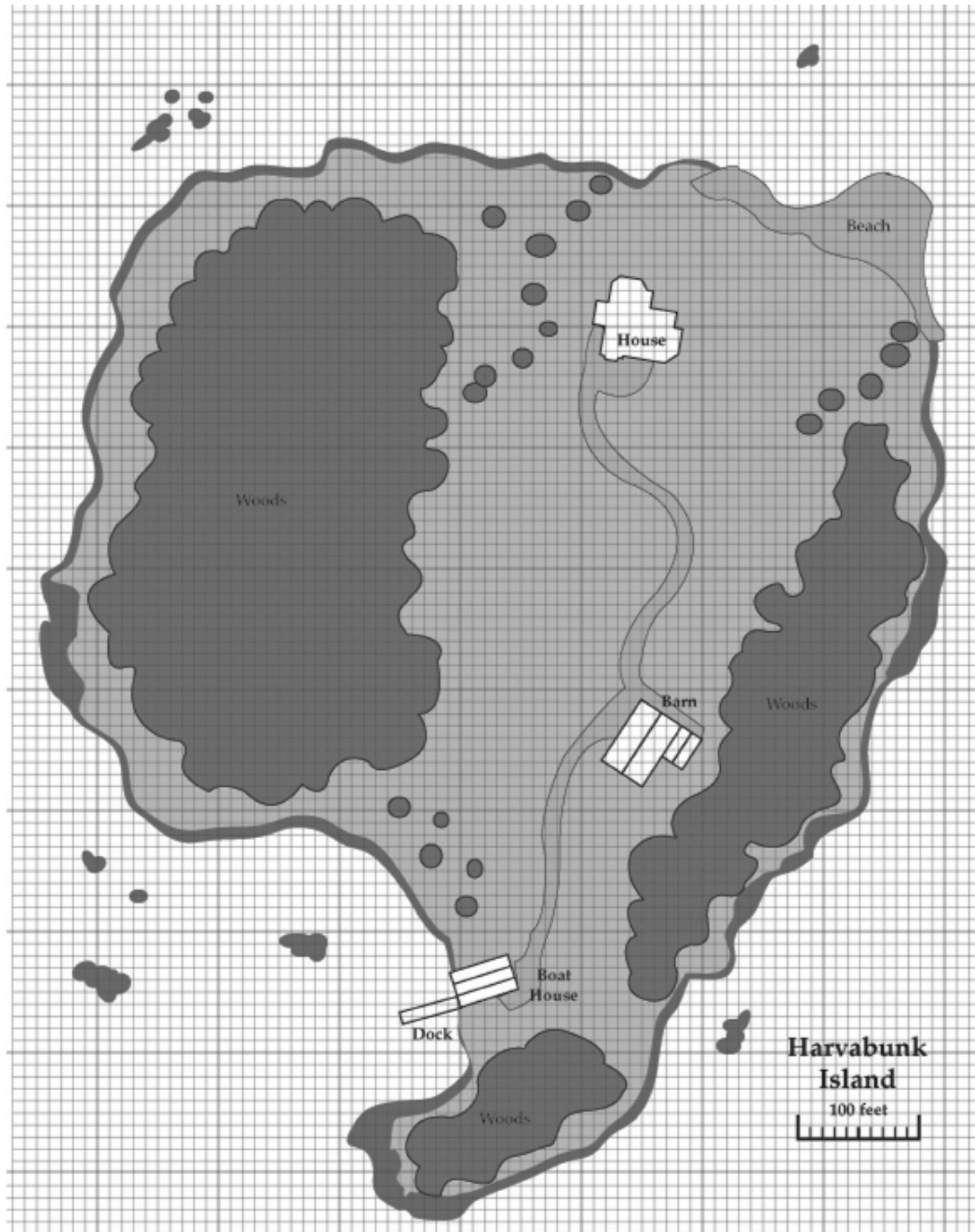
Depending on the Season, conditions in Casco Bay run from paper smooth to choppy to outright dangerous. For each trip to and from the island, roll the following:

- ★ Calm and clear weather = 2 Pilot Boat rolls + 1 Navigation
- ★ Mild Rain = 2 Pilot Boat rolls + 2 Navigations
- ★ Choppy water = 3 Pilot Boat rolls + 1 Navigation
- ★ Choppy & Rainy = 3 Pilot Boat rolls + 2 Navigations
- ★ Heavy Fog = 2 Pilot Boat rolls + 3 Navigations
- ★ Stormy = 4 Pilot Boat rolls + 2 Navigations

Single Failures merely lengthened the trip, multiple failures brings down Referee chosen disaster.

The Coast Guard station is found off of High Street in South Portland and has an 87 foot patrol boat armed with two .50cal machine guns and a top speed of 25 knots. Law Enforcement players are welcome to recruit the crew; hijackers will need to deal with the 10 crewmen....



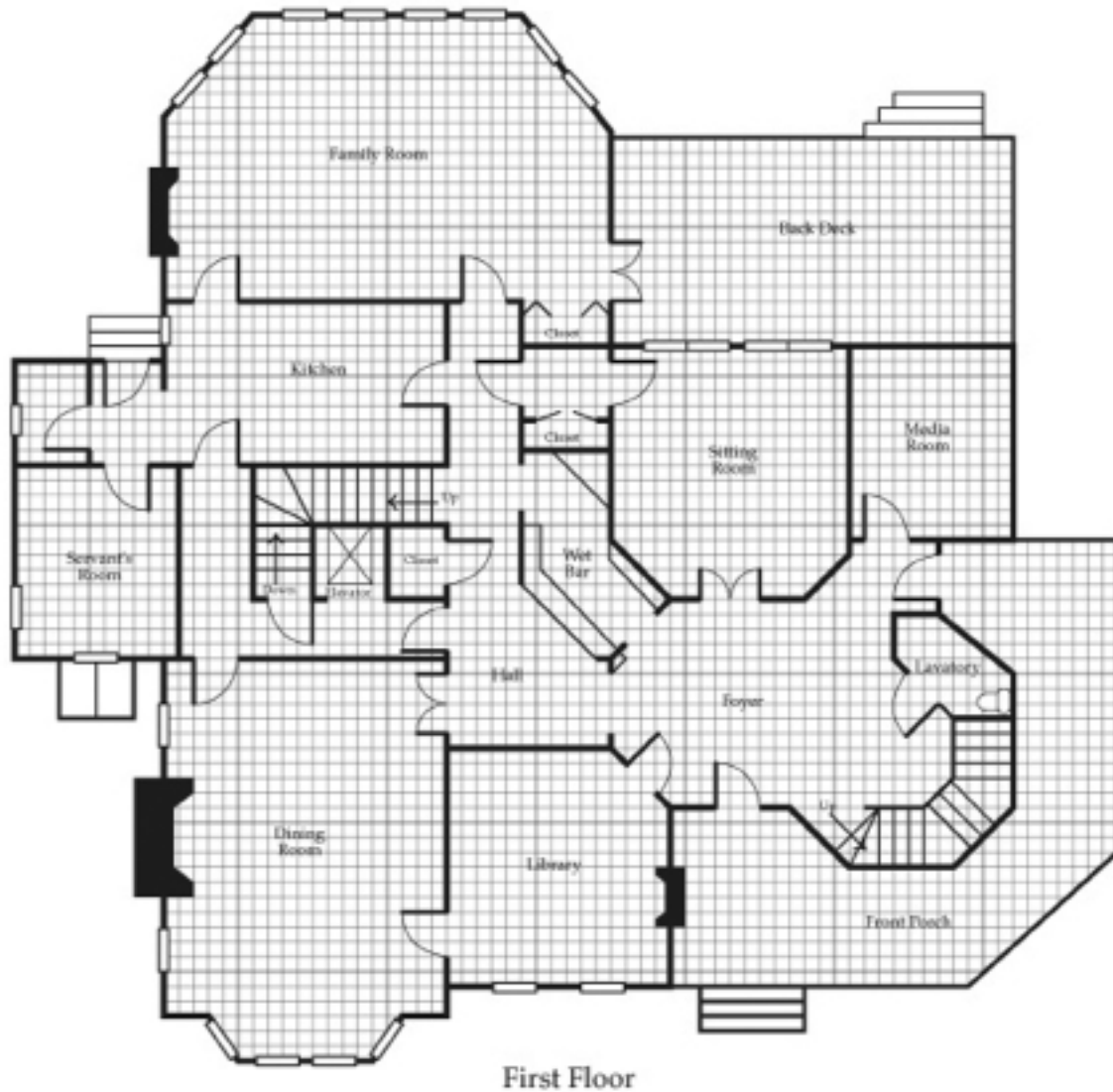


## THE MALTHUS ISLAND ESTATE

The shoreline of Harvabunk Island is rocky and around 5-10 feet above the waterline except for a small beach area on the northeast tip near the

house. There are two wooded area on the west and eastern coasts with a well maintained grassy area in between. The woods are mainly evergreens with a few medium sized hardwoods and a good deal of low-lying bushes.

There is a simple boat house with a dock at the southern end of the island with a moored 20 foot launch. The Boat house and dock are guarded around the clock by 2 armed Flam-



A CHAOSIUM PUBLICATION WWW.CHAOSIUM.COM

**Malthus  
Vacation Home**  
10 feet

ing Skulls. Leading to the vacation home is a dirt path traveled by the estates two gasoline-powered golf carts and a utility cart. Halfway to the house is a barn, where the estate caretaker Adam Gerbowski lives alone in an addition. Inside the barn is a diesel-powered generator for

the island, a lawn tractor with numerous attachments, landscaping supplies/ equipment, and maintenance supplies. Behind the barn is a 5,000 gal diesel tank for the generator. Gerbowski does his best to avoid his employer's new "hires".

The Malthus vacation home is a two shingle style mini-mansion with all manner of expensive creature comforts, energy-efficient windows, outdoor lighting and an electronic security system, now employed by the Flaming Skulls.

### First Floor Rooms:

**Porches:** Large expansive of treated and squeaky wood that can echo with clumsy footsteps, and is fitted with numerous pieces of outdoor furniture

**Hall:** A large, airy entryway and features a large staircase and a lavatory, where Rescuers have a 10% chance of catching a very surprised guard literally with his pants down.

**Library/Office:** This is where Clarke has set up his temporary “headquarters”, communicating with McClanton back in Cuba via satellite phone, checking the police scanner for possible rescues, and checking up the news of his exploit. Plus, he’s helped himself to the late Mr. Malthus’ cigar humidor.

**Dining Room:** This formerly formal dining room is now the main operations room of the Flaming Skulls, who have their maps and schedules out on the table and have stockpiled most of their extra weapons, ammunition, and gear in here. At least one Skull is in here about 75% of the time.

**Wet Bar:** This used to be the center of many a large cocktail party and social gathering, but the Skulls cleaned it out. Family servant Winston Meadows mindlessly cleans up here 20% of waking hours.

**Sitting Room:** a Formal Living room with a large window overlooking the back porch and

the bay. 1-2 Skulls may be in here 25% of the time.

**Media room:** Clarke hates this room; his men sneak in to watch satellite-fed sports or porn on the home theater system and it is a defensive blind spot. Thus, he has to have guards on either of the porches, splitting up of the pairs. Rescuers have a 10% chance of catching 1-2 guards in here during an attack.

**Family Room:** Once the center of the vacation home, the fine furniture is now ruined by overuse and abuse by the brutish Skulls, who can relax here and still keep a watch on the grounds outside 25% of the time.

**Servant’s Room:** A Spartanly decorated room, Meadows sleeps here midnight to 6 am.

**Kitchen:** As opposed to most Maine “vacation homes”, this is a modern kitchen with all the high-quality utensils and gadgets designed to create sumptuous banquets and party food. Nowadays, Meadows is here 40% of the time simply cooking steaks, fries, and coffee for the Skulls with smaller, more elegant breakfasts and dinners for Miles and his “house guest”.

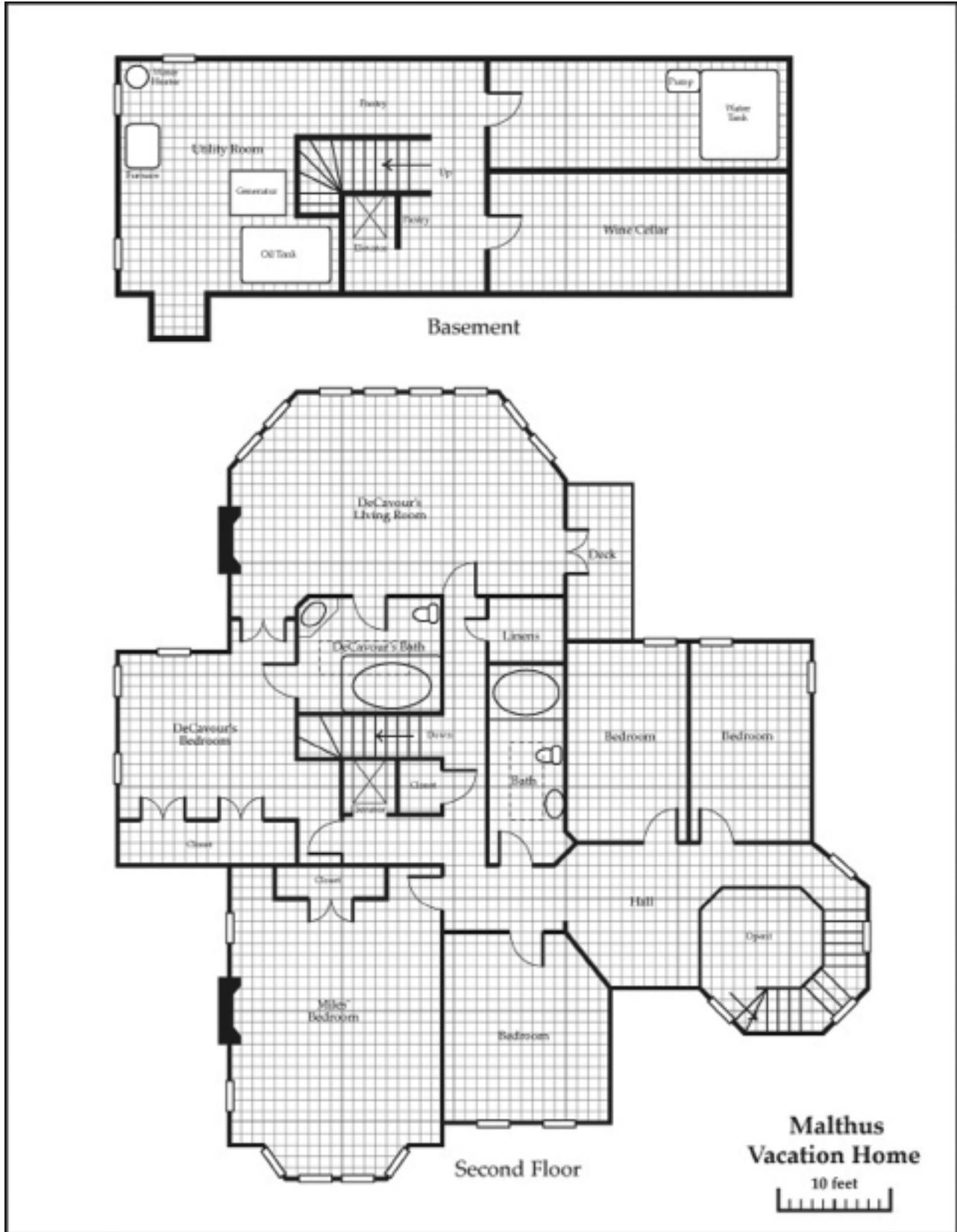
### Second Floor Rooms

**Bedrooms:** Three small, but well-appointed bedrooms once used by family & friends. The two closest to the stairs are used by six of the Skulls as sleeping quarters when they are allowed 4-6 hours of light sleep.

**Bathroom:** Used only by Miles, this features a garden tub, duel sink, and a skylight overhead.

**Miles’ Bedroom:** Better decorated than three other rooms, this was once the main guest





room. Miles is in here about 50% of the time, daydreaming of his fairy tale princess.

***Decavour's Living Room:*** Formerly his parent's bedroom, this have been redecorated in an elaborate Victorian room with a baby grand piano, writing desk, fireplace, and small, covered porch overlooking the ocean. The interior door is locked by a key that only Miles has, opening it for breakfast, a noon-time tea, dinner, and an afternoon and evening "concert". The outside door to the porch is unlocked due to the tight ground security. When not nervously conversing with her captor, DeCavour is either quietly sitting at the piano or staring out forlornly to sea.

***Decavour's Bedroom & Bath:*** Former's Miles' own bedroom, this is now decorated in a fantasy motif with a large canopy bed, a large closet, and is connected to the grandiose, skylit bath. She can only sleep about 20% of the time.

***Basement:*** Accessible via the outside cellar door, the interior stairs/elevator, and the three basement windows (SIZ 11 or less to enter), the basement is normally used as a utility area & cold pantry with a back-up generator and 500 gal fuel tank. However, the Skulls have jury-rigged the tank with 100kilos of fertilizer and 25 kilos of explosives in case of evacuation.

***Storage Room:*** Numerous boxes of now-unused family items are stored in front of a 5,000 gallon freshwater tank and filtration system fed by 3 outdoor cisterns and a well. The Skulls has secretly moved 50 gallons of gasoline and fertilizer in here as well.

***Wine Cellar:*** Once the pride of Miles's father, this room is locked off from the boozing Skulls. Only Meadows has the key and only opens it to prepare DeCavour's evening meal.

## FINISHING THE ADVENTURE

If the PCs can rescue DeCavour unharmed, they will receive a hefty monetary reward, media fame, and a lot of free concert passes from throughout the music world. If she is injured while rescued, the reward will still be given, but non-law enforcement PCs may possibly have to deal with legal authorities. If she is killed.... the PCs better leave the country and go underground as the FBI will be after them as well.

If Malthus is captured alive, he will be tried for kidnapping and conspiracy to commit murder, and will most like spend the rest of his life in a mental institution. If killed outright, authorities might press charges against the PCs.

The authorities know how dangerous the "Flaming Skull" mercenaries are, and have a long list of charges against them, so any of them being killed in action will simply mean less need for prosecution.

## NPCS

**MILES MALTHUS**, Age 27, Loony Music Fan

STR 9      CON 10      SIZ 11      INT 16      POW 7

DEX 14      APP 12      SAN 10      HP 11

**Combat SAN:** 25%

**Weapons:** Fencing Epee: 30%, Damage= 1d6

**Skills:** Art (Music Appreciation): 65%, Bargain: 35%, Dodge: 28%, Etiquette: 40%, Fast Talk: 50%, Hide: 45%, Insight: 40%, Knowledge (Music History) 60%, Knowledge (Literature) 60%, Listen: 55%, Perform (Piano) 45%, Spot Hidden: 45%, Stealth: 30%.

Young Miles is the quintessential Poor Rich kid who got everything he asked for... except parental love. Driven to succeed at all cost by his father and socially ignored by his stepmother,

## The River Terror and Other Stories

the social inept and nerdy Miles found solace in music; classical at first, but later the modern mystical melodies of Nauctuhu. When he inherited the family wealth, his dream began to come true.

Malthus suffers with Quixotism, a psychological state in which he sees the mundane as the utterly fantastic; the uncouth Flaming Skulls are “heroic knights” who rescue his “princess bride” and brought to his “enchanted castle”. It used to be only a frequent condition, but since DeCavour has arrived, it is nearly a continual affliction, and clouds his judgment. Under combat situations, Miles may go complete mad, and will either attempt to consummate his love for his “princess” or simply try and escape with her.

**KATHRYN DeCAVOUR**, Age 41, Mystical Musical Chanteuses

STR 11    CON 15    SIZ 11    INT 17    POW 18  
DEX 15    APP 17    SAN 85    HP 13

**Weapons:** None

**Skills:** Perform (Musical Instrument): 85%, Perform (Voice): 90%, Climb: 45%, Dodge: 30%, Etiquette: 40%, Fast Talk 45%, French 40%, German 45%, Insight 65%, Knowledge (Literature) 65%, Listen 50%, Persuade 60%, Russian 25%, Sneak 25%.

The intellectual soul of Nauctuhu, Decavour is a pale and mysterious beauty with long dirty blond hair, blue tinted granny glasses, and typical clad in Victorian-era clothing. She was born into a constantly relocating military family, the young DeCavour sought company in both literature and music, the latter she had great aptitude for. She was an expert pianist by age 10, choir soloist at 12, and by college had taken up the guitar, flute, and viola.

She and her husband Kalmers have been faithfully married for 20+ years, but have no children (but are godparents to a good dozen). She is politically and socially liberal, but is oddly still somewhat quite old fashioned in her personal ways and considers herself more of an

intellectual spirit guide then an activist. She is currently keeping Miles mentally busy and desperately devising some sort of escape or notification of the authorities.

**“MAJOR” GEORGE McCLANTON**, Age 48 , Expatriate Mercenary Commander

STR 15    CON 16    SIZ 14    INT 15    POW 15  
DEX 15    APP 12    SAN 70    HP 15

**Combat SAN:** 65

**Damage Bonus:** +1D4

**Weapons:** Fist/Punch: 60%, damage = 1d3+db

.357 Magnum Revolver: 65%, Damage =

Assault Rifle: 55%, Damage =

Skorpion 9mm SMG: 40%, Damage = 1d10

**Armor:** 7 Pts, Kevlar vest

**Skills:** Climb 50%, Skills Dodge 35%, Fast Talk 50%, First Aid 45%, Grapple 55%, Hide 35%, Insight 45%, Parachute 45%, Persuade 40%, Spanish 60%, Spot Hidden 40%, Stealth 40%, Strategy 70%, Swim 75%

Once a gung-ho, patriotic American looking to personally defeat Communism as a an elite US Army Ranger, McClanton got stuck in the Supply Corps after failing Ranger training. Frustrated, he fell into the criminal underworld by selling stolen military weapons to gangs, crime syndicates, and white supremacists. Just before being indicted, he fled to Mexico and then Cuba, knowing he could not be extradited from the Communist state. In return for not being expelled, McClanton provided some military training to the Cubans and later, set up his mercenary company that manages to bring in hard cash to the island nation and his own pockets.

Psychologically, McClanton sees himself more as “Renegade Military Genius” (hence the fake Officer rank) who is spreading “Free Enterprise” through the backwaters of the world. While he knows all the advanced tactics of “Special Warfare”, he’s just too lazy and cowardly to do it himself.



## Typical McClanton HQ Guard

STR 16    CON 14    SIZ 16    INT 10    POW 10

DEX 12    APP 11    SAN 45    HP 16

**Combat SAN:** 70

**Damage Bonus:** +1D46

**Weapons:** Brawl: 60%, Damage = 1d3+db

9mm SMG or Assault Rifle 55%

Knife 45%, Damage = 1d2+2

**Skills:** Climb 50%, Dodge 29%, Fast Talk 30%, Grapple 40%, Insight 35%, Listen 40%, Spanish 75%, Stealth 40%, Spot Hidden 40%, Throw 30%, Track 30%,

## BILL "KILLAH" CLARKE, Age 33, Flaming Skulls Platoon Leader

STR 17    CON 16    SIZ 17    INT 13    POW 16

DEX 12    APP 13    SAN 25    HP 17

**Combat SAN:** 85

**Damage Bonus:** +1D6

**Weapons:** Fist/Punch 75%, damage = 1d3+db

.357 Magnum Revolver 75%, Damage =

9mm SMG 55%, Damage = 1d10

Rifle 70%

**Armor:** 7 Pts, Kevlar vest

**Skills:** Climb 60%, Dodge 37%, Drive Automobile 45%, Fast Talk 65%, First Aid 40%, Grapple 55%, Hide 35%, Listen 50%, Persuade 65%, Insight 45%, Stealth 55%, Spanish 35%, Spot Hidden 45%, Strategy 60%, Swim 75%

Born into an impoverished and abusive household in Oklahoma, Clarke went from playground bully to junior high school skinhead. Determined to get into a white supremacist group, he joined the Army on orders from its leader to get advanced military training for the upcoming "race war". But after his first few combat engagements, Clarke found he really liked killing "non-Aryan" people. However, facing charges for his indiscriminate carnage, he deserted, determined to get back to the States and help jump-start the fantasy race war, but ran into some Serbian mercenaries planning to join McClantons' operation in sunny Cuba.

Then Clarke discovered he liked killing for money even more.

Quickly moving up in status and skill, Clarke now figures he can talk "the crazy kid" into forking out another million bucks for acquiring "permanent security"... which he plans on taking himself to start his own mercenary operations after wasting the stupid "civvies" when the check clears.

## FLAMING SKULL MERCENARY, Villainous and well-trained Thugs (12)

STR 16    CON 14    SIZ 16    INT 11    POW 10

DEX 13    APP 11    SAN 45    HP 16

**Combat SAN:** 75

**Damage Bonus:** +1D6

**Weapons:** Brawl 65%, Damage = 1d3+db

Pistol (9mm or .38 Revolver) 50%

9mm SMG or Assault Rifle 65%

Knife 55%, Damage = 1d2+2

Club 40%, Damage = 1d8+db

**Skills:** Climb 50%, Dodge 31%, Fast Talk 30%, Grapple 40%, Hide 30%, Listen 40%, Spanish (1D6+3) x10%, Stealth 50%, Spot Hidden 40%, Swim 30%, Throw 40%, Track 30%

+ 1 of the Following at 40%: Demolitions, Heavy Weapons, Pilot Boat, Navigate, Medicine

A varied collection of former street gang members, outlaw bikers, and ex foreign military, the members of the Flaming Skulls are a collection of mean, vicious, and uncaring sociopaths in the business for both the action and the money, plus the fringe benefits of free drugs and plenty of Cuban woman after a mission.

## JASON L. SMITH, ESQ, Age 50, Overly Loyal Family Lawyer

STR 12    CON 14    SIZ 12    INT 17    POW 13

DEX 11    APP 13    SAN 50    HP 13

**Damage Bonus:** +1D4

**Weapons:** Shotgun 40%, Damage = 4/2/1D6

Fire Poker 25%, Damage + 1d6+db

**Skills:** Appraise 25%, Bargain 40%, Dodge 22%, Drive Automobile 30%, Etiquette 35%, Fast Talk 45%, Insight 45%, Knowledge (Law) 75%, Language (Latin) 40%, Listen 55%, Persuade 60%, Research 45%, Spot 50%, Status 40%, Swim 35%

A life-long employee of the Malthus family, Smith has become the sole legal and financial authority for young Miles, as well as the Malthus fortune. Not wanting to see generations of wealth frittered away by the immature young man, Smith figures it is in the best interest of the family trust to provide him a “permanent play date”, even with the expense and violence of the deal he made with McClanton. It’s merely an investment.

If confronted in his office or at home, Smith will plead utter innocence, only confessing with two successful Interrogations or Physical Threat. If not secured by the players, he will immediately gather up two suitcases of security bonds and catch a plane to Bermuda.

**WINSTON MEADOWS**, Age 69, Overly Loyal Family Servant

STR 12    CON 16    SIZ 12    INT 14    POW 13

DEX 11    APP 11    SAN 15    HP 15

**Combat SAN:** 20/95

**Damage Bonus:** +1D4

**Weapons:** Kitchen Knife 40%,

**Skills:** Bargain 40%, Cook 65%, Drive Car 35%, Etiquette 55%, First Aid 40%, Hide 25%, Household Maintenance 65%, Insight 50%, Listen 45%, Persuade 30%, Sense 45%, Status 30%, Stealth 25%, Spot Hidden 40%

Another life-long employee of the Malthus family, Meadows has become the sole parental authority for young Miles, for whom he would do anything for. However, Meadows sees Miles’ current “house guest” as merely some lowly and undeserving wench for his master’s son’s baser desires. The view for her appropriators is even lower; he is outright cold to the Skulls and only stoically polite to their leader.

He yearns for the moment when the “ruffian thugs” pack their bags, as well as the day Miles tires of his new musical play toy, who Meadows figures he will simply have to kill afterwards to avoid her going to the authorities. Then the young man can marry a more socially suited woman to provide a family heir. In a fight, Meadows will most likely surrender, but will defend his young charge’s life to the very end.

**ADAM GERBOWSKI**, Disquieted Family Caretaker, Age 44

STR 16 CON 16 SIZ 14 INT 11 POW 10

DEX 10 APP 10 SAN 50 HP 15, Combat SAN 40

**Damage Bonus:** +1D6

**Weapons:** Fist/Punch 55%, damage = 1d3+db

Shotgun 50%, Damage = 4/2/1D6

Pitchfork 40%, Damage = 1D6+2+DB

Knife 35%, Damage = 1d4+2+db

**Skills:** Brawl 35%, Carpentry 50%, Climb 55%, Drive Tractor/Mower 50%, Drive Truck 40%, Fast Talk 35%, Hide 30%, Insight 25%, Mechanical Repair 50% Pilot Boat 50%, Stealth 30%, Spot Hidden 40%,

The sole permanent resident of Harvabunk Island, Gerbowski was the son of the original caretaker when Miles Malthus’ grandfather bought the property. He sees the island as his home, and has done his best to keep the island and buildings in good working order. He rarely visits the house, preferring to stay in the barn’s living addition listening to classic rock music with a bottle of whiskey or a case of beer.

If the rescue party fails a stealth roll near the barn, Gerbowski will curiously look out the window, and if successful with his Spot or listen skill, will come out with a pump shotgun. He only fights to protect himself. If captured by the Rescuers, he will only plead ignorance of what’s going on, saying that “the owner has a female friend visiting... one with a lot of bodyguards” and may be cooperative.



# GAME MECHANICS

Hiding & Concealment: Barring loud noises or gunfire, guards will require a Halved Spot Hidden roll to detect secretive intruders who succeed at Sneak or Conceal rolls, with a full roll if the Sneak/Conceal is failed. At night, Guards equipped with night vision gear only require a Spot to successfully indicate intruders. Wearing ordinary forest pattern camouflage adds 5pts, brush adds 10pts, and military-style “gilly suits” add 30.

## Morale

As opposed to the movie bad guys who fight to the death, most real people, including vicious Mercenaries, will break under certain circumstances. A combatant who loses 10 points of their Combat Sanity will either freeze up, hide, or retreat. The loss of 10% of Sanity will result in either surrendering to the opposing side or fleeing in total panic.

### Typical Combat SAN Losses:

- \* Comrade is killed: 5 SAN
- \* Character is wounded: 3 SAN
- \* Character is severely wounded: 6 SAN
- \* Under Sniper attack: 3 SAN
- \* Surrounded: 4 SAN
- \* Surrounded with little chance of escape: 8 SAN
- \* 50% of One’s Group is incapacitated: 3 SAN

- \* 75% of One’s Group is incapacitated: 7 SAN
- \* Sole Survivor: 10 SAN
- \* Typical Combat SAN Gains
- \* Opposing Sniper Killed: 4 SAN
- \* No Casualties taken: 5 SAN
- \* Opponents wiped out: 3 SAN
- \* Opponents Flee: 4 SAN
- \* Opponents Surrender: 4 SAN
- \* Opponents Surrender without a taking a shot: 5 SAN

### “Bullet-Proof Vests”:

The Kevlar vests that the Skulls use are effective at range against small arms ammunition; most likely .38, .357, 9mm, 5.56mm NATO, and 5.45mm Soviet. They are, however, NOT “bullet-proof”. Larger calibers and point-blank fire will penetrate, and any impact causes 1D6 Stun damage. Armor effectiveness is directed against individual hits, and not accumulated damage during a single attack round. Individual impacts that supersede the Armor Rating of reduce that piece of armor’s effectiveness by one.

Tom Thug with 16 HPs wearing Kevlar armor of a 7 rating is hit three times by Harry Hero using a 9mm SMG, rolling damage of 5, 7, and 9. The first two rounds are stopped cold by the Kevlar, but the third shot gets through, causes 2 points of damage, and reduces the Armor rating to 6. Tom Thug still takes 3d6 Stunning Damage from the three hits and with the Game Master rolling 15... is knocked to the ground and incapacitated for 1D6 rounds.

---

# OPERATION: MIND STORM

---

BY JON HOOK

## BACKGROUND

---

The US special operations, under the direction of the OSS (Office of Strategic Services), began experimenting with psionics in the late 1930s. The OSS modified the screening process for soldiers to become a Ranger by including a Zener Card test to evaluate their ESP levels. The soldiers who scored high on the test were enrolled into an experimental program to unlock their psychic abilities through applied chemical and hypnotic therapies. The men who excelled in the program became members of X-Ray Company, a squad of psionic Army Special Forces Rangers.

### Operation: Mind Storm

July 13, 1946: The Allies have learned that Hitler's supernatural task force, known as the Nazi Occult Bureau, has begun research to unlock human psychic powers. The United States wants to stop them before they can achieve the same level of success that they have, so they initiated Operation: Mind Storm to shut them down.

#### **Mission objectives:**

1. Cease all Nazi research into psychic powers
2. Capture any scientists

3. Secure any research materials

## CHARACTER GENERATION

---

The players will each generate a Ranger (Soldier profession) for X-Ray Company. Players will use the optional point-based character generation system, in order to ensure a character with a strong POW, (the key criteria for being assigned to this squad).

See page 19 of the Basic Roleplaying rulebook for Point-Based Character Creation; use the following modifiers for this adventure. All of the character's characteristics begin at 10, except for POW which begins at 12. Each player will have 20 points to spend on their character's initial characteristics, and the character's POW may not be less than 12. All other rules for point-based character creation apply.

Players will have 300 points to distribute amongst their profession skills and psychic abilities. No skill or psychic power can be greater than 80%, and each character may have up to three psychic abilities. This adventure introduces three new psychic abilities that the players may choose from during their character creation. See the New Psychic Abilities listed at the end of the adventure. Players may also spend personal skill points (INT x10) on any skill, including psychic powers.

## Profession skills for Rangers in X-Ray Company:

**Core:** Brawl, Climb, Dodge, First Aid, Rifle, Jump (Airborne), plus any five optional skills.

**Optional:** Artillery, Command, Demolitions, Drive, Firearm (other than Rifle), Grapple, Heavy Weapon (any), Hide, Language (Other), Listen, Medicine, Melee Weapon (any), Missile Weapon (any), Navigate, Repair (Electrical), Repair (Mechanical), Ride, Spot, Stealth, or Throw.

The GM and players should discuss the characters that will be in X-Ray Company, because it would be best if the squad has a variety of military skills represented, but each player may have whatever psychic ability they want, even if more than one character has the same ability. From a military point-of-view, it's important that the squad have a variety of military skills; like demolitions, electronics, mechanics, and linguistics.

The GM and players also need to assign military rank to each character. The squad should have one captain or lieutenant, one staff sergeant or sergeant, one or two corporals, with the rest of the men as either a private or a private first class. If there are four or fewer players, and the GM does not augment the squad with NPCs, then the player/characters should be of staff sergeant rank or less.

For an extra bit of flavor, each character should each have a nickname. In the real world, people rarely give themselves cool nicknames; this is especially true in the military. In the military, a soldier's buddies or sergeant give him the nickname that he comes to be known as on a familiar level. So Pvt. Johnson from Houston, Texas might be known as "Tex" by his squad mates. Officers and sergeants are typically known by their rank, for example: "Cap", "LT", or "Sarge". The GM should assign each player

the job of nicknaming one other player's character. Soldiers tend to have very dry and ironic humor, and it may show through in the nicknames they give their squad mates. Have fun!

## Each member of X-Ray Company will be issued the following gear:

- \* Rifle (choose one)
  - \* Bolt-Action Rifle: 2d6+4 Dmg, 30 Ammo
  - \* Sniper Rifle: 2d10+4 Dmg, 20 Ammo
  - \* Submachine Gun: 1d8 Dmg, 90 Ammo
- \* Med. Pistol: 1d8 Dmg, 50 Ammo
- \* 6 Shrapnel Grenades: 4d6/4 meters Dmg
- \* Survival Knife: 1d6+DB Dmg
- \* Heavy Clothing: 1 AP
- \* Steel Pot Helmet: 6 AP
- \* Rucksack with: Bed Roll, Canteen, Cigarettes, Compass, Field Shovel, First Aid Kit, Flares, Flashlight, Matches, Mess Kit, Poncho, and Tent

The company also has one field radio in order to stay in communication with HQ.

## PART I: AIRDROP

---

Prior to the mission, X-Ray Company is briefed on the layout of the research compound with an aerial photo taken by spy plane, (Mission Certificate: Alpha). It is up to X-Ray Company



to assess the situation on-site to decide the best approach to complete the mission.

X-Ray Company will do a night drop into the landing zone (LZ), an open field two miles west of the mission target. The highest ranking character must make a Luck roll to determine if they successfully hit their LZ; the GM should determine how far off the LZ mark the company landed should he fail his Luck roll. Then, each character must make a separate Jump roll, (possibly adjusted by the GM if they missed the LZ), to successfully avoid injury upon landing. Characters failing their Luck roll upon landing suffer 1d4 damage.

Once the company is ready to move out, and since they are moving at night, one or more characters need to make successful Navigate skill checks every half-mile as they use a map and compass to travel to the Nazi compound.

GMs who want to add an extra layer to this part of the adventure might want to describe a road for X-Ray Company to encounter. X-Ray Company can find a couple of regular German soldiers changing a tire on a military truck. The truck should not have any weapons or extra combat gear, but it could have extra uniforms to be used as a ruse device to gain entry to the compound.

## PART II: INFILTRATION

---

If X-Ray Company is sneaking up to the compound they will observe the 20' tall razor wire topped fence line with an occasional guard tower. They will also see an occasional guard walking the fence with a pair of German Shepherds. If the company watches long enough, they may discern the scheduling for the changing of the guard and the pattern of the roaming guard.

**Operation: Mind Storm**

If the company damages the fence in order to gain entry to the compound, the GM may want to adjust the guard's Spot check to notice their point of entry, based on how well (or poorly) the company damaged the fence.

If X-Ray Company is trying to bluff their way into the compound, the characters interacting with the guards will need to be successful in their German language and Fast Talk skills. Depending on how successful they are on these skills, the GM's NPC reactions could be anything from allowing them escorted access to the compound, turned away (either politely or harshly), or attacked.

There is also the rail entry to the compound. Some GMs might want to design an encounter with a train that is preparing to back into the compound. X-Ray Company could attempt to sneak into the compound either on the train, or use the train as cover or as a distraction.

The actual infiltration of the compound should only be moderately difficult for the characters. Achieving the actual objective and getting out of the compound alive will be much more difficult.

## PART III: THE OBJECTIVE

---

There are several points of interest in the compound. They have been numbered off on Mission Certificate: Alpha by OSS; and that list is:

**Front Gate** – This guard post is staffed by three guards at all times. They have their standard equipment, plus a field-phone that links all the guard towers and shacks to the hospital. In addition to the gate that they need to unlock and open, they also have a cross-arm that extends over the driveway that they have to manually lift up.

**Barracks** – These two corrugated steel buildings are the barracks for all of the enlisted men. There are doors at each end of the building. The building is filled with bunks and personal gear for the men. There are no unusual items in either building.

**Hospital** – The hospital is the main building on the compound. The hospital houses the scientists and lab, the SS Officers, and the SS Blitz Meinung Troopers. The hospital is detailed below, based on Mission Certificate: Baker, (the GM's map).

**Warehouse** – The warehouse stores all of the basic supplies the compound needs, including weapons, ammo, and dry goods. The warehouse is also where the SS Officers practice psychic combat with the SS Blitz Meinung troopers.

**Motor Pool** – This building houses all of the compound's vehicles and tools and equipment for those vehicles. There are two 2 ½ ton cargo trucks, three Jeeps, and three motorcycles with sidecars. All of the vehicles are in good running order.

OSS analysts have reviewed the photo and they believe they know what each building is, and they tell X-Ray Company what they believe each building is. Obviously, they are not 100% sure that their analysis is correct or complete, and they should let X-Ray Company know that as well. The analysts do not know any of the specific information noted for each building in the list above.

During the day, there is a lot of activity on the compound grounds. Men are moving to-and-fro from all the buildings performing routine activities, including officers drilling some men on marching and other army stuff in the center of the compound. The SS Officers don't drill the Blitz Meinung troopers out in the open on the grounds, but they can be observed marching from the hospital to the warehouse or back again.

If X-Ray Company is able to get inside the warehouse during one of the drills, they will observe both mundane and psychic combat maneuvers being practiced. The trains will occasionally bring a few prisoners of war, (American and British), into the compound, so the SS Blitz Meinung troopers can use them as targets. The troopers will repeatedly use their psychic attacks against the prisoners until they are dead. There is a large open grave back behind the warehouse, covered by wooden pallets, where the Nazis drop-in the bodies and cover them in lye. If X-Ray Company examines the bodies, they will automatically observe that each one died from massive brain and head trauma, resulting in massive bleeding from the eyes, nose, mouth, and ears.

During the night, there is very little activity on the compound grounds; just the security patrols described in Part II: Infiltration above. A waning moon provides plenty of darkness for X-Ray Company to sneak into the compound. The dogs used during the daytime patrols are kenneled in the warehouse at night. Any nighttime activity in or near the warehouse at night will alert the dogs with a successful Listen check, sending them into a barking fit.

## THE HOSPITAL – GROUND FLOOR

---

**Front Porch** – One regular German soldier is always on guard duty here. The guards generally consider this particular posting to be boring and ceremonial, so the guards are penalized (Spot -10% or Listen -10%) to detect anything unusual, due to the mental laziness.

**Clinic** – This large open area is filled with cots, small tables, and a variety of medical supplies. There are three private rooms in the East wing of the clinic for injured officers. It is up to the

GM to decide how many, if any, people are currently recovering in the clinic.

**Mess Hall** – This is the cafeteria. There is an open kitchen along the East wall, with tables and benches filling the rest of the room. The stairs down to the basement level are on the West side of the room.

**Schneider's Office** – This room has a large oak desk angled in the SE corner of the room, facing the center of the room. Nazi flags and a large portrait of Hitler are displayed behind the desk. The walls are covered in book shelves, and there are two leather chairs in front of the desk and one large wing-back leather chair behind the desk. The desk has all of the secret military operational plans for the Blitz Meinung troops in a locked drawer. Korvettenkapitan Lukas Schneider is usually working in this room. This room is always locked with Schneider having the only key.

**Schneider's Quarters** – This room is a lavish bedroom for a Nazi officer.

**Private Washroom** – This is Schneider's private washroom.

**Records Room** – This room holds all of the medical records for all the men, except for the Blitz Meinung troopers, on the compound.

**Medical Supply Closet** – This room stores the surplus medical supplies in crates and boxes.

**Janitorial Closet** – This room stores janitorial supplies. The stairs up to the second story are just outside this room.

**Officer's Lounge** – This room has several leather chairs and side tables where the officer can smoke and relax at the end of the day.

**Officer's Quarters** – These rooms house the officers. Each room is modestly furnished.

**Richter's Quarters** – This room is Kapitanleutnant Hans Richter's bedroom. This room has some luxury, but not as much as Schneider's.

**Washroom** – This is the officer's washroom.

## Encountering Schneider

When X-Ray Company enters Schneider's office, day or night, they will encounter Korvettenkapitan Schneider. If it is during the day, Schneider is in the middle of a meeting with Kapitanleutnant Richter and one other officer. All three men will react to the intrusion, and Schneider will also hit the alarm button wired to the top of his desk. If it is at night, Schneider is alone in the office writing up a report on the latest advancement in the Blitz Meinung experiment. Schneider will react by first hitting the alarm wired to his desk, and then attack the intruders.

## Encountering Richter

If X-Ray Company is penetrating the hospital during the day, they may encounter Richter in Schneider's office, but if they are sneaking through the hospital at night, they may encounter Richter in his quarters.

## The Hospital – Second Story

**Laboratory** – This large room is the laboratory where Dr. Koch and his fellow scientists research the cadavers, chemicals, and circuitry used to create the Blitz Meinung device. The door to this room is always locked with only the officers and scientists having the keys. There is a wide variety of chemicals and drugs stored in



this room, specifically needed for the Blitz Meinung project.

**Operating Room** – This is the room where Dr. Koch performs the actual surgery to convert a man into a SS Blitz Meinung trooper. This room has a wide selection of surgical tools and machines.

**Koch's Office** – This room has a large oak desk in the center of the room. There is a leather chair behind the desk and two oak chairs in front of it. The room is lined with filing cabinets. The filing cabinets have all the medical records for the Blitz Meinung surgeries. The desk has the detailed top secret documentation on the theories and processes for the surgeries locked in a drawer. The door to this room is always locked, with only Koch and Schneider having the key.

**Washroom** – This washroom has a commode only, no shower.

**Recovery Rooms** – This is where a subject recovers from the Blitz Meinung surgery. The protective helmet has not yet been applied to the subject yet. Each room has a man currently recovering from recent surgery.

**Laboratory Supply** – This room stores all of the chemicals, drugs, and mechanisms needed for the Blitz Meinung project. This door to this room is locked, with only the officers and scientists having the keys. This room is also labeled as dangerous due to the unstable, possibly explosive, chemicals stored within.

**Scientist's Quarters** – These rooms house the scientists. Their quarters are very plain.

**Koch's Quarters** – Koch's quarters have some luxury, similar to the Richter's quarters.

**Washroom** – This is the scientist's washroom.

### Encountering Koch:

Koch can usually be found in the laboratory or operating room. If X-Ray Company enters during the day, Koch is in the operating room, along with three other scientists, operating on a subject to fit him with the Blitz Meinung device. If X-Ray Company enters at night, Koch is in his quarters studying Blitz Meinung materials.

### The Hospital – Basement

**Blitz Meinung Trooper Quarters** – The entire hospital basement, with walls and floor of cold granite, is the barracks for the SS Blitz Meinung troopers. Each trooper has a simple cot and footlocker. Eighteen granite columns help support the building above. Half of the troopers are usually hooked up to an intravenous drip for a drug-induced sleep. After the Blitz Meinung surgery, a trooper is no longer able to sleep on their own.

**Armory** – This room houses all of the weapons and gear for the SS Blitz Meinung troopers. This room is always locked with only the officers having the keys.

### Encountering Blitz Meinung Troopers:

If X-Ray Company has not yet encountered a Blitz Meinung trooper; they will for sure should they enter the basement at any time of day. The GM should feel free to adjust the number of troopers that are in the compound to fit the strength of the player/characters in X-Ray Company, but in general there should be

about 18 to 20 active Blitz Meinung troopers. Half of those will be in the drug-induced sleep at all times. The Nazis rotate every twelve hours the squad of troopers who are awake. When X-Ray Company enters the basement; they will be challenged by one of the Blitz Meinung troopers for the command code. If X-Ray Company doesn't have the code; the troopers will begin fighting immediately. The code changes with each twelve-hour shift, so X-Ray Company can only get it from an SS Officer on duty for the current shift. The command coded is the current password the troopers will respond to for orders. The command code can be anything the GM wants it to be.

(possibly modified by the GM due to difficulty), to successfully navigate the woods without crashing.

Once X-Ray Company returns to the LZ, if they can stay alive for ten more minutes, they will be rescued by the tanks that roll in from the West. The air support will make strafing attacks against the SS Blitz Meinung troopers, forcing them to turn their attacks against the planes, (see the Vehicles section for the plane's attack notes). X-Ray Company will be picked up by an APC half-track supported by three tanks, (see the Vehicles section for the notes on the APC and tanks).

## PART IV: EXTRACTION

If X-Ray Company is able to complete their mission, and are escaping the compound, (either by stealth or speed), they are instructed to radio HQ for extraction. Successful use of an Electronics (Manipulation) skill will successfully transmit a coded message to HQ that X-Ray Company is ready for extraction. X-Ray Company needs to return to the original LZ, because it is also their extraction point.

The successful radio transmission to HQ will alert the Allied forces to dispatch a group of tanks to the extraction point to pick-up X-Ray Company. HQ will also launch a squadron of planes to provide air support to X-Ray Company's escape and extraction.

Depending on how well or poorly the mission went this could be a major chase scene through the woods as X-Ray Company returns to the LZ. X-Ray Company could be on foot, or they may have stolen vehicles from the Motor Pool. Anyone tasked with driving cross-country at a high speed must make Drive skill checks,

## AFTERWARD

GMs are encouraged to expand upon Operation: Mind Storm as much as they wish to enhance their game. GMs who want to introduce a horror/mystic aspect to the adventure could make the SS Officers dark warlocks, and arm them with black magics or experimental weaponry. Or even arm X-Ray Company with experimental weapons. Have fun with this adventure and make it your own.

### Primary NPCs

#### KORVETTENKAPITÄN LUKAS SCHNEIDER (SS Major)

STR 13    CON 14    SIZ 14    INT 14    POW 11

DEX 13    APP 16    MOV 10    HP 14

**Skills:** Command: 45%, Dodge: 40%, Hide: 35%, Listen: 35%, Spot: 45%, Strategy: 35%

**Armor:** Hvy Clothing: 1 AP

**Attacks:** Dmg Bn: 1d4; Md Pistol: 65%, 1d8 Dmg; SS Dagger: 55%, 1d4+1+DB; FiSTR 40%, 1d3+DB Dmg; Kick: 40%, 1d3+DB Dmg

**Gear:** Md. Pistol, SS Dagger, Secret documentation on the Blitz Meinung device



Lukas Schneider is a latent psychic. He only recently suspected that he was gifted, but he has kept the knowledge of his gift to himself, because he does not want to end up on Dr. Koch's autopsy table. People are simply in awe of Schneider's excellent luck and skill with firearms.

## SS BLITZ MEINUNG TROOPERS

STR 15    CON 16    SIZ 15    INT 9    POW 17

DEX 15    APP 10    MOV 10    HP 15

**Skills:** Dodge 55%, Jump 35%, Listen: 45%, Spot 40%, Stealth 45%, Throw 40%

**Armor:** Hvy Clothing 1 AP; Hvy Helmet 8 AP

**Attacks:** Dmg Bn 1d4; SMG Rifle 55%, 1d8 Dmg; SS Dagger 50%, 1d4+1+DB; Fist 50%, 1d3+DB Dmg; Kick 45%, 1d3+DB Dmg

**Gear:** SMG Rifle, SS Dagger, Blitz Meinung device (surgically attached)

## DR. AUGUSTUS KOCH (Lead scientist)

STR 12    CON 14    SIZ 13    INT 19    POW 14

DEX 13    APP 15    MOV 10    HP 13

**Skills:** Dodge 30%, Medicine 80%, Chemistry 75%, Biology 75%, Teach 60%, Listen 40%, Spot 40%

**Armor:** None

**Attacks:** Dmg Bn 1d4; Dagger 40%, 1d4+DB Dmg; Fist 35%, 1d3+DB Dmg; Kick 35%, 1d3+DB Dmg

**Gear:** Standard issue Army knife, Detailed classified documents on Blitz Meinung device and surgery, Medical bag, 1 Geist Bombe

Dr. Koch is a twisted scientist who has dreamed of creating a race of super-men, and the Nazi party is finally allowing his dreams to come true. Dr. Koch is a maniac who drives his subordinate scientists to the brink of exhaustion to complete their work.

## Supporting NPCs

### KAPITANLEUTNANT HANS RICHTER (Captain)

STR 12    CON 14    SIZ 14    INT 13    POW 11

DEX 14    APP 15    MOV 10    HP 14

**Skills:** Command 40%, Dodge 40%, Listen 35%, Spot 45%, Strategy 30%

**Armor:** Hvy Clothing: 1 AP

**Attacks:** Dmg Bn 1d4; Md Pistol 55%, 1d8 Dmg; SS Dagger 50%, 1d4+1+DB; Fist 40%, 1d3+DB Dmg; Kick 40%, 1d3+DB Dmg

**Gear:** Md. Pistol, SS Dagger, 1 Geist Bombe

### SS OFFICERS

STR 11    CON 12    SIZ 14    INT 12    POW 11

DEX 12    APP 14    MOV 10    HP 13

**Skills:** Command: 40%, Dodge: 40%, Listen: 35%, Spot: 45%, Strategy: 30%

**Armor:** Hvy Clothing: 1 AP

**Attacks:** Dmg Bn: 1d4; Md Pistol: 55%, 1d8 Dmg; SS Dagger: 50%, 1d4+1+DB; FiSTR 40%, 1d3+DB Dmg; Kick: 40%, 1d3+DB Dmg

**Gear:** Md. Pistol, SS Dagger, 1 Geist Bombe

### REGULAR GERMAN SOLDIERS

STR 13    CON 15    SIZ 13    INT 12    POW 9

DEX 14    APP 10    MOV 10    HP 14

**Skills:** Dodge: 35%, Listen: 45%, Spot: 40%, Throw: 45%

**Armor:** Hvy Clothing: 1 AP; Lt. Helmet: 6 AP

**Attacks:** Dmg Bn: 1d4; Bolt-Action Rifle: 60%, 2d6+4 Dmg; Bayonet: 50%, 1d6+DB; Explosive Grenade: 45%, 4d6/4 meters Dmg; FiSTR 45%, 1d3+DB Dmg; Kick: 45%, 1d3+DB Dmg, Machine Gun: 30%, 2d6+4 Dmg

**Gear:** B-A Rifle with bayonet, Explosive grenades (2), Machine Gun (guard towers)

### GERMAN SHEPHERDS

STR 8    CON 11    SIZ 5    INT 5    POW 5

DEX 15 MOV 10 HP: 8  
**Skills:** Dodge: 55%, Listen: 75%, Sense: 90%

**Armor:** None

**Attacks:** Dmg Bn: -1d4, Bite: 30%, 1d6+1/2DB

## SCIENTISTS

STR 11 CON 14 SIZ 12 INT 15 POW 9  
DEX 12 APP 11 MOV 10 HP: 13

**Skills:** Dodge: 30%, Medicine: 60%, Chemistry: 50%,  
Biology: 55%, Listen: 40%, Spot: 35%

**Armor:** None

**Attacks:** Dmg Bn: none; FiSTR 35%, 1d3 Dmg; Kick:  
35%, 1d3 Dmg

**Gear:** Medical bag, 1 Geist Bombe

## Vehicles

### ALLIED TANK (Tank, Modern)

**Skill:** Drive

**Handling:** -10%

**MOV** 50

**Armor:** 18

**SIZ** 80

**HP:** 95

**Crew:** 4

**Passengers:** n/a

**Cargo:** 8

**Notes:** Main Gun: 5% vs man-sized or smaller, 40% vs  
larger targets, 3d10+10 Dmg in 10' area

### ALLIED APC HALF-TRACK (Tank, Modern)

**Skill:** Drive

**Handling:** -10%

**MOV** 65

**Armor:** 16

**SIZ** 70

**HP:** 75

**Crew:** 2

**Passengers:** 12

**Cargo:** 2

**Notes:** Machine Gun: 40% Attack, 2d6+4 Dmg

### ALLIED AIRPLANE (Jet Fighter)

**Skill:** Pilot

**Handling:** n/a

**MOV** 1200

**Armor:** 5/2

**SIZ** 70

**HP:** 70

**Crew:** 1

**Passengers:** n/a

**Cargo:** 1

**Notes:** Forward-Mounted Machine Guns: 55% Attack,  
4d6+4 Dmg

### GERMAN TRUCK (2 ½ Ton Cargo Truck)

**Skill:** Drive

**Handling:** -10%

**MOV** 90

**Armor:** 16/2

**SIZ** 65

**HP:** 70

**Crew:** 1

**Passengers:** 3+

**Cargo:** 50

### GERMAN JEEP (Modern Sedan)

**Skill:** Drive

**Handling:** n/a

**MOV** 110

**Armor:** 12/2

**SIZ** 50

**HP:** 40

**Crew:** 1

**Passengers:** 3

**Cargo:** 15

**Notes:** Turret-Mounted Machine Gun: 40% Attack,  
2d6+4 Dmg

### GERMAN MOTORCYCLE (Motorcycle)

**Skill:** Drive

**Handling:** +5%

**MOV** 150

**Armor:** 10/-

**SIZ** 18

**HP:** 25

**Crew:** 1

**Passengers:** 1

**Cargo:** 4

**Notes:** Sidecar with Machine Guns: 55% Attack, 4d6+4 Dmg

## NEW PSYCHIC ABILITIES

---

### AEROKINESIS

**Range:** POW in meters

**Duration:** Instantaneous or 1 combat round

**Power Point CoSTR** 3 power points per 1d6 damage or 3 SIZ points in volume

Aerokinesis is the specialized telekinetic ability to control gasses. This special ability allows a psychic to control a volume of gasses equal to 1 SIZ of volume for each 1 power point invested in Aerokinesis. The psychic is limited to controlling existing gasses, he is not able to create or generate gasses.

A psychic may blast a target with a concentrated burst of air, inflicting 1d6 points of damage for every 3 power points invested. Living targets may attempt a Dodge roll at half their standard value if the controlled gasses used in the attack are invisible; and a standard Dodge roll if the controlled gasses have color, dust, or some other feature that allows the attack to be viewed.

A psychic may also use this ability to create a steady breeze of air, a gentle wind, for 1 turn for each 1 power point invested.

### GEOKINESIS

**Range:** POW in meters

**Duration:** Instantaneous or 1 combat round

**Power Point CoSTR** 3 power points per 1d6 damage or 3 SIZ points

Geokinesis is the specialized telekinetic ability to control the natural elements of earth and stone. This special ability allows a psychic to pull, gather, and amass a volume of natural unrefined earth and stone, but it will not allow the psychic to create or generate earth and stone. The psychic can fill an area with earth equal to 1 SIZ per 1 power point invested in Geokinesis, or rend the earth open to create a void in the ground equal to 1 SIZ per 1 power point invested.

The psychic can also create a “wave” of earth to crash against a target inflicting 1d6 points of damage per 3 power points invested. A living target may attempt a standard Dodge roll to avoid being hit by the earthen “wave”. A successful “wave” attack grapples the target as well, and the psychic may use Geokinesis to apply special grapple effects to the target.

### RAPID FORESIGHT

**Range:** Self

**Duration:** 1 combat round per power point spent

**Power Point CoSTR** 1 to activate plus 1 power point per combat round to be viewed

Rapid Foresight lets your character have a brief view of his future. This specialized form of precognition allows the psychic to react to events or actions seconds before they occur.

To successfully use this power, the psychic must first decide how many combat rounds into the future they wish to view. The psychic then spends 1 power point to activate the ability, and 1 power point for each combat round he wants to view. Then, for each combat round, the psychic must make a successful Idea roll to



correctly interpret the event or action in that combat round.

Based on the success of the Idea roll, the psychic will get a variety of bonuses to their other skill checks for that combat round.

The results of the Rapid Foresight are as follows:

**FUMBLE:** The psychic has a clear and coherent vision that is completely inaccurate and misleading. All skill checks in reaction to the vision are at a -20%.

**FAILURE:** The psychic's flash of insight is incomprehensible, contradictory, and confusing. The psychic is aware that the vision is flawed. No penalties to skill checks made in this combat round.

**SUCCESS:** The psychic has a solid view of the event or action in this combat round. All skill checks in reaction to the vision are at a +10%.

**SPECIAL:** The psychic sees the event or action in this combat round with considerable detail. Another successful Idea roll in this combat round will let the psychic know the best course of action to take in this combat round. All skill checks in reaction to the vision are at a +25%.

**CRITICAL:** The psychic has an exact, crystal clear vision of the event or action in this combat round, and knows exactly what counter-action needs to be done. All skill checks in reaction to the vision are at a +50%.

## NEW PSYCHIC ABILITY DEVICES

---

BLITZ MEINUNG (Lightning Thoughts)

**Range:** POW in meters

**Duration:** Instantaneous

**Power Point CoSTR** various per 1d8 damage

**Operation: Mind Storm**

Users of the Blitz Meinung device are surgically augmented to interface with the device. Their heads are shaved, and a small square of skull bone is removed from the upper-rear area of their skull. Probes from the Blitz Meinung neural web device are secured to certain areas of the brain in order to stimulate specific responses to the device. The surgery lowers the patient's need for an individual identity, and makes him extremely susceptible to suggestion. Patients recovering from the surgery are drilled to follow the commands of their officers and doctors without question, but they still retain enough individuality to understand and interpret general or vague orders.

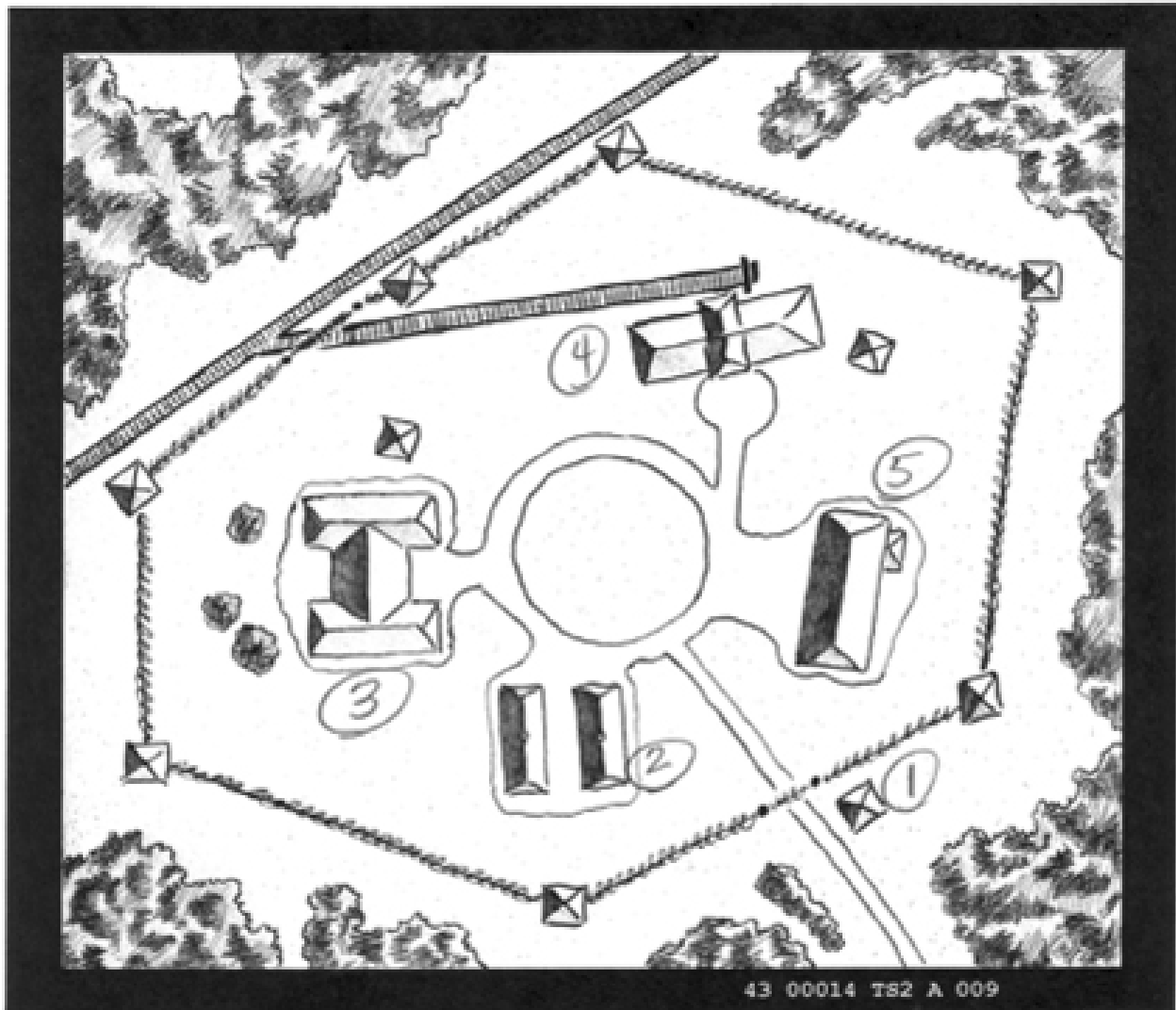
The SS Officers drill with the troopers inside the warehouse on the compound to hone their skills into a crack combat squad. The SS Blitz Meinung troopers are dependant on their officers to give them direction in life and in combat, but they are capable of making decisions when it comes to self-defense or self preservation.

The trooper's head is protected because the Blitz Meinung device is encased in a black M1942 steel helmet emblazoned with SS decals on the sides and a large gold spike on top. The brain surgery also has the side-effect of rendering the trooper sensitive to light, so the SS Blitz Meinung troopers are also fitted with dark goggles. Blitz Meinung troopers are a special branch of the SS elite, so they also wear the black coats with the red swastika arm bands. They are very intimidating.

The Blitz Meinung device allows the trooper to create a focused mental attack versus a single target, powered by their thoughts. The trooper must succeed in a Resistance Check between the current Power Points of the attacker versus the current Power Points of the target for a successful attack. See the chart below for the cost of success or failure to use the Blitz Meinung device.

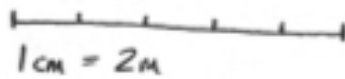
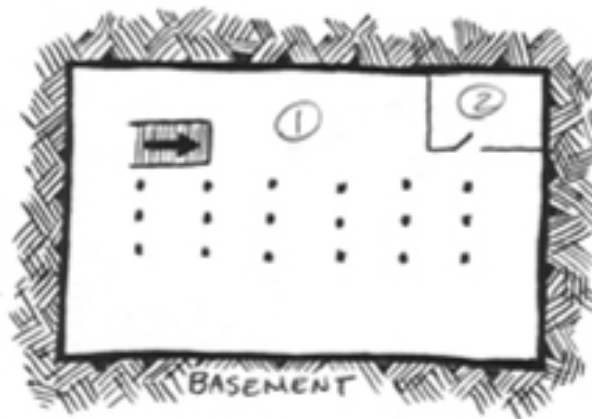
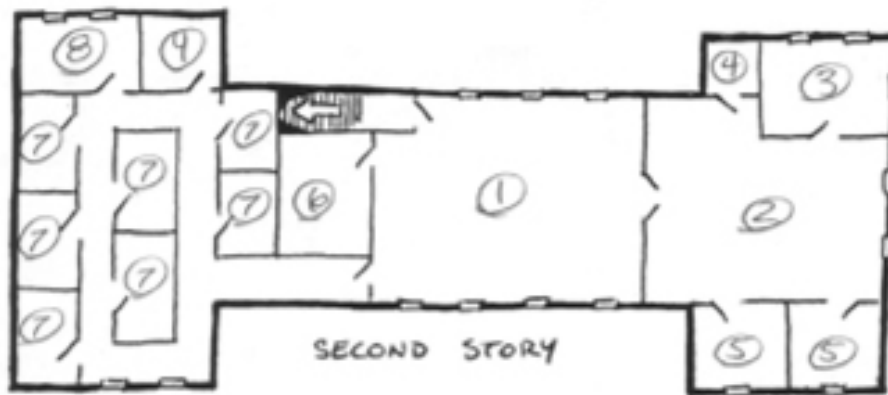
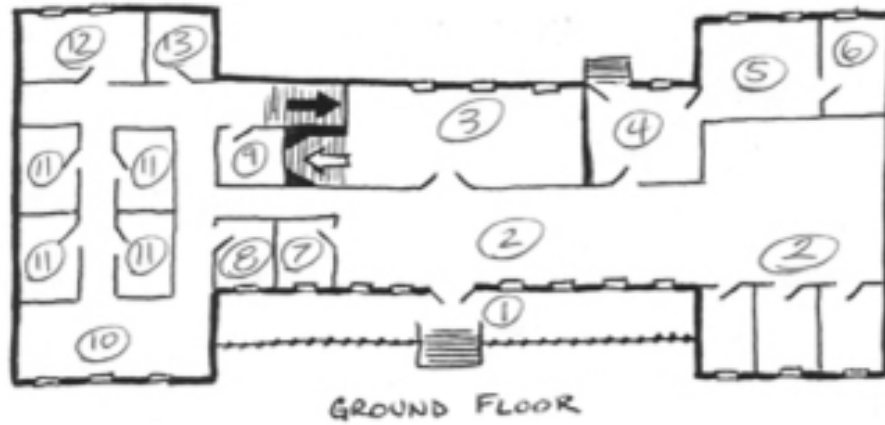
## MISSION CERTIFICATE: ALPHA

Player's Handout



# MISSION CERTIFICATE: BAKER

GM's Map



**FUMBLE:** The Blitz Meinung device inflicts 1d8 of damage on the user and a loss of 1d4 power points.

**FAILURE:** The device will not trigger an attack, and it costs the user 1 power point.

**SUCCESS** or **SPECIAL:** The user may invest 3 power points per 1d8 of damage inflicted.

**CRITICAL:** The user may invest 2 power points per 1d8 of damage inflicted.

### GEIST BOMBE (Mind Bomb)

**Range:** 5 meters radius

**Duration:** Instantaneous

**Power Point CoSTR** n/a

Dr. Koch designed this device as a last line of defense against the Blitz Meinung, should they

turn against him and his fellow scientists. The Geist Bombe works exactly like the psychic power Mind Blast, (pg. 118 of the BRP Rulebook). The “power points” for the Geist Bombe is 10 versus the target’s current POW on the resistance table.

The Geist Bombe does not have a physical explosion, thus none of the Nazis will think to use this grenade against X-Ray Company unless they actually witness an event that is clearly not “normal”. To activate the Geist Bombe, the user triggers the device by removing a locking pin and depressing a button, and then throwing the device to a target location where the user desires the device to activate. Once the button is depressed, there is a ten second delay before the device activates.

# The King, the Maiden, and the Mad Man of Las Islas de los Muertos

---

BY KENNETH SPENCER

This adventure is set in the Caribbean of the late seventeenth century. A rough time frame would be September of 1680. The date can be moved about to anytime within the Golden Age of Piracy, 1650 to 1722.

The format of this adventure is largely non-linear once the PC's reach the islands. This is to give the game master options to react to or encourage the player's decisions. For inexperienced game masters, once on Isla Grande, the PC's can be ambushed by Captain Robertson, meet Old Sam, and be raided by Chalo and his band on their way back to their ship.

The party should have access to their own ship, the means to acquire a ship, or hire one. The adventure begins with a distress message in a bottle from a stranded and endangered woman. She promises reward for her rescuers and gives directions on how to find the island she is trapped on. The bottle the PC's find is not the only one, and soon they discover that they are in a race to reach the island and recover the treasure, err, rescue the maiden in distress. Once at the island, the party must contend with their rivals, the native inhabitants, and the Mad Man, Old Sam.

A heroic power level is recommended for that swashbuckling feel. A small party of four characters, their ship and crew can be found in appendix three. The default for this adventure is to nit use powers. The Klainke shaman, Gli Gli, is given the option of possessing a few sorcery spells if the game master so desires.

## ACT ONE: A MAP, A KEY, AND A WOMAN IN NEED

---

The party can acquire the message in a bottle in a variety of ways. They may find it washed ashore, be given it by a friend, win it in a game of chance, or even be ordered to investigate by the local governor. How they come into possession of the bottle is best left to the game master to decide, based on the needs of his campaign.

The bottle is a large wine bottle, sealed with a cork and liberal use of wax. No label or marks can be found, though the bottle is encrusted with small barnacles. Inside is a letter written on a piece of paper torn from the cover page of a bible. Written in a fine hand is the following message:

### The Letter in the Bottle:

To whoever reads this, Help! I am stranded on an island twenty two degrees, fifteen minutes north latitude five hundred and sixty miles south southwest of Port Royal and one hundred and ten miles north northwest of St. Yago de Caracas. I am in possession of a rich trea-



sure and will reward my rescuers greatly. Please help, I am but a fragile woman threatened on all sides.

On the back of the letter is a poorly drawn map of the Guyana Coast showing the approximate location of the island. Also in the bottle is a large iron key. The key is plain and without any ornamentation.

From here the party needs to make whatever preparations they see fit for a short voyage. If the weather holds and no unforeseen incidents occur, the trip should take no more than sixty days round trip.

A Knowledge (Region: Caribbean, Spanish Main or Guyana) roll will yield little information about the area described in the letter. A Critical or Special success will reveal that the islands in that area are frequented by savages from the mainland who are rumored to be cannibals. A Regular success reveals that there are several islands along the Guyana coast and the area is sparsely settled. A Failure results in no information, whereas a fumble yields that the area is uninhabited and completely wild.

## ACT TWO: RACE ACROSS THE WAVES

---

The PC's are not the only ones to find the message. Three other bottles were tossed into the sea, and one was picked up by Captain Robertson of the Fair Chase. Robertson is a cunning and brutal man, given to using violence to solve disputes. He is also quite fond of his own hide, and will not take risks that can get him killed (though risking his crew's safety and well being is another thing).

On the day the PC's leave Port Royal, they spot another ship also leaving. It is a small sloop,

heavily armed and obviously either a privateer or pirate. Close examination reveals it to be the Fair Chase captained by Timothy Robertson, an English privateer and smuggler. In the first few days of the voyage, the Fair Chase can be seen several miles away from the PC's ship. Successful Knowledge (Streetwise) or appropriate Knowledge (Region) checks will reveal information about Captain Robertson and his ship. A Special or Critical Success yields Captain Robertson's full story (see Appendix One: NPC's), as well as the crew and armament of the Fair Chase. A Success yields the following information: Captain Robertson is known as a ladies' man, a gambler, and the sort of man who leads from the rear. The Fair Chase mounts fifteen or so guns and has a crew of forty or so men. A failure yields no information, whereas a fumble reveals the Captain Robertson is a known coward and braggart and the Fair Chase is an armed merchant man.

The PC's are in a race to the islands. It takes twenty-five days to sail from Port Royal to the Las Islas de los Muertos. Both the PC's and Captain Robertson should make Navigate and Pilot (sailing ship) checks. Three successful (difficult) Navigate skill check will allow a course to be plotted to the approximate coordinates given in the message. A Fumble on a roll will result in the PC's ship becoming lost in the islands off the Spanish Main. A Failure merely gets the party off course, though they can correct with a subsequent roll. In this case, they lose 1d6 days. A Normal Success places them in the general area. Special success cuts travel time by 1d4 days, while a Critical success results in an arrival at Las Islas de los Muertos in 1d8+3 days fewer days.

Three successful (average) Pilot (sailing ship) skill checks are also needed to steer to the island. A fumble results in very poor sailing and damage to the ship (2d10). A Failure on any check gets the ship into some trouble, but no damage. In this case lose 1d4 days of travel and try again. A Normal success allows them to

make good time. Special success cuts this time by 1d4 days, while a Critical success results in an arrival at Las Islas de los Muertos in 1d8+3 fewer days.

Captain Robertson is aiming to beat the PC's to the island and will not engage their ship unless they take threatening actions. If an engagement occurs, the Fair Chase attempts to evade or fire briefly to disable the PC's ship. Captain Robertson does not wish to risk his ship or his life in a running battle with equally matched opponents.

## ACT THREE: ON LA ISLA DE LOS MUERTOS

---

Las Islas de los Muertos is a pair of Islands that lay off the Guyana Coast (see map one). The main island (La Isla Grande de los Muertos) is a low lying rocky formation running approximately west southwest to east northeast. It is seven miles long and one and a half miles wide. A rocky ridge rises one hundred feet high and runs along the spine of the island. The central ridge is very steep and forms a razor back along its top. The whole island is dotted with limestone caves of varying size, the largest being Old Sam's Grotto, described below. The ridge slopes towards the western end of the island and forms a near vertical drop off at the far eastern end.

At the far western end of the Isla Grande is a large protected lagoon behind a coral reef. The lagoon is large enough to safely house several ships, if any could find the way over the reef. The reef cuts off the lagoon from the sea, save at high tide when three feet of water washes over the reef. The Sweet Christine wrecked on this reef and her wreck can be found in the lagoon. Old Sam has long since stripped anything of

value off the wreck and the remains have been heavily battered. A search of the wreck will reveal that it is the Sweet Christine, a buccaneer out of Port Royal thought lost fifteen years ago.

Along the northeastern end of Isla Grande, several small creeks run off of the central ridge and form a mass of sand bars and larger sand islands. A skilled helmsman could navigate these shoals and find a shallow but secure anchorage behind them. On the northwestern edge of the island is a long sandy beach that faces the Caribbean. Although not a protected anchorage, it does provide a break in the steep cliffs that ring much of the island. There is also a beach on the southwestern edge that lies across from the smaller island. This provides some protection and an easy landing site.

Off the southwestern edge lies a smaller island (La Isla Baja de los Muertos). This island is little more than a roughly circular rocky outcrop half a mile in diameter that reaches seventy-five feet in height. Its summit is a bowl shaped depression named Sacrifice Peak. It is here that the Kalinke take their most esteemed prisoners to be ritually executed. The Isla Baja is also ringed by steep cliffs, save for a small inlet and cove on the southeast side. This cove, named Captive Cove on the map, has a very narrow entrance that is only fifteen feet across. The cove itself is shallow (four feet at the deepest) and small (one hundred and forty feet across).

Both islands are heavily overgrown with thick jungle. Small monkeys caper in the trees and wild boars root in the underbrush. A profusion of tropical birds, macaws, toucans, parrots and caciques flutter about the trees. Iguanas bask on the rocks, and snakes slither across the jungle floor. The surrounding waters are rich in fish, crabs, lobster and sea turtles. Several springs broach from the uplands and flow in creeks to the sea. The climate is warm and humid, with near daily rainfall, especially in the early summer. Afternoon breezes provide some relief from the heat and humidity. A person



could live here quite comfortably for years, in fact, one has.

## ACT FOUR: THE TREASURE AND THE 'MAIDEN'

The PC's may or may not arrive at the islands before the Fair Chase. When Captain Robertson arrives, he will anchor off the north beach and begin scouting the interior. Thirty men will be left on board the Fair Chase and he will take twenty with him. If the PC's beat him to the islands, he will anchor away from them and seek to set up an ambush. Assume the lowest hide skill amongst his crew is 45% (modified for cover and preparation).

Chalo and his band of ten warriors are already on Isla Baja executing prisoners and will seek to reconnoiter the interlopers and either ambush them on a trail or raid their camp (assume a hide of 70% modified for cover and preparation). If the PC's ship is left unattended, expect Captain Robertson or Chalo to perform a cutting out, in other words steal it.

Eventually, the PC's will draw the attention of Old Sam. The sight of two parties of strangers plus the Kalinke will completely unhinge the poor man. Hopes of rescue and fear of attack will war within his damaged psyche. As the intruders approach his grotto, he will set up his defenses, a variety of cunning traps, and load his firearms.

The grotto is a small group of limestone caves at the base of the Central Ridge. They are low, not more than eight feet at the most and slightly damp. There is an opening in the ceiling of the main room that lets a small stream fall, forming a pool. The caves are lit by rendered fat dish lanterns placed in niches. See map two,

Old Sam's grotto for information concerning the location of traps and Old Sam's defenses.

Old Sam will fire on the first person to breach his outer ring of traps. He will continue to fire until someone gets inside his grotto. At that point he screams and run into the back area. Unless stopped, he will unlock a chest containing the wedding dress and quickly throw it on. Once in the dress, he 'becomes' Mary Freewater and will expect to be treated as a fine lady. His rescuers will be greeted by a falsetto and many thanks, at least until they act violently. At which point Old Sam will randomly switch between himself, Mary Freewater and King Philip IV of Spain. Roll 1d6, on a 1-3 he is Old Sam, on a 4-5 Mary Freewater, on a 6 King Philip.

To calm Old Sam, the PC's will need to enter his madness and play along. Mary Freewater wants to be rescued and treated with kindness, even a bit of chivalry. King Philip IV of Spain expects to be obeyed, will fight to defend himself, and will only surrender to someone who can convince him they are of noble birth. Old Sam, when himself, will respond well to anyone who represents authority (officers, captains, English aristocrats, Anglican ministers).

### Sample Dialogues for Old Sam and Friends:

#### Old Sam:

*"You can't have it back, no way, its mine."*

*"Get away you dons, get away."*

*"Old Sam won't be caught alive!"*

*"Captain Horn, is that you?"*

*"My my eyes, me lads have come to save me."*

*"You seem like a right ready gent, who ye be?"*



**Mary Freeswater:**

*“Help, help, these men are trying to ravage me!”*

*“I may be just a weak woman, but my heart is strong and I will resist you!”*

*“You are a dashing young man, you remind me of my Samuel.”*

*“You’ve come in time; those savages want to eat me.”*

**King Philip IV of Spain:**

*“Back, back you varlets, for my royal person shall not be impinged.”*

*“You there, bring me my pistols and my wine.”*

*“I will cut down the first Englishman who enters this place.”*

*“You sir are an honorable man, to you I may yield my sword.”*

Use the appropriate skill given the situation. Difficult Fast Talk, Persuade, and Command rolls can be used. Successful Etiquette (for Mary Freeswater and King Philip) and Status (for all personalities) rolls will lend 1/10th of their skill to subsequent fast talk, Persuade, and Command rolls. King Philip will only respond to Spanish, whereas the other two speak only English. Modify these rolls based on the PC’s actions and choice of words, giving a 5-15% bonus for good planning and role playing.

Five consecutive successes with the same personality will convince him or her that the PC’s are there to rescue him, or her. Refer to the following table for results of skill rolls to placate Old Sam et. al. At that point the dominate personality will be very thankful and ask the PC’s if they have the key and will take him or her off the island. The key fits a small chest that contains a map showing the location of the treasure of the

Sweet Christine. The treasure consists of twenty thousand British pounds worth of Spanish coin and gold bars. They can then retrieve the treasure, finish up any loose ends left on the island and depart.

Level of Success	Old Sam	Mary Freeswater	King Philip IV of Spain
Critical	Counts as three successes	Counts as three successes	Counts as three successes
Special	Counts as two successes	Counts as two successes	Counts as two successes
Normal	Counts as one success	Counts as one success	Counts as one success
Failure	Negates successes with this personality, start over	Negates successes with this personality, start over	Negates successes with this personality, start over
Fumble	Tries to escape, using the maximum amount of force at his disposal	Runs screaming away from the intruders	Flies into a rage and attacks the nearest intruder

## ACT FIVE: CHARTING A NEW COURSE

Depending on the outcome of their rescue mission, the party has several options for continuing adventure. They have no doubt incurred the enmity of Captain Robertson and the crew of the Fair Chase. They also may have angered



the Kalinke people, but their reach is short. Woe to the poor pirate who falls into their clutches, however.

Killing Old Sam is a practical choice, if not the most moral. Old Sam does have some former shipmates and friends in Port Royal who will not take kindly to his murder. Sending Old Sam back to England for treatment may be a fate worse than death given the lack of medical knowledge at the time. Keeping him as a ship's mascot could be useful, as he may have clues to other treasures or vital information rattling around in his head.

The treasure of the Sweet Christine will provide the party with rum and wenches to last several months. It also could be used to purchase or upgrade a ship, but a plantation or any number of uses that a vast fortune can be put to. Wise game masters will seek ways to take this loot away if it threatens to upset the balance of the game. Thefts, impoundment by authorities, wild gambling, or just lost in a month long bar crawl are all good options. Don't forget, Captain Robertson will want to get his hands on the booty as well, and if he or his crew survives, the PC's may be marked men.

## APPENDIX ONE: NPC'S

---

**Captain Timothy Robertson**, Master of the Fair Chase

STR 12    CON 14    SIZ 15    INT 15    POW 10

DEX 14    APP 14

Move: 10

**Hit Points:** 15

**Damage Bonus:** +1d4

**Armor:** none, on shore Robertson wears a steel cuirass for 6 points

**Attacks:** Pistol 60% (1d6+1, impaling)

Knife 45% (1d4+2+1d4, impaling)

Small Sword 75% (1d6+1+1d4, impaling)

Fist 35% (1d3+1d4, crushing)

**Skills:** Artillery 30%, Bargain 45%, Brawl 35%, Climb 70%, Command 65%, Dodge 50%, Fast Talk 60%, Fine manipulation 60%, Gaming 45%, Grapple 35%, Insight 70%, Jump 45%, Knowledge (Region: Caribbean) 50%, Language (Spanish) 50%, Language (English) 55%, Listen 45%, Literacy (English) 55%, Navigate 50%, Perform (Sea Shanties) 25%, Pilot (Ship) 65%, Sense 30%, Sleight of Hand 35%, Spot 50%, Swim 45%, Throw 50%

**Equipment:** Captain Robertson carries two braces of pistols, a silver chased small sword, and 28 pieces of eight. Additionally he has a trained monkey and very gaudy clothes.

**Description:** Captain Robertson is an average built, dark haired and dark eyed man in his early thirties. His eyes sparkle, though with mischief or joy is hard to tell. Robertson effects fine manners, though he really doesn't have any.

**Captain Robertson's Story:** Timothy Robertson was born in 1650 to a seafaring family from Plymouth, England. His parents were strict Calvinists and had sided with the Parliamentarians during the Civil War. Timothy rebelled against his strict upbringing and at the age of sixteen ran away to the sea. Finding work aboard merchantmen to be too taxing, Robertson fell in with some smugglers, and eventually, privateers. Through luck, guile and a few choice betrayals, Robertson eventually acquired a ship and crew.

Captain Robertson fancies himself a gentlemanly rogue and scoundrel. He is one for the ladies or a throw of the dice (he cheats). Although not a coward, he prefers to avoid a fight that is not heavily tilted in his favor. Aboard the Fair Chase, Robertson maintains discipline through a winning personality and the use of brutal punishments.

## Crew of the Fair Chase

STR 14    CON 15    SIZ 13    INT 11    POW 10

DEX 14    APP 13

**Move:** 10

**Hit Points:** 14

**Damage Bonus:** +1d4

**Armor:** none

**Attacks:** Pistol 50% (1d6+1, impaling)

Musket 40% (1d10+4, impaling)

Grenadoe \* 50% (2d6/ 4 meters, knockback)

Boarding Pike 55% (1d8+1+1d4, impaling)

Knife 45% (1d4+2+1d4, impaling)

Cutlass 55% (1d8+1+1d4, bleeding)

Fist 50% (1d3+1d4, crushing)

**Skills:** Artillery 30%, Brawl 50%, Climb 80%, Craft (Carpentry) 55%, Dodge 40%, Fine manipulation 45%, Gaming 35%, Grapple 50%, Jump 45%, Knowledge (Region: Caribbean) 40%, Language (Spanish) 40%, Language (English) 50%, Listen 45%, Navigate 50%, Perform (Sea Shanties) 45%, Pilot (Ship) 35%, Sense 30%, Sleight of Hand 35%, Spot 50%, Swim 45%, Throw 50%

**Equipment:** All are armed with a knife and a cutlass. Of the shore party sent to the island, 5 have muskets, 10 have a brace of pistols and 5 have boarding pikes. 8 grenadoes are scattered amongst the party. No single crewman will have more than 1d8 pieces of eight on him.

\*Treat a grenadoe as a high explosive grenade. On a fumble the grenadoe goes off in the throwers hands.

**Description:** The crew of the Fair Chase are a motley and scurvy band of pirates. They are the dregs of Port Royal, Havana, Tortuga and other ports. They are dressed in castoffs and old clothes. In general, they present a menacing but bedraggled image.

## The Fair Chase

The Fair Chase is a converted merchant sloop in poor condition. Her captain and crew are lazy and have not attended to the minor repairs and cleaning that they should. As a result, her hull is infested with teredo worms and barnacles, slowing her.

Length: 120 feet

**Beam:** 98 feet

**Draft:** 15 feet

**Rated Speed:** 3

**Handling:** -5%

**ACC:** +/- 1

**MOV:** 20

**Armor:** 10/-

**SIZ** 98

**HP:** 90

**Crew:** 50 (fifteen needed to run the ship, ten as skeleton crew)

**Passengers:** none, room for 8

**Cargo:** 80

**Armament:** 20 cannon (ten per broadside) DMG 4d8 crushing, Rate 1/5, RNG 8,000, Crew 3, Mal 99-00. 6 swivel guns (3 per broadside, two stern and aft) DMG 5d6/3d6/1d6 impaling, Rate 1/3, RNG 20/30/50, Crew 1, Mal 99-00. Treat swivel guns as large shotguns using the artillery skill with a base chance of 30%.

**Ship's boats:** one long boat capable of carrying fifteen men or two tons of cargo.

## Warchief Chalo of the Kalinke

STR 17    CON 17    SIZ 12    INT 11    POW 12

DEX 15    APP 9

**Move:** 10

**Hit Points:** 15

**Damage Bonus:** +1d4

**Armor:** 3 points hide and bone breastplate, bone helmet

**Attacks:** Chief's Warclub 65% (2d8+1d4, bleeding)

Knife 55% (1d3+1+1d4, impaling)

Fist 55% (1d3+1d3, crushing)

**Skills:** Brawl 55%, Climb 60%, Command 55%, Craft (Wood Carving) 25%, Dodge 45%, Grapple 55%, Hide 45%, Jump 55%, Knowledge (Region: Spanish Main) 40%, Language (Kalinke) 50%, Listen 55%, Navigate 55%, Perform (Ritual Dances) 55%, Pilot (Canoe) 55%, Sense 50%, Spot 65%, Stealth 45%, Swim 45%, Throw 50%, Track 60%

**Equipment:** Chalo carries an especially nasty looking warclub spiked with shark's teeth and sharp bits of bone. He wears ceremonial armor made from whale bones that provides protection to his chest and head. He also carries a knife and ritual mementos from



previous battles.

**Description:** Chalo is a very strongly built dark skinned man in his prime. He wears his ceremonial armor and is covered in tattoos, and black and white war paint. His head is shaved and covered in an intricate pattern of tattoos.

**Chalo's Story:** Chalo was born to a lesser wife of the previous warchief of the Kalinke. He rose from somewhat humble beginning thanks to his physical strength, his bravery and his steadfast loyalty to his people's traditions. Although he would not admit this to anyone, he is deathly afraid of spirits and ghosts. He will not approach the larger island unless forced to due so. The sight of foreigners on either island will incite him to lead at least a raid, possibly a full attack. He does not have many warriors available at the moment, but can return to his home village and recruit an additional thirty.

### Gli Gli, Shaman of the Kalinke

STR 12    CON 16    SIZ 9    INT 15    POW 15

DEX 15    APP 8

**Move:** 8

**Hit Points:** 13

**Damage Bonus:** none

**Armor:** 1 point hides

#### Attacks:

Knife 35% (1d3+1, impaling)

Fist 35% (1d3, crushing)

Staff 65% (1d8, crushing)

**Skills\*:** Brawl 35%, Climb 40%, Craft (Wood Carving) 25%, Dodge 35%, First Aid 65%, Grapple 35%, Hide 25%, Insight 45%, Jump 35%, Knowledge (Folklore: Kalinke) 65%, Knowledge (Natural History) 65%, Knowledge (Region: Spanish Main) 60%, Language (Kalinke) 60%, Language (Spanish) 45%, Listen 55%, Medicine 65%, Navigate 50%, Perform (Ritual Dances) 65%, Persuade 65%, Pilot (Canoe) 35%, Sense 50%, Spot 65%, Stealth 30%, Swim 45%, Throw 50%

\* If you wish to use powers in this adventure, add the following Sorcery Spells: Bird's Vision, Fury, Muddle

**Equipment:** Gli Gli is armed with a knife and his ceremonial staff. Like the rest of the Kalinke, he pos-

sesses various ritual objects.

**Description:** Gli Gli is a small darkly skinned man in his late twenties, though he appears older. His flesh is covered in tattoos and garish paint, his ears, lips and nose are pierced with coral spikes. Gli Gli's hair is greased and shaped into spikes.

**Gli Gli's Story:** Gli Gli is Chalo's younger half brother. An injury in childhood has left him with a maimed leg and a limp. Gifted with visions, Gli Gli became the apprentice to his village's shaman. Although he possesses a profound belief in his people's religion, Gli Gli is not above using his brother's fear of the supernatural to manipulate him. Gli Gli dreams of being the power behind the throne. He has heard rumors of the white people's weapons and their strange and dangerous beliefs. From Spanish colonists his brother captured, Gli Gli has learned some Spanish and some of the white man's secrets. He does not want to see his people slaughtered or turned from their traditions like other villages have, but also wants to have the power that white men wield. He will encourage his brother to venture to the haunted larger island and raid.

### Kalinke Warriors

STR 15    CON 16    SIZ 10    INT 11    POW 12

DEX 15    APP 9

**Move:** 10

**Hit Points:** 13

**Damage Bonus:** +1d4

**Armor:** 1 point hides

**Attacks:** Short Spear 50% (1d6+1+1d4, impaling)

Short Spear Thrown 50% (1d6+1+(1d4/2), impaling)

Warclub 50% (1d8+1d4, crushing)

Knife 50% (1d3+1+1d4, impaling)

Fist 50% (1d3+1d4, crushing)

Self Bow 50% (1d6+1+(1d4/2), impaling)

**Skills:** Brawl 50%, Climb 60%, Craft (Wood Carving) 25%, Dodge 35%, Grapple 50%, Hide 35%, Jump 50%, Knowledge (Region: Spanish Main) 40%, Language (Kalinke) 50%, Listen 55%, Navigate 50%,

Perform (Ritual Dances) 45%, Pilot (Canoe) 55%, Sense 50%, Spot 65%, Stealth 30%, Swim 45%, Throw 50%, Track 40%

**Equipment:** All are armed with a knife, eight of the Kalinke are armed with a pair of short spears, three have self bows, and the remaining two have war clubs. The remainder of their possessions consists of trinkets, beads, shells, and other decorative items. They have three large canoes amongst them.

**Description:** The Kalinke warriors are small dark men ranging in age from their late teens to their mid thirties. They are a fearsome sight, their bodies adorned with war paint, piercings, grisly trophies and fetishes.

## Old Sam/ Mary Freeswater/ Amoro Pai (The White Ghost)/ Philip IV, King of Spain

STR 14    CON 18    SIZ 9    INT 12    POW 10

DEX 13    APP 8

**Move:** 10

**Hit Points:** 14

**Damage Bonus:** none

**Armor:** 1 point hides

**Attacks:** Pistol 50% (1d6+1, impaling)

Musket 65% (1d10+4, impaling)

Knife 45% (1d4+2, impaling)

Cutlass 65% (1d8+1, bleeding)

Fist 50% (1d3, crushing)

**Skills:** Artillery 30%, Brawl 50%, Climb 80%, Craft (Carpentry) 55%, Craft (Cunning traps) 55%, Dodge 65%, Fine manipulation 45%, Gaming 35%, Grapple 50%, Hide 75%, Jump 45%, Knowledge (Natural History) 45%, Knowledge (Region: Caribbean) 95%, Knowledge (Region: Guyana Coast) 65%, Language (Spanish) 40%, Language (English) 50%, Listen 45%, Navigate 75%, Perform (Sea Shanties) 45%, Pilot (Ship) 60%, Sense 30%, Sleight of Hand 35%, Spot 75%, Stealth 65%, Swim 45%, Throw 50%, Track 45%

**Equipment:** Old Sam has three cutlasses, several knives, two axes, ten working muskets, five pistols and enough powder and shot for fifty rounds. He also has several small cannons spaced around his grotto, but not enough powder to fire them. He is dressed in rags and animal skins, save when he descends into madness and don's a white wedding dress, now yel-

low with age.

**Description:** Old Sam is a wizened and sun baked man in his late sixties. Life on the island has been hard on him and his body is a tightly packed mass of muscle and bone. Grey hair frames a face at times regal, at others crazed. A fierce fire burns in his pale blue eyes.

**Old Sam's Story:** Old Sam was once known as Samuel Parsons, the helmsman of the Sweet Christine. After taking the Spanish treasure galleon Nuestra de Esperanza, the Christine sought a place to hide out and repair their ship. Caught by a late season storm, she was blown onto the reef of La Isla Grande de los Muertos. The ship broke up and only Old Sam made it to shore. He then set about salvaging the wreck and building his fortress grotto. Old Sam then transferred the treasure to shore and buried it, hoping to reclaim it when rescued.

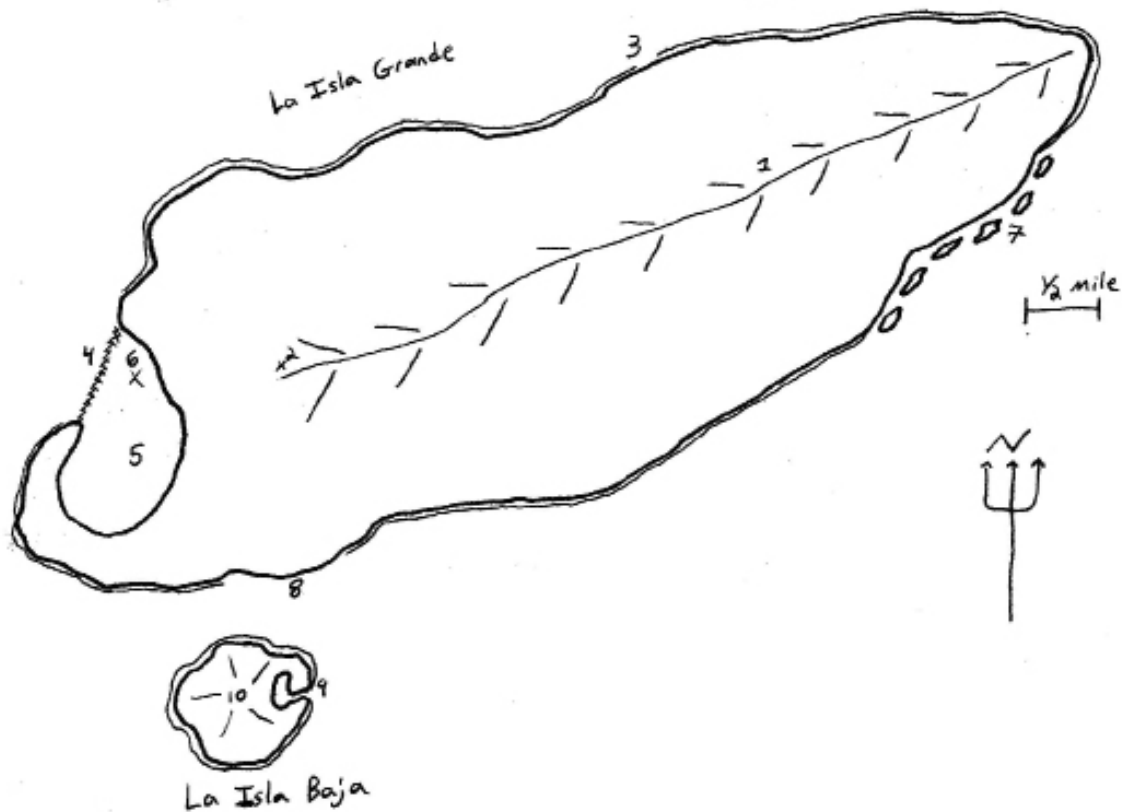
Over the past fifteen years, Old Sam has been driven to madness by isolation and guilt over the death of his friends. At times he believes himself to be someone else, a friend from the past, his fiancée Mary Freeswater, or even the King of Spain. Old Sam talks to himself, often carrying on full conversations. When believing to be Mary, he puts on a yellowed wedding dress that he stole off the Nuestra de Esperanza. It was in one of these fits that he wrote and sent out the messages. At other times he wears the dress and howls around the island, giving rise to the Kalinke belief that a strange white ghost haunts the main island.

## APPENDIX TWO: MAPS

### Key to Map One: Las Islas de los Muertos

- 1) The Central razor Back Ridge

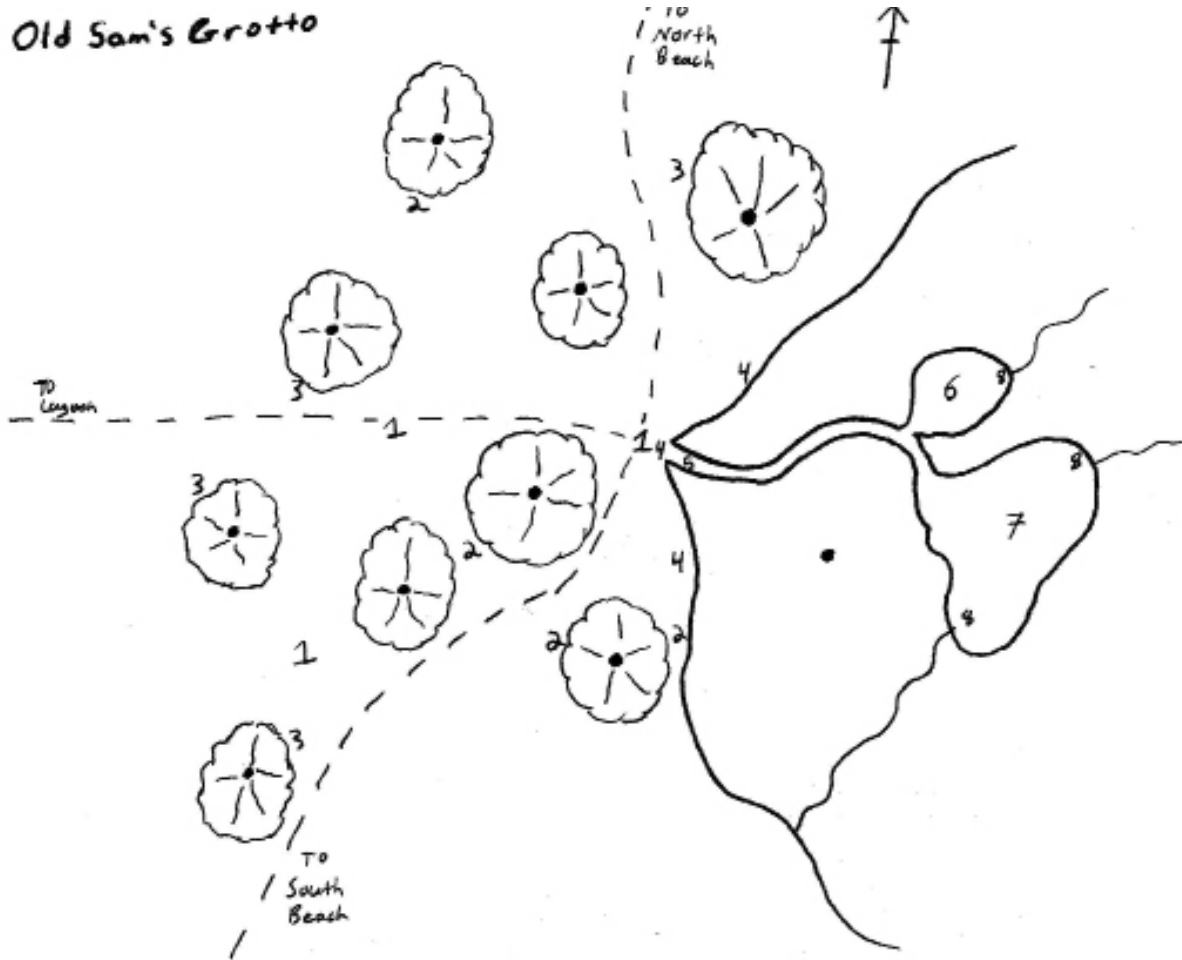




- 2) Old Sam's Grotto
- 3) North Beach
- 4) The Reef
- 5) The Lagoon
- 6) The Wreck of the Sweet Christine
- 7) Sand Islands
- 8) South Beach
- 9) Captive Cove
- 10) Sacrifice Peak

### Key to Map Two: Old Sam's Grotto

- 1) **Pit Trap:** This cunning trap is a covered pit that drops its victims onto wooden spikes. An Average Spot check to find, Average Agility roll to avoid. Inflicts 1d8 damage, impaling.
- 2) **Swing Trap:** This clever trap is a trip wire sprung sharpened pole that swings out of the trees to impale the unwary. . An Average Spot check to find, Average Dodge roll to avoid. Inflicts 1d8 damage, impaling.
- 3) **Deadfall Trap:** This crafty trap is a trip wire sprung bundle of wood that falls onto the unfortunate. . An Average Spot check to find, Average Dodge roll to avoid. Inflicts 1d10 damage, crushing.
- 4) **Cannon:** These cannon are rusted, yet menacing.
- 5) **Entrance:** The entrance to the grotto is narrow and short, requiring one to pass at half movement.
- 6) **Store Room:** This 9' by 5' room contains food, power and other supplies.
- 7) **Main Room:** This large 25' by 30' cave is where Old Sam spends most of his time. The room contains a straw bed, several chests, a broken dressing mirror, weapons, and assorted junk.
- 8) **Escape Tunnel:** These tiny tunnels have been chipped out of the limestone. They lead to hidden exits in the jungle near the



grotto. Anyone larger than SIZ 10 would not be able to crawl through these narrow, unlit passages.

**Hit Points:** 12

**Damage Bonus:** none

**Armor:** none

**Attacks:** Pistol 60% (1d6+1, impaling)

Small Sword 45% (1d6+1, impaling)

Fist 25% (1d3, crushing)

**Skills:** Brawl 25%, Climb 50%, Dodge 48%, Hide 10%, Insight 5%, Jump 25%, Language (English) 85%, Language (Spanish) 80%, Language (Latin) 80%, Listen 50%, Status 55%, Spot 50%, Knowledge (Natural History) 76%, Knowledge (Region: Caribbean) 55%, Navigate 90%, Stealth 10%, Swim 30%

**Equipment:** Layton dresses as befits a gentleman of some station, wearing a coat, doublet, breeches, stockings, hat and wig. He carries a plain small sword and a brace of pistols. Of greater importance to Layton, are his navigational instruments and specimen collecting jars.

**Wealth;** Average

## APPENDIX THREE: PRE-MADE CHARACTERS

**Thomas Layton**, 30yr. old English Explorer, the Revenge's navigator

STR 10    CON 12    SIZ 11    INT 17    POW 10

DEX 14    APP 10

Move: 10

**The King, the Maiden and the Mad Man...**

**Description:** Thomas is a dapper man of some means. He carries himself with the air of someone for whom life is generally good. He has sandy blond hair, blue eyes and perpetually sun burned skin.

**Thomas Layton's Story:** Thomas Layton is from a family that managed to weather the end of the English Civil War, the Protectorate and the Restoration in comfort. Thomas was educated at Oxford with the intent to enter the ministry. Seeing the corruption and feuds that dominated British religious life of his day, he instead went into business as an agent for a contract merchant. Repeated journeys to the New World changed Layton, steering him towards the study of Natural History.

On one of his excursions, his ship was attacked and captured by French pirates. The pirates were in turn attacked by the Revenge. The Revenge's navigator was killed in the action, and Captain Don Hongo offered Thomas the position. Layton found that he could increase his fortune and continue his research with fewer interruptions as a gentleman adventurer, and readily accepted.

**Don Ernesto Hongo**, 55 yr. old Spanish Soldier, Captain of the Revenge

STR 15    CON 18    SIZ 10    INT 12    POW 10

DEX 15    APP 12

**Move:** 10

**Hit Points:** 14

**Damage Bonus:** +1d4

**Armor:** none, when ashore Don Hongo wears a steel cuirass for 6 points

**Attacks:** Pistol 70% (1d6+1, impaling)

Small Sword 85% (1d6+1+1d4, impaling)

Fist 40% (1d3+1d4, crushing)

**Skills:** Artillery 44%, Brawl 40%, Climb 40%, Command 70%, Dodge 40%, First Aid 20%, Hide 10%, Insight 36%, Jump 25%, Language (English) 40%, Language (French) 40%, Language (Spanish) 60%, Listen 25%, Status 35%, Spot 25%, Knowledge (Region: Caribbean) 60%, Navigate 30%, Stealth 10%, Strategy 60%, Swim 25%

**Equipment:** Don Hongo dresses as appropriate for a private captain, though he is not as fancy as Thomas Layton. He eschews wearing a wig, and dresses very somberly in blacks and grays. His small sword is gilt and sports a ruby in the pommel. In combat he wears an ornate cuirass and carries two braces of pistols. His other possessions consist of an armed sloop, the Revenge, mementos of his family, and a small amount of coin.

**Wealth:** Average

**Description:** Don Hongo has the carriage and demeanor of a Spanish grandee. An air of authority surrounds him, as does a lingering cloud of melancholy. He has black hair and blue eyes, olive skin and curly hair.

**Don Ernesto Hongo's Story:** Don Ernesto Vargas Maria de Hongo was a Spanish nobleman and soldier who served his country well during the Thirty Years War. He fought in the Netherlands and in France, supporting the cause of the Hapsburgs. However, he and his family were Sephardic Jews. They kept their religion secret to avoid arrest by the Spanish government. In 1649, they were outed and most of Don Hongo's family was killed. He was stationed in Caracas at the time, and upon receiving the news, fled Spanish territory. He eventually made his way to Hispaniola and fell in amongst the Buccaneers there. Turning to a life of piracy, Don Hongo sought vengeance against the country that had turned against him.

Seeking legitimacy, he has taken letters of marque from the English, French and Dutch. Currently, peace has brought an end to privateering, though Don Hongo continues his private war with Spain.

**David**, 28 yr. old Haitian Sailor, First Mate of the Revenge

STR 18    CON 18    SIZ 21    INT 11    POW 10

DEX 12    APP 10

**Hit Points:** 20

**Damage Bonus:** +1d6

**Armor:** none

**Attacks:** Pistol 45% (1d6+1, impaling)





Cutlass 75% (1d8+1+1d6, bleeding)

Fist 55% (1d3+1d6, crushing)

**Skills:** Artillery 65%, Brawl 55%, Climb 60%, Command 50%, Dodge 47%, First Aid 11%, Grapple 45%, Hide 10%, Insight 5%, Jump 25%, Language (English) 45%, Language (French) 55%, Listen 25%, Status 15%, Spot 55%, Navigate 40%, Pilot (Boat) 26%, Pilot (Sailing Ship) 75%, Stealth 10%, Swim 25%

**Equipment:** In battle David carries a cutlass and a brace of pistols. He dresses as a common sailor, though with no jewelry save a gold cross. In his sea chest is a battered bible and a bag containing 250 pieces of eight.

**Wealth:** Average

**Description:** David is a giant of a man with an open smile and friendly eyes. His dark face is surmounted by close cropped curly hair. David's friendly demeanor is often broken when he bellows orders or sinks into a rare melancholy when troubled by memories of his slavery. His foes see only a fierce grimace and a burning rage.

**David's Story:** David was born a slave on the island of Hispaniola. At the age of seventeen he escaped and ran into the wild interior of the island. There he eked out a slim existence until found by a group of buccaneers hunting boars. They took the nearly dead David back to their camp, and in time made him part of their crew. It is amongst the buccaneers that David found religion, and he is a steadfast protestant. Although the life of a pirate does not mesh with his faith, he does seek some solace in that with Don Hongo, he is attacking Catholic Spanish ships.

David is a stern and taciturn man with a soft spot he tries to cover up. The crew respects him and readily follows his orders. As first mate, David often finds himself as the buffer between the aristocratic Don Hongo and the baser crew members. Many times crew members have been saved by David's great strength and hardiness, or found a few extra coins from him when they needed it. David hopes to accumulate enough money to return home and buy his family out of bondage, and until then he may reform one or two of the Revenge's rougher crew.

**Aveline Fournier**, 22 yr. old French Sailor, the Revenge's Boatswain

STR 15    CON 15    SIZ 10    INT 13    POW 10

DEX 16    APP 10

**Move:** 10

**Hit Points:** 13

**Damage Bonus:** +1d4

**Armor:** none

**Attacks:** Pistol 50% (1d6+1, impaling)

Cutlass 75% (1d8+1+1d6, bleeding)

Fist 40% (1d3+1d6, crushing)

**Skills:** Artillery 55%, Brawl 40%, Climb 60%, Command 45%, Craft (Carpentry) 45%, Dodge 38%, First Aid %, Grapple 50%, Hide %, Insight 50%, Jump %, Language (English) 40%, Language (French) 65%, Listen %, Status 15%, Spot 50%, Navigate 40%, Pilot (Boat) 65%, Stealth %, Swim 50%

**Equipment:** Aveline carries a brace of pistols and a cutlass. She dresses in normal sailor's clothes. In her sea chest is 45 pieces of eight and a small gold locket with a silhouette of a young man.

**Description:** Aveline is a small dark haired and dark eyed woman in her early twenties. A hard life has browned her skin and toughened her demeanor. She dresses as a common sailor and eschews any womanly touches. Aveline trusts few people save for the crew of the Revenge.

**Aveline Fournier's Story:** Aveline was a fisherman's daughter from Marseille who ran away with a young man, Gaston Sully. Gaston proved to be neither true nor honest, and abandoned Aveline in Brest. Lost in a strange and unknown town, penniless, and with no one to turn to, Aveline feared the worst. She stole some clothes and began dressing as a boy. Soon she found work mending nets. One day, she was pressed ganged by the French navy. Her secret was safe until a midshipman she was wounded. Fearing that this would place her at the mercy of the less savory members of the crew, she fled to Port Royal. There she sought what work she could, and soon was hired by Don Hongo. Although her sex is well known amongst the crew, any



romantic intentions they feel are drowned by Aveline's fiery temper and skill with a sword.

## The Crew of the Revenge

STR 14    CON 15    SIZ 13    INT 11    POW 10

DEX 14    APP 13

**Move:** 10

**Hit Points:** 14

**Damage Bonus:** +1d4

**Armor:** none

**Attacks:** Pistol 50% (1d6+1, impaling)

Musket 40% (1d10+4, impaling)

Grenadoe \* 50% (2d6/ 4 meters, knockback)

Boarding Pike 55% (1d8+1+1d4, impaling)

Knife 45% (1d4+2+1d4, impaling)

Cutlass 55% (1d8+1+1d4, bleeding)

Fist 50% (1d3+1d4, crushing)

**Skills:** Artillery 30%, Brawl 50%, Climb 80%, Craft (Carpentry) 55%, Dodge 40%, Fine manipulation 45%, Gaming 35%, Grapple 50%, Jump 45%, Knowledge (Region: Caribbean) 40%, Language (Spanish) 40%, Language (English) 50%, Listen 45%, Navigate 50%, Perform (Sea Shanties) 45%, Pilot (Ship) 35%, Sense 30%, Sleight of Hand 35%, Spot 50%, Swim 45%, Throw 50%

**Equipment:** All are armed with a knife and a cutlass. In the master gunner's locker is: 10 muskets, 10 brace of pistol, 6 boarding pikes and 12 grenadoes.

\*Treat a grenadoe as a high explosive grenade. On a fumble the grenadoe goes off in the throwers hands.

**Description:** The crew of the Revenge are well fed and well paid. They sport a variety of flashy clothing and jewelry, most taken from Spanish merchants and galleons.

## The Revenge

The Revenge is an armed sloop, originally a British sloop of war. Though a small ship, she packs a punch and is very nimble. Her decks are kept clear and her bottom soundly scraped.

**Length:** 110 feet

**Beam:** 95 feet

**Draft:** 13 feet

**Rated Speed:** 3

**Handling:** -

**ACC:** +/- 1

**MOV:** 22

**Armor:** 10/-

**SIZ** 95

**HP:** 95

**Crew:** 40 (fifteen needed to run the ship, ten as skeleton crew)

**Passengers:** none, room for 8

**Cargo:** 80

**Armament:** 18 cannon (nine per broadside) DMG 4d8 crushing, Rate 1/5, RNG 8,000, Crew 3, Mal 99-00

10 swivel guns (4 per broadside, two stern and aft) DMG 5d6/3d6/1d6 impaling, Rate 1/3, RNG 20/30/50, Crew 1, Mal 99-00. Treat swivel guns as large shotguns using the artillery skill with a base chance of 30%.

**Ship's boats:** two small rowboats capable of carrying eight men or one ton of cargo.

# The Guns of Nero's Rome

---

BY MICHAEL SIVERLING

There is a war that rages unseen all around us, a war whose ultimate weapon is the ability to travel through time itself. One faction of this temporal conflict, the Alphas, salvage warriors from all the myriad battlefields of yesterday, today and tomorrow to spend their 'second lives' fighting throughout eternity as: the Beta Team.

Background: Every Beta Team Agent remembers their recruitment (known as a 'Valkyrie Mission'). Alone, wounded or dying in the aftermath of a battle, the last thing they recall is a bright light in the sky, and an oddly accented voice asking them if they wanted to live? The next thing they knew, they awoke in the 'afterlife'. But it was an afterlife that none could ever have imagined.

## WELCOME TO ASGARD

---

The headquarters of the Beta Team is Asgard Base, an asteroid habitat nearly thirty kilometers long. The actual location of Asgard Base in space and time is a closely guarded secret. At the 'north' end of Asgard, up toward the axis where the centrifugal gravity is one-half Earth normal, is the province of the Alphas. The Alphas are strange in appearance; humans who are unnaturally tall and slender, all with the same smooth alabaster skin, pure white hair and pale, colorless eyes. The Alphas are never

seen outside the low gravity sections of Asgard Base, and the lighting of their areas is dim and red. The Alphas have never been known to display any emotion, a fact that emphasizes their strange presence. Both male and female Alphas wear plain jumpsuits, all made of a gray, slightly shimmering fabric. It should be noted that Beta Team Agents, while on Asgard Base, also wear uniforms, but the Betas' uniforms are all individually machine-tailored to the Agents' preference and run the gamut from kilts to kimonos and everything in between. The Alphas only interact with the Beta Team to provide the Agents with the particulars of their current assignment, and then again when the remaining Agents (if any) return to Asgard at the conclusion of a mission. The Alphas never explain the reasons for their actions, and Beta Team Agents only know they are sent to 'do or die' (Beta Team Agents suspect they are being used as expendable cannon fodder). As for the enemies in the Temporal War, the Alphas only refer to them as the Omega.

### Creating a Beta Team Agent:

Characters should be designed using the 'Normal Game' point-based allocation system for both characteristics and skills. If the Game Master is so inclined, Characters may also use the 'Heroic' allocation system. Professions can be from any time period, past, present or future (i.e.: King's Musketeer, Starship Trooper,



Mongol Warrior, etc). Suitable Professions for Beta Team Agents are: Pilot, Sailor, Soldier, Spy and Warrior. Other Professions such as Assassin or Thief are subject to GM approval. The Wealth characteristic is not used in this setting. The Personal Point Pool may be used to purchase advanced technology skills such as Pilot (Spacecraft) and Pistol (Energy), representing skills learned after recruitment into the Beta Team. If the 'Freeform Professions' option is used, then at least half of a Character's skills must come from their former, pre-Beta Team life, and the balance of skills may be chosen as skills learned after recruitment and may therefore cover any skill.

## Mission Equipment

***The Metis Device:*** The first thing that occurs when a Beta Team recruit arrives at Asgard Base is that he or she has a tiny device surgically im-

planted within their skulls. This device is connected to the speech centers of the brain and is uploaded with whatever language is required for any specific mission (in between missions, all Agents are uploaded with a common language program to facilitate communication while on Asgard). The limitation of this device is the fact that while the Agent will have an understanding of the language, they will not be native speakers and will therefore have an unusual 'accent' that will sound strange to any locals ("You're not from around here, are you?").

***The Oracle Device:*** A small, disk shaped computer/communicator issued to all Agents. The Oracle can be disguised as a medallion, pocket watch, or any other object common to the time period of the assigned mission. The Oracle can be utilized as a communicator, holographic recorder, data repository, remote control (see 'Vimana') and location transponder.



***Vajra Weapon (aka 'Magic Wand')***: A slender, rod-shaped energy tool/weapon. Disguised as a time period appropriate object (stylus, flashlight, etc) it can be used at its lowest setting as a flashlight or campfire starter. It also has lethal and non-lethal weapon options, and may fire as either a Stun Pistol or Laser Pistol (BRP pg#256). The Vajra can also be employed as a cutting device or spot welder. Agents need to be careful in the deployment of this weapon, as it is entirely possible that the use of the Vajra has created the mythology of the 'Wizard's Wand'.

***Weapon:*** Vajra, Skill: Pistol-Energy, Base: 20%, DMG: 1D8 OR 2D6 Stun ATTK: 3, Special: Impaling OR Knockback, RNG: 15, Hands: 1H, Hit Point 14, Parry: No, STR/DEX 5/5, Mal: 99-00, Ammo: 20, Value: Expensive, Siz/Enc: 1.0, SR: 1/SR

***Panacea Kit:*** A technologically advanced set of medical equipment designed for emergency use in the field. The various medical devices are contained within a small case disguised to appear as a time period appropriate item, but is lined with a material that grants an armor value of 24. The Panacea Kit is identical to the description of the Medi-kit (BRP pg# 275).

***Aegis Cloth:*** A lightweight, silvery, flexible fabric armor that can be used to line ordinary period clothing or reinforce period armor. If the outer covering is damaged and the Aegis Cloth lining is exposed, it may draw attention due to its unusual appearance. Identical to the description of Adaptive Mesh Armor (BRP pg#259-260).

***Vimana Vehicle (aka 'The Van')***: Space vehicle used to transport Beta Team Agents from Asgard Base through the Time Gate and deliver them to Earth. The Time Gate itself is a massive ring structure located out in space well away from Asgard Base that generates an

artificial 'black hole' to punch a tunnel through space and time. The Vimanas' engine produces a field of energy that reduces the effect of gravity and inertia, thus making extremely high speed maneuvers possible and allows the ship to come to a dead stop and hover in mid-air. The gravity force propulsion system is silent in operation, and the craft is sheathed with a material that curves and redirects all wavelengths of energy, including visible light, and thus renders the craft almost invisible as long as it does not fly over one thousand kilometers per hour. If the ship exceeds this speed then the energy field surrounding the ship will ionize the atmosphere and cause the ship to 'glow'. This phenomenon is the reason behind numerous 'UFO' sightings throughout history (it should be noted that Beta Team Vimana's are a delta-winged triangle shape, while certain Vimana-like craft that have been used by the enemy factions are saucer shaped). The Vimanas are operated by a Beta Team Agents with Pilot skill who have an additional implant that allows them to fly the Vimana by direct neural interface (the Vimana has no manual controls). Once the Agent's arrive at their destination, the Vimana may be sent via remote control to a hidden location (underwater, Earth orbit, etc). If the Vimana pilot is killed in action during the mission, then the surviving Beta Team members can use their Oracle devices to summon the vehicle which will then take the remaining Team members directly back through the Time Gate and deliver them to Asgard Base. The Vimana is armed with both an Energy Turret and a Shock Turret (BRP pg# 265) and is equipped with an Auto-doc (BRP pg# 275).

### ***Space Vehicle Type: Vimana***

**Skill:** Pilot, Rated Speed: 92, Handling: -, ACC: +/-10,

**MOV:** 50K,

**Armor:** 24/18,

**SIZ** 80,

**Hit Points:** 150,



**Crew:** 1,

**Passengers:** 8+,

**Cargo:** 8,

**Value:** Priceless,

**Notes:** Stealth Craft, Energy Turret, Shock Turret, Auto-doc.

All Beta Team issued equipment is designed with a bio-recognition safety lock that prevents any unauthorized individual from using the devices. The Panacea Kit container comes with a lock with this function, and the Vimana vehicle will deny entry to all unauthorized personnel. In addition, all Beta Team devices are set with an internal timing device that will activate a nano-level disassembly program that will completely disintegrate any equipment that may be left behind. The Vimana vehicle will also activate its automatic return program after a designated time period to prevent its discovery should a Beta Team be completely annihilated on a mission.

## MISSION: THE GUNS OF NERO'S ROME

---

In September of the Year 66 AD, Emperor Nero of Rome created a new army of soldiers, the 'Legio I Italica' (First Italian Legion) and armed them with a terrible new weapon, the 'Ballista Incendia', machines that launched devastating barrages of chemically propelled rockets and munitions. The following year of 67 AD was marked by the arrival of a 'fiery chariot' that could be seen in the night sky. In April of this year, the Emperor Nero dispatched his general Titus Flavius Vespasian to put an end to the Jewish Revolt in Judea. The Roman Legions, with their powerful and fearsome new weapons, bru-

tally crushed the rebellion in short order. But the vastly superior weaponry of the Roman Legions did nothing to prevent the internal strife of mad Emperor Nero's corrupt and tyrannical rule, and ultimately Nero was forced to commit suicide on June the ninth, 68 AD. The following year saw the ascension of Vespasian to the throne and the birth of an unstoppable Roman Juggernaut that embarked on a tide of conquest that engulfed the entire world.

To counter these events, the Alphas have decided to send a Beta Team to the year 64 AD. The mission: discover the source of the technological advancement of the Roman Legions' weaponry, and destroy it if possible, thus preventing the Roman World Empire. Advance intelligence for this mission is scarce due to the fact that there are no contemporary historical records available for the duration of Nero's rule. It is apparent that the Omega Agents who carried out this plan and helped develop the gunpowder weapons did so in secrecy prior to the weapons being issued to the Legions in September, 66 AD. The Alphas have managed to narrow down the potential time period when these weapons could have been first introduced to Nero's Legions to a possible three month span.

### Mission Preparation

The Team will be given Latin language uploads for their Metis implants, unless the Agent actually happens to be a native from around this time and place in history. The Agents will travel in the guise of free-born foreigners (known as 'Peregrinus') from the outskirts of the Roman Empire. This cover will explain the Agent's unusual accents and/or appearance. The Team will portray a merchant and his retinue and bodyguards. The cover story will be that the merchant is on a religious pilgrimage and is also looking to see about any potential trade opportunities while in Rome. This combination of religious and practical business rea-

### The River Terror and Other Stories



sons should be sufficient to nullify most suspicions, however, it should be noted that the Beta Agents will always be regarded as barbarians at worst, and ‘country bumpkins’ at best by the urban Roman Citizenry. Clothing of this time period consists mainly of tunics and togas for the male Agents and robes known as ‘Stolas’ for the female Agents (trousers are only for barbarians). The material of the clothing will be lined with Aegis armor, and will therefore be slightly heavier and somewhat stiff in comparison with the local wools and linens. All advanced issue equipment will be disguised as common items of the time (such as a stylus for a Vajra, a locket for an Oracle, etc). All Agents with First Aid skill will be equipped with a Panacea Kit. In addition, period appropriate items that may be issued include: Daggers (‘Pugio’), and in the case of an Agent in the guise as a body guard a Short Sword (‘Gladius’). Other weapons, such as bows and spears, may be issued upon request but may draw suspicion and cause problems within the crowded city of Rome. Agents who possess the Fine Manipulation Skill will be issued a period-specific set of lock picking tools (Romans who could afford it had warded locks for their homes or to protect their valuables. Keys were often shaped into rings that the Romans wore). Money in the form of stamped, silver coins (Denarii) will be provided for expenses (more on prices later). As this form of money is potentially heavy, the team should be issued with no more than 1000 Denarii each (Note: In Nero’s time, a Denarii weighed 3.4 grams, 1000 Denarii weighs 3.4 kilograms, or almost 7.5 pounds). The mission profile calls for the Team to be transported via a Vimana through the Time Gate which will open a portal in space in high Earth orbit in July, 64 AD. The Team will then land in the pre-dawn hour north of the City of Rome near the Via Flaminia. The Agents

will then proceed into Rome on foot, blending in with the morning traffic from the country. The Time Gate will open a return portal once every 24 hours for the duration of the mission. The Agents will be given three months to accomplish their task.

(Notes to GM: The historical accounts presented so far are accurate, with the exception of the introductions of firearms to the Roman Legions. The best plan of operation for the Agents will be to attempt to locate the source of the gunpowder (75% potassium nitrate, 15% charcoal, 10% sulphur) and the ‘Magicians’ who are creating it. Charcoal and sulphur (brimstone) are easily found, but the main ingredient of potassium nitrate, known as ‘stone salt’ or the ‘Salt of Petra’ (saltpeter) is rare at this time, and most people would not know what you’re talking about. The ‘fiery chariot’ mentioned in the briefing is actually Haley’s Comet, but its appearance is used as a Red Herring to get the players paranoid about the possibility of Omega enemy spacecraft in the area. Also, if you can’t trust your Players with the control of a Vimana, then simply have an NPC assigned as the Vimana Pilot. Once the Agents are delivered to the drop off point, the Pilot will take the craft into orbit and use the Auto-doc to enter into ‘cold sleep’ until the recall signal is received. It should be noted that when the Vimana is recalled from Earth orbit, it will arrive in approximately one hour if using stealth mode. If an emergency pickup is required, it can arrive in seconds, but with a telling ‘glow’ and supersonic ‘crack’.)

When in Rome: Rome is the center of the Western World and the heart of the Empire. The dominion encompasses the entire Mediterranean Basin and includes Hispania (Spain) Gaul (France) and reaches to the top of Europe (Germania) and the lower half of Britannia (England). It covers the entire northern coastal area of North Africa and Egypt and stretches as far east as Arabia and Syria. Trade reaches as far as China along the Silk Road. The Agents may claim to be from any one of these provinces,



depending upon their physical description, although due to the cosmopolitan nature of the City of Rome, an Agent should be careful in the event they run into a local 'from back home', especially if they are not actually native to that particular area.

The city Rome itself is a bustling, crowded nerve center of government and commerce. Think of it as a cross between New York City and New Orleans Mardi Gras with a Flea Market thrown in. At any given time during the day one can see rich patrons with a coterie of hopeful clients, poor beggars, craftsmen of all trades, poets musicians and performers, honest laborers, crafty street urchins, quacks and soothsayers, rich ladies carried aloft in litters, slaves going about the masters' business, and maybe even a funeral procession for an influential politician.

### Money, Food and Overhead

Coin money was used for all manner of business transactions. The silver Denarius could be exchanged for four brass Sestarius or sixteen copper As (you can think of it as Denarius=Dollar, Sestarius=Quarter, and an As is roughly a six Cent Nickel). Gold Aureus were also in circulation and worth twenty five Denarii. Sample prices for 1st Century AD Rome include: one loaf bread= 2 AS, half liter of cheap wine= 1 to 5 As, half liter of good wine= up to 30 As, one average tunic= 15 Sesterii, one donkey= 500 Sesterii, slave= 500 to 1500 Denarii, female slave=2000 to 6000 Denarii. The Agents should expect to be overcharged (as they are clearly out-of-towners) and should be prepared to haggle for their food and shelter. Note that travelers' inns, brothels, gaming establishments and taverns abound. The Romans serve their wine watered down, spiced and heated. Beer is considered fit only for barbarians.



**Roman Soldiers**

### Roman Names

A brief sampling of simple Latin names is offered here. Note that there are instances where a person will be named in accordance to family position (Agrippina the Younger) or to designate the place where one was born (Lucius of Gaul). For females: Amandus, Balbina, Drucilla, Faustina, Honorata, Junia, Laurentia, Mariana, Narcissa, Octavia, Prisca, Quintina and Vivana. For males: Antonius, Cassius, Decimus, Fabius, Gaius, Horatius, Justus, Longinus, Livius, Marcus, Nerva, Pontius, and Sextus.

### Social Classes

With the Romans, the Senatorial class was at the top politically, while the Equestrian class represented the wealthy. Farther down we find the common Citizen (Plebian) and then the free born foreigners (Peregrini) along with the freed people (Liberti). Slaves (Servi) were at the bottom. Everyone's social class will be instantly apparent from their style of dress. Religion was a major part of Roman life, with the worship

### The River Terror and Other Stories





### Gladiators

of Jupiter, Minerva, Apollo and all the rest of the pantheon expressed in everything from the humble household shrine to the magnificent marble temples.

## Places of Interest

### **The Forum Magnum**

The heart and soul of Rome. Massive marble columned temples and structures abound, including the Temple of the Vestal Virgins. It is also home to the Senate, where Rome's six hundred Senators, under the eye of the Emperor, debate issues of government, and the Basilica Julia, where the law courts preside. The Forum is the major nerve center of the Empire, and from the Golden Milestone every distance in the entire dominion is measured, lending truth to the saying: 'All roads lead to Rome'. Of possi-

ble interest to the Beta Team Agents would be the 'Tullianum', the underground prison usually reserved for political prisoners or captured foreign generals, and the enormous, pillared Temple of Saturn, which was also the city's main repository of gold and silver.

### **The Temple of Jupiter**

The most important temple in Rome, located on the Capitoline Hill. It's the place where Brutus and the rest of Julius Caesar's assassins retreated to after murdering Caesar over one hundred years ago and people here will still talk about it.

### **The Circus Maximus**

The first and largest Circus in Rome. The Circus is the center of the entertainment industry, featuring chariot races, competitive





### Circus Maximus

sports, musical performances, and of course gladiatorial combat and public executions. Admission is free.

and oil massages. If you're looking for a nexus of idle gossip, this is the place to be. Cheap at the price of ¼ As per visit.

### The Cloaca Maxima

One of the world's first great sewer systems, supplied with water from a series of eleven enormous aqueducts. The main arteries could be used as a possible hiding place or underground passageway.

### The Emperor Nero

Nero Claudius Caesar Augustus Germanicus is, at the time of the mission, twenty-six years old, and has been the Emperor of Rome since he was sixteen. Nero's mother, Agrippina, had married the former Emperor Claudius to secure her son Nero's ascension to the throne, and later she had Claudius poisoned to death. Nero's main rival for the throne was Claudius' son, Britannicus, and Nero arranged to have Britannicus poisoned as well. Nero came to distrust his conniving mother and after a few unsuccessful attempts, had her assassinated six years ago. The historian Suetonius described Nero as: "About average height, his body marked with spots and malodorous, his hair light blond, his features regular rather than attrac-

### The Public Baths

Almost everyone went to the baths in the afternoon, and beside the Forum, the public baths were the premier social gathering place. Many baths included a library, gymnasium, grooming salon, saunas, hot and cold pools,



tive, his eyes blue and somewhat weak, his neck over thick, his belly prominent, and his legs very slender”. Nero considered himself an artist and poet and enjoyed giving performances. But while numerous Senators and Nobles feared Nero, the Roman people enjoyed the public spectacles he arranged as well as the never ending flow of gossip and intrigue that surrounded his rule.

## Dramatis Personae

### **Doctor Faustus of Pannonia**, Omega Agent and Serial Murderer

STR 15    CON 14    SIZ 10    INT 17    POW 14  
 DEX 15    APP 12    EDU 17    DB 1D4    HP: 12  
**Weapons:** Vibro Knife 50% 2D4+2+1D4, Flechette  
 Pistol 50% 2D4 (1 or burst atk) Poison Dagger  
 1D4+1D4 (Poison POT-20 as Cyanide) Garrote 75%  
 (Special) Black Powder ‘Flash-Bang’ Grenade

**Armor:** None

**Skills:** Etiquette-40% Persuade 50% Craft (metalwork)  
 60% Chemistry 30% Poison 40% Astrology/Sooth-  
 saying 40% Listen: 40% Spot 40% Language: 20th  
 Century Hungarian 83%, Latin 65%

Faustus of Pannonia is actually Bela Kiss, a Hungarian serial killer from the early 1900’s. He murdered twenty-four women prior to being conscripted into the First World War, but his crimes were not discovered until 1916, and by then he had vanished. Bela Kiss was actually recruited by the Omegas, and is one of their chief operatives. He is highly intelligent, but still has a compulsion to strangle women. Prior to WW I, Kiss was a tinsmith, and he puts these and other skills to use in the current operation to design and build portable gunpowder weapons for the Roman Legions using the available First Century materials at hand. It was a mutual shared interest in the making and use of poisons that led Kiss to develop a relationship with Locusta of Gaul, and now he makes use of her

spy network and her connection to Nero. Bela has been in the area for nearly two years, after the Omegas opened a Time Gate into 62 AD near Neapolis (present day Naples). The opening of the Gate caused an earthquake the very day after Emperor Nero gave a public performance in that city (Note: opening a Time Gate on Earth is potentially catastrophic, as seen by the Tunguska Event of 1908, and the Alphas never risk it). The Omega Time Gate has been stabilized and now resides in an abandoned mine 177 kilometers from Rome. Ironically, the Romans took this earthquake as a bad omen for Nero. Bela Kiss, in his guise as Doctor Faustus the Soothsayer, is a fair-complected man with a rounded face who is unfailingly polite and always smiling, especially after he kills you.

### **Locusta of Gaul:** Professional Assassin and Client of the Emperor.

STR 7    CON 8    SIZ 8    INT 15    POW 14  
 DEX 14    APP 16    EDU 12    DB: -1D4    HP: 8  
**Weapons:** Poison Dagger 30% 1D4-1D4 (Poison POT-  
 16, as Cobra Venom), Poison Powder (to pour into  
 drinks, etc, POT-16, as Arsenic)

**Armor:** None.

**Skills:** Poison 75%, Disguise 40% Persuade 35% Slight-  
 of-Hand 55%, Insight 30%.



**Priestess in Ceremony**



Locusta of Gaul has made quite a reputation for herself. Nero's mother, Agrippina, hired Locusta to poison the Emperor Claudius. After this event Locusta was thrown into prison, only to be released on the orders of Nero, who then had Locusta arrange the poisoning of Claudius' son, Britannicus. As of this point in time, Locusta is a favored client of Nero, who has rewarded her handsomely. Locusta has now opened a clandestine school, teaching the black arts of poisoning and assassination in secret. She uses her students as assassins for hire and spies, and she has a network of informants throughout Rome at all levels of society. She believes Faustus of Pannonia to be a powerful sorcerer, and does his bidding in hopes of learning his 'magic'. Locusta is also aware of Faustus' penchant for murdering local prostitutes, but is holding on to that information for potential blackmail purposes. Locusta wears a pendant that bears Nero's sigil of patronage and is always accompanied by bodyguards. She invariably keeps a slim, poisoned dagger and small vials of poison on her person. Locusta is a cool and seductively charming woman, always ready to pour you a refreshing (poisoned) drink.

### Genetically Created Warrior: Omega Shock Trooper

STR 18    CON 18    SIZ 12    INT 8    POW 3  
 DEX 18    APP 5    EDU 10    DB: 1D6    HP: 15  
**Weapons:** Flechette Pistol 60% 2D4 (1 or burst attk)  
 Vibro Knife 60% 2D4+2+1D6

**Armor:** None

**Skills:** Climb 80% Jump 50% Swim 50% Brawling 75%

These creatures are little more than biologically manufactured automata, created for absolute obedience. They are identical, and appear as tall, hairless males with angular features. On this mission they will be wearing hooded robes to hide the fact that they are exact duplicates of each other. The number of these troops under Faustus' command is up to the GM. They



### Pantheon

will obey only Faustus, and without hesitation, no matter what the command (think biological Terminator).

### Street Thug or Body Guard Hiring

STR 14    CON 12    SIZ 12    INT 8    POW 6  
 DEX 10    APP 8    EDU 10    DB: 1D4    HP: 12  
**Weapons:** (Thug) Light Club 40% 1D6+1D4 (Body  
 Guard) Short Sword 50% 1D6+1+1D4

**Armor** (Thug) None (Body Guard) Soft Leather 1D6-1

**Skills:** Brawling 50% (for both).

Use for a random street encounter or for Locusta's body guards.

### Felicia: Innocent Assassin and Locusta's Best Student

STR 8    CON 13    SIZ 8    INT 16    POW 14  
 DEX 16    APP 17    EDU 12    DB: -1D4    HP: 11  
**No Weapons or Armor**

**Skills:** Persuade 55% Slight-of-Hand 60% Poisons 45%  
 Listen 65%

Felicia is a very young, very pretty girl. If Locusta decides to send her against the Agents, Felicia will play whatever part she needs to gain their

### The River Terror and Other Stories

trust, then learn their plans and betray them. Felicia will have a POT 16 poison (as Arsenic) concealed on her person.

**Sneak Thief: A Roman Artful Dodger**

STR 6    CON 6    SIZ 6    INT 13    POW 8  
 DEX 15    APP 8    EDU 8    DB: -1D6    HP: 6

**Weapons and Armor: None**

**Skill:** Slight-of-Hand 45% Dodge: 50% Climb: 60%

A fast moving street urchin who will snatch any valuable item he or she can get their hands on (preferably a high-tech item belonging to the Agents). If caught, the Urchin will promise whatever he/she thinks the Agents want to hear. It's possible that the Sneak Thief could be hired by the Agents, but whatever information the Sneak Thief provides will be dubious at best.

**Urban Cohort: Roman Paramilitary City Police**

STR 15    CON 12    SIZ 14    INT 10    POW 8  
 APP 12    EDU 10    DB: 1D4    HP: 13

**Weapons:** Short Sword 45% 1D6+1+1D4 Light Club 45% 1D6+1D4

**Armor:** Cuirbouilli Leather 2D3, Light Helmet 1 point

**Skills:** Spot 35% Listen 35% Grapple 45%

The Roman police force, tasked with preserving the peace and keeping the gangs under control. Possibly open to bribes, but they will have no patience and feel the best way to quell a problem is a good bash to the head.

# RUNNING THE MISSION

The Beta Team Agents arrive in their Vimana in the predawn light of July, 64 AD. As the sun rises they see their first glimpse of the majestic city of Rome, home to well over one million

**The Guns of Nero's Rome**



**Romans**

people. As they walk toward the city, they'll see a few public crucifixions along the way, and those that can read Latin will note the various crimes posted on top of the crosses include such things as theft and witchcraft. By the time they reach Rome itself, the bustling morning business is well underway. Once inside the city, make certain the Agents get the 'tour' by visiting places like the chaotic Forum Magnum, seeing a chariot race or gladiator fight at the Circus, taking in one of the famous baths and walking past a slave market or two. Remind the Players that it's hot, dusty, noisy and crowded. Potential street encounters include:

***The Street Urchin:*** A Random Agent will have one important item stolen, and the chase will be on through the busy streets.

***The Very Important Roman:*** Romans of wealth and means used slaves to make way through the streets, and anyone who doesn't get out of the way will get a shove by the Roman's Bodyguards. For extra fun, combine these two





### Appian Way

encounters and have the Agents run into a Very Important Roman while chasing the Street Urchin, perhaps knocking over a litter carrying a wealthy Roman Matron. Have the Urban Cohort called in, and if the Agents don't immediately apologize and/or offer a hefty 'honorarium', then have the offending Agents arrested. Depending on the charge, the Agent could find him/herself featured in the next day's Gladiator bouts.

***Street Thugs:*** Can show up at anytime, hoping to make a quick score from strong-arming the 'Barbarians'.

Remember that anytime the Agents use advanced technology, they run the risk of being seen by a local and accused of using 'witchcraft' which will lead to an arrest and quick trial for the crime.

During the Agent's investigations certain rumors will arise, such as:

There is a strange new cult, which meets in secret and acts very suspiciously (These are in

fact Christians. If the Agents follow up on this lead, they will eventually find themselves at a religious meeting).

Murders of prostitutes are up in frequency. (This is Doctor Faustus' doing; he's been strangling the working girls at night. It's kind of a hobby with him. Following up on this will reveal that the murders are strangulations, have occurred over the last two years, and seem to happen most often near the Circus Maximus)

There is a plot to kill the Emperor (Big deal. There's always a plot to kill the emperor).

Making numerous inquires about 'magicians' or things that go 'boom' (gunpowder) or questions regarding the 'Stone of Petra' (saltpeter) will get the Agents sent off in a hundred different directions. Rome is home to any number of fortune tellers, quacks, and so-called wise men or women. But a diligent investigation will ultimately, if eventually, provide the name of Doctor Faustus of Pannonia, a well known soothsayer and alchemist, who runs his business down on the docks of the River Tiber





**Temple of Pallas**

near the markets of the Forum Boarium (cattle market) and has an interest in the Stone of Petra. Faustus is a popular fortune teller, and everyone at the markets knows and likes him. Faustus' tent is painted with strange mystical symbols, and Faustus himself wears a robe in the Arabian fashion, although he hails from Pannonia (near present day Hungary. Note: if Agents ask about his name, inform them that Faustus is a common Latin name. While speaking with Faustus, it may be noticed that he too has an accent, but that is explained by the fact he is from Pannonia originally). If Agents inquire further, people who know Faustus will tell the Agents that Faustus has been in Rome for close to two years now (Faustus stays near the docks to await the arrival of his supplies of saltpeter that he's been ordering from various merchants for over a year now).

If the Agents observe Faustus from a distance, they will see him entertain customers or visit with his neighbors, and then when afternoon arrives, he will leave his tent, but rather than take in a bath as most Romans do at this

time of day, he will go to an upper class neighborhood on the Palatine Hill (toward the center of Rome) to the house of Locusta. To follow Faustus requires a Difficult Track roll.

If the Agents approach Faustus, he will be charming and affable. If asked about his interest in the Stone of Petra, he will smile slyly and say that he believes this material to be an ingredient of the Elixir of Immortality. At one point, he will suddenly ask an Agent: "When were you born?" For a time traveler, this kind of question is a trap, and if Faustus sees any hesitation (or if he gets any other reason to suspect the Agents are enemies), he immediately executes his escape plan. There will be a blinding flash and puff of black smoke, and by the time the Agents can see again, Faustus is gone! When the smoke clears (Agents will recognize this as a black powder 'flash-bang' device) a successful Spot Hidden will reveal a loose stone on the street where Faustus has his tent. This opens up to reveal a main artery of the Cloaca Maxima sewer system. A Difficult Track roll will allow the Agents to follow Faustus' trail (the smell is incredible) to an opening near one of the public latrines, but Faustus will have vanished into the crowded streets by then.

If the Agents simply try to follow Faustus rather than contact him, he will stay at his tent until afternoon, and then go to the house of Locusta. Later at night, Faustus will leave Locusta's and go to his headquarters near the southern end of the Circus Maximus (maybe strangling a prostitute along the way). He will be extremely difficult to follow, and if the Agents make a move on him while he is on the streets, he will use his flash-bang grenade and escape. Faustus has been in Rome for nearly two years and knows the streets intimately.

## The House of Locusta

If the Agents have followed Faustus to here, they will see a well appointed city residence. Also, as Locusta is a notorious individual, it will be easy for the Agents to find out all the gossip regarding her (she killed Claudius, etc) and the fact that she is under the protection of Emperor Nero. Locusta's apartments are also kept locked and guarded at all times. If the Agents approach Locusta directly, she will invite them in with the intention of learning what she can (note: if Faustus is present, he will be hidden in a secret chamber beneath Locusta's bedroom and will not be found). Locusta will appear to allow herself to be persuaded by the Agents to betray Faustus, and she will tell the Agents that Faustus will be at the docks tonight to receive a shipment of his 'firestone'. If the Agents go to the docks, this will be a trap (the docks are deserted at night) and the Agents will be attacked by a group of Locusta's guards and at least one of Faustus' Omega Warriors. Locusta will, if possible, offer poisoned drinks to the Agents. Note that if the Agents try to storm Locusta's house, she can call upon the Urban Cohort for protection. If the Agents manage to get the upper hand on Locusta, she will do anything to survive, including betray the location of Faustus' secret base near the Circus Maximus.

If the Agents manage to lose Faustus and have not located Locusta's house (or in other words, are at a dead end), but have been making a lot of inquiries about the Stone of Petra and other gunpowder related issues, then word will get back to Faustus via Locusta's spy network, and shortly thereafter the Agents will receive a visit from Felicia. Felicia will approach the Agents in the guise of a frightened young runaway slave. She will tell the Agents that she has heard about their inquiries regarding the 'Evil Faustus', and she will offer to tell them about the shipment of 'firestone' that will be at the docks tonight (the same trap as outlined

above) if they promise to protect her and help her escape to the country. If the Agents discover Felicia has been sent as a spy, she will only know she works for Locusta, and she will not know about Faustus' operation. Felicia is a very convincing actress, but if cornered will turn vicious.

## The Trap

If the Agents are lured to the deserted riverside docks at night, then they will be attacked by a combination of Locusta's Body Guards and at least one Omega Warrior. If the Agents survive, any remaining Thugs will only know they work for Locusta. The Omega Warriors will simply not talk, no matter what.

Faustus' actual base of operations is in the eastside slum section of Rome near the southern end of the Circus Maximus (the Agents may remember this is the area of the prostitute strangulations). The three-story block of mud brick and wooden buildings are a collection of shops on the ground floors and apartments above. The one Faustus owns appears to be a blacksmith shop. Faustus has paid the local gang to keep an eye on his place, and the building itself is kept locked and shut (very unusual this time of year because of the heat). If the Agents ask



Trial in the Senate



around, the neighbors may complain of strange smells that come from the building. Inside is guarded by Omega Warriors and the supply of newly mixed black gunpowder along with recently constructed brass musket barrels. The Agents should be able to locate Faustus' base by:

***Following Faustus:*** This will be extremely difficult, as Faustus is a trained Omega Agent and very paranoid. If he suspects he is being followed, he will head directly to Locusta's house for protection.

***Capturing Faustus:*** He will give up the location of his base, but only after extreme provocation. He will also trust in the fact that his Omega Warriors will be able to handle any action by the Agents.

***Persuading Locusta:*** Another extremely difficult task. Locusta will have to be cornered with no possibility of escape, but if she is, she will bargain her life in return for the location of Faustus' base.

Another option for the GM is to actually have a shipment of the Stone of Petra arrive, and have the Agents follow Faustus as he transports it to his base (Note: By Roman law, carts are only allowed in the city during sunrise hours and again in late afternoon) Faustus will be on guard and protected by his Omega Warriors during this time.

### **The Attack on Faustus' base**

When the Agents decide to move in on the base, it should be at night, and the GM can remark to the Agents that there is a full moon out tonight. The Agents may be able to use Stealth and Fine Manipulation skills to sneak up to the building

and pick the outer locks. Once inside however, Omega Warriors will attack, and Faustus (if he is present) will attempt to flee. During the fight, a fire will break out (either by an Agent's Vajra laser, or an oil lamp is knocked over). This will soon ignite the combustible material used to create the gunpowder, and soon a raging fire will erupt, spreading throughout the whole block.

As it turns out, the night the Agents will attack Faustus' base is July, 18, 64 AD. The night of the Burning of Rome.

If the Agents survive the fight inside Faustus' lair, they will discover that the entire block is ablaze and fire is rapidly spreading through the city. The Agents are in definite jeopardy of being trapped by the fire, and due to the screaming crowds, there is no way for the Agents to call for their Vimana for a pick up. The Agents will have to make their way out of the burning city with the rest of the refugees, unless they come up with the idea to retreat to the nearby Circus Maximus. The Circus is deserted at night, and the enormous racetrack has enough room to land dozens of Vimanas. The Agents could contact the ship for pickup and leave without being seen (especially as the sky is now filled with smoke).

## **AFTERMATH**

---

The scenario works best when the Players are unaware of the historical timing of the Burning of Rome. If your Players are historically savvy to this, simple change the mission parameters to include the Great Fire, and inform the Agents that they will have three days prior to this event to discover the source of the gunpowder weapons. Arrange to have the Agents reach Faustus' lair on July 18th, and the fireworks will fly regardless of their actions (although it's far more



fun to be able to blame the Great Fire on the Agents directly).

Faustus' plan was to use his connection with Locusta to arrange an audience with Nero within the next few months to demonstrate the effectiveness of his new black powder firearms. Mass production (accomplished in secret) of the new weapons was to be the next phase. The intervention of the Beta Team Agents will prevent that. The night of the Great Fire, Faustus will attempt to escape along with the hoards of refugees and eventually make his way back to the Omega Time Gate in Neapolis. If Faustus

(or Bela Kiss) is not killed during the action, then he can return somewhere else in time with another nefarious scheme.

The Burning of Rome lasted for six days. All evidence of the gunpowder plot will be destroyed in the fire.

If Locusta of Gaul is killed during the scenario, it will have no impact on History. Within five years, Nero is forced to commit suicide on June 9, 68AD and Locusta is arrested soon after and executed in January, 69AD. All other listed NPC's are historically expendable.

# The Soul of Ra Mihn Nudal

---

BY KEVIN SCRIVNER

## OVERVIEW

---

The Soul of Ra Mihn Nudal is a pulp adventure for *Basic Roleplaying Quick-Start* players set in Cairo, Egypt, anywhere from the 1890s through the 1920s.

### Confrontation in Cairo

---

The player-characters are examining odds and ends at Gemalli's Gifts, a curio shop in the bazaar in Cairo, Egypt. The elderly proprietor, presumably Gemalli himself, suddenly becomes nervous and overly chatty when additional customers, a trio of Egyptian men, pushes into the shop. To whatever items the adventurers have selected, he hastily adds a child's ceramic pull-toy in the shape of a cat, muttering something about it being a bonus for favored customers. If the PCs start to decline, he'll practically thrust the cheap toy into their grasp and shoo them out. In the hours and days that follow, the adventurers may begin to realize that they are being stalked wherever they go. Furtive figures whose turbans conveniently conceal their features slink away into doorways and alleys if noticed. The PCs' hotel rooms may be ransacked and their luggage searched but money and other valuables left behind. Swift moving passersby may attempt to shove the player-characters off the narrow walkways into the path of oncom-

ing traffic or to stab them. If the adventurers associate their misfortunes with the "gift" and return to the curio shop for explanations, they'll find it closed and guarded by policemen. Old Gemalli has been murdered, neighboring shop keepers gossip, the evidence pointing to foreigners who attempted to rob him. Eventually the masked men may assault the adventurers openly, demanding the ceramic toy. If it gets broken in the struggle, or if suspicious PCs examine it before this occurs, they'll discover that it contains two documents. One is a crumbling parchment scroll, obviously centuries old, with writing in two kinds of script. The other is a crude hand-drawn map, yellowed but much more recent, with cryptic notations in French. The dark brown liquid it is written in might be dried blood. If they have the necessary language skills, the adventurers will be able to determine that the parchment is written in both Arabic and Coptic. It contains the legend below. If the PCs must have the documents translated, they'll be attacked by the masked men soon after learning their contents. The assailants will demand the parchment and the map. If the adventurers hand them over, the masked men will vanish into the crowd but police will arrive at their rooms inquiring about the death of Gemalli. If the PCs resist and defeat the thugs, they'll have several hours to gather supplies and transportation before the cops come calling.



## The Legend and the Map

Al-Maurib was a prosperous city along a busy former trade route whose inhabitants were devoted to the old gods. The citizens refused to submit to the word of the Prophet, encouraged by the high priest of the goddess Bastet, Ra Mihn Nudal the Undying. It was said that the priest was a sorcerer who had removed his soul from his body and encased it in a great jewel so that he was immortal. When the followers of Islam came to chastise the infidels, the high priest held them off with his dark magic. But the city, accursed of Allah, was engulfed in a pillar of flame. The trade route shifted away from the scene of this impiety, and Al-Maurib and its people were not seen again.

The map depicts a course from Cairo into the most desolate, uninhabited regions of the desert. One location along the route is marked “pool of the white ones.” Another note reads “seek the cat’s head.” The final marking says simply, “the accursed city. I have seen it yet live still.” In one corner is scrawled “F. Savenien.” If the adventurers take the time to research this, they’ll learn that Francois Savenien was a French adventurer and explorer who vanished without a trace almost 60 years before.

## Ambush at the Oasis

If the PCs escape the city with the scrolls, a key stop on the map is an oasis some distance into the waste. It permits rest and water for the last leg of the trip to the lost city. The tomb robbers are in pursuit. Adventurers who perceive this will be able to lie in ambush for them among the surrounding rocks. If the adventurers are traveling with a copy they made of the map or by their memory of it, the tomb robbers will have arrived ahead of them. They’ll try to get the drop on the adventurers to capture them

and find out how much they know. If the thieves fail to achieve surprise, they have enough ammunition to give the PCs a rousing gun battle. The oasis is also home to sand ghouls. Regardless of who wins, the ghouls will slink out of the rocks after the sun sets. They’ll attempt to carry the dead and wounded into their tunnels but may attack intact adventurers if interrupted or if one side defeated the other without bloodshed (the ghouls decide there isn’t enough easy food to go around). Ghouls won’t pursue fleeing adventurers very far into the desert. Their soft, pale skins won’t allow them to be caught in its unsheltered cold or heat, and the sand gets between their long toes and irritates their feet.

If the PCs enter the ghoulish caverns, either as victims or in pursuit of seized comrades, they’ll find themselves in a winding series of passages carved by the waters that feed the oasis. The floor is encrusted with ghoulish guano mounds deep enough to entrap and choke a man and seethes with roaches and crickets that feed on the guano and any other tidbits the ghouls leave behind. Yard-long centipedes feed on the roaches and crickets. Deeper into the caverns lies the subterranean river itself, home to blind albino fish, amphibians, and crabs. The ghouls have a village on an island in the middle of a wide place in the river. It looks as if it grew out of the rock, and its walls are decorated by human skulls coated by limestone from water dripping from above. The ghouls have carefully routed the drops to grow the crystal and rock formations where they desire. Given their need for the island’s security, there may be larger denizens in the caverns capable of feeding on the ghouls (and the adventurers, if the ghouls don’t get them first).

## Against the Desert

If the PCs defeated their opponents at the oasis, they’ll have (barely) enough food and wa-

ter to make the final journey to Al-Maurib. If they fled or were captured and escaped they have only what few supplies they were carrying at the time of the attack. They'll begin to suffer the effects of exposure, hunger and thirst after about 24 hours. Unless they are clever, lucky, or disgustingly tough, their bones will bleach in the desert. The waste is oven-hot by day, freezing cold by night. Sudden sandstorms, flash floods, or locust swarms could add to their perils. They'll know they are close to their destination when asymmetrical wind-carved rock formations begin rising out of the sand, some parking lot sized bulky boulders perched on ridiculously narrow columns. The sign that they've arrived is just such a boulder in the shape of a cat's head. It looks like it could have been sculpted but closer examination will show it is a natural phenomenon.

## THE ACCURSED CITY

---

After arduous travel, the player-characters at last see the lost city of Al-Maurib the Accursed before them, rising from the shifting desert sands like a worn and cracked tombstone. Within its sagging walls, beneath the temple of Bastet, lies the Soul of Nudal, a glowing gem the size of softball. At least that's what the crumbling scroll from that queer little shop in Cairo say. Despite the legend, there are no obvious indications that the city was burned, no soot or stones melted together. On the other hand, there are odd tarry patches in the sand surrounding it.

Al-Maurib's mud-brick dwellings have largely collapsed into shapeless mounds that might interest the adventurers were they archeologists rather than treasure hunters. But a few stone public buildings remain. Chief among these is the temple whose pitted limestone col-

umns gleam like bones and look as if they could defy time for another thousand years. Scholars among the group will easily determine that it is of typical Middle Kingdom design: huge impressive gateway, multiple inner courts, and a ceremonial pool to one side.

### Gateway

The massive rectangular portal dwarfs the PCs, informing them that they are now in the presence of the gods. It also dwarfs a cluster of ragged jackals, three for each adventurer. Ordinarily these timid scavengers would flee at the approach of man but this pack is unaccountably bold, growling and snapping at the adventurer's legs. They aren't overbold, however. They'll run once one-third of their number is injured or killed. Afterward, the reason for their aggression is apparent: the gnawed remains of an Arab. The PCs aren't the only recent visitors to Al-Maurib.

### Courtyard

A wide space open to the sky, the courtyard is where common worshippers once paid their respects to the deity. The temple walls have kept the courtyard largely free of sand and debris. There is no opposition here on the way in. If the PCs make it out of the temple alive, however, they'll be confronted in the courtyard by the nefarious Professor Winton "Wisconsin Smitty" Smythe, a rival treasure hunter, and his band of cutthroats. With mock generosity, he'll offer to relieve them of any burdens they've acquired since desert travel is so taxing. In addition to Smitty, there are two tomb robbers for each adventurer. They're armed with ancient muskets, which they fire with indifferent skill. They're much more competent with their long



knives. Smitty himself is armed with a revolver and his sword cane.

## Outer Court

The only light filters in through narrow apertures in the temple roof. The shadowy outer court was reserved for nobles. Only priests and the pharaoh himself could go further into the holy edifice. Alert PCs may notice sleek shapes whisking through the shadows. Bastet was a cat-headed goddess, and the outer court is filled with feral cats. If the adventurers noticed the shapes, they'll be able to defend themselves when the cats attack. Otherwise they'll be caught by surprise. The cats are small opponents but there are hordes of them. Unlike the jackals, they'll fight to the death. On the other hand, if the adventurers happen to have tinned meat or milk in their packs, the cats may be distracted enough to let them pass, this time.

## Inner Court

Utter darkness greets the adventurers in these sacred precincts unless they thought to bring lanterns or torches. The inner court is a seemingly interminable forest of stone columns. Lurking among those columns are skeletal guards armed with bronze-headed spears and ox hide shields, still protecting the temple and its treasures. Stabbing weapons are of limited use against them since they have no flesh to pierce. Rifle butts or other club-like weapons will shatter them. There are two or three guards per PC.

## God's Chamber

The inner sanctum is much smaller than the inner court but just as dark. There are heavy bronze oil-filled floor lamps in each order of the room, unlit. The walls are covered with brightly painted frescoes of the goddess and her divine feats. On a dais against the far wall stands a larger than life-sized stone statue of the goddess. Bastet is offended by the interlopers, particularly if they've injured or killed her cats. She'll step down from the dais to demonstrate her displeasure with a little corporal punishment, uttering vehement curses in Ancient Egyptian the while. If the adventurers manage to shatter the statue, a search of the room will reveal a concealed door behind the dais opening to narrow steps leading steeply down. The door into the chamber is large enough to allow Bastet to chase the PCs into the inner court but she can't fit through the narrow tunnel leading to the treasure room.

## Tunnel

A narrow passage winds through the living rock. Mosaics on the walls are obscured by millennia of dust drifting in from wide fissures. And by yards of cobwebs: the fissures are home to large, hungry spiders eager to sample adventurer for lunch. There is one big spider for each PC, and they may not all attack at once, waiting instead to ambush the adventurers when they come out of the treasure room laden with loot.

## Tomb

The temple's treasure room is stuffed with precious objects of all sorts: a complete golden chariot, fine alabaster jars, gilt armor and

weaponry, bejeweled boxes and statues, intricate jewelry. It also houses the sarcophagus of its last and greatest high priest, Ra Mihn Nudal. The coffin is an imposing carved stone box in the chamber's center seemingly crawling with ominous inscriptions. If the adventurers open it anyway, they'll uncover a 7-foot-tall mummy clutching a giant jewel that lives up to its hype. The Soul of Nudal is a spherical, multifaceted gem as big as a softball whose eerie blood-red glow is bright enough to light the entire treasure room. Unfortunately for the PCs, its name isn't just a metaphor. The gem really does contain the soul and mystical energies of the dead high priest. If they remove it from the mummy's grasp, he'll sit up and try to get it back. In addition to being supernaturally strong and tough, Nudal retains some of his former magic powers. His chief vulnerability is fire but he'll continue lumbering after the adventurers even if they set him alight. Regardless of how much damage they do to him, the player-characters won't be able to destroy Nudal as long as the gem remains intact. If they shatter the jewel, he'll collapse into dust.

Remember those old mummy movies where potential victims stood in a corner and screamed as the slow-as-Christmas monster shambled toward them rather than running like jackrabbits as any sensible person would? Remember how ineffectively they employed any weapons that happened to be on hand? There's a reason for that other than the requisite monster victim stupidity. Nudal has the mystical mummy ability to slow adventurers' movement rates to a crawl. No matter how hard they run, they'll never be able to achieve more than half speed, and the cluttered cramped treasure room won't aid escape attempts. In addition, they'll find weapons suddenly hard to hang onto, as if they were greased.

## Pool

If the PCs scout around before entering the temple proper, they'll learn that any water in the ceremonial pool has long since evaporated; the pool's bottom is choked by sand, debris, and an occasional desert weed. Careful observation (or simply falling through) will reveal wide fissures opening into the earth. Characters entering the fissures will have discovered a shortcut to the treasure chamber. They will also have discovered the nest of the giant spiders described above. It's OK, the spiders will be happy to meet them.

## OUTCOMES

If the PCs escaped with the jewel but failed to destroy Ra Mihn Nudal, he'll continue to stalk them across the world. He's not deterred by water, sunlight, or supposedly holy objects and will always be able to find them as long as the Soul is in their possession. He'll shamle back to his tomb if he gets his bony hands on it.

Professor Smythe, if he survived, is a persistent opponent, too. He and his goons will dog the PCs' steps attempting to steal the jewel and any other treasure they recovered from the tomb. Unlike Nudal, Wisconsin Smitty has a vindictive streak and will seek revenge even if he manages to grab the goods.

If the adventurers make it back to civilization with even part of the treasure, they'll be wealthy as kings and famous to boot. They may find this not all to their liking. Reporters, scholars and thieves will seek to learn the lost city's location. Con men, relatives, and robbers will come out of the woodwork to benefit from their newfound wealth. Mounting a secret second expedition to get the rest of the treasure could be nearly impossible. Furthermore, the Soul of Nudal is cursed. The adventurer who



actually took it from Nudal's grasp will find himself becoming unaccountably clumsy. All DEX-related activities are made at increasingly great penalties until the jewel is returned or the curse is somehow otherwise lifted.

If the PCs survived but didn't recover any treasure, all is not lost. Characters with knowledge of geology and a remembrance of the legend of its fiery fate may deduce that Al-Maurib sits on a lake of petroleum. The tarry patches in the sand are oil leaking to the surface. Of course, they'll have to gather investors, hire engineers and drilling crewmen, and get mining rights from the Egyptian government to benefit from their discovery. And if word gets out, they may find themselves in a race to be the first to stake their claim.

## NPC STATS (IN ORDER OF THEIR APPEARANCE)

### Tomb Robbers

Professor Smythe's in-town goons will be fez or turban wearing Egyptians. His desert followers will be burnoose-clad Bedouins. For purposes of annoying the PCs they have generally the same murderous skills. The two groups don't necessarily get along well. Adventurers who speak Arabic or one of the tribal dialects might be able to gain an advantage by encouraging the tomb robbers' obvious antagonism towards each other.

STR 3D6 (10)            CON 3D6 (10)  
SIZ 2D6+6 (13)        INT 2D6+6 (13)  
POW 3D6 (10)         DEX 3D6 (10)

APP 3D6 (10)

**Move** 10

**Hit Points** 12

**Armor** 1

**Attacks:** Dagger 55% 1D4+2; Musket 45% 1D6+1

**Skills:** Climb 45%, Hide 35%, Stealth 35%, Spot 35%, Ride 35%, Streetwise 40%, Navigate 35%, Throw 30%, Track 35%

### Sand Ghouls

The ghouls are naked cannibalistic humanoids less than a yard tall with wide toothy mouths, huge bat-like ears, and black rodent-like eyes that can see perfectly well in the dark. They dwell beneath the rock formation the waters of the oasis flow from and have been preying on unwary travelers, human and otherwise, for generations. They are nocturnal and will try to take the adventurers by surprise while they are sleeping. Ghouls prefer carrion to fresh meat but will attack healthy adventurers if no dead bodies are available or if they think they can overwhelm the PCs with sheer numbers.

STR 2D6 (7)            CON 3D6 (10)  
SIZ 1D6 (3)            INT 3D6 (10)  
POW 3D6 (10)         DEX 2D6+6 (13)

APP 1D6 (3)

**Move** 6

**Hit Points** 7

**Attacks:** Teeth 65% 1D6+1D4, Claws 55% 1D6-1D4

**Skills:** Pilot (Boat) 25%, Climb 65%, Dodge 30%, Hide 60%, Stealth 65%, Spot 35%, Track 30%

### Jackals

Jackals are small, flea-bitten, perpetually hungry wild dogs that never miss an opportunity to steal food. They are usually timid around humans but get bolder as their numbers and hunger grows. If the adventurers feed them on purpose, they'll have gained friends (or at least a pack of followers) who won't go away. The



mangy critters will forever be lurking nearby, looking for a handout. This might on rare occasions be helpful, but usually the jackals' presence will become a grand annoyance.

STR 1D6+1 (4)      CON 3D6 (10)  
 SIZ 1D6 (3)      INT 5 (5)  
 POW 1D6+6 (9)      DEX 2D6+6 (13)  
 APP 5 (5)  
**Move** 6  
**Hit Points** 7

**Attacks:** Bite, 40%, 1D6-1D6

**Skills:** Climb 30%, Dodge 30%, Jump 30%, Sense 55%,  
 Stealth 45%, Listen 60%, Track 75%

## Feral Cats

These are ordinary housecat-sized cats gone wild. They are descended from the holy animals that roamed the temple grounds in ancient times. If the adventurers manage to offend Bastet (see below) they may find themselves watched and stalked by exotic-looking cats wherever they go. The sinister felines will always be lurking, seeking to surround and ambush individual PCs when they are alone and isolated from help.

STR 2D6 (7)      CON 2D6+6 (13)  
 SIZ 1D6 (3)      INT 5 (5)  
 POW 2D6+12 (19)      DEX 2D6+12 (19)  
 APP 5 (5)  
**Move** 8  
**Hit Points** 8

**Attacks:** Claw 40% 1D6-1D6, Bite 1D8-1D6

**Skills:** Climb 60%, Dodge 50%, Jump 40%, Sense 60%,  
 Stealth 90%, Hide 45%, Tracking 35%

## Skeleton Warriors

You've seen the movie "Jason and the Argonauts," right? As Stan Lee would say, "Nuff said."

STR 2D6+6 (13)      CON 1D6 (3)

SIZ 3D6 (10)      INT 0  
 POW 0      DEX 3D6 (10)  
 APP 0  
**Move** 10  
**Hit Points** 7  
**Armor** 5  
**Attacks:** Spear 36% 1D10  
**Skills:** None

## Bastet

The animated statue isn't the "real" goddess but it does function as her avatar on Earth. It isn't truly alive or intelligent but it can sense the adventurers and follow its programming to defend the temple from infidels. Formerly the goddess spoke to her priests through the statue but the words it utters against the PCs are its standard, pre-programmed imprecations against unauthorized intruders. The statue's destruction and the looting of the temple, however, might actually get Bastet's attention, with unfortunate results for the adventurers.

STR 35      CON 25      SIZ 36      INT 0      POW 0  
 DEX 9      APP 18  
**Move** 5  
**Hit Points** 31  
**Armor** 7  
**Attacks:** Fist 55%, 2D6; Grapple 45%, 1D6+12  
**Skills:** Sense 70%

## Spiders

These are tarantulas, essentially oversized trapdoor spiders that have inadvertently burrowed into the ancient temple's tunnels. They're big, hairy, hungry, and smarter than any bug has a right to be.

STR 1D6+6 (9)      CON 3D6 (10)  
 SIZ 2D6+6 (13)      INT 8 (8)  
 POW 2D6 (7)      DEX 2D6+9 (16)  
 APP 2 (2)

**Move 6**

**Hit Points 12**

**Armor 3**

**Attacks:** Bite 50% 1D6+poison, Webbing 60% entangle

**Skills:** Climb 75%, Dodge 40%, Sense 65%, Jump 65%,  
Stealth 85%, Track 40%

## Ra Mihn Nudal

The former high priest is 7 feet of age-darkened wrappings and crumbling wood-like flesh. If the ancient Egyptians had played basketball, he'd have been center. His eye sockets glow with the same red light as the jewel. Despite his fearsome appearance and strength, all Nudal wants is to retrieve his soul and return to the afterlife. If he can get his dusty mitts on the gem without throttling the player-characters, he'll do so. But he'll clobber any of them who get in his way. Unlike the animated avatar of Bastet, Nudal can't speak, although he can emit terrifying moans and grunts.

STR 3D6+12 (22)      CON 3D6+12 (22)

SIZ 2D6+6 (13)      INT 2D6+6 (13)

POW 0      DEX 2D6 (7)

APP 1 (1)

**Move 5**

**Hit Points 18**

**Armor 2**

**Weapons:** Fist 60% 1D6+1D4

**Skills:** None

## Professor Winston "Wisconsin Smitty" Smythe

The professor is a wiry middle-aged man with round wire-rim spectacles and a snap-brim hat that he never seems to lose. He speaks in clipped, nasal Wisconsin tones, don'tchaknow, and is never without a sturdy blackthorn cane that conceals a sword. He's perpetually smoking a particularly odious brand of cigars. Despite his frail, almost elderly appearance he's a dangerous combatant. He's earned a reputation as a ruthless competitor from the ancient ruins of the Middle East to the dinosaur bone yards of the American West. He's as patient as a spider and just as merciful. Imagine a villainous Peter Cushing as Indiana Jones instead of Harrison Ford and you get the general idea.

STR 15      CON 18      SIZ 13      INT 15      POW 11

DEX 16      APP 12

**Move 10**

**Hit Points 16**

**Armor 2**

**Attacks:** Sword Cane 75%, 1D6+1; .38 Revolver 55%,  
1D10

**Skills:** Climb 40%, Dodge 45%, Drive 50%, Appraise 60%, Fast Talk 45%, Bargain 60%, Hide 45%, History 60%, Jump 30%, Language: Arabic 60%, Language: Ancient Egyptian 55%, Stealth 35%, Navigate 35%, Never Lose Hat 95%, Spot 45%, Occult 35%, Persuade 50%, Research 50%, Ride 35%, Archaeology 60%, Anthropology 55%, Paleontology 60%, Street-wise 55%, Grapple 55%

---

# The Twin Circle Defenders

---

BY BRUCE THOMSON

*The time is 1960's England. Though swinging and psychedelic dark undercurrents are flowing beneath the bridge of civilization. Mysterious events, the discovery of ancient artifacts and the emergence of a new breed of Super-Criminal have created a new society within society. Heroes, past and present have sworn an oath, at Stonehenge, to defend truth and justice, and to protect the world from the forces of darkness! They are 'The Defenders'!*

## ADVENTURE STYLE

---

A Heroic power level Superhero adventure in BRP.

The best part about being a superhero in the 60's is being cool and looking good. Style is as important as success! Usually enemies are subdued rather than killed (If a player character or super-villain has 0 to -15 HP they will be unconscious and stunned and will recover slowly). This is an altogether more dignified time. Some pre-generated heroes are included. Players can create their own of course...



## Stonehenge

“Buried deep under Stonehenge the museum and sanctuary of Merlin’s caves houses the Defenders secret Base. From this ancient complex the needs of truth and justice are fulfilled!”

Twenty feet under Stonehenge is the secret Merlin’s Cave base of The Defenders. A complex of several rooms and connecting tunnels it can be reached by three secret entrance’s. Two 1 1/2 mile’s away from Stonehenge and one emergency escape exit up to the stones above. The cave complex has some medical facilities and mod-con’s. Also food supplies to last one year. From time to time members of The Defenders will live here full time though usually they are living under false identities within the general population.

At both long tunnel entrances there is a recently constructed garage facility. The egress hidden into the ground.

## In Garage One

Ford Cougar 406 Gullwing Concept Car (The doors open vertically like on a Delorean) (4 seater)

Porsche 911 1963 Model (2 Seater)



Royal Enfield 650cc Motorbike (Two Bikes)

## In Garage Two

Jaguar Mark Two (4 Seater)

Bubble Car (1 Seater) 35mph top speed.

British Leyland Covered Lorry (3 Seater – 10 tonne capacity)

## The Society of the Time

“It is the summer of 1963. The year John F. Kennedy was assassinated. Just two years after the erection of the Berlin Wall. Russia is winning the space race. On British TV Doctor Who is beginning its first series. The Prime Minister is Conservative Harold MacMillan ‘Supernac’ though by October he will step down due to ill health. Queen Elizabeth II reigns over the country. A Liverpool Band called ‘The Beatles’ has begun to take over the world. Songs such as ‘Bachelor Boy’ by Cliff Richard, ‘From Me to You’ by the Beatles, ‘Devil in Disguise’ by Elvis Presley are riding high in the charts. Young people are sporting ‘Mop Top’ Haircuts in honor of the Beatles. Mod and Rocker\* gangs are making the news in London.”

“There is a feeling of Sexual liberation and for some young people it has never seemed so good! The straight laced 1950’s and the hard times of the War Years are fading into the past... However little do they know that the forces of wickedness are always ready to take advantage of this moral laxity!”

\* (Rockers tend to wear heavy leather jackets and ride large motorcycles. The Mod’s often wear suits and ride Scooters).

## THE DEFENDERS

The Defenders are in contact with the British government who let them operate in a deniable way. MI5 (internal secret service) or MI6 (foreign secret service) may request their help in certain delicate matters. Their nominal leader is Reginald Moorcroft, mainly because of his age and contacts.

Defenders wear a watch or jewelry marked with two interlocked circles. These devices can be used to communicate verbally with other team members. They have a range of 25 miles. In certain environments the range can be less. Solid rock, lead etc can cut off all communication.

## The Hunt for Hunt

Top formula one racing driver Harry Hunt has disappeared. The charismatic boss of his racing team Adrian Jones has contacted his friend Reginald Moorcroft to try and locate one of racing’s top stars. Moorcroft has summoned the members of The Defenders to Stonehenge ready room... When all are assembled he intones The Defender’s motto ‘To defend, to protect, two circles combine!’

He debriefs... “One of the nation’s top sports personalities Harry Hunt has been kidnapped. Hunt appears to have been snatched from his bed while sleeping from his country home. His girlfriend Jane Henson noticed nothing till the next morning. The only thing she could remember was having strange dreams on the night of his disappearance. One day later his racing team received this note:

*“ We have taken your man Hunt.  
You can expect to hear from  
us in one weeks time where we  
will expect delivery £10,000 for*



*his safe return... Be assured that we are sincere... However do not attempt any kind of double cross. You are dealing with forces beyond your pathetic understanding."*

The note is signed "F".

"Obviously the writings of a madman! All we have to go on is Hunt's glove. From this we may be able to locate him emphatically!"

Melinda can use her locate ability on the glove to pinpoint Hunt's location on a map as long as he is alive. The location is an old country castle surrounded by forest called Roundhead Keep. It is located near Oxford about 100 miles away by country roads.

## **Roundhead Keep**

Roundhead Keep is located in a 1000 acre plot that is mainly a forest of large deciduous trees. Surrounded by a defensive stone wall twenty feet high. The main gate is however open. Parked outside are a black Jupiter OTJ428 sports car and black Rolls Royce Silver Cloud II. The Jupiter is open topped and the hood is up. There are a pair of black gloves and a black female scarf lying on the passenger seat.

Black Roundhead and Sylvania Lucenestre are holding Hunt to ransom in Roundhead's family castle. Research will reveal that some five years ago a man called Black Roundhead paid £10,000 for the castle and 1000 acre estate. The Keep came into possession of the Roundhead family at the time of the English civil war in the 1600's. After the reformation it was returned to it's original aristocratic owners the Spencer family. It remained with the Spencer's till the sale.

Roundhead has given his staff a months holiday because of the kidnap and the entire keep and grounds are deserted.

## **The Twin Circle Defenders**

"The Keep is rather lovely and picturesque. Nestling in its setting of grand old trees. It has a certain air of an age gone by. Yet there is an aura of dark brooding emanating from its rough hewn battlements"

(See map)

## **Ground Floor**

The front door is open (the players may knock but there will be no answer).

### **The Hallway:**

Neat and tidy in appearance. There is a walking stick rack and a stuffed bear standing near the front door. A loud noise can be heard coming from upstairs including shouts and screams. A listen roll will reveal it sounds like recorded voices.

### **Trophy Room:**

Room of hunting trophies. The walls are adorned with stuffed deer, moose, tiger and other heads.

*"Impressive yet strangely morbid."*

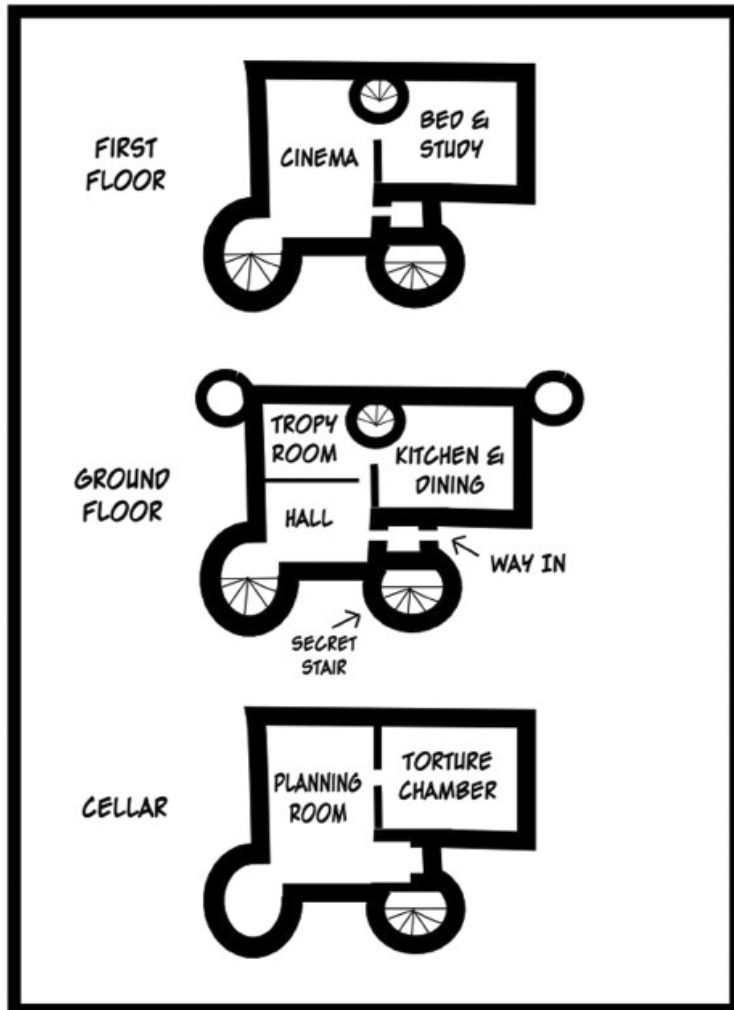
### **Kitchen & Dining:**

Large all mod con kitchen and open plan dining area. Well stocked with supplies with kitsch décor.

*"The kitchen is tidy...Almost too tidy..."*



## ROUNDHEAD KEEP



### Secret Stair:

The secret stair has an entrance on each level, the door is opened with by a loose brick in the wall except in the cellar level where the entrance is open. If the house is searched it can be found using the spot skill. Locate ability or interrogation of Roundhead or Lucenestre.

*“A secret passageway... The fiends!”*

## First Floor

### Cinema:

This twenty seat home cinema is showing Alfred Hitchcock’s latest release ‘The Birds’. Roundhead and Lucenestre are sitting engrossed in the show. Roll a listen roll to see if either hears the player characters approach.

*“Gadzooks! They seem to be watching a moving picture!”*

When they discover the PC’s Roundhead will gape in shock and cry out “What is the meaning of this!” While Sylvania Lucenestre will hiss with rage. If challenged about Hunt they will immediately attack using their powers. Roundhead may make a break for his bedroom which contains a sporting rifle (see below).

**Black Roundhead:** Evil English civil war obsessed villain!

**Costume:** Full Roundhead armor from the English civil war.

**Origin:** Always obsessed with the English civil war and his ancestors part the loss of his family and subsequent breakdown caused Roundhead to emerge in a new persona. Dressed in the finery of his ancestors and now with fiery rage in his heart. A rage so intense it can be projected in jets of flame! Found by The Farmer the two share revolutionary ideals.

**Height:** 5’11” **Age:** 33 **DB:** +1d4 **HP:** 15

STR 15 CON 15 SIZ 15 INT 12 POW 16  
(21) DEX 14 APP 13 EDU 16

**Powers:** Pyrokinesis (Psychic Power to create heat and flame)

Extra Energy (21 Power Points in Total)

**Armor** (Electrical) 5

**Skills:** Drive Car 50%, First Aid 50%, Track 65%, English History 60%, Swim 50%, Status 50%

**Items:** Gold ring worth £200, Rapier

English Civil War Armor (As Scale Mail)

**Ap:** 6 Modifier: -15% Agility Skills

**Attacks:** Rapier

Skill	DMG	ATTK	SPEC	Range
75%	1d6+1+DB	1	Bleed	Med
Hands	Parry	STR/DEX	SR	
1H	Yes	7/13	2	

**Sylvania Lucenestre:** Foul witch and meddler in dark arts.

**Costume:** Black skintight outfit showing considerable cleavage. She has a half face mask.

**Origin:** Always drawn to the dark arts. Sylvania summoned a demon who taught her many ways in wickedness. She found a friend in Black Roundhead who tolerates her ways.

**Height:** 5' 7" **Age:** 24 **DB:** 0 **HP:** 11

STR 10 CON 11 SIZ 10 INT 15 POW 18  
DEX 13 APP 17 EDU 12

**Powers:** Armor (All Magic) 15

Defence (All Attacks) 25%

Sorcery Spells Remembered: Heal x2, Gift of the Earth, Curse of Sorcery, Unbreakable Bonds

**Skills:** Drive Car 65%, Fast Talk 50%, Disguise 56%, Dodge 40%, Swim 40%, Listen 50%, Occult 75%, Law 35%

**Items:** Demon Ring (summons Demon in one turn)

### The Demon Tanga'el

**DB:** None **HP:** 10

STR 10 CON 11 SIZ 10 INT 10 POW 10 DEX 11 APP 5  
EDU 40

**Powers:** Curse of Sorcery x1, Unbreakable Bonds x2

**Skills:** Climb 65%, Dodge 50%, Hide 45%, Listen 40%, Spot 50%, Teach 40%

**Attacks:** Claw 50% 1d3+DB (Bleeding)

Bite 35% 1d3+1/2DB (Bleeding)

Brawl 25% 1d3+DB

If defeated they may be interrogated using mental powers. They will not voluntarily reveal Hunt's location.

## Bed and Study:

Contains two beds and a study area. The study area has no items of real interest. Only day to day dealings and affairs. A bank statement shows that Roundhead is moderately wealthy. Laying on one of the beds is a loaded sporting rifle:

Skill	Base	Dmg	Attk	Special	Rng
Rifle	25	2D6	1	Impaling	80
Hands	HP	STR/DEX	MAL	Ammo	SR
2H	12	7/5	00	6	1

Under the bed is a chest containing ten thousand pounds and a gold dagger.

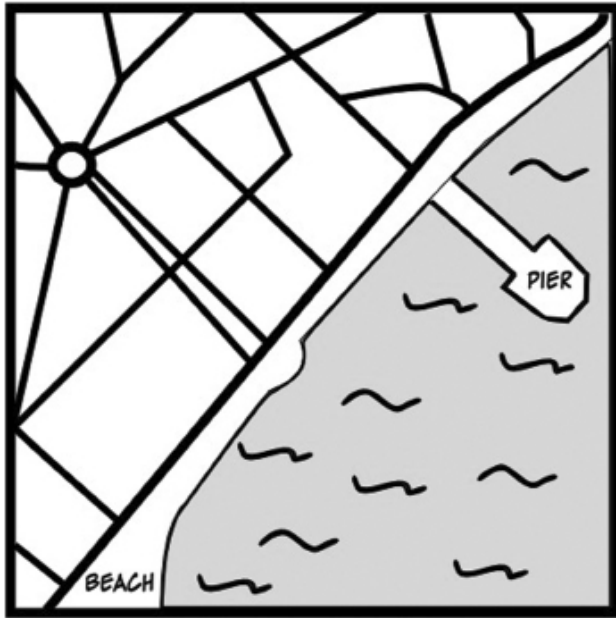
## Cellar

### Planning Room:

This room is dominated by a large oak table with six chairs. Bookshelves line the wall filled with various historical and political volumes. A large six foot map of Brighton on the south coast of England is fixed on the wall. The caption above the map is "Project Cromwell" a red cross is marked near Brighton Pier. Two filing cabinets lie empty against the wall. An old gramophone has some marching records beside it. If the PC's can make a Spot role they will notice that among various items on the shelves is a German WW1 Iron Cross.



## BRIGHTON



### Torture Chamber:

Behind locked iron bars is Harry Hunt. (Black Roundhead has the key). He will be at first frightened to see the PC's then overjoyed if they set him free. Also in this room are rack, iron maiden and water torture devices.

*"They were going to put me in the iron maiden!"*

If questioned he will reveal that he has no memory of arriving in the dungeon and that he saw three of his captives. Black Roundhead, Sylvania Lucenestre and the "big fellow". If questioned about the "big fellow" he will say that he wore a hat and had a habit of talking strangely while chewing on a piece of hay.

## AFTER THE RESCUE

Roundhead and Lucenestre could be handed over to police authorities or taken to Stonehenge for imprisonment. Adrian Jones will be ecstatic at Hunts release and will offer the Heroes £1000 and a free holiday to the Monaco Grand Prix. Roundhead or Lucenestre will not give any information about "Project Cromwell" unless under extreme pressure...

### Die Before You Get Old

If the PC's decide to investigate Brighton the following events unfold. Otherwise in a weeks time they will hear on the news that riots have broken out in Brighton with youth gangs destroying large parts of the seaside resort.

### Brighton Promenade

Brighton is a typical British seaside holiday destination. Visitors will enjoy fish and chips with an ice cream afterwards. Popular due to its closeness to London. Famous for its pier and promenade.

"Brighton seems pleasant and laid back in the warm summer heat. Fat bellied men and heavily made up young ladies stroll past on their way to seek enjoyment. Many enjoying a bag of freshly fried Fish and Chips. The sound of slot machines and merrymaking can be heard in the background."

After traveling to Brighton the PC's will find the usual assortment of English pubs, fast food takeaways, amusement arcades with penny slot machines. Life seems to be going on as nor-



mal. However if they question any of the locals they make moan about all the young hooligans on the sea front.

Two youths on scooters will drive past the PC's and throw a rock through a cafe window where several men in leather jackets are sitting. If the PC's give chase the youths will head down to the promenade at the pier where approximately two hundred smartly dressed young men in shirt and ties with trench-coats are lounging around on the beach or on the promenade many eating ice creams (they are Mods). Their scooters in a long row along the sea front.

"The promenade is broad, designed for pleasant strolls. Down on the sea front a long beach looks the ideal spot for some rest and relaxation. Cloth deck-chairs providing a comfy spot for sun worship. The pier stretches out to the sea bristling with buildings and entertainments. The sun flashing from it's metal structure."

Sitting at a fountain are five tough looking Mod's with a strange looking individual in their midst. Amazingly the five Mods are wearing Nazi swastika armbands. In their middle eating an ice cream is an oddly dressed figure in full military uniform with slick hair and mustache. The spitting image of Adolph Hitler! Yet he has a spotty face and looks barely eighteen years of age! On seeing the PC's he throws down is ice cream in disgust. Glaring he raves "How dare you interfere with the plans of the new Reich!". Given no satisfactory answer he starts to scream "Attack, attack! Destroy the corrupt weaklings!"

*"Ye gods it could be nineteen thirty nine!"*

The young man is Young Hitler! Reincarnation of Adolph. The Mod's accept him as their leader. At his command they being to shout, pick up pieces of wood and reveal hidden weapons. Suddenly the huge figure of a man bursts from a pub across the road. Red

faced and wearing a straw hat and dungarees. Strangely chewing a piece of straw and carrying a heavy metal pitchfork! "What be goin' awn eeere!" He cries spying the PC's and raising his pitchfork to attack... He looks altogether like a Country Bumpkin!

## THE FIGHT

Around two hundred Mods, Country Bumpkin and Young Hitler attacking the PC's at once are overwhelming odds. The PC's should have a feeling of a hopeless fight then suddenly from further down the street a gang of around two hundred Rockers, some on motorbikes will join the battle which has become almost like a medieval melee. Young Hitler's five closest followers will act like bodyguards staying close to their leader. Mainly the battle will be with these six and Country Bumpkin. With the occasional spillover from the main battle. Bumpkin may try to pick up cars from the street and throw them at PC's.

### Young Hitler: Reincarnation of the Fuhrer!

**Costume:** German military, uniform. Hitler haircut and mustache. Pimply face.

**Origin:** Reincarnated by the Nazis after the end of WW2 using a lost artifact recovered from Atlantis (the Horn of Reincarnation). Found by The Farmer after great research. Studying ancient lore The Farmer was able to bring back some of the Fuhrer's memories using obscure techniques. Young Hitler is his "Project Cromwell".

**Height:** 5'6" **Age:** 18 **DB:** -1d4 **HP:** 12

STR 8      CON 15      SIZ 9      INT 14

POW 18(28)      DEX 14      APP 14      EDU 16

**Powers:** Rage of the Fuhrer (Psychic Mind Blast)

Mind Control (Psychic Power)

Rally Troops (Special Psychic Power)

\* **Range:** 30ft

\* **Duration:** Instant



- \* **Power Point Cost:** 8
- \* **Effect:** Allies within range are cleared of adverse mental states and each gain 3 HP

Defence (All Attacks) 15%

Extra Power (28)

**Skills:** History 50%, Drive Car 50%, Language (German) 80%, Language (English) 70%, Insight 60%, Strategy 10%

**Items:** £4 in pocket, Hair Comb

**Attacks:** Brawl 30% 1d3+DB

**Nazi Mod:** Tough Swastika armband wearing bodyguard of Young Hitler.

STR 14 CON 14 SIZ 14 INT 10 POW 11 DEX 16 APP 13

**Move:** 10 DB: +1d4

**Armor:** 0

**Attacks:** Wood or other Club 55% 1d6+DB (Crushing)

Brawl 40% 1d3+DB

**Skills:** Ride Scooter 40%, Climb 75%, Jump 45%, Throw 50%, Stealth 50%, Swim 55%

**Hit Points:**

1: 12

2: 14

3: 15

4: 12

5: 13

**Country Bumpkin:** Demented sidekick of The Farmer.

**Powers:** Damage resistance, Super Skill (pitchfork, dodge), Resistance to mental attack.

**Costume:** Straw hat and dungarees, work boots. He is always chewing a piece of straw.

**Origin:** Always loyal to The Farmer he took all the special potions and injections he was offered!

**Height:** 6'8" **Age:** 40 **DB:** +2d6 **HP:** 21

STR 26 CON 16 SIZ 25 INT 9 POW 9  
DEX 14 APP 10 EDU 6

**Powers:** Strength

**Skills:** Gardening 40%, Farming 20%, Drive Car 40%

**Items:** Brochure for Fafner's Adventure-land, Steel Pitchfork

**Attacks:** Pitchfork

Skill	DMG	ATTK	SPEC	Range
50%	1d6+1+DB	1	Imp	Med
Hands	Parry	STR/DEX	SR	
2H	Yes	16/7	2	

Throw Object 30% DMG (Variable on size of object 1D6-4D6)

**Rocker:** Young rock and roll influenced gang member. Usually wearing a leather jacket and slicked hair.

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

**Move:** 10 **HP:** 12-15 **DB:** +1d4

**Armor:** 1 point leather jacket

**Attacks:** Chain 55% 1d3 +2+DB (Crushing)

Brawl 40% 1d3+DB

**Skills:** Drive Motorbike 43%, Climb 75%, Jump 60%, Throw 55%, Stealth 30%, Swim 55%

## AFTER THE BATTLE

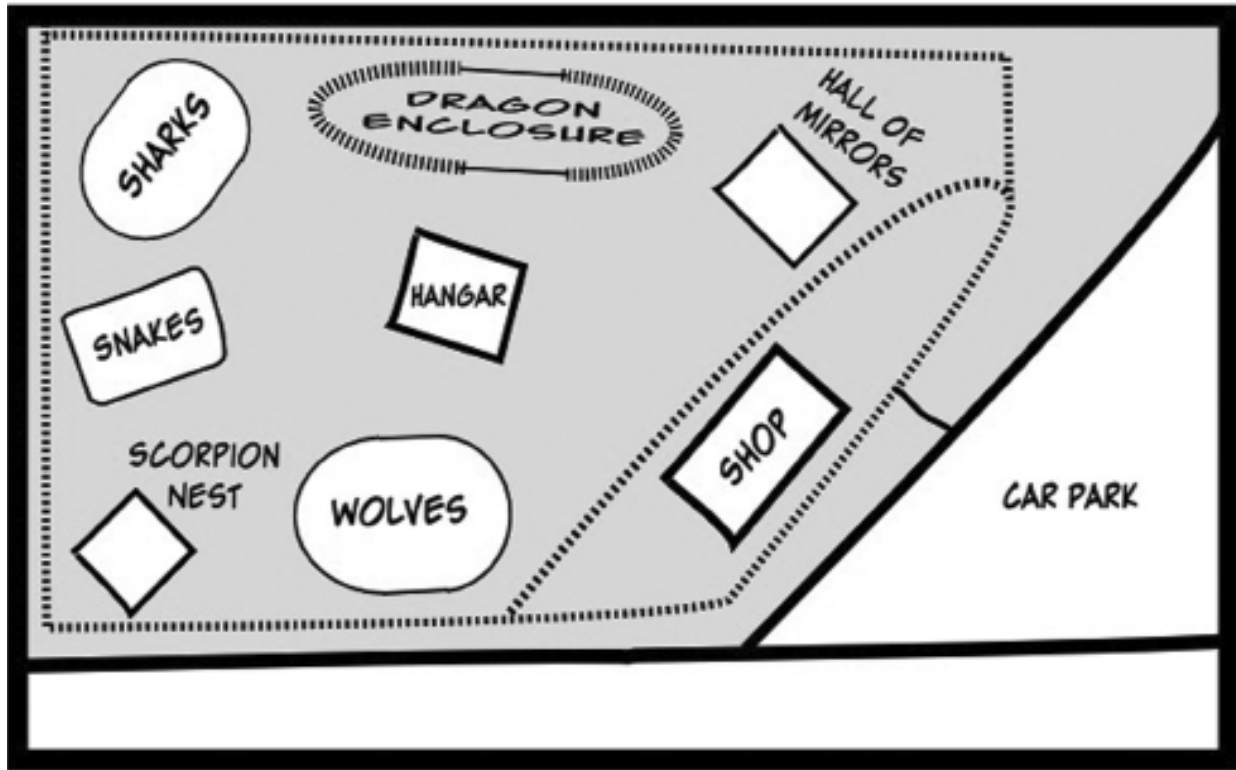
---

With Bumpkin and Young Hitler subdued the PC's should be able to break up the battle before major damage is caused. Young Hitler will volunteer no information but simply glare straight ahead if questioned. Bumpkin will only say that "The master will be very angry". The only clue the PC's may find is a brochure in Bumpkin's pocket for "Fafner's Farm "Adventure-land and Bestiary"" some twenty miles west along the coast. The brochure is marked by pen notes showing dates and times of meetings within the park and marked by drawings of a swastika.

Of "Project Cromwell" There is no tangible sign... (It is code name for Young Hitler)

The PC's might want to make fast tracks away before the police arrive and they have to explain the situation.

## FAFNER'S FARM "ADVENTURE-LAND & BESTIARY"



### The Dogs of War:

If the PC's didn't go to Brighton a week after the riots there Reginald Moorcroft will receive a letter of invitation from Fafner's Farm. Addressed to "Mr Moorcroft and his costumed friends" cordially inviting them to Fafner's Farm adventure park so that "All may be revealed". They will have to deal with Country Bumpkin and Young Hitler at a later date.

### Fafner's Farm "Adventure-land and Bestiary"

If they make their way to Fafner's farm they will find it busy and full of you families with children. The main entrance is a dragon's head with the door leading through its gaping maw into the park. A sign reads "Thrills, Danger, Pleasure, Mystery and Adventure await inside! Enter brave traveler, if you dare!". The entrance fee is one pound. PC's may purchase a map of the Park for a few pennies (give them the map handout).

The park is surrounded by a twenty foot high mesh fence with barbed wire on top. The only visible entrance are the turnstiles beyond the Shop.

## Shop

Full of sweets and Adventure-land merchandise. The merchandise consists mainly of moving electrical models of the animals in the park. If a PC's makes an idea role they may notice that the toys are more advanced than any they have seen before. Business is booming and there is a queue of customers purchasing these novelty items. Dominating the shop is a large model of a tree in the centre. A Viking player or a character making an idea role may notice this a representation of the Tree of Life. A symbol of fertility and rebirth.

There are one way turnstiles beyond the shop that lead into the park proper...

"The park is brightly painted and wide cobbled streets lead to the various attractions. There are plenty benches for the weary visitor to rest or enjoy the afternoon. Loudspeakers play some pleasant "Muzak". Families with young children eating candy-floss seem to make up the majority of pleasure-seekers. In the distance bursts of flame and black smoke are visible from the Dragon Enclosure. Delighted screams can be heard from the children."

The PC's may investigate the park. See details below. However if they try to break into the hangar or the investigation starts to get tedious begin The Farmer's Revenge section.

## **Sharks:**

*"A lovely blue pool with three incredibly lifelike mechanical sharks visible in the clear waters. Observers are watching captivated by their antics. One leaps in the air and splashes back into the water. The crowd clap!"*

Anyone falling into the pool will be attacked!

(As Shark in the *BRP Rulebook*, with 15 HP and zero damage bonus. Note mental attacks do not work on mechanical creatures)

## **Dragon Enclosure:**

*"Fenced off this attractive display shows three large beasts of forgotten ages. One blue, one red and one green. Mechanically moving their heads and swishing their tails. Children are enthralled. Every so often they let forth a burst of flame!"*

The Farmer may use this display as a weapon as discussed in the "Farmers Revenge" section. The Dragons are about twenty feet high and made of metal.

## **Scorpion Nest:**

*"Doors lead into this interesting area. Behind glass screens the little Scorpions move about the exhibit. They appear to be real and not robotic. At a sign proclaims that rat is on the menu at feeding time."*

This is a simple Scorpion related attraction. If a Character investigates and makes a Spot Hidden roll they will discover that there is a secret door in this exhibit. Behind the door is a weapons cache of some five hundred machine guns, six hundred grenades and four hundred uniforms emblazoned with swastikas.

*"Wickedness alongside innocent children!"*

## **Hall of Mirrors:**

*"A maze of reflecting mirrors. The glass twisting and changing the image of the viewer. People pull faces and caper*

## **The River Terror and Other Stories**

*around. Their features appearing grotesque and distorted”*

Any combat taking place inside the Hall of Mirrors requires an additional Spot roll to hit. If this role is missed any damage is taken to a mirror rather than the target.

The Farmer has a secret escape tunnel here through underground caves. If he reaches the tunnel he will race down the cave and collapse the tunnel behind him. Making pursuit almost impossible.

## Wolves:

*“A simple concrete pit with one metal gate blocking the way to the park. The six wolves inside are very realistic but obviously mechanical they race round and cavort below”*

The wolves will attack anything inside the pit. As detailed below they will be released shortly to cause havoc...

## Snakes:

*“The Snakery! Behind glass screens metal snakes slither and wriggle around an artificial landscape. Every so often two will have a mock fight. Much to the delight of watching children”*

If they investigate PC's may discover with a Listen roll that there is a high pitched noise coming from a closed door inside the Snakery. Inside is a transmitter station of unknown purpose. (It actually controls the mechanical animals. If it is destroyed they will cease to function).

## Hangar:

*“A forty foot high building made of concrete and steel. The large front doors are shut. On the side of the building is a cheerful mural of animals and humans living in harmony together”*

The main door and the side door is locked. If the PC's try to break in then start the “Farmers Revenge” section below.

## Inside the hangar:

Inside the hangar is a helicopter launchpad with one small two man helicopter. It is fueled and ready for takeoff through an opening in the roof (The Farmer may try and use this to escape. The chopper takes three combat rounds to start and lift off).

In a corner there is a bed and basic living amenities. A large stage type dressing mirror surrounded by bulbs and a various selection of farming clothing.

There is a large meeting table strewn with documents. Taking time to sort through these (30 minutes) will reveal that The Farmer planned to use “Project Cromwell” which appears to involve Adolph Hitler to turn the youth of the nation to the right way of thinking. He planned nothing short of a complete cultural revolution that would take place over a twenty year period... The moral depravity and corruption of the youth of today driving him to destroy civilization as we know it and create a new utopia.. To help finance his plan while “Project Cromwell” reached maturity he planned to capture various celebrities and hold them for ransom. Starting with the famous racing driver Harry Hunt. There is also evidence of a weapons stash within the park...

*“The devil! Like a worm in civilization's very heart!”*



# THE FARMER'S REVENGE

*“A crackling sound cuts short the Muzak on the loudspeakers. A well measured voice begins to speak “I see we have some extra special visitors today! Greetings my new friends! Why are we opposed! This corrupt society must be destroyed and made anew! A strong society with a strong army, pure and mighty as the days of legend will arise from the ashes!””*

After a minute or so while the Adventurers plan..

*“I see now that you are impure! Look, look what you have made me do! Always the innocents must suffer! “*

Suddenly a horrible mechanical howling sound can be heard all through the Adventure Park...

Mechanical wolves have broken from their exhibit and are terrorizing the pleasure seeking civilians! There are six in total and they must be stopped before they do some serious damage!

## Mechanical Wolf:

STR 13    CON 11    SIZ 10    INT 5    POW 10  
DEX 12    APP 10

**Move:** 10 HP: 10 DB: None

**Armor:** 3 point Metal, (Immune to Mental Attacks)

**Attacks:** Bite 40% 1d6+db (bleeding)

**Skills:** Dodge 35%, Listen 55%, Sense 50%, Spot 60%, Track 30%

### Hit Points:

- 1: 10
- 2: 10
- 3: 10
- 4: 10
- 5: 10

6: 10

If the PC's defeat the wolves (wounds and damage they inflict on civilians are at GM's discretion). The voice on the loudspeakers will whisper:

*“When I was a little boy I always wanted to be.... A farmer”*

*“The sound of a massively revving engine splits the air. With a massive crash the doors of the Hangar burst apart and a terrible machine of whirring blades and spikes emerges... It seems to be... yes a combine harvester! Driving is a unique individual! With farmers hat and a farmers jacket, yet the face is heavily plastered with cosmetic products! Bright lipstick and rouge!!”*

The Farmer will drive right at the PC's shouting “get off my land!” at anyone getting in his way. The PC's have disrupted or destroyed his maniacal plans including possibly “Project Cromwell” (Young Hitler) and his kidnap plan for fund-raising. He is hell bent on revenge.

**The Farmer:** Evil Mastermind and farm obsessed lunatic.

**Costume:** Farmers hat, Farmers jacket, lipstick, rouge, red Wellington boots and a goatee beard.

**Origin:** As a young man The Farmer, though living in the city developed a great interest in farming. Eventually he ran his own show farm. Subsequent events caused him to be placed in a mental institution for several years. Emerging he had developed a new and terrible persona...

**Height:** 5'10" **Age:** 35 **DB:** +1d4 **HP:** 15

STR 15    CON 15    SIZ 14    INT 24    POW 24  
DEX 15    APP 9    EDU 15

**Powers:** Super Intelligence and Power

See Farmers Hat below

**Defence (All Attacks)** 40%

**Skills:** Dodge 60%, History 60%, Mechanical & Electrical Engineering 80%, Computing 80%, Drive Car 60%, Pilot Helicopter 50%, Fast Talk 50%, Jump

60%, Brawl 70%, Grapple 70%, Persuade 40%, Hide 40%, Language (German) 80%

Items: Farmers Hat (When wearing immune to all mental attacks), Sawn-off Shotgun down trousers

Attacks: Brawl 70% 1d3+DB

Grapple 70% Special

Sawn Shotgun

Skill	Dmg	Attk	Special	Rng	Hands
70%	4d6/1d6	1-2	Impaling	10/20	1H
HP	STR/DEX	MAL	Ammo	SR	
14	9/5	00	2	1-2	

**Combine Harvester:** Huge Agricultural machine for the processing of crops!

Skill	Rated Speed	Maneuver	Handling
65%	5	-20%	4
ACC	MOV	Armor	SIZ
1	25	16/1	50
HP	Crew	Passengers	Cargo
50	1	2	12

The harvester is slow and cumbersome. If driven at a character they have a chance to dodge but if they are caught up in the spinning blades of the machine then they take 2d10+10 damage. Every turn The Farmer must make a driving roll. If he fails one he must make a second immediately at -20%. If he fails this second roll then the machine has become stuck in a building or has ceased to function due to a collision.

As a tactic he may try and lead the PC's to the Dragon Enclosure where he can use the mechanical Dragons to shoot jets of flame via remote control. If a PC moves in front of one of the dragons. Pressing a button in his pocket will release a twenty foot ball of flame that will inflict 1d10 + 3 damage to anyone within the range of the area attack before dissipating after 40 feet.

If cornered he has a sawn-off shotgun down his trousers he will pull and give a PC both barrels...

If his combine harvester is damaged or The Farmer is taking some damage he will try and escape. He has a helicopter ready in the Hangar and an escape tunnel in the Hall of Mirrors.

## EPILOGUE

---

If the players manage to defeat The Farmer and bring his plot to the attention of the authorities (and his secret weapons stash) they will have gained great brownie points. All future activities will now receive greater government blessing. As an extra bonus they are given an invitation to the palace to pick up a secret Order of the British Empire award.

There is a good chance The Farmer will escape capture. He will try and round up his old super-villain friends to launch a new campaign against the Defenders!

If Young Hitler and Country Bumpkin are still at large they will plot terrible revenge on the PC's as soon as possible.

## Further Adventures

---

Trouble with Melinda's old soviet enemies? Viking invaders from the past? The Farmer has escaped? Chinese gangsters? A plot to overthrow the Prime Minister?

Here are some other adventure/super-villain ideas...

- \* Acid Trip: Drug taking madman. Driven insane by drugs he now follows a dark path.
- \* Porn King: After building a perverted pornographic empire. Porn King believes his empire must grow even larger!



\* Eddy Villaney: A sick individual with a split personality. Sometimes good, sometimes very bad!

## HEROES

**Lord Reginald Moorcroft:** Time traveler from the 1880's.

**Power:** Super Skills, Resistant to cold

**Costume:** 1860's gentleman's outfit with top hat. He carries a sword-stick.

**Origin:** Trapped in a block of ice in 1860 Moorcroft was discovered in 1961. When the ice was melted this old fashioned gentleman revived and found himself in the swinging sixties! Feeling invigorated he has thrown himself into his new life.

**Height:** 5'10" **Age:** 48 **DB:** +1d4 **HP:** 14

STR 12    CON 13    SIZ 14    INT 18    POW 18  
DEX 14    APP 15    EDU 25

**Powers:** Damage Resist (Cold) 10

Damage Resist (Kinetic) 2

**Skills:** Drive Car 70%, Drive Lorry 60%, Drive Motor-bike 50%, History 70%, Engineering 60%, Mechanical Repair 60%, Languages (Choose 5 at 40%), Dodge 60%, Jump 40%, Climb 40%, Swim 60%, Status 60%, Fast Talk 50%, Spot 50%, Listen 50%

**Items:** Healing amulet, Restores 2d6HP once per day. Sword Stick

**Attacks:** Sword Stick

Skill	DMG	ATTK
80%	1d6+1+DB	1
SPEC	Range	Hands
Imp	Med	1H
Parry	STR/DEX	SR
Yes	5/5	2

**Angharad Golden Hand:** Re-incarnation of mythic welsh personage.

**Power:** Golden hand special. Hard to Hit. Super characteristic (Appearance).

**Costume:** Thigh high dress, no shoes, long flowing golden/red hair.

**Origin:** When Angharad Williams and her new boyfriend went camping on an island in a Welsh river she was caught by surprise when her spurned lover decided to gate crash the party. As the two tried to flee in a rowing boat the denied man leapt onto the small craft overturning them all into the dark cold waters. All three were claimed by the river. Yet Angharad's body washed onto the riverbank began to move. Stirred by tragic events from uncounted years of slumber, into this new body, a hero of legend has been reborn!

**Height:** 5'10" **Age:** 21 **DB:** None **HP:** 14

STR 12    CON 15    SIZ 12    INT 14    POW  
16(26)    DEX 14    APP 20    EDU 10

**Powers:** Damage Resist (Kinetic) 2

Extra Power (26)

Defence (All Attacks) 20%

Golden-Hand Super Power

Angharad's right hand is magical. When it's power is used her hand glows, emitting golden light.

Golden-Hand Attack 85%

**Duration:** (Instant)

**Range:** 3 Feet

**Power Cost:** 2

**Effect:** Roll 1d100

- \* **1-7:** Angharad is knocked unconscious for 1d6 rounds
- \* **8-60:** Inflicts 1d6 Magic Damage
- \* **61-94:** Inflicts 2d6+2 Magic Damage
- \* **95-00:** Target of less than 30 SIZ and 20 current POW is transformed permanently Into a bed of Wild Flowers. Otherwise inflicts 1d100+10 Magic Damage

Golden-Hand Heal 85%

**Duration:** (Instant)

**Range:** 3 Feet

**Power Cost:** 5

**Effect:** Target receives 2d6+2 HP

**Skills:** Drive Car 20%, Drive Motorbike 40%, Singing 50%, Dancing 40%, Language (Welsh) 60%, Language English (40%), Dodge 50%, Swim 50%, Climb 50%, Spot 40%

**Items:** None

**Attacks:** Golden-Hand (as above)

Brawl 30% 1d3+DB



## Jackie Wang-Yu: Kung fu master!

**Power:** Extra damage resistance, Super Skill, Super Characteristics (speed).

**Costume:** Skintight body suit and half face mask.

**Origin:** Growing up in a tough neighborhood in Hong Kong as an orphan Wang-Yu flirted with the gang culture. Catching the eye of the renowned Kung-Fu master Ti Lung he was trained from a young age in the martial arts. Now endowed with almost supernatural powers he traveled to England to help his step-father open up his new Chinese restaurant. After local thugs attempted to muscle his step-father out of business Wang-Yu defeated them single handed. For his honor and respect to his master he swore to help the weak overcome oppression!

**Height:** 5'6" **Age:** 27 **DB:** +1d4 **HP:** 14

STR 15    CON 15    SIZ 13    INT 14    POW 16  
DEX 17    APP 17    EDU 12

**Powers:** Super Speed Level 1-2

Damage Resist (Kinetic) 2

Unarmed Combat Level 2

**Skills:** Language (English) 30%, Language (Cantonese) 80%, Martial Arts 60%, Jump 70%, Dodge 70%, Swim 50%, Climb 50%, Throw 70%, Musical Instrument (Mandolin) 40%

**Items:** None

**Attacks:** See Unarmed Combat Power and Martial Arts skill information.

## Melinda Melinda: Sixties chic who has the power to control emotion!

**Powers:** Locate Special, Emotion Control.

**Costume:** Full face mask and cape.

**Origin:** Always unhappy as a child Melinda began to experiment in witchcraft and the occult. By accident she encountered the Russian defector Viktor Tesla who took her under his wing and began to train her in certain Psychic disciplines. Using his brain enhancement machine Melinda began to develop real mental abilities. However old enemies of Tesla in the USSR decided to neutralize this potential threat to state security by killing Tesla and destroying his machines. Shocked by the destruction and death Melinda Melinda decided to use her powers for the good of the world and to fight evil in all its forms!

**Height:** 5'7" **Age:** 23 **DB:** -1d4 **HP:** 12

STR 8    CON 12    SIZ 9    INT 16    POW

16(26)    DEX 15    APP 17    EDU 12

**Powers:** Mind Blast (Psychic)

Emotion Control (Psychic)

Extra Power (26)

Locate Special Power (Psychic) 65%

**Duration:** One Round

**Range:** Infinite

**Power Cost:** 2 (only can be used once per day)

**Effect:** If Melinda has an item belonging to the target of the search used no more than one week ago she can pinpoint their rough location on a map. The map must show the location of where the person is or this power will not work.

Defense (All Attacks) 20%

**Skills:** Drive Car 50%, Drive Motorbike 30%, Drive Lorry 30%, Jump 50%, Climb 50%, Swim 40%, Painting 40%, Language (Russian) 30%, Disguise 40%, Listen 50%, Cook 60%

**Items:** None

**Attacks:** Brawl 1d3+db

## The Minstrel: Singing and capering hero!

**Powers:** Singing Special. Super Skill (dodge).

**Costume:** Brightly colored patchwork outfit, half face mask and cape. Carries guitar.

**Origin:** After crashing his Mini into a tree. Rising pop star James Jones awoke from a deep coma with all the songs of the ages racing through his mind. Now he sings the music of the gods!

**Height:** 5'11" **Age:** 20 **DB:** None **HP:** 12

STR 10    CON 11    SIZ 13    INT 15    POW 17(21)  
DEX 16    APP 16    EDU 12

**Powers:** Song (As Mind Control but Magic Attack)

Guitar Playin' (Requires perform success roll before activation and suitable instrument – Magic Attack)

**Duration:** 1d6+2 Rounds

**Range:** 20 Feet Diameter round The Minstrel

**Power Cost:** 4 or 10

**Effect:** All living creatures with the ability to hear with less than 16 current POW (4 points) must make an INTx4 roll on 1d100 or they will stop what they are doing standing entranced by the music. If the Minstrel uses the 10 point version then the POW limit is Increased to 26 and all creatures must make a INTx2 roll to ignore the effects

## The Twin Circle Defenders



Rock and Roll (As Mind Blast but Magic Attack – Requires instrument and successful Perform Roll before the power can be activated)

Defense (All Attacks) 20%

**Skills** Drive Car 40%, Dodge 60%, Martial Arts 45%, Climb 70%, Perform 60%, Disguise 30%, Rifle 50%, Accountancy 15%

**Items:** Guitar

**Attacks:** See Martial Arts Skill

## Thorfin ‘Red beard’ Oddsson: Viking hero from another time!

**Powers:** Berserk Special, Super characteristics (strength). Extra damage resistance.

**Costume:** Wolf-skin jacket and sealskin trousers. Red hair and full beard. Carries battle-axe.

**Origin:** Cursed by his blood enemy in 820 A.D. Thorfin finds himself in twentieth century England. The great warrior from the dark ages will now carry on the battle. Swearing to Tyr, Thor and Odin to fight with the Defenders!

**Height:** 6’4” **Age:** 26 **DB:** +2d6 **HP:** 20

STR 21    CON 18    SIZ 22    INT 12    POW 12  
DEX 15    APP 16    EDU 10

Powers: Super Strength

Damage Resist (Cold) 2

Damage Resist (Kinetic) 2

Damage Resist (Magic) Vulnerable takes +2 Damage

**Skills:** Language (English) 40%, Language (Norse) 60%, Sailing 50%, Navigation 50%, Singing 40%, Throw 45%, Drive Motorbike 50%, Jump 50%, Spot 40%

**Items:** Battle-Axe, Amulet of Thor (Allows call of God of Thunder once per day) If outside then the amulet can call a lightning storm that deals 1d10+4 (electrical) damage to an area forty feet square within Thorfin’s line of sight. Followed by a massive burst of thunder. Only works for a viking. Thorin must cry out ”Thor! Thor!” with the amulet in his palm in order to activate the item.

Hide Armor: 4 Points

Attacks: Battle-Axe

Skill	DMG	ATTK
65%	1d8+2+DB	1
SPEC	Range	Hands
Bleed	Med	1H
Parry	STR/DEX	SR
Yes	9/9	2

Brawl 60% 1d3+DB

Grapple 60% (Special)

# The Burmese Extravaganza

---

BY PATRICE CRESPY

An action movie shooting in the West Coast 1920s sets the stage for vibrant pulp action, kung fu fighting, haunted pagodas and the deep jungles of Burma !

## INTRODUCTION

---

This Basic Roleplaying scenario is intended for the thrills and the kills of one or two pulp-oriented game sessions set in the late 1920s. The gamemaster might consider allowing the Basic Roleplaying hero game options if the players are generating their characters from a scratch, giving them better characteristics and more skill points.

This adventure features the shooting of a silent extravaganza movie gone wild as ancient Chinese spirits invite themselves to the stage. It involves a sandbox investigation of a new genre in which each and every possible trail leads to meaningful information and heart-pounding action.

## GAMEMASTER'S INFORMATION

---

As the young China rises against the western world, its ancient spirits are neglected and waning, seeking new venues to hoard their share of riches and glory. So did Lady Li Lung Chia, a

half-dragon spirit of Canton as she traveled to the Old Chinatown derelict neighborhood of Los Angeles, her serpentine body curled around her gold ingots in the porcelain box of a Ceylon cargo. Soon, she rose in fame and position among the weary and impoverished of Old Chinatown, building herself a pagoda and helping her fellow citizens with her gold. Having but a few ingots left, she decided to invest them in the shooting of a movie in which she plans to insert ancient prayers that will enable her to gain the stature and power of a goddess, reaping willpower and life energy away from the potential spectators. She sent her lieutenant, Yul Fong, to investigate the movie industry and find a way to complete her agenda. Yul Fong, a bilingual modern-styled Chinese accountant and trader soon gathered a team, picking his choices among second-tier actors and outcast directors. Shining with hope and well-paid for the first time in their life, the crew members were given a ramshackle barn in the "Poverty Row" in Sunset Boulevard and a vague scenario to build an extravaganza movie with, including dancing scenes, a sound-on-disc record system and limited access to a private zoo.

Craving for control, Lady Li Lung Chia found a way to keep the whole team in her power: she had the editor's daughter, Abigail Underdon, kidnapped in order to blackmail her father; the main actor, Oliver Steple, killed, his death masqueraded as a heart attack, when he became too nosy and the main actress seduced by Yul Fong. She will escalate as the movie pro-



ceeds towards its completion, sending Chinese thugs impersonating musicians on the shooting and finally gathering the whole team in the private zoo to have them slaughtered by wild animals just after the final private projection at the end of the movie. Doing so, she's leaving too many trails for the player characters to follow, each leading either to Yul Fong or to her abode in Old Chinatown. The investigation is thus entirely driven by the PCs' choices, shaping the adventure's twists and turns as it goes and quickly aiming at action.

## **PLAYERS' INFORMATION**

---

Covered by a newspaper article in the June 16th edition of the Los Angeles Times and a slightly longer article in the Motion Picture News the next week, Oliver Steple's death raised little interest from the movie community. Copies of these articles appear in boxed sections below, Extravaganza Minutes #1 and #2. While the former might not be read by PCs living outside of Los Angeles, the later enjoys a national diffusion. The adventure gets its full flavor when all the PCs are themselves members of the film industry, though this isn't a requirement. In any case, one of the PCs at least should be connected to the film industry and the PCs to each other. This PC as well as any other involved in the Los Angeles movie community receive hints from their agents and friends about a few roles being available on an adventure movie shooting: The Burmese Extravaganza. The movie's director, Clarence Carbuncle, is looking for new talents and technicians and sounds to gladly welcome any eager applicant. Despite its independent producers being totally unknown and the casting involving quite a few second-tier stars and lame ducks, the rumor has it that the production pays well enough and is planning a major release. A few phone calls and socializing rounds later, the PCs are enlisted in the movie's

### **EXTRAVAGANZA MINUTES #1 OLIVER STEPLE FOUND DEAD BY THE RIVER**

LOS ANGELES — Oliver Steple has been found dead in his Alvarado apartment yesterday evening. Evidence leads to a heart attack despite the young actor being able and healthy and having none known medical histories. Since his remarked appearance in the Tangerine Cavalier in 1924, the actor did not play until chosen recently for the first role of The Burmese Extravaganza, an action musical film directed by Clarence Carbuncle. Funerals are to be held privately.

crew by Clarence Carbuncle. Since Oliver Steple is dead, the first role is free should any PC be a talented actor. The other employment options on the shooting include a few writer, secretary, cameraman, security agent, driver, photographer and hairdresser positions as well as half a dozen minor actor roles for which Clarence allows anyone, provided a successful Charisma roll.

### **EXTRAVAGANZA MINUTES #2**

#### **FAREWELL, TANGERINE**

Oliver Steple passed away last week in Los Angeles. Oliver was mostly remembered by amateurs of the Tangerine Cavalier, a Stuart Riflen movie featuring romance and glamorous action in Morocco. Sadly, Oliver was about to play the first role once again in The Burmese Extravaganza, a Clarence Carbuncle movie starring Pearl Marcie Allan and stunning visual effects. Clarence Carbuncle is confident about The Burmese Extravaganza's capacity to overcome this tragic event and associates with all The Burmese Extravaganza's team to the grief of Oliver Steple's friends and family.



One ton Clydesdale with express body

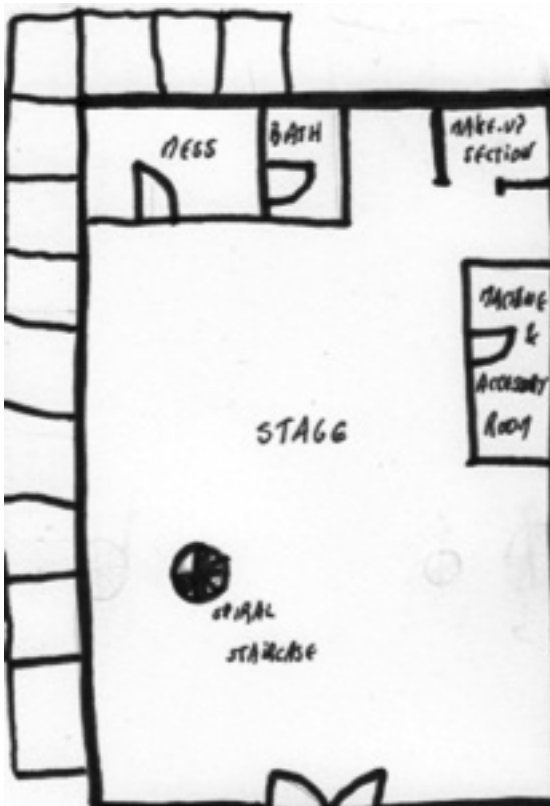
## THE CAST

The “studio” includes a ramshackle red barn with a score of adjoining lean-tos and a small dusty field. A portion of the field is used as a parking and a Clydesdale Model 32 truck as well as a Dodge car are parked there during work hours. There is no fence, the field opening directly into Sunset Boulevard. The barn has been divided in two floors, the ground floor being used for the

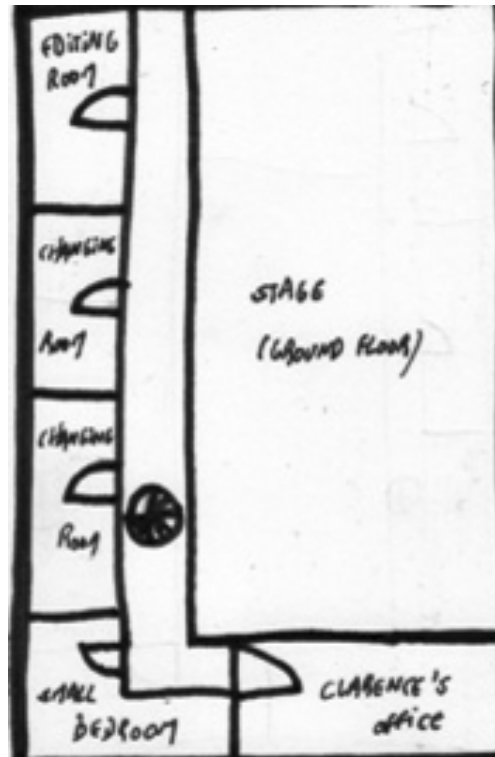
machine and accessory room, a mess with a coffee machine, a make-up section and toilets. A wooden spiral staircase allows entrance to the upper floor’s gallery where Clarence’s office, two changing rooms, an editing room and a small bedroom stand.

While the cast numbers over 20 people, including cameramen, photographers, machine assistants and crowd, it mainly revolves about 4 or 5 key people: Clarence Carbuncle, the director, Dona Nuego, the make-up assistant, the actress Pearl Marcie Allan, Terence Underton, the editor, and Yul Fong, the Chinese agent of the mysterious producers of the movie.

These spotlighted characters shape the situation that the PCs explore, each leading to different trails and scopes of events. If the PCs content themselves with observing and following, maybe fascinated by the shooting itself, events will escalate anyway, leading them to their doom, see the Events and Investigation section below.



Barn, Ground Floor



Barn, Upper Gallery

stage,

a



EXTRAVAGANZA MINUTES #3  
Hua Nung Pa & Basker-Friars  
Golden Dragon Ltd.  
7 Chatham Square  
New York

## CLARENCE CARBUNCLE

Clarence Carbuncle spent most of his years in the “Poverty Row”, trying to get hired through his many but mostly useless contacts, dreaming of an independent hit while wasting his life away with scoundrels of the movie colony and second-tier movies. He managed to maintain the appearance of a relaxed and casual way of life, sporting golf outfits and long cigars, spending most of his money in clothes and parties.

As soon as Yul Fong contacted him for the shooting, Clarence’s life has taken a new turn. Yul Fong has given him a lot of money and the potential to shoot the movie he’s always been dreaming of. On the other hand, all Clarence has about the mysterious producers is a business card (See Extravaganza Minutes #3 below), and the instructions Yul Fong gives him weekly. Clarence considers most of these instructions as mere whims of the producers but doesn’t want to risk losing his position on the shooting and he thus does his best to comply with them.

PCs talking with Clarence long enough are allowed an Insight roll to realize, if successful, that Clarence is desperately trying to hide his social disabilities. In addition, a Research (newspapers) or Knowledge (movies) successful roll reveal that if Clarence is mentioned on the credits of a few action movies as an assistant director, the three movies he has directed himself so far were all blatant failures (Corsairs of the Macaw Island, The Horse Bride and Rio Amor). Questioned about The Burmese Extravaganza’s producers, Clarence lies, comforting the team with made-up stories of his many

work sessions and private interviews with the producers. A successful Insight roll tells the lie, allowing the PCs to question Clarence further with a Persuade roll. If successful, Clarence tells them about his feelings concerning the mysterious producers’ whimsical instructions and admits knowing nothing about them.

**Clarence Carbuncle**, shaken director

STR 10    CON 09    SIZ 11    INT 14    POW 08

DEX 12    APP 11    EDU 15    HP 10

**Wealth:** Average

**Skills:** Art (movies) 55%, Bargain 45%, Fast Talk 35%, Knowledge (accountancy) 35%, Knowledge (movies) 65%, Persuade 45%, Status 25%

## DONA NUEGO

Small and plump, yet attractive in her light summer robes, Dona Nuego is everywhere on the shooting, fixing make-up arrangements on the fly and listening to rumors in order to feed her constant gossips. She’s more than happy to engage in a bout of talk with the PCs and to deliver them the precious information she’s gathered so far, provided a small bit of seduction and interest (a successful Persuade, Status or Charisma roll will do). She suspects foul play at Oliver Steple’s death since she’s spent a part of his last evening with him. He was excited and nervous and mentioned fearing for his life in a couple of what she thought were jokes. Since he was safe and sound, she fears that Oliver was killed. Other events of the shooting aroused her interest, such as Pearl Marcie Allan receiving orchids and messages every day or Terence Underton being in Los Angeles without his daughter Abigail who used to accompany him during the two last movies he’s been working on.

**Dona Nuego**, plump gossip

STR 12    CON 12    SIZ 08    INT 12    POW 12

DEX 14 APP 13 EDU 12 HP 10

**Wealth:** Poor

**Skills:** Art (cosmetics) 75%, Bargain 30%, Fast Talk 55%, Listen 55%, Insight 55%, Spot 45%

## PEARL MARCIE ALLAN

Pearl never quite reached the fame and notoriety she's aiming at. She began in cabarets and kept too much habits of her former life for the movie industry. Her whole appearance and demeanor is inspired by the life she lived then, as she takes luxurious postures and bursts too often in fits of a cackling laughter. Dark-haired, tall and slender, Pearl is beautiful in a provoking way. She isn't compelled to talk with the PCs and secludes in her changing room whenever possible. A successful Knowledge (movies) or Research (newspapers) roll reveals her shortcomings and the titles of the two movies she's been playing in: The Loveboat's Ballroom and Count Stradius. Events and investigations connected with the orchids and the messages Pearl is receiving daily are covered in The Judge of Hell section below.

**Pearl Marcie Allan**, vulgar second-tier actress

STR 09 CON 11 SIZ 14 INT 09 POW 11

DEX 12 APP 15 EDU 12 HP 13

**Wealth:** Poor

**Skills:** Bargain 35%, Fast Talk 45%, Listen 35%, Insight 30%, Knowledge (movies) 20%, Perform (acting) 35%, Perform (dancing) 50%, Spot 35%

## TERENCE UNDERTON

Coming with glasses, a thin mustache and a gray silk suit, Terence Underton is scarcely seen on the shooting. He stays in the editor's room most of the time, eating on his own in

a neighboring French café. Evasive and withdrawn, Terence Underton shows all the signs of a man under strong pressure when he gets to talk. Despite seeming totally absorbed by the movie, a successful Insight roll tells that Terence is deeply worried by something else he's trying to hide. It takes a Hard Persuade roll to have him admit he's got personal troubles, though he refuses to talk about these, whatever efforts are displayed. The presence of Terence Underton, a famous film editor, on the shooting of a second-tier movie is puzzling. A successful Knowledge (movies) or Knowledge (streetwise) roll hints to this fact. A handsome man, Terence Underton has been engaged to Daisy Tina Hut, a popular actress on the rise. Despite the marriage having been a failure, Terence and Daisy Tina have had a daughter together. Terence manages his daughter, Abigail, on his own most of the time, Daisy Tina being lost in shooting sessions and nightlife fantasies. Abigail attended Terence's last shootings, spending the day reading and talking with the actors. These facts are know to any PC succeeding at a Knowledge (movies) or Knowledge (streetwise) roll. Events and investigations connected to Abigail Underton are covered in the A Daughter in a Cage section below.

**Terence Underton**, blackmailed editor

STR 10 CON 09 SIZ 11 INT 13 POW 12

DEX 11 APP 14 EDU 17 HP 10

**Wealth:** Affluent

**Skills:** Craft (editing) 85%, Knowledge (movies) 75%, Listen 35%, Repair (studio machines) 65%, Science (physics) 25%, Spot 45%

## YUL FONG

Handsome and elegant, Yul Fong is archetypal of the Chinese gentleman. Immersed in the West Coast culture, dandy and somewhat fop-

push, Yul Fong often wears a silvery gray silk suit and a hat. When he comes to the studio, once a week and mostly at night, he uses a yellow ford car with curtained windows. His driver, a stout Chinese gangster in traditional black suit, stays in the car when Yul Fong meets Clarence Carbuncle in the barn. Yul Fong is the PC's main trail to his mistress, Lady Li Lung Chia. Since most of the situations and events developed hereafter lead to Yul Fong one way or another, the PCs will probably have to face him during the course of the adventure. In such situations, his driver assists him. Trying to talk to Yul Fong is almost useless: He barely talks, gives scant information and stays polite as much as possible. As soon as Yul Fong realizes that the PCs are becoming a bit too curious, he sets the Chinese Violin Ensemble event in motion, see The Chinese Violin Ensemble section below.

**Yul Fong**, Chinese lieutenant in smoking

STR 14    CON 14    SIZ 12    INT 12    POW 14

DEX 16    APP 14    EDU 18    HP 13

**Wealth:** Affluent

**Weapons:** Luger pistol 65%, damage 1D10

Brawl 95%, damage 1D3 (2D3 when used with Martial Arts)+1D4

**Skills:** Bargain 55%, Brawl 95%, Dodge 45%, Etiquette 55%, Hide 60%, Insight 50%, Knowledge (accountancy) 65%, Language (Chinese) 70%, Language (English) 70%, Martial Arts 95%, Persuade 35%, Spot 45%, Status 55%, Stealth 60%

**Yul Fong's driver**, Chinese gangster

STR 16    CON 12    SIZ 09    INT 10    POW 11

DEX 14    APP 07    EDU 11    HP 11

**Wealth:** Poor

**Weapons:** Sai (crushing) 45%, damage 1D6+1D4

**Skills:** Brawl 45%, Dodge 35%, Drive (car) 65%, Language (Chinese) 55%, Listen 45%, Spot 35%

# EVENTS AND INVESTIGATIONS

## THE MYSTERIOUS PRODUCERS

Trying to investigate and to discover the mysterious producer's identity quickly leads to a dead end. Nobody has any information to contact them on the shooting and Yul Fong remains utterly silent if questioned about them. A deserted office building stands at their address in the New York Chinatown and their names are fictitious.

## INVESTIGATING OLIVER STEPLE'S DEATH

Except the information provided by Dona Nuego, discovering details about Oliver Steple's death implies visiting his apartment in Alvarado. The police, Dona Nuego and the Los Angeles journalist having covered the event are three possible sources for his address. Convincing the police implies a successful Hard Knowledge (law) roll or a successful Hard Status roll whereas convincing the journalist involves a Bargain roll and a few dollars. The apartment is located on the first floor of a tall building, its balcony overlooking a small unkempt garden. The apartment has been closed by the police shortly after Oliver's death. Breaking in involves either a successful STRx2 roll or Fine Manipulation roll in order to enter by the front door or a successful Easy Climb roll and STRx5 roll in order to enter through the balcony window. The flat itself is small and cosy and doesn't show any sign of violence nor theft. A successful Spot roll reveals however a hidden compartment in the bedroom's chest of drawers. An





A CHAOSIUM PUBLICATION WWW.CHAOSIUM.COM

# THE GOLDEN HARE

The marked place corresponds to the location of a small and shoddy tea house, the Golden Hare. There are few, mostly Chinese and male customers throughout the day. A successful Spot roll reveals a hidden entrance guarded by a towering Chinese bouncer. It takes a successful Bargain roll to gain allowance inside. The secret room hosts a dozen opium smokers and four Chinese waitresses in traditional long-sleeved brocade robes. The Golden Hare sells opium, pipes and burners and expects its customers to buy a full set before asking for opium. Since the place is funded and run by Lady Li Lung Chia, Yul Fong comes every three days to collect its gains.

## OLIVER STEPLE'S LAST SMOKE

Oliver Steple grew anxious about The Burmese Extravaganza's producers and hid in the Sunset Boulevard yard every night until he noticed Yul Fong as he went to give Clarence Carbuncle instructions. He followed Yul Fong up to the Golden Hare, quite certain he hadn't been noticed. To his dismay, he was and Yul Fong had set a trap for him. When Oliver Steple mingled with the opium smokers, hoping to find out about Yul Fong's whereabouts, the Chinese lieutenant ordered the waitresses to give him poison instead of opium. Oliver smoked the poison and went back home, the opium pipe and burner in his pocket, hid everything and died in his sleep.

## DON'T PLAY WITH THE TIGER

PCs raising suspicion or recognized here by Yul Fong will raise an instant alarm and fight. The innocuous-looking Chinese waitresses are actually martial experts of the sleeve egg art (xiu dan). Sleeve eggs are egg-shaped balls of iron hidden in the sleeves of traditional robes that were used as crushing weapons in the martial arts techniques of ancient China. The weapon's details are described below. In case of attack, all four waitresses join the fight along with the bouncer and Yul Fong if he is in the place.

### Chinese bouncer

STR 17    CON 16    SIZ 16    INT 09    POW 09    DEX 09    APP 09    EDU 10    HP 16

**Wealth:** Poor

**Weapons:** Brawl 65%, damage 1D3 (2D3 when used with Martial Arts)+1D6

**Skills:** Brawl 65%, Dodge 25%, Language (Chinese) 50%, Listen 35%, Martial Arts 65%, Spot 35%

### Chinese waitresses

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

**Wealth:** Poor

**Weapons:** Sleeve eggs (crushing) 55%, damage 1D4 (2D4 when used with Martial Arts)

**Skills:** Dodge 25%, Language (Chinese) 50%, Listen 30%, Martial Arts 55%, Perform (dance) 35%, Spot 30%

After the fight, the Golden Hare is swiftly deserted and doesn't open again anymore. A new opium den opens a few weeks after in another part of Old Chinatown with whatever remains of its former crew. Should the PCs manage to avoid notice and try to follow Yul Fong, allow him a Spot roll or Listen roll for every failed Stealth roll of the PCs when they trail him. Three succeeded Stealth rolls or unnoticed failed Stealth rolls later, the trail ends when Yul Fong enters the Pagoda of the Moon Dragon where his mistress lives, refer to the Pagoda of the Moon Dragon section below.

opium pipe and burner lay inside. A successful Science (biology, medicine or pharmacy) roll tells that the last substance that has been burned inside wasn't opium but an unknown type of slow poison akin to snake's venom. The compartment also contains a small map of the Old Chinatown streets. A place is marked near the Spanish Plaza set at its north extremity.

## THE JUDGE OF HELL

The PCs might also want to investigate the messages and flowers Pearl Marcie Allan receives daily in her changing room at the studio barn. It takes a successful Fast Talk roll to enter her changing room while she's inside, where a successful Spot roll shows the orchids. PCs trying to enter her changing room at late evening or night will find its door locked. A successful Fine Manipulation roll picks the lock and a STRx3 roll breaks it open. Left alone in the changing room, the PCs automatically notice the orchids and a successful Spot roll helps them to find a stack of love letters in her chest of drawers. The letters weave the story of a requite love affair between Pearl and Pan Guan, her lover. The most recent letters all point to an address in Old Chinatown near Aliso Street. Pan Guan is Yul Fong's nickname for his "love" story with Pearl. A successful Language (Chinese) roll or Knowledge (occult) roll identifies Pan Guan as the name of the Judge of Hell in the Chinese Underworld. Pearl is deeply in love with Yul Fong who, on his side, barely fulfills his mission for his mistress, Lady Li Lung Chia. He has had a bachelor flat rented near Aliso Street and meets Pearl there every two or three days when he feels his grasp upon her wavering. It takes a successful Stealth roll to follow Pearl to the bachelor flat if the PCs haven't found the letters

## THE BACHELOR FLAT

The street mentioned in the letters is small, spanning 50 feet, and difficult to reach in the midst of Old Chinatown. Given time, a successful Easy Hide roll is enough to take advantage of its shadows to notice Yul Fong and Pearl without being spotted as they come together in one of its buildings and light a lamp at ground level. A successful Listen roll tells that they share a mutual love and talk little of the shooting. With a successful Insight roll, a PC having managed to hear the lovers talk understands that Yul Fong isn't really in love with Pearl. If a PC at least is spotted, Yul Fong doesn't make any effort to hide himself but he will set The Chinese Violin Ensemble event in motion on the next morning, see below the details of this event. Pearl is angry if she realizes she's been spied one way or another and doesn't talk anymore with any PC she's identified then. The bachelor flat itself is decorated with banners of silk and red lamps, a lavish poster bed and a few armchairs. Yul Fong and Pearl won't meet again before the end of the shooting if they were aware of being spotted there. Yul Fong flees if attacked, trying to reach local Tong members faithful to his mistress and comes back 1D6 full turns later with 4 Tong thugs (use characteristics found in The Chinese Violin Ensemble section below for the thugs). Should the PCs manage to avoid notice and try to follow Yul Fong on the next morning, allow him a Spot roll or Listen roll for every failed Stealth roll of the PCs when they trail him. Three succeeded Stealth rolls or unnoticed failed Stealth rolls later, the trail ends when Yul Fong enters the Pagoda of the Moon Dragon where his mistress lives, refer to the Pagoda of the Moon Dragon section below.

and want to find out who's Pearl's lover. In addition, a successful Hide roll is required if Pearl succeeds at a Spot roll as they trail her. She gets back to her house near the barn as soon as she realizes she's trailed and warns Yul Fong.



## A DAUGHTER IN A CAGE

Terence Underton is too afraid to tell anything about his daughter's kidnapping or the blackmail letters he's received. He carefully closes the editor's room when he's not inside and watches in suspicion any PC having asked him questions about his personal troubles. Since Terence isn't allowing anyone inside the room except Clarence Carbuncle, searching it involves trespassing during the night. It takes a successful Fine Manipulation roll to pick its lock and a STRx3 roll to break its door open. The editor's room is crowded with films and pictures. A successful Spot roll reveals a thick envelope hidden beneath a heap of film rolls. The envelope contains a blackmail letter, see Extravaganza Minutes #5 below and a photography. The photography shows a small skinny girl squat in a bamboo cage, her face contorted with fear. A successful Knowledge (movies) roll reveals that the girl is Terence's daughter: Abigail. Showing the picture to Dona Nuego leads to the same piece of information.

The letter is designed with cut newspaper words. Yul Fong wrote the blackmail letter and left it at Terence's mailbox with a film and the photography of his daughter. A PC succeeding at a Knowledge (movies) roll understands that "insert in forty" means inserting a filmed scene at the fortieth minute. Since the movie hasn't been edited so far yet, the filmed scene might be anywhere in the editor's room. Questioning Terence about the letter or the photography leads to a dead end as Terence, out of fear, lies about some other scenario involving a blackmail letter and pretends not to know the girl. An Easy successful Insight roll tells the lie, but no mean of persuasion is strong enough to have him talk overtly. Three days later, Terence sports a white cotton suit. Given enough evidence (such as the letter, the photography and Dona Nuego's intervention), the PCs may have Clarence Carbuncle wish to see what editing had been done by Ter-

### EXTRAVAGANZA MINUTES #5

#### BLACKMAIL LETTER

Insert in forty. She lives. Do not tell. Talk she dies.  
Once done wear white suit.

ence Underton at the fortieth minute. This sets both the events described in the Private Session section and the Chinese Violin Ensemble section in motion early, see below. Since Terence receives no other blackmail letter, its author remains unknown and the trail leading to Abigail Underton blurry. PCs discovering Lady Li Lung Chia's palace in Old Chinatown will find Abigail Underton there, refer to The Pagoda of the Moon Dragon below.

## THE CHINESE VIOLIN ENSEMBLE

The Chinese Violin Ensemble event happens whenever Lady Li Lung Chia decides to send a band of thugs to the barn in order to watch over the last days of the shooting. This event has three different possible triggers depending upon the PCs' actions:

1. The PCs have questioned Yul Fong too deeply and overtly or they have tried to trail him and have been spotted: Yul Fong is concerned about the PCs' curiosity and refers to Lady Li Lung Chia who sends the thugs the next morning.
2. The PCs convince Clarence Carbuncle to watch a private session of the movie before its final completion: When Yul Fong realizes what happened, he refers to his mistress and the thugs are sent to the barn the next morning.
3. None of the above had happened: The thugs are sent a few days before the end of the

shooting to ensure that nobody escapes Lady Li Lung Chia's final plan.

The mysterious producers have sent a violin ensemble to record the movie's sound tracks on disc as the shooting nears its completion. When the ensemble arrives at the barn, Yul Fong accompanies them. This is the very first time Yul Fong shows himself in broad daylight at the barn. When Yul Fong has given its instructions to Clarence Carbuncle, mostly saying to leave the ensemble alone and to provide its members with sound record machines, he leaves the barn and heads to the Pagoda of the Moon Dragon, refer to the Judge of Hell section above should the PCs succeed to trail him.

The six members of the ensemble are all sour-looking Chinese brothers. They all wear the same blue silk traditional brocade suit and a black mandarin hat and all carry a violin case. It takes a successful Spot roll to tell one from another. The violin players speak only Chinese and play the same violin melody all day long. At night they stubbornly stay at the barn, sleeping under the adjoining lean-tos. They innocuously keep the PCs under close watch, seldom leaving them alone as they come and go during the shooting. If they catch a glimpse of anything unusual or dangerous, such as police officers coming to the studio or PCs searching a changing room, Clarence's office or the editor's room, their orders are to get secretly rid of the threat. They thus set an ambush and try to kill the characters involved. Their duty's done, they disappear from the shooting, taking their victims' bodies with them and fade back to Old Chinatown.

**Chinese violin player (thug)**

STR 13 CON 11 SIZ 12 INT 09 POW 09

DEX 11 APP 10 EDU 10 HP 12

Wealth: Poor

Weapons: Violin metal bow\* (bleeding) 55%, damage 1D2+1 (2D2+1 when used with Martial Arts) +1D4

Meat cleaver\*\* (bleeding) 35%, damage 1D6+1D4

Skills: Dodge 25%, Language (Chinese) 50%, Listen 30%, Martial Arts 55%, Perform (violin) 35%\*\*\*, Spot 30%

\* This spare violin bow is hidden in a secret compartment of their violin case (a successful Spot roll allows to discover it when the violin cases are searched); its strings are made of sharp metal.

\*\* Use this weapon and weapon skill instead for Tong members or standard Chinese thugs.

\*\*\* Tong members and thugs don't have this skill.

**PRIVATE SESSION**

At the end of the shooting, or before if Clarence calls for it, a private movie session is organized in one of Los Angeles' smallest theaters. The session's bill has already been paid by the mysterious producers. If Yul Fong is still in good terms with the PCs, he also joins the session, otherwise, the producers will send another representative (use the characteristics of a standard Chinese thug such as those found in the Chinese Violin Ensemble section for the producer's spare representative). The whole cast attends the session, Terence Underton being particularly nervous (no roll required to notice it). During the first forty minutes, the movie seems to delight Clarence Carbuncle and meets the cast's expectations but at the fortieth minute, its course is broken by a long succession of Chinese symbols. The symbols are mesmerizing, almost hypnotic and suffuse evil. All onlookers must each make a POW vs. 19 POW or lose 1 permanent POW point. Lady Li Lung Chia, secluded in the Pagoda of the Moon Dragon, instantly gains the POW points lost by the spectators. A successful Knowledge (occult) roll or Hard Language (Chinese) roll reveals that the symbols sequence is connected to control, soul energy and devotion to evil. Awakening from the shock as the movie carries on as it was supposed to, Clarence shouts for light and interrupts the session at once. Terence apolo-



gies for his mistake and promises to correct the blunder as soon as possible and the session resumes. The movie is now complete by Lady Li Lung Chia standards, even if the session was called before the end of its editing. A soon as either Yul Fong or the spare Chinese representative return with news from the session, Lady Li Lung Chia decides to kill the whole cast and sets the Jungles of Burma, Los Angeles event in motion, see below. If, for some reason, Yul Fong or the spare Chinese representative are prevented from telling her the news, Lady Li Lung Chia wisely leaves the city by the next available boat to Asia. Her departure cuts the movie credits short and the shooting is abandoned, the mysterious producers having left without further notice. Resourceful PCs might seize this opportunity to seek new producers and complete the movie, turning the adventure in the beginning of a success story. If they don't, The Burmese Extravaganza thus ends.

### **JUNGLES OF BURMA, LOS ANGELES**

The next day, a delivery courier hastily rushes into the studio, carrying a black leather wallet for Clarence Carbuncle. The wallet contains a sheet of instructions, an invitation for every member of the cast, PCs included, and a ring of keys. The instructions order him to shoot a new final sequence involving monkeys in the Hoasley private Zoo, a small tropical garden and zoo set near the Los Felis and Tropico Avenues crossroad. The sequence being a night sequence, the shooting must be done on the next night after sunset. The courier has found the wallet and his wages upon his desk and received his mission by phone call. He remembers a warm, slightly hissing Chinese female voice. Should the PCs try to enter the Hoasley Zoo before the shooting session planned, they

will find its doors closed. Provided a successful Bargain roll, Persuade roll or Status roll, The Zoo's guardian, Philbert Duwhe, lets them in and tells them having been informed of the upcoming shooting by his patrons. Time lacks to question Philbert's patrons before the shooting since they are important businessmen and have organized quite a lot of filters against inopportune demands. They aren't aware of an upcoming shooting and will stop the whole thing if the PCs manage to talk to them with a Hard Status roll and a Hard Persuade roll. If the shooting carries on as planned, the whole cast finds the doors closed when it arrives at the zoo. Philbert is waiting for them and lets them inside when shown the invitations. He then leaves the cast alone and returns to his watch at the front gate. As Clarence wanders about, searching for the monkey's cages, the cast soon realizes that all the animals have been freed...

### **WHAT HAPPENED**

A couple of hours before the shooting takes place, three Chinese thugs climbed the zoo's walls and reached inside after Philbert's last patrol. They opened the cages and ran away to the Pagoda of the Moon Dragon. They are unwary and afraid by their mission and won't notice the PCs if they are hiding in the zoo when they enter it. An Easy Spot roll allows to trail them up to the Pagoda of the Moon Dragon, see the Pagoda of the Moon Dragon section below. Use the standard thugs characteristics array found in the Chinese Violin Ensemble section if a fight breaks.

### **THE ANIMALS**

The zoo hosts a few harmless monkeys and small animals such as turtles, bullfrogs and



peacocks. On the other hand, it also shelters 3 crocodiles and a Persian tiger. The crocodiles attack together in one single pack whereas the tiger remains hidden, hunting isolated preys.

**Crocodile**

STR 26    CON 18    SIZ 26    INT 03    POW 10  
 DEX 07    APP —    EDU —    HP 22

**Move:** 8 (10 swimming)

**Armor:** 5 points scale

**Attack:** Bite (bleeding) 50%, damage 1D10+2D6

**Skills:** Hide 50%, Stealth 75%

**Persian tiger**

STR 20    CON 11    SIZ 15    INT 05    POW 11  
 DEX 19    APP —    EDU —    HP 13

**Move:** 12

**Armor:** 2 points skin

**Attack:** Bite (impaling) 45%, damage 1D10+1D3

Claw (bleeding) 70%, damage 1D8+1D6

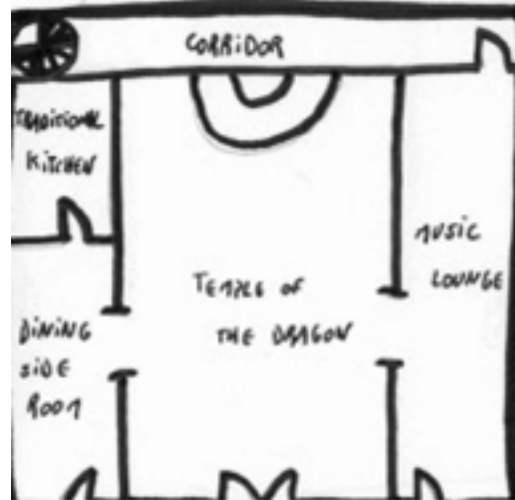
Ripping (bleeding) 80%, 2D8+1D6

**Skills:** Dodge 45%, Hide 80%, Jump 55%, Stealth 75%,  
 Track 50%

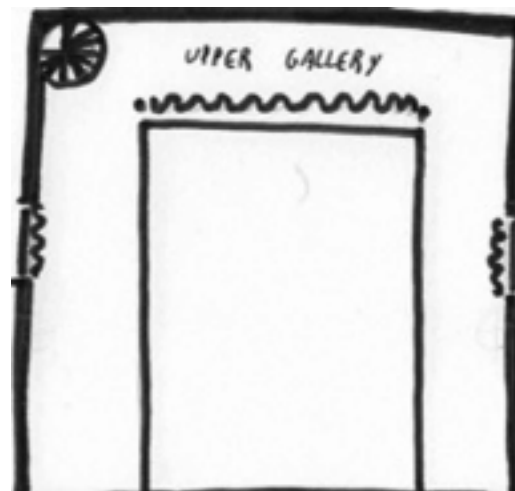
A tiger gets two simultaneous claws and one bite each combat round. The bite comes 5 DEX ranks after the claw attacks. If both claws successfully strike the target, the tiger will hang on and rip with its hind claws on the next round while continuing to bite.

# THE PAGODA OF THE MOON DRAGON

The squat Pagoda has been erected east of Alameda Street on the northern bank of its junction with the river. Over 40' high, it tow-



Pagoda, ground floor



Pagoda, upper gallery

ers above the neighboring wooden houses and buildings of this barely constructed district. While the pagoda isn't guarded, the local population reverts the "Dragon Lady" living inside and raises in anger should the PCs walk towards it with too much an overt determination. The pagoda's front double door and its side doors aren't locked and the paper windows of its upper floor stand at some 30' above the ground level (it takes a successful Climb roll at least to reach there). No roll is required in order to break through a paper window.

Once inside, most of the pagoda's space is taken by a huge temple reaching up to the pagoda's roof overhead. An open gallery runs along the temple's east, west and north walls, shaping the pagoda's first floor. From the gallery, one might directly look into the temple while little of the gallery is seen from the ground floor. At the north of the temple, a large statue depicting an angry Chinese dragon stands, offering bowls and incense burners scattered at its feet. On the side of the temple, oval arches open into a dining side room and a music lounge. If Yul Fong is here when the PCs enter, he is in the temple itself, praying softly. Two thugs (use the thugs characteristics array of the Chinese Violin Ensemble section) cook in the traditional Chinese kitchen during the day and sleep upon dirty mats in the temple itself at night. None of the pagoda's inner doors are ever closed. Lady Li Lung Chia occupies the whole upper gallery space, standing beneath a silvery silk curtain when the local population comes to give her offerings. While the curtain allows her to seem human to onlookers, seeing her in all her naked glory is a different matter entirely: Lady Li Lung Chia is a half-dragon, the upper part of her body being female and the lower half slithering like the scaly body of a snake. As she springs into action, a pair of bat-like wings unfold in her back, her black and horrid claws tearing the curtain apart.

### Lady Li Lung Chia, half-dragon

STR 20    CON 16    SIZ 18    INT 19    POW 19

DEX 16    APP 2    EDU 21    HP 17

**Move:** 8 (8 flying)

**Armor:** 4 points skin

**Attack:** Claw (bleeding) 80%, damage 1D6+1D6 (+2 with Unholy Talons)

Tail (impaling) 65%, damage 1D6+1D3 and venom (see below)

Lady Li Lung Chia's tail attack inflicts a POT 12 poison in addition. This venom's effect is fast and thus has only a 3-rounds delay.

**Skills:** Appraise 55%, Command 65%, Dodge 45%, Etiquette 75%, Insight 80%, Knowledge (art history) 45%, Knowledge (occult) 95%, Language (ancient Chinese) 99%, Language (Chinese) 65%, Persuade 75%, Sense 65%, Spot 65%, Swim 85%

**Spells (sorcery):** Curse of Sorcery (4), Ritual of Po Khan (4), Sorcerer's Talons (2)

## Ritual of Po Khan (4)

**Range:** Touch (the piece of artwork must be touched during the ritual's initial casting)

This spell allows its caster to imbue a piece of artwork with its Power energy, sucking Power away from onlookers to his own benefit. In order to cast the Ritual of Po Khan, the caster must permanently sacrifice 1 POW point in the process of the writing of the ritual's sigils and glyphs. These sigils and glyphs must be visible upon the piece of artwork imbued. Any creature looking at the piece of artwork must succeed at an opposed POW roll against the caster's current POW at the moment it sees the object or permanently lose 1 POW point. This POW point is instantly gained by the ritual's caster for 24 hours, after which duration they fade away. This spell can be canceled by a 4-point Undo Sorcery spell, but this doesn't restore the POW points lost. A single creature can't lose more than 1 POW point by looking at the same imbued piece of artwork. The spell lasts until canceled, until the piece of artwork is destroyed or until the death of its caster.

Abigail Underton stands in her small bamboo cage in the northeastern corner of the upper gallery. Without the key, it takes a Hard Fine Manipulation roll or a STRx3 roll to break the cage open. A successful Spot roll reveals a bundle of scrolls upon a shelf in the gallery, the Scrolls of Yun-Moh, see below. Another successful Hard Spot roll allows to find a secret cache in the wall near the shelf, in which Lady Li Lung Chia hid her last 3 gold ingots and the key of Abigail's cage.



## The Scrolls of Yun-Moh

This bundle of decaying scrolls is held fast by a pair of ivory rings. Written in ancient Chinese, the scrolls deal with obscure occult rituals connected with dragon deities of the Imperial era. A PC succeeding at a Hard Language (Chinese) roll manages to read them, allowing him a roll of INT x1 or less to understand the sorcery spells it contains: Curse of Sorcery, Ritual of Po Khan and Sorcerer's Talons (2). With a successful roll (one roll per spell), the spell is in memory and ready to be cast.

## CONCLUSION

Lady Li Lung Chia makes a great recurring villain if she manages to escape. Further adventures may involve more sinister spirits from the Chinese folklore, thugs, dacoits and mysterious murders. Should The Burmese Extravaganza be broadcast, Lady Li Lung Chia gains enough POW to conjure major spirits, dragons and demons through long and painstaking rituals enshrined in her mind. Their presence poses a major threat to the free world as forgotten sorceries run rampant in the streets of Los Angeles.



# Fools Rush In

---

BY TOM LYNCH

## INTRODUCTION

---

Elysium was founded for the merchant class, by the merchant class. It was named for peace in a time when wars were something fought far away from the safe town center. Its founding fathers felt that a town run by their own wouldn't be victim to over-politicizing and petty squabbling, since they were all looking to do more or less the same things: sell their wares and make a profit.

It didn't work out that way.

Alliances were soon formed, and before long, through profitable contracts and advantageous marriages, Elysium was nothing more than a town made up of a handful of very powerful families. Instead of abating, however, the problems became worse. The latest feud involved the Albion family and the Hawkflight family. Thirty short years ago, the two were so close a merger was the next logical step, and Elysium would have a ruling family for centuries to come. Instead however, drunken boasting and a childish prank lead to an epic schism. Overnight, the Albion's and Hawkflights became deathly enemies. Competition became truly cutthroat in Elysium, and beyond its walls, over the Serpent's Spine and into the Borderlands.

As the Empire's premier trading city, it fell to the residents of Elysium to maintain trade with the neighboring city-states on the other side of the mountains. The Serpent's Spine is a mountain range named for the mythical drag-

ons that used to inhabit the area. The dragons are, of course, long dead. Now, however, there is a new bane living in the mountains: bandits. Malcontents have fled society to high ground and survive preying on the many caravans that travel through the three recognized passes: the Highland Pass (still frozen this early in the spring), the Midland Pass (most often the most direct route), and the Lowland Pass (three weeks south of Elysium, and thus usually well out of the way).

Relations with the Borderlands have been tense of late. In order to broker a better deal for his family, Lore, the Patriarch of the Albion family is taking a small caravan over the mountains to discuss establishing exclusive trade with his family. He's bringing along three wagons of his best southern vintage as a gift to seal the deal, if all goes well.

## GM's Information

Julius, Lore's son, is accompanying his father on this trip to learn the subtleties of the art of the deal. What Lore does not know, however, is that his son is about to betray him to the Hawkflights. To further drive the wedge into the relationship, Lore has packed an artifact to bring with him to flaunt in front of the people of the Borderlands. This artifact is at the heart of the division between the two families. Twenty-nine years ago, while still a raucous youth and first son of the Albion family, he was drinking way

too much with his friend Amalric Hawkflight, first son of the Hawkflights.

Amalric took his friend into the Sanctum Sanctorum of the Hawkflight family and showed him the Sword-Scepter. Allegedly inherited out of ancient times when the Hawkflights were emperors, this was the single most important family relic. Lore saw it as little more than a fancy stick (his family had no such treasures). The drinking binge continued, and Amalric passed out, leaving Lore to his own devices. Chuckling to himself, Lore made off with the precious Sword-Scepter, planning to taunt Amalric over it the following day.

He did not foresee the violence with which the Hawkflights would respond. They sent an armed detachment of guards to the Albion stronghold and demanded their treasure and Lore himself. In response to their audacity, Lore's father had his own guards run the Hawkflight warriors off. The clashes between the two families kept up, and the violence grew, despite the horrible toll it took, both in lives and on coffers.

Years passed and the stories evolved. Lore, now patriarch, tells the story of how he raided the Hawkflight stronghold, and claimed their prize possession, and Amalric recounts how a lowly, whore-begotten thief stole the treasure of a proud family.

More years passed and some people changed. Lore's son fell deeply, desperately in love with Amalric's daughter, Rhamea. He secretly approached the other family's patriarch about a possible truce if the relic were to be returned, and reparations made. As per Amalric's demands, if Lore were to turn over the deal with the Borderlands to the Hawkflights, peaceful negotiations could start, and wounds could begin to heal.

## Involving the Players:

Adventurers seeking work can often find paying jobs at the headquarters of the Merchant's Guild in Elysium, which is precisely where our band of adventurers starts. As luck would have it, there is a caravan leaving the next day for the Borderlands.

The leader of the caravan is a famous merchant in Elysium, and carrying an ever-popular product: wine. In this case, he has three wagon loads of fine southern vintage, and given the value of the cargo, and the diplomatic importance of his trip, insurance is important, so the adventurers guarding the caravan are going to be well paid (10 Golden Imperials daily, plus expenses... more than three times the going rate).

## Meeting the Caravan

Lore Albion, the lead merchant, the adventurers' patron meets everyone the following morning at daybreak in the courtyard of the Albion Family compound. Lore is a tall, lean, hard looking man who looks like he'd be more at home in light armor holding dueling rapiers than in well-cut traveling robes holding the reins of his war wagon. He has a full head of iron-gray hair and a neatly cropped brown beard. He introduces his son Julius, who looks like a younger, stronger version of Lore, with perhaps more softness about him.

Lore instructs Julius to take the lead wagon to learn how to run a wagon train. As he walks to the considerable bulk of his armored war-wagon, he pulls the adventurers aside, and says, "Look... I'm glad you're here. My bones tell me that something strange is afoot, so your job is to guard me and my wagon... let Ragnar and the rest of the house guard look after the rest."



Waiting for the wagons to be made ready is a contingent of professional caravan guards kept on retainer by the Albion family. Their leader, Lieutenant Warden Ragnar, sneers at the adventurers in typical distaste and spits onto the cobblestones. He leans his heavily muscled shoulders on the saddle horn astride his horse, with two columns totaling twenty men behind him. Lieutenant Ragnar is a sworn agent of the Albion Family Caravan Guard and, as such, looks down on “amateurs,” no matter how skilled they appear to be. (GM’s note: Ragnar is aware of Julius’ plan and fears that the adventurers’ presence will ruin the plan.) Each of the guards, including the lieutenant, is dressed in chain mail and well-armed. At the end of their train are four packhorses carrying their extra gear.

## THE JOURNEY BEGINS

Lieutenant Ragnar insists on taking point, with his two sergeants following behind him. If anyone argues the point with him, he cites his years of service to the family and to Elysium, and explains that the professionals should be leading the train. The rest of his men are scattered through the wagon train with four in the back watching the rear, and several along the caravan’s middle watching the party’s flanks.

All told, the trip is to be a three-week journey: 4 days of lightly forested grasslands, stopping in Imperial Wayside Inns along the way. After that, it’s all open-air camping: 3 days of thicker forest, followed by 8 days through the mountains, followed by 6 days of open, hilly terrain to the Borderlands’ largest city: Aeval.

Days 1 – 3 pass uneventfully.

On day 4, everyone can “Spot” something in the distance three times this day: once in

## THE WAR WAGON

Similar in design to a Roman Carriage, Lore Albion’s lumbering four-wheeled vehicle is drawn by four armored black war horses and is the penultimate in personal security. The iron-studded solid oak sides provide 20 points of armor protection. There is room for a driver and passenger on the bench, which is surrounded by more studded wood. The back of this wagon, accessed behind the bench or via the door in the back wall of the wagon, is packed with Lore’s bedding (when others camp outside, he sleeps in this wagon), and some weaponry: four medium crossbows which can be fired through the six shoulder-height closing portholes in the side and back of the wagon, 6 daggers and 6 long swords. There is room in the interior for four men to shoot crossbows out of the portholes.

In addition, as a GM’s option, the war wagon can also include a secret storage area just under the rear end of the roof. On turning a crank on the inside, a ballista unfolds and stands at the ready, and can be operated by standing on the roof of the wagon. Six ballista missiles are stored in a compartment on the roof. An iron and wood ladder is bolted near the rear door of the wagon for access to the ballista platform.

the morning, once in the early afternoon, and once in the evening. If anyone succeeds, they see a shape that looks like a man of slight build watching the road. If anyone approaches him, he flees into the underbrush and disappears. Attempts to follow and find him will fail, as will any track rolls (there are no tracks to be found because this is an Ethereal Projection of the Sidhe who appears on day 5).

As the party sets out on day 5 after its last night indoors, again, there is a chance to “Spot” this creature. The situation is identical to yesterday, only now, the caravan is entering the thickening forest. By noon, the forest is so dense that none in the party can see beyond 15 feet into the forest on either side, nor more than 50 feet

in front or behind given the frequent twists in the road.

As the day wears on, toward evening, they come to a spot where a massive tree trunk has fallen across the road (if scouts were sent on ahead, they have disappeared and do not report back). The caravan train must stop while the obstacle is addressed: the forest is too thick to go around it, and the log is too big to drive over. As the party discusses their options, someone appears on the far side of the log.

“Queen Mab sends her greetings, travelers,” rings out a clear voice from the young man in front of the caravan. He has the height and build of a 13-year-old boy, but the tenor voice of a much older man. On second glance, the players will realize he is not a man at all, with overlarge eyes almost violet in color, pale white skin, blue-black hair and pointed ears. He is dressed in a cloak of leaves and creepers, which covers him completely. “What, may I ask brings you through our fair forest?”

At this point, the rear guard notices that there is another log across the road behind the caravan. The log is no illusion. The caravan is trapped.

“Please do not be alarmed,” he says calmly. “Let me introduce myself. My name is Guillyn, and I am a member of Queen Mab’s court. We are the Sidhe, and this forest is ours. We have no problem with humans using this road to travel through to points beyond, but of late, you and your kind have taken more than your share. You take our trees, you murder our friends, the animals, and yet you pay no tribute. I have been sent, therefore, to ask some tokens of you. Your coin is useless to us, but gems, jewelry, and anything with any kind of enchantment would be most welcome.”

As when he was watching the road for the past day, Guillyn’s presence here is a shadow. The form in front of the caravan is Ethereal, and therefore cannot be harmed by physical attacks, if the players decide to simply attack him. In fact, while Guillyn may appear to be inter-

ested in what is offered, he intends to have the price taken out of the party’s hides. After some back and forth, Guillyn sadly shakes his head and shrugs, “I’m afraid this simply won’t do. I recognize this isn’t specifically your doing, but it is the doing of your people... and perhaps there will be enough of you to get a message through to your leaders about our domain.” He looks off to the party’s left, and says, “Foawr! Tchaad! Nndi!”

Sudden thudding comes from the forest! As the party listens, it gets louder, and the beats come faster. There is a huge crash, and saplings, branches, and bits of moss and leaves burst outward and cover everyone by the middle wagon. Following almost immediately is something as twice as tall as a man and three times as wide: a giant with a watermelon-sized boulder in each fist. He barrels headlong into the lead wagon and smashes it. Everyone taking cover in that wagon takes 1d6 damage, and everyone taking cover behind it takes 1d4 damage from flying debris. Right on the giant’s heels comes another, and this one rams into the rear most wagon with the same results. “Kffulu Nvctsssh!” the two cry as they charge into battle!

The first foawr turns to his left and whips one of his boulders at the man leading the charge against him, none other than Lieutenant Ragnar himself. The other he tosses at the rear wagon. Given the angle, there is a 40% chance he will hit one of the two horses pulling that wagon. Failing that, it lands right near the driver’s seat. Hurling boulders do 1d6 damage + DB. Once he has thrown his boulders, the giant will use his huge, coarse fists to plow into anyone nearby, getting two attacks each round, and doing 1d3 damage + DB with every hit.

The second foawr turns to her right (she is the first foawr’s mate), and throws her two boulders at the four mounted men acting as rear guard. She two then lays into anyone nearby with her fists also doing 1d3 damage + DB with every hit.



Foawr, Fae Giants

	Tchaad	Nndi
SR	26	29
CON	20	21
SIZ	32	29
INT	5	9
POW	6	7
DEX	11	12
HP	26	25
DB	+3d6	+3d6

Skills – Brawl 45%, Sense 60%, Spot 40%, Throw 65%

The foawr will not fight to the death. If they are wounded badly enough (below 5 hit points) they will retreat back into the forest. Any attempt to follow the giants is stopped by the forest itself: it simply closes up after them.

Guillyn reappears at the front of the wagon train again. If anyone tries to attack him they will still find that he is merely a projection, and not physically there.

“Enough,” he says. “You may go. I trust you will remember this lesson, and pass it on so that others learn to respect the domain of Queen Mab.” At this point, any scouts who had disappeared reappear in front of the party on the road, very confused, wanting to know what happened, and how they missed a battle. The tree trunks disappear from in front and behind, and Guillyn is gone. The party is free to go.

The party is unmolested for the remainder of their trip through the forest.

## Entering the Serpent’s Spine

On day one in the mountains (day 8 of the trip), the going is quite easy, but by the second day, there are sudden steep inclines, spots where the

road has worn away, and rickety bridges over deep crevices as the group climbs up into the heights of the Serpent’s Spine. Lieutenant Ragnar (if he’s survived – if not, the more senior sergeant Orden Gallard has taken command and makes the comment) says that everyone must be aware as they enter the mountains. Once they are a few days in, they’ll be possible prey to rock lizards, which only come if they smell animal blood, so any fresh meat must be cooked and consumed, and the remainder buried to cover the smell.

Any players with an “Insight” score over 50% may roll against their skill provided they make a successful “Spot” roll. If successful, they see that young Julius Albion, Lore’s son is very busy looking around, much more so than before, and is quite agitated. If confronted, he’ll claim he doesn’t like mountains, having been raised in the city of Elysium. There is a 60% chance Lore will join into this conversation and confirm that Julius has indeed stayed within the city most of his life, and never been in the mountains. (GM’s note: in truth, they are nearing the site of the planned ambush, and Julius is getting nervous.)

## RAID

That night (night 2 in the mountains, the night before day 10 of the journey overall), after everyone has gone to sleep, there is a disturbance in the camp. Tonight’s camp is relatively easy to navigate with the terrain dictating the need for 3 groups of people camped together, separated by ridges of hip-high boulders. If any of the players are awake (if they posted watches among themselves, this would be during second watch), they may make a straight “Listen” roll. All others (those who are sleeping) must make a ½ “Listen” roll.

Those who succeed hear sounds of a scuffle, which, within two combat rounds, escalates to an all-out fight. At that point, the alarm is raised. Players who are already up, may join in the next round, but if they failed their rolls, they must join two rounds later.

A total of six rock lizards have entered the camp twenty feet from where the immediate group is camped. As the battle heats up, more lizards will come forward to fight. Refer to the table below to see who can join into the battle and when.

Round 1	Those who succeeded their rolls	One rock lizard
Round 2	As above	Two rock lizards
Round 3	Everyone	Two rock lizards
Round 4	Everyone	Four rock lizards
Round 5	Everyone	Six rock lizards

**Rock Lizards**, Saurian Denizens of the Serpent's Spine

	1	2	3	4	5	6
STR	13	12	13	11	14	12
CON	18	17	18	19	18	17
SIZ	21	20	22	20	21	22
INT	4	5	4	5	4	5
POW	10	11	11	9	10	10
DEX	9	10	9	12	11	10
HP	20	19	20	20	20	20
DB	+1d6	+1d4	+1d6	+1d4	+1d6	+1d6

**Armor:** 5 point rocky-looking hide

**Attacks:** Bite 45% - 1d6 + DB (plus POT 12 narcotic venom\*, victim will feel dizzy and tired for 13-24 hours), Charge 40% - 1d3 + DB

**Skills:** Hide (among rocks) 90%, Sense 70%, Spot 30%, Sneak 75%

\*Player Characters who fall victim to the venom will find that they must operate at -30% on all skills for the next 12 + 1d12 hours.

# AMBUSH

The next day contains a minor rock slide, a sudden downpour, and an exciting trip down a steep patch of broken road, but nothing that challenges the party. As the sun approaches the horizon, two scouts are sent ahead to find a suitable camp. They do not return.

As the party rounds a long curve in the road, they come to a wall of massive, rough-hewn beams, which completely blocks this section of road through the ravine. As the party considers what to do next, and looks back over the road they have traveled, they see 18 men take up a position behind them. As several turn to face them a cry goes up, and more men are spotted on top of the wooden wall ahead of them. Another "Spot" roll reveals thirty more men on the rocks on either side - all of the men, both behind and in front, are armed with long bows. To the south (right) of the party is a sheer rock wall, and to the north is a ridgeline of rocks through which can be seen a small lake in the distance.

A beefy man with a fringe of white hair around his head steps up in the midst of those in front of the party, the sunlight glinting off his polished breastplate. "Greetings," he calls. "First, let it be known that we mean you no harm. We have reason to believe you are carrying something important to us, and I would like to have it back. Regardless of what you may believe, it was ours before it was stolen."

A quick look around reveals that while some are confused, several members of the party are very calm. A successful insight roll confirms that they are too calm for the given situation. Several of the more senior guards have grown tired of the frequent clashes with the Hawkflight family, and were very willing to talk when Julius approached them about arranging a truce. "I'm afraid that which you seek is no longer yours, Amalric!" Lore mutters under his



## THE SWORD SCEPTER OF THE HAWKFLIGHTS

This relic is a treasure to the Hawkflight family, and is a sign of their power. It is quite a powerful weapon in battle:

+30% chance to hit

+ 3 hit points of damage

In addition, it aids the wielder in his powers of communication:

+ 20% to all 'Communication' skills while holding the relic ("Bargain," "Command," "Disguise," "Etiquette," "Fast Talk," "Language, Own," "Language, Other," "Perform," "Persuade," "Status," "Teach")

The first step, however, is to gain control, for the Sword Scepter has a will of its own, and will not yield to just anyone. Someone wishing to use it must pit his or her POW against the Sword Scepter's POW of 20 on the resistance table. Success means the weapon is theirs to use. Failure means a painful death as the sword slowly sucks the life force out of its victim (POW) until they are a dried, lifeless husk.

breath. In a loud voice he calls out, "It's taken you thirty years to get the stones to come out and confront me? Laughable! The Sword Scepter is mine now, a prize that is evidence of my family's superiority."

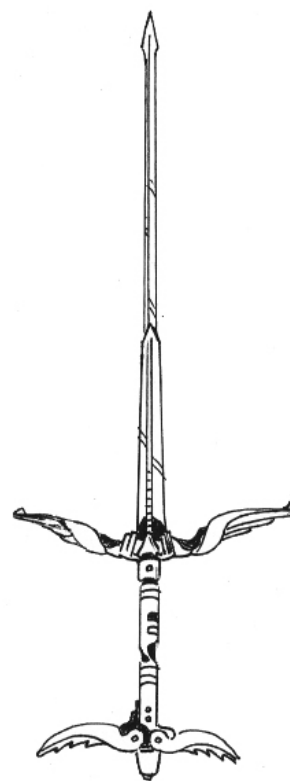
Julius calmly gets down off the wagon and walks up the rocks to the man addressing them. He hands the man a long, thin box. With trembling hands, Amalric opens the box, and embraces Julius. He takes out a golden scepter and holds it up, and the rest of the Hawkflight party cheers. The golden rod shines in the rays of the setting sun. Golden wings stretch out beneath a short blade atop the scepter. Amalric puffs himself up and presses a button on the grip and the blade snaps out, extending another two feet,

and two more wings snap open at the pommel. Julius turns and looks back at the caravan.

Lore hisses in shock. "Traitor! Ingrate! How can you?! I disown you!"

"This is a chance for peace, Lore!" shouts Amalric. "There is more to this, and you should listen, for perhaps the first time in your life!"

"To you? A fool who would show a rival into his family's inner sanctum? Or to my backstabbing son, who clearly has no regard for his family or its wellbeing?"



"Silence yourself little man!" whips back Amalric. "As I said, there is more to this, as there is to this relic. Did you ever figure it out? Or just hide it away and hoard it as you do your money?" Amalric presses a button, and a slender blade snaps out of the scepter's top, and the decorative wings unfold to create a cross guard. "Now... let us talk. You and I were once friends—"



Lore suddenly wrenches his horses' reins to the left and charges through a gap in the stone toward the lake!

"Oh gods!" shouts Amalric. "Lore, you fool! Stay away from the lake!"

"Father! Please!" shouts Julius as he leaps back onto his horse to pursue his father.

To follow Lore in his getaway attempt, a successful "Agility" roll must be made. Lore makes for the path, and all who succeed may follow. Those who fail will be shot at 1d2 times before they can follow. They may also need to fight their way through four enemy guardsmen who block their path.

**Enemy Guards**

	Guard 1	Guard 2	Guard 3	Guard 4
STR	16	16	15	18
CON	13	12	11	14
SIZ	16	12	13	12
INT	9	10	10	9
POW	13	11	6	10
DEX	13	7	9	13
HP	16	14	14	15
DB	+1d4	+1d4	+1d4	+1d4

**Armor:** 6 point scale mail

**Weapons:** Short Sword 60%, Dagger 40%, Long Bow 65%

**Skills:** Brawl 45%, Spot 55%, Throw 65%

**THE CURSED LAKE**

Lore drives his war wagon furiously down the path, the wheels threatening to shatter as he crashes over every stone. As the party nears the shores of the lake, there are two ancient, massive obelisks on either side of the road. It appears as if there is ancient writing carved into the stone, but the weather has worn most of it away long ago.

**Fools Rush In**

If anyone actually stops to read it, and has an EDU over 16 and any read/write skill, they may "Spot" the old symbols for danger, sleep, and dragon.

Lore, however, has no interest in reading and flies right past the stone columns. As he does, there is a sudden boom and crash, as if a giant gong and drum were struck at the same time. Everyone looks around, but no source of the sound is evident. Lore also sees that he has fled to a dead end. There are mountains all around the lake, and the only path of escape is back the way he came.

As the party looks back, he sees the Hawk-flight contingent and Julius, running down the path. "Lore, you ASS!" yells Amalric. "If only you'd listened! The legend of this lake tells that it is the final resting place of—"

There is a sudden frothing and bubbling from the center of the lake. A monstrous head rises from the foam, giant, serpentine, magnificent, and horrible. The eyes are white with cataracts, and the scales on his head and neck are cracked. As his wings rise out of the water, they are full of holes. There is a gaping hole in the dragon's upper chest where broken bone is visible. The beast facing the characters is an undead dragon...

*"WHO DARES TO DISTURB THE SLUMBER OF MAUGRIM THE TERRIBLE, LAST OF HIS KIND?"*

**Maugrim**

Maugrim's very presence causes Fear in all those who see him. The players must roll under POW x 5 or be petrified, rooted to the spot, unable to act or respond for 1d6 combat rounds.

**Maugrim the Terrible, Undead Dragon:**

STR 70    CON 25    SIZ 65    INT 16    POW 20  
DEX 12    HP 45    DB +8d6

**Attacks:** Breathe Scalding Steam 65% (4d6 damage), Bite 65% (3d6 + DB), Claw 45% (1d6 + DB), Tail 45% (1d6 + ½ DB),

**Skills:** Dodge 35%, Fly 100%, Listen 65%, Sense 50%, Spot 60%, Track 45%

**Spells:** Blast 40%, Dark 35%, Dispel 30%, Flame 45%, Frost 45%, Lightning 45%

**Armor:** 6 point hide (scales are old and cracked)

**Special:** Cause Fear (players must roll under POW x 5 (Sanity) or be petrified with fear, unable to attack or defend themselves for 1d4 rounds)

Lore Albion will run for it. Others may as well, this is left to the GM, but for certain, Lore will not stay and face the beast. “NO!” shouts Amalric. “You must not run! You and your party raised him! If you go beyond the marker stones, he’ll follow you wherever you go! Or worse... he’ll be set free! We must stand HERE!”

“Father!” shouts Julius. “Let the Albion family not be remembered for its cowardice in face of insurmountable odds! Let us all stand together and fight this!”

Lore will still want to run, fearing for his own life. The player characters must choose what they wish to do. Surely, the opponent is

a terrible one, and this is a battle they may not survive: they can either flee with their employer (and possibly be killed as they flee), or they can take a stand.

## RESOLUTION

---

The result of this may well be “total party kill.” If the characters act together, and are smart about this, the enemy can be defeated. For all of its fearsome countenance, a concentrated series of attacks can lead to victory.

If the characters do succeed in bringing down Maugrim, he falls back under the lake with a titanic splash and the obelisks shatter. The Cursed Lake is cursed no more.

This sequence of events will hopefully lead to a beginning of talks between the Hawkflights and the Albions. If Lore can be convinced, then he will come to the negotiating table, and victory resulting from combining forces is a strong argument on the side of peace talks.

# BASIC ROLEPLAYING



**NAME** Tahelin Oskarios

Race Human Gender M

Handedness R Height 5'10" Weight 170#

Description New to all this, he's doing his best to learn from the Old Guard Age 22

Distinctive Features \_\_\_\_\_

MOV \_\_\_\_\_

Gods/Religion \_\_\_\_\_

Profession Warrior/Apprentice Mage Wealth \_\_\_\_\_

### Characteristics & Rolls

<b>STR</b> <u>15</u>	Effort roll <u>75</u> %
<b>CON</b> <u>12</u>	Stamina roll <u>60</u> %
<b>SIZ</b> <u>8</u>	Damage Bonus <u>+13A</u>
<b>INT</b> <u>13</u>	Idea roll <u>65</u> %
<b>POW</b> <u>15</u>	Luck roll <u>75</u> %
<b>DEX</b> <u>12</u>	Agility roll <u>60</u> %
<b>APP</b> <u>8</u>	Charisma roll <u>40</u> %
<b>EDU</b> <u>6</u>	Know roll <u>80</u> %

### Hit Points

Major Wound 6 of 12

**DEAD**(- \_\_\_\_\_)

**00 01 02 03 04 05**

**06 07 08 09 10 11**

**12 13 14 15 16 17**

**18 19 20 21 22 23**

**24 25 26 27 28 29**

**30 31 32 33 34 35**

### Skills

Experience Bonus 7

#### COMMUNICATION bonus (4)

- Bargain (05%) \_\_\_\_\_ %
- Command (05%) \_\_\_\_\_ %
- Disguise (01%) \_\_\_\_\_ %
- Etiquette (05%) \_\_\_\_\_ %
- Fast Talk (05%) \_\_\_\_\_ %
- Language, Own (INT/EDUx5%) \_\_\_\_\_ %
- \_\_\_\_\_ 80 %
- Language, Other (00%) \_\_\_\_\_ %
- \_\_\_\_\_ %
- \_\_\_\_\_ %
- Perform (05%) \_\_\_\_\_ %
- Persuade (15%) \_\_\_\_\_ %
- Status (15% or var.) \_\_\_\_\_ %
- \_\_\_\_\_ %
- Teach (10%) \_\_\_\_\_ %

#### MANIPULATION bonus (6)

- Art (05%) \_\_\_\_\_ %
- \_\_\_\_\_ %
- Craft (05%) \_\_\_\_\_ %
- \_\_\_\_\_ %
- \_\_\_\_\_ %
- Demolition (01%) \_\_\_\_\_ %
- Fine Manipulation (05%) \_\_\_\_\_ %
- Heavy Machine (01%) \_\_\_\_\_ %
- \_\_\_\_\_ %
- \_\_\_\_\_ %
- Repair (15%) \_\_\_\_\_ %
- \_\_\_\_\_ %
- \_\_\_\_\_ %
- Sleight of Hand (05%) \_\_\_\_\_ %

#### MENTAL bonus (8)

- Appraise (15%) \_\_\_\_\_ %
- First Aid (30%) \_\_\_\_\_ %
- Gaming (INT+POW) \_\_\_\_\_ %
- Knowledge (\_\_\_\_%) \_\_\_\_\_ %
- \_\_\_\_\_ %
- \_\_\_\_\_ %
- \_\_\_\_\_ %
- Literacy (\_\_\_\_%) \_\_\_\_\_ %
- \_\_\_\_\_ %
- \_\_\_\_\_ %
- Medicine (\_\_\_\_%) \_\_\_\_\_ %
- Psychotherapy (\_\_\_\_%) \_\_\_\_\_ %
- Science (01%) \_\_\_\_\_ %
- \_\_\_\_\_ %
- \_\_\_\_\_ %
- \_\_\_\_\_ %
- Strategy (01%) \_\_\_\_\_ %
- Technical Skill (\_\_\_\_%) \_\_\_\_\_ %
- \_\_\_\_\_ %
- \_\_\_\_\_ %
- \_\_\_\_\_ %

#### PERCEPTION bonus (6)

- Insight (05%) 51 %
- Listen (25%) 51 %
- Navigate (10%) 36 %
- Research (25%) 41 %
- Sense (10%) \_\_\_\_\_ %
- Spot (25%) 61 %
- Track (10%) \_\_\_\_\_ %

#### PHYSICAL bonus (5)

- Climb (40%) \_\_\_\_\_ %
- Dodge (DEX x02%) \_\_\_\_\_ %
- Drive (\_\_\_\_%) \_\_\_\_\_ %
- \_\_\_\_\_ %
- \_\_\_\_\_ %
- \_\_\_\_\_ %
- Fly (\_\_\_\_%) \_\_\_\_\_ %
- Hide (10%) 45 %
- Jump (25%) \_\_\_\_\_ %
- Pilot (01%) \_\_\_\_\_ %
- \_\_\_\_\_ %
- \_\_\_\_\_ %
- Projection (DEX x02%) \_\_\_\_\_ %
- Ride (05%) \_\_\_\_\_ %
- Horse \_\_\_\_\_ 60 %
- \_\_\_\_\_ %
- \_\_\_\_\_ %
- Stealth (10%) 50 %
- Swim (25%) \_\_\_\_\_ %
- Throw (25%) \_\_\_\_\_ %

#### COMBAT bonus (6)

- Marrial Arts (01%) \_\_\_\_\_ %
  - \_\_\_\_\_ %
  - \_\_\_\_\_ %
- see WEAPONS below for more combat skills*
- Sword \_\_\_\_\_ 76 %
  - Dagger \_\_\_\_\_ 51 %
  - Staff \_\_\_\_\_ 36 %
  - \_\_\_\_\_ %

### Weapons

weapon type	attack/parry	damage	range	attacks	length	hand	HP
<input type="checkbox"/> <u>Bastard Sword</u>	<u>76</u> %	<u>1D10+db</u>		<u>1</u>		<u>1 or 2</u>	<u>20</u>
<input type="checkbox"/> <u>Dagger</u>	<u>51</u> %	<u>1D4 + db</u>		<u>1</u>		<u>1</u>	<u>15</u>
<input type="checkbox"/> <u>Wizard's Staff (holds 20 POW)</u>	<u>36</u> %	<u>1D8 + db</u>		<u>1</u>		<u>2</u>	<u>20</u>
<input type="checkbox"/> _____	_____ %	_____		_____		_____	_____
<input type="checkbox"/> _____	_____ %	_____		_____		_____	_____
<input type="checkbox"/> <u>Brawl (25%)</u>	_____ %	<u>1D3+db</u>	<u>touch</u>	<u>1</u>	<u>close</u>	<u>1h</u>	<u>n/a</u>
<input type="checkbox"/> <u>Grapple (25%)</u>	_____ %	<u>special</u>	<u>touch</u>	<u>1</u>	<u>close</u>	<u>2h</u>	<u>n/a</u>

### Armor

armor type	armor value
<u>Wolf Hide</u>	<u>1</u>
_____	_____
_____	_____

shield type	parry/attack	damage	HP
<input type="checkbox"/> _____	_____ %	_____	_____
<input type="checkbox"/> _____	_____ %	_____	_____

### Player

Name \_\_\_\_\_

A CHAOSIUM PUBLICATION WWW.CHAOSIUM.COM



# BASIC ROLEPLAYING



**NAME** Serensia Trehdber

Race Human Gender F

Handedness R Height 5'8" Weight 140#

Description Oh she's cute all right, but watch your wallet - the contents will be gambled away or stolen Age \_\_\_\_\_

Distinctive Features \_\_\_\_\_

\_\_\_\_\_ MOV \_\_\_\_\_

Gods/Religion \_\_\_\_\_

Profession Thief & Gambler Wealth \_\_\_\_\_

Characteristics & Rolls	
<b>STR</b> 14	Effort roll <u>70</u> %
<b>CON</b> 12	Stamina roll <u>60</u> %
<b>SIZ</b> 12	Damage Bonus <u>+1d4</u>
<b>INT</b> 1	Idea roll <u>55</u> %
<b>POW</b> 1	Luck roll <u>55</u> %
<b>DEX</b> 16	Agility roll <u>80</u> %
<b>APP</b> 16	Charisma roll <u>80</u> %
<b>EDU</b> 15	Know roll <u>75</u> %

Hit Points	
Major Wound	<u>6</u> of 12
<b>DEAD</b> (-_____)	
00 01 02 03 04 05	
06 07 08 09 10 11	
12 13 14 15 16 17	
18 19 20 21 22 23	
24 25 26 27 28 29	
30 31 32 33 34 35	

## Skills

**COMMUNICATION** bonus ( 4% )

- Bargain (05%) \_\_\_\_\_ %
- Command (05%) \_\_\_\_\_ %
- Disguise (01%) 15 %
- Etiquette (05%) \_\_\_\_\_ %
- Fast Talk (05%) 59 %
- Language, Own (INT/EDUx5%) 75 %
- Language, Other (00%) \_\_\_\_\_ %
- Perform (05%) \_\_\_\_\_ %
- Persuade (15%) \_\_\_\_\_ %
- Status (15% or var.) \_\_\_\_\_ %
- Teach (10%) \_\_\_\_\_ %

**MENTAL** bonus ( 4% )

- Appraise (15%) 19 %
- First Aid (30%) \_\_\_\_\_ %
- Gaming (INT+POW) 7 %
- Knowledge (\_\_\_\_%) \_\_\_\_\_ %
- Literacy (\_\_\_\_%) \_\_\_\_\_ %
- Medicine (\_\_\_\_%) \_\_\_\_\_ %
- Psychotherapy (\_\_\_\_%) \_\_\_\_\_ %
- Science (01%) \_\_\_\_\_ %
- Strategy (01%) \_\_\_\_\_ %
- Technical Skill (\_\_\_\_%) \_\_\_\_\_ %

**PHYSICAL** bonus ( 9% )

- Climb (40%) 59 %
- Dodge (DEX x02%) 41 %
- Drive (\_\_\_\_%) \_\_\_\_\_ %
- Fly (\_\_\_\_%) \_\_\_\_\_ %
- Hide (10%) 59 %
- Jump (25%) \_\_\_\_\_ %
- Pilot (01%) \_\_\_\_\_ %
- Projection (DEX x02%) \_\_\_\_\_ %
- Ride (05%) \_\_\_\_\_ %
- Stealth (10%) 59 %
- Swim (25%) \_\_\_\_\_ %
- Throw (25%) \_\_\_\_\_ %

**MANIPULATION** bonus ( 5% )

- Art (05%) \_\_\_\_\_ %
- Craft (05%) \_\_\_\_\_ %
- Demolition (01%) \_\_\_\_\_ %
- Fine Manipulation (05%) 53 %
- Heavy Machine (01%) \_\_\_\_\_ %
- Repair (15%) \_\_\_\_\_ %
- Sleight of Hand (05%) 33 %

**PERCEPTION** bonus ( 2% )

- Insight (05%) 47 %
- Listen (25%) 57 %
- Navigate (10%) \_\_\_\_\_ %
- Research (25%) \_\_\_\_\_ %
- Sense (10%) \_\_\_\_\_ %
- Spot (25%) \_\_\_\_\_ %
- Track (10%) \_\_\_\_\_ %

**COMBAT** bonus ( 8% )

Martial Arts (01%) \_\_\_\_\_ %

see WEAPONS below for more combat skills

- Sword 13 %
- Bow 13 %

**Weapons**

weapon type	attack/parry	damage	range	attacks	length	hand	HP
<input type="checkbox"/> Short Sword	6-3 %	1d6+1+db		1		1	20
<input type="checkbox"/> Composite Bow	4-3 %	1d8+1+2db	120	1		2	12
<input type="checkbox"/> Brawl (25%)	_____ %	1D3+db	touch	1	close	1h	n/a
<input type="checkbox"/> Grapple (25%)	_____ %	special	touch	1	close	2h	n/a

**Armor**

armor type	armor value
shield type	parry/attack damage HP
<input type="checkbox"/>	_____ % _____
<input type="checkbox"/>	_____ % _____

**Player**

Name \_\_\_\_\_

A CHAOSIUM PUBLICATION WWW.CHAOSIUM.COM

# BASIC ROLEPLAYING



**NAME** Rosskev Born  
 Race Human Gender M  
 Handedness R Height 6'8" Weight 280#  
 Description A giant in stature, if not in intellect, and a truly stalwart companion Age 17  
 Distinctive Features \_\_\_\_\_  
 \_\_\_\_\_ MOV \_\_\_\_\_  
 Gods/Religion \_\_\_\_\_  
 Profession Warrior Wealth \_\_\_\_\_

Characteristics & Rolls		Hit Points
<b>STR</b> <u>6</u>	Effort roll <u>80</u> %	Major Wound <u>5</u> of <u>6</u>
<b>CON</b> <u>8</u>	Stamina roll <u>70</u> %	<b>DEAD</b> (-____)
<b>SIZ</b> <u>18</u>	Damage Bonus <u>+16</u>	<b>00 01 02 03 04 05</b>
<b>INT</b> <u>8</u>	Idea roll <u>40</u> %	<b>06 07 08 09 10 11</b>
<b>POW</b> <u>9</u>	Luck roll <u>45</u> %	<b>12 13 14 15 16 17</b>
<b>DEX</b> <u>10</u>	Agility roll <u>50</u> %	<b>18 19 20 21 22 23</b>
<b>APP</b> <u>13</u>	Charisma roll <u>65</u> %	<b>24 25 26 27 28 29</b>
<b>EDU</b> <u>10</u>	Know roll <u>50</u> %	<b>30 31 32 33 34 35</b>

**Skills** Experience Bonus 0%

- COMMUNICATION** bonus ( -1% )
- Bargain (05%) \_\_\_\_\_ %
  - Command (05%) \_\_\_\_\_ %
  - Disguise (01%) \_\_\_\_\_ %
  - Etiquette (05%) \_\_\_\_\_ %
  - Fast Talk (05%) \_\_\_\_\_ %
  - Language, Own (INT+EDUx5%) \_\_\_\_\_ %
  - \_\_\_\_\_ 50 %
  - Language, Other (00%) \_\_\_\_\_ %
  - \_\_\_\_\_ %
  - \_\_\_\_\_ %
  - Perform (05%) \_\_\_\_\_ %
  - Persuade (15%) \_\_\_\_\_ %
  - Status (15% or var.) \_\_\_\_\_ %
  - \_\_\_\_\_ %
  - Teach (10%) \_\_\_\_\_ %

- MANIPULATION** bonus ( 2% )
- Art (05%) \_\_\_\_\_ %
  - \_\_\_\_\_ %
  - \_\_\_\_\_ %
  - Craft (05%) \_\_\_\_\_ %
  - \_\_\_\_\_ %
  - \_\_\_\_\_ %
  - Demolition (01%) \_\_\_\_\_ %
  - Fine Manipulation (05%) \_\_\_\_\_ %
  - Heavy Machine (01%) \_\_\_\_\_ %
  - \_\_\_\_\_ %
  - \_\_\_\_\_ %
  - Repair (15%) \_\_\_\_\_ %
  - \_\_\_\_\_ %
  - \_\_\_\_\_ %
  - Sleight of Hand (05%) \_\_\_\_\_ %

- MENTAL** bonus ( -3% )
- Appraise (15%) \_\_\_\_\_ %
  - First Aid (30%) 57 %
  - Gaming (INT+POW) \_\_\_\_\_ %
  - Knowledge (\_\_\_\_%) \_\_\_\_\_ %
  - \_\_\_\_\_ %
  - \_\_\_\_\_ %
  - Literacy (\_\_\_\_%) \_\_\_\_\_ %
  - \_\_\_\_\_ %
  - \_\_\_\_\_ %
  - Medicine (\_\_\_\_%) \_\_\_\_\_ %
  - Psychotherapy (\_\_\_\_%) \_\_\_\_\_ %
  - Science (01%): \_\_\_\_\_ %
  - \_\_\_\_\_ %
  - \_\_\_\_\_ %
  - \_\_\_\_\_ %
  - Strategy (01%) \_\_\_\_\_ %
  - Technical Skill (\_\_\_\_%) \_\_\_\_\_ %
  - \_\_\_\_\_ %
  - \_\_\_\_\_ %
  - \_\_\_\_\_ %

- PERCEPTION** bonus ( -1% )
- Insight (05%) \_\_\_\_\_ %
  - Listen (25%) \_\_\_\_\_ %
  - Navigate (10%) \_\_\_\_\_ %
  - Research (25%) \_\_\_\_\_ %
  - Sense (10%) \_\_\_\_\_ %
  - Spot (25%) \_\_\_\_\_ %
  - Track (10%) \_\_\_\_\_ %

- PHYSICAL** bonus ( 5% )
- Climb (40%) 55 %
  - Dodge (DEX x02%) \_\_\_\_\_ %
  - Drive (\_\_\_\_%) \_\_\_\_\_ %
  - \_\_\_\_\_ %
  - \_\_\_\_\_ %
  - Fly (\_\_\_\_%) \_\_\_\_\_ %
  - Hide (10%) \_\_\_\_\_ %
  - Jump (25%) \_\_\_\_\_ %
  - Pilot (01%) \_\_\_\_\_ %
  - \_\_\_\_\_ %
  - \_\_\_\_\_ %
  - \_\_\_\_\_ %
  - Projection (DEX x02%) \_\_\_\_\_ %
  - Ride (05%) \_\_\_\_\_ %
  - \_\_\_\_\_ %
  - \_\_\_\_\_ %
  - \_\_\_\_\_ %
  - Stealth (10%) \_\_\_\_\_ %
  - Swim (25%) \_\_\_\_\_ %
  - Throw (25%) 50 %

- COMBAT** bonus ( 2% )
- Martial Arts (01%) \_\_\_\_\_ %
  - \_\_\_\_\_ %
  - \_\_\_\_\_ %
  - see WEAPONS below for more combat skills*
  - Sword 67 %
  - Mace 57 %
  - \_\_\_\_\_ %
  - \_\_\_\_\_ %

Weapons							
weapon type	attack/parry	damage	range	attacks	length	hand	HP
<input type="checkbox"/> Great Sword	67 %	2d8+db		1		2	18
<input type="checkbox"/> Heavy Mace	57 %	1d6+2+db		1		1	20
<input type="checkbox"/> _____	_____ %	_____		_____		_____	_____
<input type="checkbox"/> _____	_____ %	_____		_____		_____	_____
<input checked="" type="checkbox"/> Brawl (25%)	87 %	1D3+db	touch	1	close	1h	n/a
<input checked="" type="checkbox"/> Grapple (25%)	47 %	special	touch	1	close	2h	n/a

Armor			
armor type	armor value		
Chain	7		
shield type	parry/attack	damage	HP
<input type="checkbox"/> _____	_____ %	_____	_____
<input type="checkbox"/> _____	_____ %	_____	_____

**Player**

Name \_\_\_\_\_

# BASIC ROLEPLAYING



**NAME** Kie Thurb

Race Human Gender M

Handedness R Height 4'2" Weight 200#

Description The quintessential leader and mentor, a great captain to have leading any team Age \_\_\_\_\_

Distinctive Features \_\_\_\_\_ MOV \_\_\_\_\_

Gods/Religion \_\_\_\_\_

Profession Warrior Wealth \_\_\_\_\_

Characteristics & Rolls		Hit Points
<b>STR</b> <u>16</u>	Effort roll <u>80</u> %	Major Wound <u>7</u> of <u>14</u>
<b>CON</b> <u>15</u>	Stamina roll <u>75</u> %	<b>DEAD</b> (-____)
<b>SIZ</b> <u>13</u>	Damage Bonus <u>+1d4</u>	<b>00 01 02 03 04 05</b>
<b>INT</b> <u>15</u>	Idea roll <u>75</u> %	<b>06 07 08 09 10 11</b>
<b>POW</b> <u>12</u>	Luck roll <u>60</u> %	<b>12 13 14 15 16 17</b>
<b>DEX</b> <u>16</u>	Agility roll <u>80</u> %	<b>18 19 20 21 22 23</b>
<b>APP</b> <u>12</u>	Charisma roll <u>60</u> %	<b>24 25 26 27 28 29</b>
<b>EDU</b> <u>11</u>	Know roll <u>45</u> %	<b>30 31 32 33 34 35</b>

**Skills** Experience Bonus 8%

COMMUNICATION	bonus (____%)	MENTAL	bonus (____%)	PHYSICAL	bonus (____%)
<input type="checkbox"/> Bargain (05%)	_____ %	<input type="checkbox"/> Appraise (15%)	_____ %	<input type="checkbox"/> Climb (40%)	_____ %
<input type="checkbox"/> Command (05%)	<u>52</u> %	<input type="checkbox"/> First Aid (30%)	_____ %	<input checked="" type="checkbox"/> Dodge (DEX x02%)	<u>63</u> %
<input type="checkbox"/> Disguise (01%)	_____ %	<input type="checkbox"/> Gaming (INT+POW)	_____ %	Drive (____%)	_____ %
<input type="checkbox"/> Etiquette (05%)	<u>22</u> %	Knowledge (____%)	_____ %	<input type="checkbox"/> _____	_____ %
<input type="checkbox"/> Fast Talk (05%)	<u>32</u> %	<input type="checkbox"/> _____	_____ %	<input type="checkbox"/> Fly (____%)	_____ %
Language, Own (INT/EDUx5%)	_____ %	<input type="checkbox"/> _____	_____ %	<input type="checkbox"/> Hide (10%)	_____ %
<input checked="" type="checkbox"/> Common	<u>95</u> %	<input type="checkbox"/> Literacy (____%)	_____ %	<input type="checkbox"/> Jump (25%)	_____ %
Language, Other (10%)	_____ %	<input type="checkbox"/> Common	_____ %	<input type="checkbox"/> Pilot (01%)	_____ %
<input type="checkbox"/> _____	_____ %	<input type="checkbox"/> _____	_____ %	<input type="checkbox"/> _____	_____ %
<input type="checkbox"/> Perform (05%)	_____ %	<input type="checkbox"/> _____	_____ %	<input type="checkbox"/> _____	_____ %
<input type="checkbox"/> Persuade (15%)	<u>52</u> %	<input type="checkbox"/> Medicine (____%)	_____ %	<input type="checkbox"/> _____	_____ %
<input type="checkbox"/> Status (15% or var.)	_____ %	<input type="checkbox"/> Psychotherapy (____%)	_____ %	<input type="checkbox"/> _____	_____ %
<input type="checkbox"/> _____	_____ %	Science (01%):	_____ %	<input type="checkbox"/> Projection (DEX x02%)	_____ %
<input type="checkbox"/> Teach (10%)	_____ %	<input type="checkbox"/> _____	_____ %	Ride (05%)	_____ %
<b>MANIPULATION</b>	bonus (____%)	<input type="checkbox"/> _____	_____ %	<input checked="" type="checkbox"/> Horse	<u>56</u> %
Art (05%)	_____ %	<input type="checkbox"/> _____	_____ %	<input type="checkbox"/> _____	_____ %
<input type="checkbox"/> _____	_____ %	<input type="checkbox"/> Strategy (01%)	_____ %	<input type="checkbox"/> _____	_____ %
Craft (05%)	_____ %	Technical Skill (____%)	_____ %	<input checked="" type="checkbox"/> Stealth (10%)	<u>61</u> %
<input type="checkbox"/> _____	_____ %	<input type="checkbox"/> _____	_____ %	<input type="checkbox"/> Swim (25%)	_____ %
<input type="checkbox"/> Demolition (01%)	_____ %	<input type="checkbox"/> _____	_____ %	<input type="checkbox"/> Throw (25%)	_____ %
<input type="checkbox"/> Fine Manipulation (05%)	_____ %	<b>PERCEPTION</b>	bonus (____%)	<b>COMBAT</b>	bonus (____%)
<input type="checkbox"/> Heavy Machine (01%)	_____ %	<input type="checkbox"/> Insight (05%)	_____ %	Marital Arts (01%)	_____ %
<input type="checkbox"/> _____	_____ %	<input checked="" type="checkbox"/> Listen (25%)	<u>57</u> %	<input type="checkbox"/> _____	_____ %
<input type="checkbox"/> _____	_____ %	<input type="checkbox"/> Navigate (10%)	_____ %	see WEAPONS below for more combat skills	
Repair (15%)	_____ %	<input type="checkbox"/> Research (25%)	_____ %	<input checked="" type="checkbox"/> Sword	<u>86</u> %
<input type="checkbox"/> _____	_____ %	<input type="checkbox"/> Sense (10%)	_____ %	<input checked="" type="checkbox"/> Dagger	<u>56</u> %
<input type="checkbox"/> _____	_____ %	<input checked="" type="checkbox"/> Spot (25%)	<u>68</u> %	<input checked="" type="checkbox"/> Bow	<u>76</u> %
<input type="checkbox"/> Sleight of Hand (05%)	_____ %	<input checked="" type="checkbox"/> Track (10%)	<u>68</u> %	<input type="checkbox"/> _____	_____ %

Weapons							
weapon type	attack/parry	damage	range	attacks	length	hand	HP
<input type="checkbox"/> Long Sword	<u>86</u> %	<u>1d8 + db</u>		1		1	15
<input type="checkbox"/> Dagger	<u>56</u> %	<u>1d4 + db</u>		1		1	15
<input type="checkbox"/> Long Bow	<u>76</u> %	<u>1d6+1+1/2db</u>	<u>90</u>	1		2	10
<input type="checkbox"/> _____	_____ %						
<input type="checkbox"/> _____	_____ %						
<input checked="" type="checkbox"/> Brawl (25%)	<u>55</u> %	<u>1D3+db</u>	touch	1	close	1h	n/a
<input checked="" type="checkbox"/> Grapple (25%)	<u>46</u> %	special	touch	1	close	2h	n/a

Armor			
armor type	armor value	skid type	parry/attack damage HP
Scale	<u>6</u>	<input type="checkbox"/> Half Shield	<u>26</u> % <u>1d2+db</u> <u>15</u>
Light Helmet	<u>+1</u>	<input type="checkbox"/> _____	_____ % _____

**Player**

Name \_\_\_\_\_

WWW.CHAOSIUM.COM

# BASIC ROLEPLAYING



**NAME** Summerian the Quiet  
 Race Human Gender F  
 Handedness L Height 51" Weight 125#  
 Description She may not talk much, but she's a force to be reckoned with. Age \_\_\_\_\_  
 Distinctive Features \_\_\_\_\_  
 \_\_\_\_\_ MOV \_\_\_\_\_  
 Gods/Religion \_\_\_\_\_  
 Profession Wizard Wealth \_\_\_\_\_

Characteristics & Rolls	
<b>STR</b> <u>1</u>	Effort roll <u>55</u> %
<b>CON</b> <u>10</u>	Stamina roll <u>50</u> %
<b>SIZ</b> <u>10</u>	Damage Bonus <u>-</u>
<b>INT</b> <u>17</u>	Idea roll <u>85</u> %
<b>POW</b> <u>16</u>	Luck roll <u>80</u> %
<b>DEX</b> <u>13</u>	Agility roll <u>65</u> %
<b>APP</b> <u>13</u>	Charisma roll <u>65</u> %
<b>EDU</b> <u>17</u>	Know roll <u>85</u> %

Hit Points	
Major Wound	<u>5</u> of 10
<b>DEAD</b> (-_____)	
<b>00 01 02 03 04 05</b>	
<b>06 07 08 09 10 11</b>	
<b>12 13 14 15 16 17</b>	
<b>18 19 20 21 22 23</b>	
<b>24 25 26 27 28 29</b>	
<b>30 31 32 33 34 35</b>	

## Skills Experience Bonus %

COMMUNICATION	bonus (____%)
<input type="checkbox"/> Bargain (05%)	____%
<input type="checkbox"/> Command (05%)	<u>36</u> %
<input type="checkbox"/> Disguise (01%)	____%
<input type="checkbox"/> Etiquette (05%)	____%
<input type="checkbox"/> Fast Talk (05%)	____%
Language, Own (INT/EDUx5%)	
<input type="checkbox"/> _____	<u>85</u> %
Language, Other (05%)	
<input type="checkbox"/> _____	____%
<input type="checkbox"/> _____	____%
<input type="checkbox"/> Perform (05%)	____%
<input type="checkbox"/> Persuade (15%)	<u>51</u> %
<input type="checkbox"/> Status (15% or var.)	____%
<input type="checkbox"/> _____	____%
<input type="checkbox"/> Teach (10%)	____%

MANIPULATION	bonus (____%)
Art (05%)	
<input type="checkbox"/> _____	____%
<input type="checkbox"/> _____	____%
Craft (05%)	
<input type="checkbox"/> _____	____%
<input type="checkbox"/> _____	____%
<input type="checkbox"/> Demolition (01%)	____%
<input type="checkbox"/> Fine Manipulation (05%)	____%
Heavy Machine (01%)	
<input type="checkbox"/> _____	____%
<input type="checkbox"/> _____	____%
Repair (15%)	
<input type="checkbox"/> _____	____%
<input type="checkbox"/> _____	____%
<input type="checkbox"/> Sleight of Hand (05%)	____%

MENTAL	bonus (____%)
<input type="checkbox"/> Appraise (15%)	____%
<input checked="" type="checkbox"/> First Aid (10%)	<u>83</u> %
<input type="checkbox"/> Gaming (INT+POW)	____%
Knowledge (____%)	
<input type="checkbox"/> _____	____%
<input type="checkbox"/> _____	____%
<input type="checkbox"/> _____	____%
Literacy (____%)	
<input type="checkbox"/> _____	____%
<input type="checkbox"/> _____	____%
Medicine (____%)	____%
<input type="checkbox"/> Psychotherapy (____%)	____%
Science (01%)	
<input type="checkbox"/> _____	____%
<input type="checkbox"/> _____	____%
<input type="checkbox"/> _____	____%
Strategy (01%)	____%
Technical Skill (____%)	
<input type="checkbox"/> _____	____%
<input type="checkbox"/> _____	____%

PERCEPTION	bonus (____%)
<input type="checkbox"/> Insight (05%)	____%
<input type="checkbox"/> Listen (25%)	<u>65</u> %
<input type="checkbox"/> Navigate (10%)	<u>40</u> %
<input type="checkbox"/> Research (25%)	____%
<input type="checkbox"/> Sense (10%)	____%
<input type="checkbox"/> Spot (25%)	<u>60</u> %
<input type="checkbox"/> Track (10%)	____%

PHYSICAL	bonus (____%)
<input type="checkbox"/> Climb (40%)	____%
<input type="checkbox"/> Dodge (DEX x02%)	____%
Drive (____%)	
<input type="checkbox"/> _____	____%
<input type="checkbox"/> _____	____%
<input type="checkbox"/> Fly (____%)	____%
<input type="checkbox"/> Hide (10%)	____%
<input type="checkbox"/> Jump (25%)	____%
Pilot (01%)	
<input type="checkbox"/> _____	____%
<input type="checkbox"/> _____	____%
<input type="checkbox"/> _____	____%
<input type="checkbox"/> Projection (DEX x02%)	____%
Ride (05%)	
<input type="checkbox"/> _____	____%
<input type="checkbox"/> _____	____%
<input type="checkbox"/> _____	____%
Stealth (10%)	____%
<input type="checkbox"/> Swim (25%)	____%
<input type="checkbox"/> Throw (25%)	____%

COMBAT	bonus (____%)
Martial Arts (01%)	
<input type="checkbox"/> _____	____%
<input type="checkbox"/> _____	____%
<i>see WEAPONS below for more combat skills</i>	
<input checked="" type="checkbox"/> Staff	<u>62</u> %
<input checked="" type="checkbox"/> Dagger	<u>52</u> %
<input type="checkbox"/> _____	____%
<input type="checkbox"/> _____	____%

Weapons							
weapon type	attack/hurry	damage	range	attacks	length	hand	HP
<input type="checkbox"/> Wizard's Staff (Holds 60 POW)	<u>62</u> %	<u>1d8 + db</u>		<u>1</u>		<u>2</u>	<u>20</u>
<input type="checkbox"/> Dagger	<u>52</u> %	<u>1d4 + db</u>		<u>1</u>		<u>1</u>	<u>15</u>
<input type="checkbox"/> _____	____%	____		____		____	____
<input type="checkbox"/> _____	____%	____		____		____	____
<input type="checkbox"/> _____	____%	____		____		____	____
<input type="checkbox"/> Brawl (25%)	____%	<u>1d3+db</u>	touch	<u>1</u>	close	<u>1h</u>	n/a
<input type="checkbox"/> Grapple (25%)	____%	special	touch	<u>1</u>	close	<u>2h</u>	n/a

Armor			
armor type	armor value		
Wolf Hide	<u>1</u>		
_____	____		
_____	____		
shield type	parry/attack	damage	HP
<input type="checkbox"/> _____	____%	____	____
<input type="checkbox"/> _____	____%	____	____

**Player**

Name \_\_\_\_\_



# Incident At Vasir Station

---

BY GREG WHITE

In this science fiction adventure a covert mission to seize a fugitive hiding at remote research station goes nightmarishly wrong.

It is the 440th year of the Fifth Dawning, and humankind has spread among the stars. Several trillion human beings live and die within a volume of space encompassing some 200 light years. A majority of humanity belong to the benignly despotic Terran Commonwealth. Around the borders of the Terran Commonwealth are the Outer Ranges; small pocket empires and fiefdoms which only lightly, if at all, feel the Commonwealth's authority.

Among the Outer Ranges are a handful of worlds ruled by the Eugenic Oligarchy; a caste of super-humans created by generations of gene-engineering, focused training, and selective breeding: augmented-DNA fascists who rule their worlds as gods. These Genarchs, are descendants of the Promethean Bloodlines; legendary titans of a past age, whose apocalyptic downfall preceded the Fifth Dawning.

Within the Commonwealth the possession of psionic, or otherwise super-human abilities, requires registration with the Commonwealth authorities. Those individuals are specially monitored,

Tracked, and contained. Usually those so 'Sainted', must either submit to having their gifts neutered, either chemically, surgically, or technologically; or they must pledge themselves to the service of the Commonwealth.

Those who put their abilities into the service of the Commonwealth join a specialist law

enforcement organization. As members of the Terran Commonwealth's Special Investigative Branch, the TCSIB, they are the Commonwealth's first line of defense against either gifted rouge elements, or agents of the Genarchs.

Among the worlds of the Outer Ranges the 'Saints' of the TCSIB and the 'Genarch's minions play deadly games, with the lords and potentates of those worlds as their pawns.

On Nisswander, a populous technocracy was undermined by a the 'Cabal of Thirty', an organization of 'gifted' with 'Genarch support. As a major trade hub and one of the most powerful worlds in the Outer Ranges, the Commonwealth could not leave Nisswander under 'Genarch domination: TCSIB teams were sent to the planet, and after a 3 year campaign the 'Cabal of Thirty' was routed, with most of their ringleaders dead, or fled out of TCSIB reach.

Just recently the TCSIB has received intelligence that a low-level operative from the 'Cabal of Thirty', Merik Masso, is hiding incognito on a research station on Vasir V. A team has been assembled to seize the fugitive. It is hoped that he can provide information about the bolt-holes of other 'Cabal of Thirty' members, and perhaps expose other 'Genarch plots that might be in motion among the Outer Ranges.

A dispatch packet will deliver the team to Vasir V. They will identify the fugitive using a DNA tag supplied, and if the identification is positive, they will take him into custody. At any rate they will be stranded on Vasir V for some 10 days, which is when the dispatch packet re-



turns (the economics of starship travel in the Fifth Dawning will be discussed later).

### **The Complication**

You knew there had to be one of course. Twelve days before the Player Characters arrive the crew of the station made a momentous discovery: the preserved corpse of an unclassified alien life form.

Only what they took to be a dead alien was actually a creature in a deep state of suspended animation, a traveler of vast cosmic distances that happened to have become stranded on Vasir V millennia ago.

Further more, the being, of a race called the Nuulgisath, was sentient, and a powerful psychic entity. Masso, through his own abilities recognized the imminent danger, and fled the central station: of course he did not, could not, warn his fellows at that station. He had the station pilot, Symon Green, fly him to a distant substation on a spurious mission of repair, thinking to hide there until it was safe, sustained by one of his powers. Before he left for the substation he installed a remote kill-switch on the station com-link.

When Green demanded that Masson return with him, Masso killed Green. Before dying Green drug himself into the cockpit of the VTOL craft that had brought them to the station, and engaged an automatic routine that flew the craft back to the station. At that time Masso used his remote kill-switch to disable the station's communications network.

The Nuulgisath awoke, and begin to disgorge its spawn: worm like parasites, the Nuulgites.

The Nuulgites attacked the station personal, burrowing into their flesh, insinuating themselves into the nervous systems of their hosts: and bringing them under the control of the alien Nuulgisath..

One of the first of the station personnel attacked was the station doctor and nutritionist Jodee Karlseen. Karlseen, before the Nuulgite had completely overwhelmed her nervous system, she tried to drive the alien invader from her body using an electric defibrillator, which was initially successful; until the Nuulgisath used its awakening abilities to telekinetically knock the defibrillator from Karlseen's hands; at which point she was overwhelmed by Nuulgites.

This doomed struggle was witnessed by the station cartographer Kim Peat, who barricaded her self in the medical lab's containment chamber. If she can be rescued she can tell the Player Characters how they can save her colleagues by using mild electric shocks to expel the alien organisms.

Of the thirteen personnel at the station, only six remain un-infected by the Nuulgites. Three are trapped in the command center. Peat is in the isolation chamber of the med-lab, with the Nuulgisaath next door, and the climatologist Lani Wyd is hiding in Power Control, while is Masso hiding at the substation.

It is entirely possible that Player Characters might initially believe that the infected station crew-members are past saving; the mindless zombie thralls of an inimical alien, and that they have to be summarily destroyed.

If, after killing any infected personnel, the Player Characters realize that they could have perhaps saved the poor unfortunate, SANITY checks would be appropriate (1d6\1 SAN loss).

### **Genre and Game Considerations**

Incident at Vasir Station is a classic Space Opera, with elements of intrigue and Gothic horror.

The milieu should be familiar to fans of Herbert or Asimov, with a nod to both John Cambell's classic pulp horror, 'Who Goes There,' and Marc Miller's Traveller setting.

### **The River Terror and Other Stories**

The power level is heroic. Psionics, and Powers, provided they have a pseudo-scientific basis, do exist, but can only be bought at Normal levels. The Sanity rules should be used.

The Player Characters are going to find themselves in a situation they could have never have possibly anticipated. To emerge victorious they are going to have to be adaptive and clever, and perhaps a little bit lucky.

## Technology, Faster Than Light Travel, and Communication in this Setting

This setting assumes that FTL travel, while possible and somewhat common, is extremely expensive, both in costs of energy, and the exotic drive mechanisms used. So while the team's mission is important, a starship cannot be diverted from its regular duties for them.

Hence they will travel aboard a dispatch packet, making a routine circuit of settled worlds in that sub-sector. The packet is equipped with a small launch that they can take to the planet's surface.

The launch is pretty much only capable of trans-orbital jaunts.

FTL communication is not possible. Messages go by courier and mail-ship.

There are no artificial intelligences, though semi-autonomous robots are quite common.

Nanotechnology is not common.

Advanced genetic engineering does exist, but within the Commonwealth it very controlled.

This setting assumes the a cyclic pattern to history, with vast interstellar empires arising and then crashing back into barbarianism. Great scientific and technological wonders existed before, but they are lost among the detritus of history.

## Equipment

The team, ideally three to four members, should have full access to the range of equipment that any reasonably equipped police, or para-military force would be able to carry into the field.

Keep in mind however that the team's mission is not considered extremely dangerous; while Masso's powers are not known, there is no evidence to suggest that he was anything but a low level member of the 'Cabal of Thirty', and that should suggest that his abilities should not be more than a capable TCSIB team should be able to handle.

Pretty much every gram of material that was every transported to the Station has been inventoried and accounted for, and there should be no weapons on the planet.

Sidearms should be sufficient threat deterrent. Players should be discouraged from arming themselves with heavy weapons and ordnance, as there would be no such reason to expect to need such firepower.

Standard kit for a team on such a mission would be a flechette, laser, or medium pistol (of the chemical propellant type), adaptive mesh armor, pocket-computer, and a DNA tag; the latter being a 'DNA sniffer', which, in the presence of the individual it is 'primed' for, gives a positive identification (90% positive identification if the target is within 3 meters of the tag, 50% if the target has been within that range within the last 24 hours).

The Player Characters will also be provided with Psi-nullifiers. In appearance these are 20 mm. Diameter disks that attach to the forehead via a slight static charge. The devices mask the wearers thoughts, making it more difficult, though not impossible, to launch psionic attacks against the wearer: while wearing nullifiers the wearer's POW gains +5 modifier for the purpose of resistance rolls.

One drawback to these devices is that there is some slight feedback into the wearer's own



nervous system, an effect which is amplified for psychic characters.

For non-psychics, each hour that they wear a nullifier, they must make either a Stamina or Luck roll, players choice, or suffer the effects of feedback: a splitting headache, -5% to all skill rolls. The headache vanishes ten minutes after the removal of the nullifier. But will return automatically unless the Nullifier is left off for at least an hour.

Psychics must make rolls for feedback effects every twenty minutes. In addition, each attempt to utilize a power triggers a feedback roll. Also, any powers that they manifested are at -5 POW for purposes of making resistance checks.

The devices can be easily hidden by scarves or caps. Each nullifier has a battery life of 1d3 hours. Unless a Player specifically states that she is going to use tape or some other adhesive to secure the nullifier they are very easy to dislodge or knock off: any violent motion or a blow to the head is usually enough to cause the nullifier to drop off.

Of course certain weapons will be more effective against the infected station-members than others; particularly shock pistols and stunners. Each successful attack from a stunner that does damage 1/3 or greater than the host's CON will drive the Nuulgite from the host. Each successful attack from a shock pistol has a 50% chance of expelling the Nuulgite spawn. Such purgings are course horribly graphic, with the afflicted victim convulsing wildly until the spawn bursts from beneath the skin; the first time this witnessed should necessitate a SAN check (0/1d2).

It is recommended that if any Player should desire to equip his or her character with such a weapon, they be told that the team is allowed one such non-standard weapon. There is nothing in the psych profiles made up for Masso that reflect any kind of violent zeal or a propensity for martyrdom.

Again heavy weapons should be strictly prohibited, as there would be no way to safely use the weapons within the confines of the largely underground station.

The Player Characters may think to improvise electrical weapons for use against the infected station personnel: to create such a weapon requires successful use of the Craft: Electronics or Repair: Electrical (in the latter case as a Difficult test), taking two hours of time. Components for such a device are plentiful in the station. Such a device would be a one-shot weapon, requiring a recharging between uses or a change of battery or capacitor.

Weapon	Skill	Base	Dmg	Attk	
Improvised Shock weapon	-	DEX%	3d6	1/2	
Special	Rng	Hands	HP	Parry	STR/Dex
Stunning	5	2	10	No	10/12

Mal      Ammo      SIZ/Enc      SR  
 90-100      Once      2.0      2

Notes: The weapon can successfully stun as per the Stunning rules, fourth case, p. 232. Nuulgite possessed hosts resist as having 15 hit points. It would still be very easy to kill an infected host while attempting to shock the spawn from their body.

The Attk rate is assuming quickly swapping out batteries or power cells.

## VASIR V

Vasir V is a terrestrial world with a very thin oxygen-nitrogen atmosphere. The gravity is slightly less than terran standard. Other than native microbes and slime molds, the world is lifeless; tectonically inert, and with little concentrations of radioactive or heavy metals.

The planet is undergoing a decade long survey to determine its suitability for terraforming.

Every last square centimeter of the planet is to be mapped, and an extremely detailed computer model made of the planet's ecosystem, such as it is, to guide the efforts to re-shape into a world more hospitable to human occupation.

Most of these work is to be done by robotic rovers, which slowly crawl over the planet's surfaces, probing, testing, sampling, and imaging. The data harvested by these machines is carefully collated, cataloged, and recorded. The crew of the station are the robot's tenders; repairing them, reprogramming them when necessary, and shepherding them.

Humans can function on the surface without full environmental suits; though heavily-insulated cold-suits and supplemental oxygen is recommended. The surface environment is roughly analogous to the trans-alpine regions of earth.

If the fatigue rules are being used, Characters can endure conditions on the surface for a number of minutes equal to their CON, while paying triple Fatigue costs. For longer periods use the following guidelines:

- \* Total time of unprotected exposure in minutes > CON but < CONx3: Pay 5 times the normal Fatigue costs.
- \* Total time of unprotected exposure in minutes > CONx3: Begin losing hit points at a rate of one HP/ (CON=minutes).

If the Fatigue rules are not being used the characters must make a STAMINA roll for each increment, in minutes equal to the CON score, or loose a Hit Point.

## The Nuulgisaath

STR	CON	SIZ	INT	POW
9	12	10	16	20
DEX	APP	Move	Hit Points	Damage Bonus
9	9	2	11	None

**Armor:** 4 chitin

**Attacks:** None Physical

**Psychic Abilities:** Telekinesis 66%, Levitation 45%, Telepathy 50%, World Sensing\* 55%, Stellar Leap\* 40%, and Suspend Animation\* 50%.

**Skills** (note, this are exercised through its controlled slaves), Hide 40%, Spot 40%, and Stealth 30%.

**Move:** The Nuulgisaath is capable of a slow crawl. Normally it levitates itself if it has to move.

**Appearance:** A long ellipsoid having a pitted, chitinous shell. The Nuulgisaath is two meter longs, with a diameter of 12 cm. At its widest point. The creature weighs 300 kilograms.

**Lifestyle:** A powerfully telepathic being, the Nuulgisaath dominates all life forms around it, creating a kind of collective with its self securely at the center. Nothing is known, or can be discerned of their reproductive habits. Nuulgisaath can, through their mental power alone, travel through space.

## Special Psychic Abilities Explained

**World Sensing:** The Nuulgisaath can send his consciousness roving among the cosmos in search of new worlds to colonize. While the vast distances are not a barrier to the Nuulgisaath's telepathic probe, the process takes an enormous amount of time to complete a search: 1d10+2x100 years!

While searching the Nuulgisaath can enter a state of dormancy, in which its metabolic processes come to almost a complete stop. This is the Suspended Animation ability which will be described later.

The power cost of this ability is 10 power points. The power cost is always paid before the ability's die roll.

A fumbled roll usually means a confused reading; a world is found that either had suitable life forms for exploitation in its distant past, or in its future. Such a fumble probably brought this Nuulgisaath to Vasir V.

If a session of world-sensing is interrupted, as has occurred in this scenario, the Nuulgisaath cannot begin another session for 2d4 days.

**Suspend Animation:** The Nuulgisaath, for the long centuries when it is mentally probing for new worlds to colonize enters a state of suspended animation, the duration of which coincides perfectly with the duration of its search. The creature's life-signs are so dampened the only the most sensitive of sensory equipment can detect them at all.

The powers, Aura Detection, Sensitivity, or Telepathy can reveal that there is a latent consciousness within the alien form.

The cost for the ability is two points of POWER and five points of CON, neither can be restored until after the Nuulgisaath awakes. While dormant, and world sensing, a fractional part of the alien's consciousness is constantly monitoring the physical body for potential dangers through its innate telepathy. It does take some time for a Nuulgisaath to regain full consciousness after being dormant, 1d10+12 hours.

**Stellar Leap:** A kind of psionic teleportation on a truly cosmic scale. Light-years, in their hundreds, can be instantaneously crossed. The base cost of this ability is 5, and each 5 points spent increases the skill rating in the ability by 5 percentile points; up to a maximum of twice the Nuulgisaath's original skill rating. A failed roll means an unsuccessful "aligning of forces": the spent points are lost, and the Nuulgisaath remains where it is. A fumbled roll means a catastrophic materialization within some hostile

environment. A critical success means only half the points originally allotted have to be spent.

## Using Host Skills

Generally controlled hosts display none of their previous intelligence or personality. After 24 hours of control the Nuulgisaath can attempt to utilize a host's skills. It must expend one point of POW per attempt. All skill tests have their Action Difficulty increased one level (Easy Actions become Average, Average becomes Difficult, etc.).

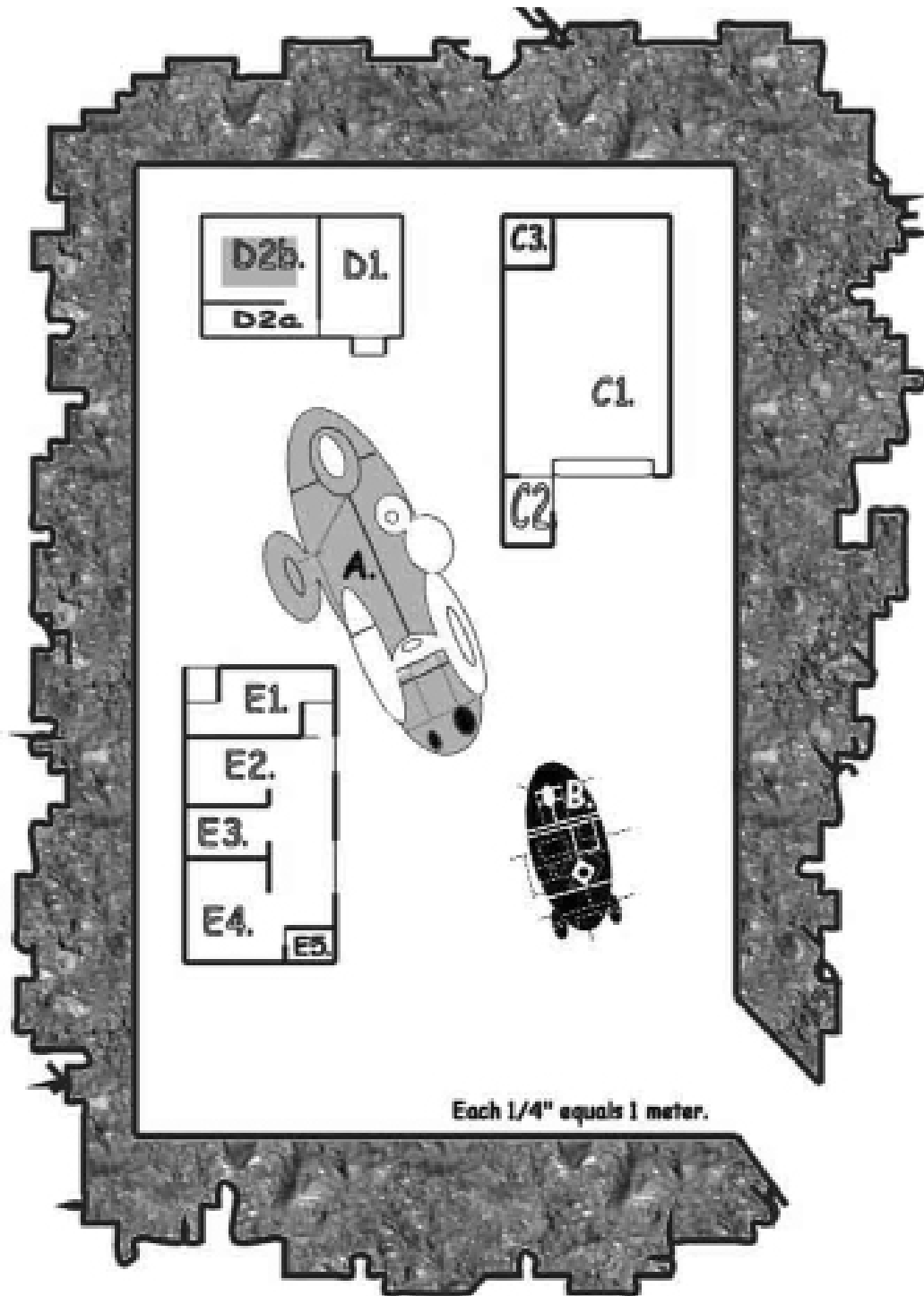
The emulation of an active personality is beyond the Nuulgisaath, unless the observer has little or no knowledge of human behavior the manner and the lack of effect in a controlled host makes the impersonation of beings impossible. While the Nuulgisaath can, and has effectively, enslaved whole planets of dumb animals, so that not a muscle twitches without the Nuulgisaath's guidance: the management of a few sentient beings is an entirely different proposition.

## Negotiating with the Nuulgisaath

While it would be theoretically possible to deal with the Nuulgisaath, via the creature's innate telepathy, the alien and self-centered nature of the Nuulgisaath must be emphasized. It is a creature incapable of engaging in any kind of meaningful rapport with other beings. All other life forms it sees as either threats to deal with, or hosts to control and dominate.

**Nuulgites**, alien spawn

STR	CON	SIZ	INT	POW	
7	7	2	9	12	
DEX	APP	Move	HP	APP	Damage Bonus



Vasir Station Surface Level

7	7	4	7	2	None
---	---	---	---	---	------

**Armor:** None

**Skills:** Sense Prey 85%, Stealth 70%, and Dodge 50% (mainly due to its small size).

Attacks	%	Damage
TK Leap	60	See Below
Stinger	Auto	See Below

***TK Leap:*** Normally the Nuulgites creep along the ground much in the fashion of inch-worms. However they are capable of making telekinetically boosted leaps of a bout 2 meters distance. The purpose of this leap is to attach itself to a potential host in order to injects its ‘stinger’; a ganglial parasite that attaches itself to the host’s nervous system, and then ‘yokes’ that nervous system to the Nuulgisaath. Note that the Nuulgitite must wait two rounds between TK leaps.

***Stinger:*** The Nuulgitite is pretty much just a delivery system for the ‘stinger,’ the organism that actually latches itself to the host’s nervous system. The ‘stinger’ attack does 1d6+1 impaling damage. Any damage in excess of the armor worn by the target means that the ‘stinger’ itself has been injected into the body of the target. The ‘stinger’ then makes a test of the Nuulgitite’s POW vs. the target’s POW. A successful roll means that the target’s nervous system has been infiltrated; the host has uncontrollable seizures for 1d6 rounds, after which it is in the complete control of the Nuulgisaath.

After making a successful ‘stinger’ attack, the external body of the Nuulgisaath dies. The parasitic payload of the Nuulgitite can live for three rounds within the target body, and is allowed an attempt per round to insinuate itself into the target’s nervous system. If after those three rounds the Nuulgitite has not yet successfully ‘fastened’ on the target’s nervous system it dies, and may be pulled from the victim’s flesh (requiring a First Aid roll, and causing 1 point

of additional damage). Note that the damage for initial ‘stinger’ attack is only done once.

Nuulgitite can combine attacks, and this in fact their favored strategy. Multiple Nuulgites can combine their POW in their attempts to overcome their targeted host.

The Nuulgisaath can spawn a number of Nuulgites equal to its CON every four hours. The Nuulgites, originally the size of a pinhead, are extruded through pores in the Nuulgisaath’s shell. The spawn grow rapidly, reaching full size in twenty minutes.

***Appearance:*** blood-red worms with barbed tails, approximately 15 cm.

***Note:*** There is no limit to how many Nuulgites a Nuulgisaath can eventually produce. Nor is there a limit to how many organisms it can ultimately control.

## Nuulgitite Removal

Besides electrical shock, surgery can also be performed on the host (provided that the host is suitably restrained), to remove the controlling parasite. This has to be done after 24 hours after the initial infection, after that the invasion of the host’s nervous system is too far complete: and electrical shock has to be used to force the parasite out.

Such an operation is a Difficult Action for anyone possessing the Medicine skill. If the individual attempting the operation has the specialization Surgery, it becomes an Average Action.

If the specialization of neurosurgery is possessed it becomes an Easy Action (modifiers for the quality of the instruments and operating conditions of course apply).



# THE AFTERMATH OF "INFECTION"

There are severe after-effects to those who undergo the trauma of Infection by Nuulgite spawn.

- \* 1d6+1 SAN loss.
- \* POW and INTELLIGENCE are both temporarily reduced by 1d6 (recovered at a rate of one every four hours).
- \* The character must make a stamina roll, or suffer debilitating weakness for 1d4 hours.

These effects are in addition to any other effects or injuries suffered while 'possessed', or as a result of the procedure that drove out, or removed the parasites.

## Planet Fall

The first indication that the Player Characters will have that something is seriously wrong is when they are unable to hail the station prior to beginning their descent to the surface. The landing beacon is on, and there is no distress signal, but no one at the station is answering; mainly because Masso sabotaged the com-link.

## Station: Surface

The station occupies a rift valley. A small hill-ock had its crest shaved off, and the top flattened; the main part of the station is below, with a landing field and some surface structures above on the levelled surface of the hill. A ramp of crushed gravel at the southeast corner of the

artificial mesa provides access for the surveying robots.

**A:** The team's shuttle.

**B:** The station's STOL craft. It has room for a pilot, a passenger or copilot, and some 200 kg. of supplies. The corpse of Symon Green is slumped in the pilot's seat. Use of the Spot skill locates some bloody contusions on the back of his skull. The flight logs of the craft can be accessed, requiring successful use of the Computer Operation skill. They indicate a routine flight to a satellite sub-station. The craft came back to the station on an emergency return flight routine. Anyone with a Pilot Aircraft skill of at least 40% could probably fly the craft back to the substation.

**C:** Hanger. This is where the jet is normally kept. An electrostatic barrier across the southern part of the building keeps dust out and maintains a minimal atmosphere (breathing gear is not required but it is bitterly cold).

**C1:** Hanger Main Section. Various tools and parts bins line the walls.

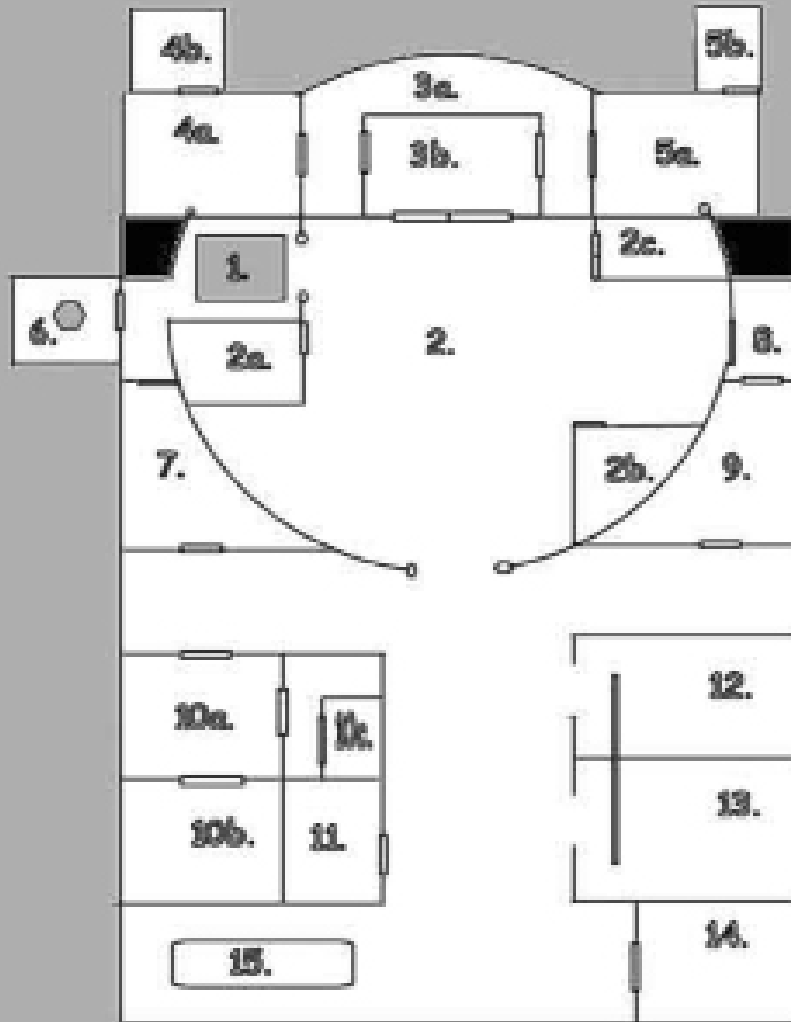
**C2:** Ready Room. Both the interior and exterior door are pressure-locking, and only one of the two doors can be open at any one time. There's a computer terminal here that contains flight and maintenance logs.

**C3:** Fuel conduit. The craft's fuel; ionized plasma, is pumped into the craft from an underground reservoir. The fuel transfer process is strictly automated, with safety protocols that are pretty much unalterable; and there are no suitable containers for taking the extremely volatile fuel out of the building anyway.

**D:** Station Entrance.

**D1:** Entrance here is by an air lock. Lockers along the walls contain personal gear and cold-suits; there's also racks for both full and empty supplemental oxygen bottles.





### Vasir Station Underground level

Each 1/4" equals 1 meter.

**D2a:** Grav-lift antechamber. Schedules and clipboards hang from wall mounts. A reader-board near the ceiling reads off the 'local' time. There's a flashing alarm that warns that the anti-gravity field in the grav-lift shaft field is active.

**D2b:** Grav-lift field. Within this shaft, which descends some 20 meters underground, gravity is only .3 of terran standard. This is a standard utility used within the Commonwealth. There are ladders along each side of the shaft. From the top of the shaft to the bottom is an easy jump (Easy Jump skill roll or DEX test).

**E:** Robotics garage. At any time there are some five robots roving over the planet's surface. The robots are pretty much identical, compact machines powered by fusion cells, that propel themselves over the ground using tractor treads. The robots have coring drills for taking soils samples; spectrographic and chemical sensors for analyzing atmospheric and soil samples, as well as extremely sensitive ground-mapping radar. There's usually one or two machines here undergoing maintenance. The outer doors to the garage are linked to the inner air-lock door in E1., so that if one of the outer doors is open the air lock door cannot be opened. Note that the robots are too large and clumsy to navigate within the interior spaces of the station.

**E1.** Office. There's a computer here that has a maintenance log for all the robots, as well as a part inventory.

**E2.** Workspace. There's one machine here, being serviced.

**E3.** Charging station. There's one robot here being charged.

**E4.** Tools and parts storage.

**E5.** Robot satellite uplink. The robot's guidance is controlled by a satellite, and the satellite's signal is calibrated and monitored from here.

## Station Underground Level:

The station intercom does work, and communication between rooms is possible using the intercom.

1. Bottom of grav-lift shaft.
2. Central Area. There are some exercise machines and equipment along the walls.
- 2a. Media room. There is a collection of both electronic books and VR entertainment recordings kept here.
- 2b. Repair-shop. Within this crowded room there is a enough tools to fashion electrical weapons to use against the infected.
- 3a. Administrative foyer.
- 3b. Administrative center.
- 4a. Administrator's living quarters.
- 4b. Administrator's Bathroom.
- 5a. Assistant Administrator's Quarters.
- 5b. Assistant Administrator's Bathroom.
6. Grav-lift shaft to core control room. The grav-lift field in this shaft is currently turned off.
7. Men's rest room.
8. Cleaning supplies and personal sundries storage.
9. Women's rest room.
- 10a. Medical lab. There is enough equipment to surgically remove Nuulgite parasites, provided too much time has not passed since the parasite first attached itself.
- 10b. Infirmary.
- 10c. Containment room. A hermetically sealing chamber for the storage of biological samples. The door is locked, and can only be unlocked from outside. The door has 10 hit points. There's no intercom here.
11. Larder.
12. Women's dormitory. No door, though there is a privacy partition just inside.
13. Men's dormitory. As above.
14. Kitchen.



15. Communal Dining Area. There is a long table here with bench seats where they take their meals.

Not shown on the map is the Core control room. Reached by the grav-lift shaft from 6, this room is some 20 meters below the main level of the station. From here the fusion reactor which powers the station can be monitored. The reactor is pretty much on an autonomous program, and requires only minimal oversight. The shaft can be closed off at the bottom, a contingency to contain any radiation leakage.

### The Situation when the Player Characters Arrive:

Uninfected crew members, Strang, Benares, and Fong are barricaded in the administrative center. Peat has locked herself in the Containment Room, while Wyd has locked herself in the core control room. Wyd has also shut down the anti-grav field in the grav-lift shaft to the core control room.

Wyd is in communications via intercom with the three in the Administrative Center.

Masso is of course hidden at the remote substation.

The Nuulgisaath is in the Medical lab.

Infected crew members, Dwan, Ko, both Yagmuchis, Karlseen, and Jamil are outside the administrative center trying to force entry.

The most immediate threat to the Player Characters are going to be the vast swarms of Nuulgites that they are going to have to evade (potentially the Nuulgisaath can produce 50 spawn every 24 hours). When faced with fewer than five Nuulgites, conduct combat normally; when faced with a great writhing carpet of the things (requiring a SAN roll 1/d3), use the following rules:

- \* **Horrific:** Each round a wave of spawn launches itself at the character (Dex

rank 16). The character must make a successful Dodge, or suffer the successful attack of 1d4 of the parasites

The character is allowed a Dexterity to successfully shake the parasites off, provided that she does nothing else that round.

- \* **Very Horrific:** As above, but the Nuulgites immediately get their stinger attacks, and there is no chance of shaking off the parasites. The latter option is pretty much only recommended if the Armor by Hit Location combat rule is being used: as it's unlikely the Nuulgites would be able to penetrate most modern armors with their stingers.

Note that other than their TK leap the Nuulgites are not very mobile. If the CX can clear a room of them, the simple expedient of locking the door will keep the creatures out: until of course they get into the air-ducts.

The best way of dealing with vast numbers of the alien spawn is through area attacks; improvised explosives or incendiaries, fire-extinguishers, or even pots of scalding water or hot cooking oil. The fire-extinguishers should be obvious to the Player Characters, as there is an extinguisher in pretty much every room of the station. Treat the extinguishers as three shot chemical spray weapons: each successful attack stuns all the Nuulgites in a 2 meter square area for 1d3 rounds.

The Nuulgisaath's ultimate intention is to enslave all the station personnel, and then have them bury the Nuulgisaath some safe distance away from the station, where it can resume its search for a suitable world to colonize. At that time the Nuulgisaath will probably have all his thralls kill themselves, after destroying as much of the station as it is possible.

It may occur to particularly destructive characters that they can best deal with this crisis by causing the station's fusion reactor to 'over-

load'. Disabling the numerous fail-safes, and forcing such an overload requires a Difficult Action test of Computer Operation, Computer Programming, and Quantum Repair. Each individual skill test requires 2 hours.

The time-line prior to the Player Character's arrival is pretty much left to the individual GM: between 24-72 hours is the recommended range: after 72 hours it is unlikely that any of the station personnel would remain uninfected.

### Station Personnel:

**Merrick Masso**, aka Mayne Tendoy. 35 year old male system support technician, and fugitive from justice. Is currently hidden at a remote sub-station.

**Fil Dwan**. 33 year old male programmer. Infected.

**Lani Wyd**. 32 year old female programmer. Uninfected. Is hiding in the core control room.

**Richard Ko**. 35 year old programmer. Infected.

**Jari Fong**. 36 year old male hydrologist/geologist. Administrative center.

**Kim Peat**. 39 year old female cartographer. Trapped in containment room, medical center.

**Della Stang**. 37 year old female climatologist. Administrative center.

**Jenny Yagamuchi**. 38 year old female robotics engineer. Infected.

**Geoff Yagamuchi**. 38 year old male electronics engineer. Infected.

**Jodee Karlsen**. 37 year old female medic/nutritionist. Infected.

**Saheed Jamil**. 43 year old male, project manager. Infected.

**Symon Green**. 30 year old pilot. Dead.

**Myrna Benares**. 40 year old project manager. Administrative Center.

### Sample Station Crewmember

STR	SIZ	CON	INT	POW
10	10	10	14	12(19)
DEX	APP	HP	Damage Bonus	Move
12	10(8)	10(16)	None	10

**Skills:** Computer Operation 80%, Computer Programming 66%, Terra-forming Operations 50%, Brawl 30%, and Dodge 24%.

Attributes in ( ) are for infected crew members.

**Merrick Masso**, aka Mayne Tendoy.

STR 11    SIZ 9    CON 14    INT 10    POW 17  
DEX 12    APP 13    HP 11    Damage Bonus None  
**Move:** 10

**Skills:** Electronics 89%, Electrical Repair 69%, Computer Operation 60%, Knowledge: Nisswander criminal underground 52%, Plasma Pistol 21%, Brawl 46%, Dodge 24%, Telepathy 73 %, Disrupt Balance 75%, Metabolism Management 77%.

### New Powers

#### **Disrupt Balance**

**Range:** POW x meters.

**Duration:** 1 full turn per power point spent.

**Power Point cost:** 2.

Masso can psionically disrupt an individual's sense of balance, creating sickening nausea. Characters so afflicted suffer -20% to all skills. On Nisswander Masso pretty much used this to torture prisoners. Against the infected this power can only be used for one round, after that the Nuulgite compensates.

### Metabolism Management

**Range:** Self

**Duration:** 12 hours.

**Power Point Cost:** 3

Masso can fine tune his body's bio-chemical reactions so that his body runs with astonishing efficiency: so that not a single calorie is wasted. For each 12 hour period that he does so, he only requires 1/10 of the normal human caloric intake. While in such a state all fatigue costs are doubled (or he is required to make a STAMINA

roll for each ten minutes of strenuous exercise). He still requires the normal human rate of water consumption. He can only use this ability ten days consecutively, then he must stop for at least three days. He has cached enough food at the substation to last him some thirty days.

### The Fugitive

Masso is very much the ultimate opportunist, always willing to make a deal if he believes that somehow he can make things come out to his benefit. He will greatly inflate his importance in the Nisswander affair, attempting to convince listeners that was privy to the 'Genarch's highest counsels.

His brief contact with the alien thoughts of the Nuulgisaath terrified him, so much so that he must make a SAN (0/1d4) if he is forced to return to the station to confront the creature.

# THE RIVER TERROR, and others

...

Here are the winning entries from  
the **2009 Chaosium BRP Adventure Contest**.  
Explore mythic Australia, battle for lost New Caledonia,  
assist Boston police in a kidnapping, and make a strategic  
strike against the Nazi Occult Bureau in the 1930s! These  
and other adventures take place in different times  
and places, for *Basic Roleplaying* and the  
*Basic Roleplaying Quickstart* rules.

ISBN-10: 1-56882-316-9  
ISBN-13: 978-1-56882-316-4  
52595



Find other treasures at  
[www.chaosium.com](http://www.chaosium.com)

