

# Dime ADVENTURES



*WORLD'S FAIR*

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## WORLD'S FAIR

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# INTRODUCTION

The 1904 World's Fair, also known as the Louisiana Purchase Exposition or the Saint Louis World's Fair, was one of the seminal events of the early twentieth century. With almost twenty million visitors, the fair had a lasting impact on fields of history, art, architecture and anthropology. The fair was the site of the 1904 Summer Olympics. It also attracted prominent visitors from around the world, including Thomas Edison, Helen Keller, Theodore Roosevelt, Geronimo, T. S. Eliot, Max Weber, Jack Daniel and Kate Chopin. It was an occasion to be remembered.

This supplement is a site-based adventure centered in and around this important venue. It constitutes a mini-setting, and a way for the heroes to meet all sorts of interesting people and encounter plots threads from across the globe. It begins with a simple introductory hook and encounter. It ends with an epic confrontation against a nefarious villain who would use the fair to advance her own aims of world domination. Between these two points are a variety of adventure hooks, encounters, short scenarios and plenty of foreshadowing, leading from one event to the other. This is a nonlinear adventure, with plenty of room for player agency.

## SYNOPSIS

The adventure begins with the heroes riding a train across the Illinois plain, with their destination being the World's Fair in Saint Louis. The heroes have decided to attend

the fair, perhaps for personal aims or perhaps for simple entertainment.

While traveling across the plain, the train is apparently attacked by a group of Illiniwek bandits on horseback. While the heroes are alerted to this as an attempted train robbery, there is more going on than meets the eye.

Another passenger on the train is the sinister Mademoiselle Zara Lenoir. Although the heroes won't know it yet, and will be introduced to her as a victim of the robbery, she is the real villain of the scenario.

The Illiniwek are aware that Mademoiselle Lenoir is involved in the spread of a brain slug epidemic in the region. By boarding the train mid-trip, they plan to abduct her while she is not under the protection of her usual bodyguards. They then plan to force knowledge of the epidemic from her so that they can successfully combat the brain slugs among their own people. For better or worse, the heroes will foil this abduction.

For her part, Mademoiselle Lenoir is more than a vector for the brain slug infestation, she is their queen! Born naturally psychic, Lenoir bonded with the brain slugs while still in the womb. She is now mentally linked to the brain slug hivemind, and can use those that have been infected as puppets in her nefarious schemes. In fact, she intends to use the popularity of the World's Fair to infect people from around the world. Then, when they return home, they will spread the infection in their

homeland, thereby extending her control throughout the world! Wha ha ha!

After the heroes make it to the fair and begin experiencing all of the adventure that it has to offer, they will occasionally stumble on evidence that something is amiss: strange casings from brain slug eggs, people behaving strangely, animals reacting differently to the infected and assaults that are quickly hushed up. Eventually this evidence will lead back to Mademoiselle Lenoir and her brain slug scheme.

All of this will cumulate in a final battle in the caves beneath Saint Louis, fighting against Mademoiselle Lenoir, her hulking bodyguard and the brain slug-controlled hordes. Victorious, the heroes will have saved the world and ended the threat of the brain slug infestation!

## Ready-Made Heroes

The player characters presented in *Dime Adventures: Ready-Made Heroes* are ideal for use with *World's Fair*. Simply print out the character sheets, let players choose which character each prefers and you are good to go!

Of particular note are: Milandre Two Rivers, whose secret valley is just a few day's ride from the fair; Dr. William Blake, whose anthropological studies would benefit from the diverse crowds; and Sir Ruprecht von Dusseldorf, whose occult studies might give him insight into the brain slug threat.

## Other Adventures

*World's Fair* can be used alone or in conjunction with other published *Dime Adventures* scenarios. Below are some notes on how to combine this adventure with others.

- **Circles in the Sky:** This adventure both begins and ends in and around the 1904 World's Fair. This makes it very easy to integrate. Simply insert the events of *Circles in the Sky* somewhere between the introductory encounter and final battle of the scenario.
- **Skull-Spider Island:** Found in the *Dime Adventures: Quick-Start*, this scenario is difficult to directly integrate, as it takes place far away. One possibility, however, is to run the events of *Skull-Spider Island*, establishing early on that the heroes are on the way to the fair with the Eye of Wadjet, as that's where they plan to meet their Ninth Depot contact.
- **Expedition Beyond Mount Terror:** This adventure is also easy to integrate into *World's Fair*. Have the heroes come to the fair to raise funds for their Antarctic expedition, then simply run the events of *World's Fair* and *Expedition Beyond Mount Terror* in sequence. The fair also provides ample opportunity to introduce the supporting characters of *Expedition Beyond Mount Terror* early, thus establishing them with the players.

# SAINT LOUIS

Saint Louis is the fourth-largest city in the United States, and a rare enclave of territory held west of the Mississippi River. Despite the sometimes-frequent raids by hostile local tribes, the city is currently booming. Not only is it a strategically-important location for the USA's hold on the northern Mississippi River, it is also a major trading hub with the CSA downriver. This year the city is the site of the Louisiana Purchase Memorial Exposition—the 1904 World's Fair—and the 1904 Summer Olympics. These events have drawn in visitors and interest from all over the world.

## HISTORY

The earliest structures around Saint Louis date back to the enigmatic Mound Builder civilization that ruled the area for nearly 5000 years—from 3400 BC to 1500—but then abruptly and mysteriously vanished. They left behind all manner of mounds with subterranean rooms and burials. Some even claim that these mounds were built by other civilizations that had migrated across the globe to the area. Theories range from the Vikings, to the Lost Tribes of Israel, to the ancient advanced civilizations of Atlantis or Mu.

Most scholars, however, believe that what is now East Saint Louis was once the site of the largest Native American settlement in the world—a city to rival the size of London. This city was the center of power along the Mississippi River until the 1500s, when it gradually fell apart due to the depletion of local resources and the soil being exhausted, due to a lack of knowledge about crop rotation.

After the civilization's mysterious disappearance, the mounds laid unused, visited only

by native nomadic peoples until 1763, when Pierre Laclède, a French investor built a fur trading post on the site of Saint Louis. Little did Laclède know, however, that the secret Treaty of Fontainebleau had given the region to the Spanish in 1762. But due to travel times and the rebellion of 1768, it took until 1770 for the Spanish to take power in Saint Louis.

The Spanish aided the colonials during the American Revolution, supplying arms and ammunition. In retaliation, in 1780, British and allied Native American forces attacked the city, burning most of the farms and killing most of the livestock, but failing to capture the city itself.

Saint Louis' ownership was again secretly transferred in 1800, back to the French, although the Spanish governors of the city remained in place for the entirety of French rule. Then again ownership changed in 1804, when the city was transferred to American rule as part of the largely-unsuccessful Louisiana Purchase.

In 1805, Saint Louis became the capital of the newly-organized Louisiana Territory, and then the capital of Missouri Territory in 1812. The city continued to grow, and trade on the Mississippi River increased. The city got its first Catholic diocese, first Protestant churches and first Jewish congregation. The followers of Mormonism arrived in 1831, and officially founded the Latter Day Saints Church there some years later.

Saint Louis was booming, and then the Tribal Surge came. Over the course of the 1840s there were rumors of strange activities among the hostile local tribes, and strange technologies beyond modern understanding. Most dismissed these rumors as poppycock, but then the refugees began trickling in, heading back east from settlements in the west. These survivors brought stories of

tribal attacks against American settlements, systematically driving the settlers back off the western lands. They said the hostile tribes wielded the “mechanical works of Satan,” and the settlers were left with no choice but to flee. These attacks continued throughout the decade, despite futile attempts by the Missouri army to stop them. Then in 1850, the Siege of Saint Louis began.

Saint Louis weathered the attack, despite significant damage being taken to the city. It also weathered repeated follow-up raids over the next couple decades, but the city held on. There were too many people, too well-established in Saint Louis to be driven off for good. And as most American settlers were pushed back to the banks of the Mississippi, Saint Louis remained.

Since then Saint Louis has continued to hold on, and even to thrive, despite its precarious position.

## **THE CITY**

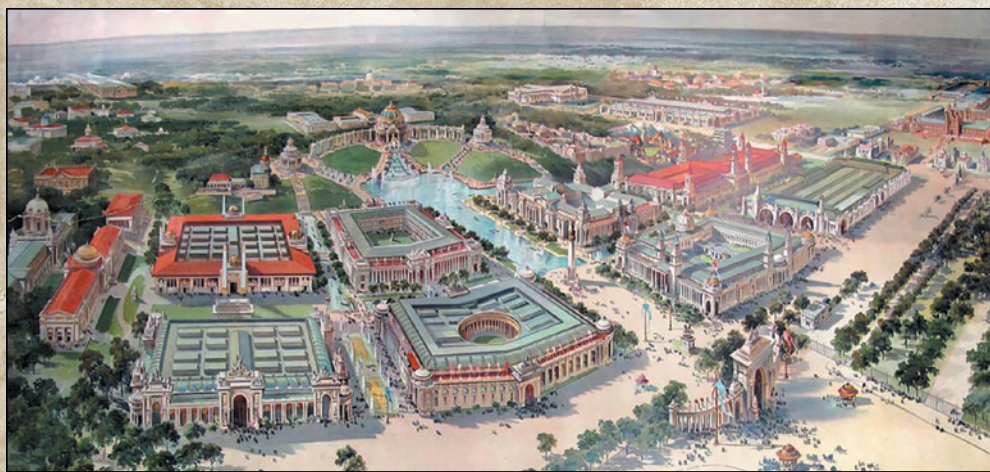
Saint Louis lies at the border of the temperate and subtropical climates, with neither mountains nor large bodies of water

to moderate the temperature. Consequently, it is subject to the cold Arctic air, humid tropical air, tornadoes and almost two months of thunderstorms every year.

The city was built on top of an ancient natural cave system, which early settlers used for storing brewed beer and other valuables. Most of these cave entrances have long since been sealed, but those that know where to look can find a virtual labyrinth of twisting underground tunnels—and some say, the lost riches of the past.

## **LOUISIANA PURCHASE EXHIBITION**

The 1904 World's Fair is known officially as the Louisiana Purchase Memorial Exposition, named in memory of the failed promise of the Louisiana Purchase—land purchased by the United States but lost in the face of hostile tribal opposition. The Fair is a massive undertaking, running from May to December, with events scheduled almost every day of that time. It covers some 1,200 acres of ground (485 hectares), with 1,500 buildings, 75 miles of



roads (120 km) and has the participation of 62 foreign nations. The expected attendance is some 20 million people. Quite simply, the fair is a testament to the modern world.

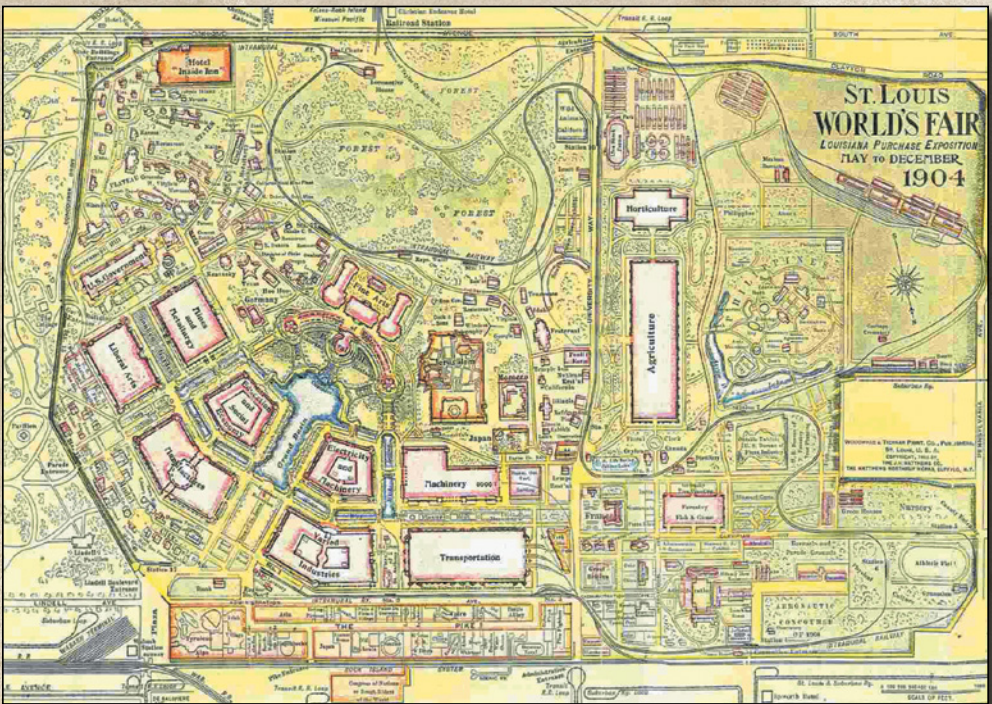
Inventors of all stripes have traveled to the World's Fair to show off their designs. These include the x-ray, early automobiles, the electric stove and the telautograph, an early fax machine. Food inventions popularized at the fair include waffle cone ice cream, peanut butter, iced tea, Dr Pepper, cotton candy, the hot dog and the hamburger.

Famous visitors to the Fair include inventor Thomas Edison, President Theodore Roosevelt, physicist Henri Poincare, poet T. S. Eliot, political activist Helen Keller and the Apache war chief Geronimo and feminist author Kate Chopin.

## OLYMPIC GAMES

The 1904 Summer Olympics are to take place at the World's Fair, running from July until November. Officially known as the Games of the III Olympiad, this is the first time that the Olympics have been held in a majority English-speaking nation, and the first time that the Olympics have been held outside of Europe.

The city of Chicago originally won the bid to host the 1904 Olympics, but the organizers of the World's Fair were upset that another nearby city was hosting an international event in the same timeframe. They began to plan for their own sporting events, informing the Chicago Olympic Committee that their events would eclipse the Olympics unless the games were moved to Saint Louis. Pierre de Coubertin, founder of the modern Olympics, then gave in and moved the games to the World's Fair.







# ADVENTURE GALORE!

The World's Fair, the city of Saint Louis and the surrounding region is chock-full of potential adventures. As people continue to pour in from all over the world, the heroes could cross paths with any number of historic figures, sinister villains, fellow adventurers or even rare, strange creatures.

## DESTINATION: WORLD'S FAIR

This scenario begins with an exciting encounter that should get the action started! During the encounter, the heroes will foil a train robbery, meet a variety of characters that may point them at adventure opportunities later in the scenario and be introduced to the villain of the adventure (although they won't know that yet!)

## THE ILLINOIS PLAIN

Before the action starts, the heroes are on a Union Pacific train, rolling across the Illinois plain. They are still a few hours out from their destination in Saint Louis. Ask each of the players what her character is doing to pass the time. This is also a good opportunity to introduce NPCs that the heroes will run across later at the fair, foreshadowing future encounters. Characters on the train might include:

- **Theodore Kent:** Theodore is a former plantation owner, who is now running from an ex-slave of his (see pages 20-21).
- **Norma Hawkins:** A specialist in dealing with exotic arachnids, Norma has been hired by Mighty Mason to be the handler for his new giant spider (see pages 12-13).
- **Sherlock Holmes:** The legendary consulting detective is headed to the World's Fair in an effort to track down the serial killer H. H. Holmes (see page 16).

## Why Go to the Fair?

One question intentionally left open in this adventure is why the heroes are headed to the World's Fair in the first place. Ideally, this should be an easy question to answer, and one tailored to the personalities and objectives of the individual characters. Maybe they are headed to the fair in the pursuit of simple entertainment. Maybe they're seeking new opportunities. Maybe they're headed to the fair to raise funds for an upcoming expedition. Whatever the reason, simply being en route to the fair ought to be sufficient to get this scenario started.

## TRAIN ROBBERY!

Whatever the heroes are up to, they will soon be interrupted by shouts of “train robbers!” coming from the back of the train. This will begin an action scene that will play itself out in three waves of combat.

### THE INITIAL CHARGE

Looking out the window, the heroes can see a number of armed people riding horses parallel to the back of the train. These are Native Americans of the Illiniwek nation. They are armed with guns and in the process of attempting to board the train.

Let the heroes respond however they wish. The Illiniwek will fight back if attacked, but otherwise one will board the train each round and they will begin to search the cars, knocking over luggage, looking in crawl spaces and scaring passengers.

- There are a number of Illiniwek equal to the number of heroes. They are minions. Use the Soldier stat block on page 228 of the *Dime Adventures* core rulebook.
- One of the warriors is armed with a Hitch'nyv shoulder cannon. It has six shots remaining at the beginning of the fight. Give the combatant the following attack.

**Alien Gun:** +6♥ vs. Defense (♠14/♥10/♦7/♣3).

Range 4, Reload 2, Shots 4.

- ♠♥ **Disintegration:** On a miss, the target loses the Cover consequence, as any cover it formerly had is destroyed.

## SAVING A “DAMSEL IN DISTRESS”

Earlier, by the time the heroes responded to the shouts of “train robbery,” several Illiniwek had already boarded the train. Once the initial charge has been dealt with, the heroes should be made aware of these other warriors. They are currently in the process of attempting to kidnap Mademoiselle Zara Lenoir, who has her own sleeper cabin.

Although Mademoiselle Lenoir is the villain of this adventure, during this encounter she will play the part of the damsel in distress, meanwhile sizing the heroes up and observing their capabilities. Later, after the fight is over, she will introduce herself.

- There are a number of Illiniwek equal to half the number of heroes. Use the Soldier stat block on page 228 of the *Dime Adventures* core rulebook.
- Mademoiselle Zara Lenoir’s stats can be found on page 31.

### What the Illiniwek Know

Despite appearances, the Illiniwek’s primary goal here isn’t train robbery. Rather, they are here to capture Mademoiselle Zara Lenoir. Some time ago their tribe was struck by an infection of brain slugs, and they know that she is somehow involved. Furthermore, they also know that Mademoiselle Lenoir is usually well protected by bodyguards, and by striking mid-trip they hope to catch her unprotected and unaware. Once captured, they plan to bring her back for questioning.

For better or worse, the heroes will likely foil this abduction, and none of the Illiniwek warriors present speak anything other than Miami-Illinois or Michigamea.

## **FIGHT ATOP THE BOXCARS**

The Illiniwek warriors are tough and resourceful, and they haven't given up quite yet! While the heroes were saving Mademoiselle Lenoir, the last of them managed to jump aboard the train and they are now running along the top of the boxcars!

- There are a number of Illiniwek equal to half the number of heroes. Use the Soldier stat block on page 228 of the *Dime Adventures* core rulebook.
- Fighting on the top of a moving train is also difficult! Any critical failure could leave a character hanging perilously over the edge.

## **THE VICTORIOUS HEROES**

After the fight is over, the other passengers on the train will congratulate the PCs as heroes! This is another good opportunity to introduce the players to characters involved in the other plots in this adventure, and to foreshadow future events.

At the very least, Mademoiselle Lenoir should take this opportunity to introduce herself. After all, it's important for her to be cemented in the minds of the players. She should thank them for saving her, she may even be flirtatious or ingratiating, but at this

point she should also begin to come across as somewhat creepy. Maybe she hugs a hero and in the process takes a moment to examine the character's skull, or maybe her hands are weirdly sticky, like the body of a snail or worm.

## **ARRIVAL IN SAINT LOUIS**

A few hours later the train will arrive in Saint Louis, where the majority of the passengers are headed. The heroes should also disembark here and perform the normal tasks involved as travelers arriving in a new city—that is, they'll likely need to grab a bite to eat, get a hotel room, etc.

Passengers remembering their heroism earlier, may offer to buy the characters a drink. Others may offer to show them around or introduce them to their associates. These are all ideal ways to get the heroes involved in the other plots included with this adventure. A couple examples are given below:

- One of the passengers could offer to introduce the heroes to J. T. Stinson, a brilliant fruit scientist who is looking for help (see page 17).
- Another of the passengers, as a token of thanks, may offer the characters a coupon for a free fortune reading at Madam Zelda's Curios (see pages 14-15).



# MIGHTY MASON'S MARVELOUS MENAGERIE

Mighty Mason runs a traveling creature spectacle, based out of Memphis. He buys rare and exotic animals, then displays them in cages for the masses to pay to see. He does a brisk business, despite occasional setbacks, such as when one of his animals escapes. He has traveled upriver to the World's Fair and set up a tent filled with cages, for which he charges entry.

- Mighty Mason himself is a flamboyant man with a large mustache, prone to showmanship and dramatic speeches. Use the Socialite stats found on page 227 of the *Dime Adventures* core rulebook.
- Entry to the menagerie requires paying Mighty Mason a Cost 2 payment.

- The menagerie contains cages displaying a carnivorous jackalope (see *Cryptid Codex*, page 6), a giant centipede (see *Cryptid Codex*, page 6) and a Deinonychus (see the *Dime Adventures* core rulebook, page 237), as well as the three entries listed below.

## PLOT HOOKS

It's just a matter of time until someone sabotages Mighty Mason's tent, letting the creatures free. Imagine the chaos as a psychic gorilla and a frickin' dinosaur charge through the crowds at the World's Fair, terrifying the visitors, only to be confronted by the heroes! This would be both an amazing action scene and an effective distraction for Mademoiselle Lenoir to kick off as she works her sinister plans elsewhere. Perhaps she takes this opportunity to make off with artifacts possessed by the heroes, or to infect someone important.

### Albino Gorilla, Psychic

*Biding its time, playing dumb and waiting for a chance to escape.*

**Str** 10, **Dex** 6, **Spd** 6, **End** 6, **Int** 6, **Per** 5, **Chr** 5, **Det** 5

**Defense** 8/17, **Willpower** 8/16, **DR** 0, **HP** 16

**Skills:** Athletics 3, Awareness 2, Melee 2, Naturalist 4

**Slam:** +5♥ vs. Defense (♠11/♥9/♦8/♣6).

- ♦♣ **Grapple:** On a successful hit, the gorilla establishes a grapple on the target. If a grapple has already been established, it instead attempts a choke.

**Psychic Manipulation:** +5♥ vs. Willpower. On a success, the gorilla may increase or decrease the target's Bolstered, Dazed, Desire, Fear or Fixated consequence by a severity, or by two severities with a critical success.

This is no mere gorilla. Not only is it albino, it is also possessed of a keen intellect and psychic powers! Captured in Africa and then sold to Mighty Mason, the gorilla is currently biding its time, waiting for the right moment to escape. Its psychic powers mean it is one of the few creatures at the fair capable of detecting those infected with brain slugs—to which it reacts violently.

The other potentially important development with Mighty Mason's is that the albino gorilla is one of the few ways at the fair to reliably discern which characters are infected

by brain slugs. Once the heroes figure out the brain slug threat is taking place, they can bring a character to the gorilla as a sort of test, watching to see how it reacts.

## Giant Spider

*Remains very still until it strikes!*

**Str** 8, **Dex** 7, **Spd** 7, **End** 6, **Int** 1, **Per** 6, **Chr** 5, **Det** 5

**Defense** 10/20, **Willpower** 5/11, **DR** 2, **HP** 14

**Skills:** Athletics 2, Awareness 2, Melee 3, Naturalist 4

**Bite:** +6♥ vs. Defense (♠11/♥9/♦7/♣5).

♦♣ **Venom:** The spider injects the target with venom. Increase the Bleeding consequence a severity, or two with a critical hit.

**Webbing:** +5♥ vs. Defense. Ranged 2. A character hit with this attack is wrapped in webs, increasing its Disabled consequence a severity, or two with a critical hit.

**Wall-Walker:** A giant spider is able to walk up walls and onto ceilings. This gives it a greater range of mobility when taking move actions.

This is a human-sized spider that was captured deep in the Amazon jungle and brought to the World's Fair as a curiosity. The spider remains very still unless fed or provoked. Currently it has been some time since it was last fed.

## Strix

*Smells blood, then attacks in swarms.*

**Str** 1, **Dex** 6, **Spd** 7, **End** 2, **Int** 1, **Per** 8, **Chr** 5, **Det** 6

**Defense** 13/24, **Willpower** 6/12, **DR** 0, **HP** 1

**Skills:** Athletics 4, Awareness 4, Melee 3, Naturalist 4

**Bite:** +6♥ (♠4/♥2/♦1/♣1).

♦♣ **Blood Drain:** Increase the target's Fatigue consequence a severity, or two with a critical hit.

**Flight:** Strix are swift flyers. When flying in combat, they may move two zones when taking a move action.

▲ **Size -3:** Strix are small and nimble. This has been factored into the strix's Defense and HP.

Strix are ferocious, bird-like blood-drinking vermin. They fly around, preying on livestock and unwary travelers. While weak individually, swarms of the creatures are capable of draining a person dry in minutes.

## MADAM ZELDA'S CURIOS

Madam Zelda is an elderly Flemish woman who runs a tent at the World's Fair selling trinkets of purportedly occult origin. Most of these objects are no more than cheap baubles, designed to appeal to the masses. They range from rabbit's feet to crystals, from charm bracelets to "traditional remedies." She does a brisk business telling fortunes on the side.

Madam Zelda does, however, possess a few objects with actual mystic properties. These she keeps in a lockbox away from public areas of the tent. She only brings them out for customers who prove to her that they have some knowledge and appreciation of the paranormal.

- Madam Zelda uses the Mystic stats (see the *Dime Adventures* core rulebook, page 226).
- Impressing her enough to bring out the real mystic trinkets requires success on a Chr/occult-10 flip.

## ARCANE RELICS

The following are among the handful of mystic relics in Madam Zelda's possession, and for sale to the right people at the fair.

### BAG OF FOG

**Cost Rating:** 7

This relic appears to be a simple and weathered leather pouch, tied at the top with a silken cord. The pouch is about the size of a small handbag, about the right size to hold a couple tennis balls or a selection of personal cosmetics.

When the bag is opened, fog begins to pour out, filling the immediate area. Once opened,

at the end of the user's turn, the Concealment consequence of the user's current zone increases a severity, to a maximum of critical. Should the user move zones, the former zone's Concealment consequence will decrease a severity at the end of the user's turn each round, while the new zone's consequence increases. When the bag is closed, Concealment in all zones with the fog decreases at this same rate.

### FORCE RING

**Cost Rating:** 8

This ring is made from tarnished silver and has a single opal embedded in it. The ring absorbs kinetic energy suffered by the wearer and stores this energy in the gem, ready to be released later, at the user's command.

Any time the wielder is hit with enough force to deal half her total HP or more in damage, the ring gains a charge (to a maximum of 10). Damage which is not based around a kinetic attack—such as damage caused by fire, poison or drowning—does not cause the ring to gain a charge.

As an attack action, the wielder may unleash all the charges in the ring to send out a blast of kinetic force, making an attack against a target. This is a Dex/occult vs. Defense action, dealing the following damage: ♠Charges+5/♥Charges+2/♦Charges/♣Charges-3. The attack has the Range 2 property.

### LIFE-DRAIN POT

**Cost Rating:** 8

This appears to be a terracotta clay pot of truly ancient origin. It is about the size of a breadbox, and lacks any sort of marking or adornments. When the lid is removed, terrifying shrieks—like the screams of the

damned—can be heard coming from inside, as well as a faint purple glow.

While the lid is removed, anyone capable of hearing in the same zone or any adjacent zone is dealt 3 damage at the end of each round, as the shrieking worms its way into even the most stalwart of minds. DR does not protect against this damage. Removing or replacing the lid is an interact action.

### **LIVING PUPPET**

**Cost Rating:** 7

This is a creepy-looking wooden dummy with a moving mouth that can be controlled by inserting one's hand into the underside. A character who sleeps with the dummy in the same room, facing her, will have dreams of the puppet during which she may bond with it. The puppet will only bond with one character at a time.

Whoever is currently bonded with the puppet may give it instructions, temporarily animating the puppet to do her bidding. This requires a concentrate action to maintain, every round the puppet is active. It's capable of carrying out simple tasks for the user, and even speaking in an eerie, hollow voice. It is not, however, fast or coordinated enough to act as any sort of effective combatant.

### **LOVE POTION**

**Cost Rating:** 6

Madam Zelda will warn anyone thinking of purchasing this potion that "it's not what you think, but yes, it will make the recipient love you." She will then give a wicked smile.

The potion is a small red vial of liquid with enough in it for one dose of the potion. Anyone ingesting the potion will feel deep feelings of love for the first person they see afterward. The

GM should secretly make a random number flip at this time. The feelings will last for that many hours, after which they will wear off, leaving the recipient wondering why she ever felt that way in the first place. Those with the Occult skill may attempt an Int/occult-10 flip to figure it out.

The love the recipient feels is not romantic love, but rather the love of a parent doting on a child. She may want to make sure that her loved one is safe, well-fed, doesn't go outside with wet hair, eats her vegetables, etc.

### **SHIELD BRACELET**

**Cost Rating:** 8

This is a simple metallic bracelet with a series of charms on it shaped very much like ancient shields. The shields come in a variety of metals and colors, each associated with a particular source of damage, and capable of protecting against damage of that variety.

As a Concentrate action, the wearer of the bracelet may pick a shield and pinch the charm to activate its protection. This grants DR 5, but only against damage of the associated variety. Only one shield can be active at a time. There are four shield charms on the bracelet, corresponding to blunt trauma, piercing/impaling, cutting and fire.





# A TALE OF TWO HOLMES

The fair has attracted many visitors from around the world, both the good and the bad. In fact, it has called to two men, one famous and the other infamous, by the

name of Holmes. Sherlock Holmes, famed consulting detective, is in attendance, as is the infamous serial killer H. H. Holmes. The former came here to enjoy his recent retirement, the latter came here because he plans to kill again. Indeed, he has committed one murder already, and clues left from this murder has put Sherlock on his trail.

## Sherlock Holmes

*"You know my methods, Watson."*

**Str 5, Dex 6, Spd 5, End 5, Int 9, Per 7, Chr 3, Det 7**

**Defense 9/18, Willpower 9/19, DR 0, HP 10, Wealth 7, Lifestyle 5**

**Skills:** Athletics 1, Awareness 4, Deception 3, Empathy 3, Investigate 5, Lib-Arts 3, Medicine 2, Melee 1, Naturalist 3, Persuade 3, Stealth 2, Streetwise 2, Thievery 2

**Pocket Pistol:** +3♥ vs. Defense (♠8/♥6/♦4/♣2). Range 1, Reload 2, Shots 2.

**Master Detective:** Sherlock has an uncanny knack for finding clues. Whenever he is investigating a scene, he may automatically find all clues that are present.

**Equipment:** Deerstalker Cap, Pipe

Sherlock Holmes has recently retired from London to a small farm in Sussex Downs. In his newfound free time he has taken the opportunity to visit the World's Fair. However, now that he is here, the strange murder of a delivery driver has caught his attention.

## H. H. Holmes

*"I was born with the devil in me."*

**Str 6, Dex 6, Spd 6, End 5, Int 7, Per 5, Chr 9, Det 5**

**Defense 8/17, Willpower 10/21, DR 0, HP 11, Wealth 5, Lifestyle 4**

**Skills:** Athletics 2, Awareness 3, Deception 5, Empathy 4, Investigate 2, Mechanics 3, Medicine 4, Melee 3, Persuade 3, Science 3, Socialize 3, Stealth 3, Streetwise 3

**Grapple:** +6♥ vs. Defense. If target is already grappled, use Chloroform or Blade trait.

♦ **Blade:** Deals ♠9/♥7/♦5/♣3 damage in addition to the grapple.

♣ **Chloroform:** Increase the target's Disabled consequence a severity, or two severities with a critical hit.

**Equipment:** Bottle of Chloroform, Knife, Rag.

H. H. Holmes is an infamous serial killer who has been murdering since the late 1880s, with the construction of his labyrinthine "murder castle" in Chicago. This building opened as a hotel for the 1893 Chicago World's Fair, and now Holmes has been drawn to the St. Louis to replicate these evil deeds. Upon arrival in the city, he murdered a delivery driver and assumed his credentials to gain access to many places.

## AN APPLE A DAY...

J. T. Stinson is the first director of the secretive Missouri Fruit Experiment Station, a well-armed agricultural compound located in the Ozark Mountains. Founded at the turn of the century, this station has survived four years of periodic isolation and attacks from hostile natives. It's also at the center of a strange curse.

A decade ago, Stinson traveled the world, collecting samples of rare fruit strains. His goal was the cross-breeding of different varieties in an effort to produce plants capable of withstanding common blights. What he found, however, was something more—it was a fruit whose flesh was said to be forbidden by the locals. Even the twisted tree it grew on looked forbidding. Still, Stinson ate the fruit, and with it came a curse: on the night of the full moon Stinson now uncontrollably transforms into a dinosaur! He becomes a ravenous Deinonychus. In this form he loses all control and stalks the countryside.

Since the curse fell upon him, Stinson has dealt with it as best as he can. He locks himself up at night during the full moon, and often keeps a live sheep or goat handy upon which to sate himself. Meanwhile, he has continued his fruit studies, advancing agriculture and science. So far all this has been enough, except that the curse is about to undergo an evolution of its own...

## AT THE FAIR

Like most everyone else, J. T. Stinson has traveled to Saint Louis to attend the World's Fair. The Missouri Fruit Experiment Station even has its own booth, and Stinson plans to deliver a speech on the benefits of apples, declaring that "An apple a day keeps the doctor away!" He has brought with him several barrels of experimental fruit that the station has grown, which the researchers plan to give away at the fair.

Unfortunately, whatever mystical energies that power the curse have made their way from Stinson himself into the experimental fruit that he plans to hand out. Anyone who eats the fruit, a few days afterward—during the night of the full moon—will experience a loss of control and change, as they transform into dinosaurs and run amok in the fairgrounds!

Generally, this transformation will happen only once for those who eat the fruit, but at the GM's discretion, there may be ongoing effects for a few of those affected.

- Transformed fairgoers use the Deinonychus stats on page 237 of the *Dime Adventures* core rulebook.
- J. T. Stinson uses the Citizen stats (on page 223 of the *Dime Adventures* core rulebook) most of the time, but the Deinonychus stats when transformed.
- Determining that the fruit caused the transformation requires success on an Int/science-12 flip.
- Anyone who is infected with a Brain Worm and is then affected by the curse doesn't complete the transformation. Instead, the afflicted body begins to change around the worm, expelling it from the victim's head, leaving both the victim and the worm injured and unconscious.



## EN GARDE!

Sylvester Clusoe is a wandering fencer of mixed Flemish and Luxembourgian origin. He travels the world, fighting duels to advance his personal reputation and to continue his one-man Don Quixote-like crusade against “the forbidden fruit,” a hybrid citrus also known as grapefruit, along with a crusade against various other things. Those he deems worthy he writes in his red book. Those he deems unworthy he writes in his blue book; and then he attacks.

## PLOT HOOKS

Sylvester may initially challenge any hero who develops a reputation as a fencer or other melee fighter. This will be a formal duel to first blood (see the *Dime Adventures* core rulebook, page 114). He may even do this several times over the course of the adventure, becoming a running gag. Later in the adventure he may be infected by a Brain Slug and stop behaving this way, tipping the heroes off that he’s not acting “normal”—by his own standards!

### Sylvester Clusoe

*“I will have to write your name in my blue book.”*

**Str** 5, **Dex** 8, **Spd** 8, **End** 6, **Int** 6, **Per** 6, **Chr** 5, **Det** 8

**Defense** 11/22, **Willpower** 9/19, **DR** 0, **HP** 11, **Wealth** 5, **Lifestyle** 5

**Skills:** Athletics 3, Awareness 3, Empathy 4, Lib-Arts 3, Melee 5, Streetwise 3, Tactics 4, Vehicles 2

**Exceptional Rapier:** +9♥ vs. Defense (♠12/♥9/♦6/♣4).

- ♥ **Dazing Strike:** Increase the target’s Dazed consequence a severity, or two with a critical hit.
- ♦ **Knockdown:** Increase the target’s Prone consequence a severity, or two with a critical hit.
- ♣ **Disarm:** The target drops her weapon. If she is wielding multiple weapons, the weapon in her primary hand is dropped first.

**Catlike Reflexes:** At the end of Sylvester’s turn he gains an additional AP. This AP may not be spent as part of the turn, but may be held for reactions later in the round.

**Fencing:** Sylvester may add a +2 bonus to his Defense against attacks originating from the same zone.

**Riposte:** When Sylvester is attacked from within the same zone and the attack misses, as a reaction he may immediately spend an AP to make a melee attack against the original attacker.

**Second Wind:** The GM may discard a Moxie for Sylvester to pull himself together. When doing this he immediately regains a number of HP equal to his Endurance. He may not do this more than once per combat round.

**Equipment:** Blue Book, Exceptional Rapier, Red Book

## MIRROR MAN

They say sometimes a dusty figure will walk in from the road, appearing usually at dusk or sometimes at dawn. He wears an unseasonably heavy trench coat and sometimes a round bowler hat. He doesn't speak much, but when he does it's to make an offer. Whatever the offer is, he will then pull back his coat, and inside is not a man, but a smooth dark mirror. Taking him up on the offer means crawling into the mirror, and many who fall through are never seen again.

The Mirror Man is less a person than he is a spirit, otherworldly being or psychopomp. What entity he serves, if any, is unknown, but he does appear to have some overarching purpose. He often speaks to those "fated" to do something, nudging them along "towards their destiny." He is a living gate to other worlds and locations, serving both as a messenger and means of transport to those he's tasked with directing.

## PLOT HOOKS

The Mirror Man serves as a mechanism for heroes to experience adventures in other times and places, while in the end returning to the World's Fair to continue the scenario. Some possibilities include:

- He might serve as a means for the heroes to visit Cahokia during the height of its civilization (see pages 26-27).
- Heroes might use his portal to raid the Hitch'nyv mother ship for more doses of the Brain Slug cure (see page 29).
- He also might help nudge the heroes towards realizing the existence and scope of the Brain Slug infection, as well as its mastermind, nudging them towards the final battle (see pages 30-31).
- If word of his abilities get out, perhaps he is captured by a villain who seeks to use the mirror toward nefarious ends. Imagine the evils H. H. Holmes could do (see page 16).

### The Mirror Man

*"Crawl into the mirror and you can go anywhere."*

**Str** 5, **Dex** 5, **Spd** 6, **End** 4, **Int** 5, **Per** 5, **Chr** 6, **Det** 4

**Defense** 8/16, **Willpower** 7/15, **DR** 1, **HP** 9, **Wealth** 6, **Lifestyle** 2

**Skills:** Athletics 2, Lib-Arts 3, Melee 2, Occult 4

**Engulf:** +4♥ vs. Defense. The Mirror Man opens his trench coat and tries to engulf the target in it, pushing it through the mirror. On a success, the target is teleported wherever the mirror leads...

**Punch:** +4♥ vs. Defense (♠6/♥4/♦3/♣1).

♣ **Grab:** The Mirror Man initiates a grapple with the target.

**Many Lives:** They say the Mirror Man has as many lives as a cat. Should the Mirror Man be killed, his body just dissolves into mist. He will reform again elsewhere within the day. He is not truly dead until he has been killed nine times.

**Trench Coat Portal:** Anyone crawling into the Mirror Man's trench coat is teleported... elsewhere. Similarly, should the Mirror Man wish, things may crawl out.

**Equipment:** Bowler Hat, Strange Trench Coat

## REANIMATION & VENGEANCE

Douglas Hannibal is an African-American ex-slave, among other things. He was born and raised on a farm in Florida. He and his sister, Clara, were brought up by their mother on what little they had. As a child he was naturally drawn toward spiritualism both from the Christian services he was made to attend on the farm and the more traditional Vodoun-inspired aspects of his parent's culture.

When the Civil War was showing signs of coming to an end, his master, Theodore Kent, attempted to shift as many of his slaves as he could for as much profit as they could earn him. Hannibal was known for being rebellious and uncooperative, so he wasn't going anywhere. His sister, Clara, however, disappeared in a flash.

Theodore then took what money he had and ran.

It was at this time that Hannibal's mother had grown sick and it became clear to all that she did not have much longer to live. On her deathbed she begged Hannibal to swear to her he would find Clara and make sure that she was somewhere safe and happy. With his master gone, Hannibal took Theodore's pocket book so he could use his contacts to track his old master down for revenge.

On the road, Hannibal took odd jobs to stay fed and to keep a roof over his head. It was one of these jobs during which Hannibal found his first taste of real magic. One of the jobs he took was to help a small town which was being terrorized by a powerful shaman. Though he succeeded in defeating the shaman, the following night as he slept out in the desert,

he was attacked by what was left of the shaman's warriors and Hannibal had his chest split open by a tomahawk, leaving him with a wound that soon caused him to bleed out and die.

Hannibal's next memories were of him tied to a tree and surrounded in flames. A figure approached him in this burning world—a figure he recognized as his sister. The vision of Clara taunted him. It told him again and again how he failed, screamed in his ear about how weak he was. It seemed like an eon before anything changed, but then a whisper came through the flames and the screaming. It was another voice that promised to release him.

The being that had whispered to him was revealed to be the Loa Kalfu, a being of cross-roads and dark magic. He told Hannibal he could have five years back in the mortal world to conclude his business, but then he would need to return to Kalfu and become his loyal servant. Hannibal accepted.

Hannibal then found himself covered in mud and dirt, choking on air. In his hand he found the tomahawk that had delivered his death blow and above he found the night sky. He wasn't quite alive, but he was something close...

Physically, Hannibal was once tall, broad shouldered and likely considered handsome. But after his death, his appearance took a turn for the worse. The muscle that he had built up on the farm became stringy and loose, his eyes grew gaunt and his hair long grew straw-like. He stands at around six feet, but his stooped posture means that many accidentally mistake him as someone shorter. He dresses in cheap clothes, often stealing them from dead men rather than washing.

Hannibal wears a dog tooth on a leather cord around his neck. This is a magic trinket that points to any dead things nearby it. It was

an item he picked up while alive and could never quite part with. Normally it sticks to his chest as though magnetized, but he occasionally uses it to find others of his kind.

After his death, Hannibal's bodily functions are for the most part shut down. He continues to breathe more out of habit than any need, and his blood stopped flowing the moment his heart stopped beating. Hannibal doesn't sleep, but he does need to let the magic energies that keep him on his feet have uninterrupted moments to channel energy into his body.

In moments of extreme desperation Hannibal will call of Kalfu's assistance. The danger of this is that that while Hannibal retains

the mind of a fairly well-natured man, when he calls for Kalfu's aid, the Loa will take over. Kalfu is a being of chaos and fear. He doesn't like to kill, but that is simply because dead men tell no tales and he enjoys bringing terror. While Kalfu operates Hannibal's body, he will cause pain and suffering to allies, enemies and any neutral parties indiscriminately.

Douglas Hannibal is at the fair, tracking down his ex-master, Theodore Kent.

■ Theodore Kent uses the Socialite stat block on page 227 of the *Dime Adventures* core rulebook. He was on the train with the heroes at the beginning of the adventure (see page 9).

## Douglas Hannibal

*"I will find Theodore Kent. I will have my revenge."*

**Str** 9, **Dex** 7, **Spd** 5, **End** 6, **Int** 5, **Per** 5, **Chr** 4, **Det** 6

**Defense** 8/17, **Willpower** 7/15, **DR** 2, **HP** 15, **Wealth** 3, **Lifestyle** 2

**Skills:** Athletics 3, Awareness 2, Investigate 2, Melee 4, Occult 3, Stealth 2

**Tomahawk:** +7♥ vs. Defense (♠16/♥13/♦10/♣7).

♣ **Knockdown:** Increase the target's Prone consequence a severity, or two with a critical hit.

**Loa Pact:** In moments of desperation Douglas can call upon the Loa Kalfu for power, allowing the entity to possess his body. While Kalfu is in control, he gains a +4 bonus to all actions, he gains 30 HP (both max and current) and receives an additional AP every round. This possession lasts until Kalfu decides to relinquish control or until the next sunrise.

**Undead:** As one of the undead, Douglas is immune to most metabolic hazards, is susceptible to effects targeting supernatural evil and does not need to sleep.

**Unnatural Durability:** Douglas heals at twice the normal rate each night. Additionally, he is only permanently killed if either his brain is completely destroyed or the Loa animating him is exorcised from his body. Otherwise, he appears dead but comes back to unlife the following dusk.

**Equipment:** Mystic Dog Tooth (always points to the nearest dead thing), Tomahawk

## WALLACHIAN COUNT

Count Dracula is far from his homeland. The ancient vampire brings with him several servants, a coffin filled with soil and a curiosity for the unknown. He is, in fact, here for a reason

not so dissimilar to anyone else: He wants to see the fair and what wonders the modern world has devised. Now that he is here, he is particularly interested to meet the Unstoppable Seven (see page 24). He is also one of the few characters completely immune to the Brain Slugs.

### Count Dracula

*"No man knows till he has suffered the night how sweet the morning can be."*

**Str** 12, **Dex** 8, **Spd** 11, **End** 8, **Int** 8, **Per** 8, **Chr** 11, **Det** 8

**Defense** 13/27, **Willpower** 13/27, **DR** 0, **HP** 20, **Wealth** 8, **Lifestyle** 9

**Skills:** Animals 2, Athletics 3, Awareness 4, Deception 3, Guns 2, Lib-Arts 2, Melee 4, Occult 5, Persuade 4, Science 3, Socialize 3, Tactics 3

**Claws:** +8♥ vs. Defense (♠10/♥8/♦6/♣4).

♥♣ **Bite & Grab:** Dracula initiates a grapple with the target, then bites her. Dracula heals a number of HP equal to the damage dealt. Those who die from his bite rise from the grave the next night as a vampire themselves.

**Mesmerize:** +11♦ vs. Willpower. Increase the target's Disabled consequence a severity, or two severities with a critical success.

♠ **Desire:** Dracula's mental suggestion creates a longing in the target. Increase the target's Desire (allow Dracula to drink blood) consequence a severity, or two with a critical success.

♣ **Fixation:** The target becomes fixated by Dracula. Increase the target's Fixed (Dracula) consequence a severity, or two with a critical success.

**Burned by Sunlight:** Dracula is hurt by the sun. Every round he remains in direct sunlight, increase his Bleeding consequence a severity.

**Difficult to Kill:** Dracula is not truly killed unless he "dies" in one of three ways: burned to death by sunlight, decapitated or a stake is driven into his heart after he is downed.

**Shapeshift:** Dracula may assume the shape of a wolf, a large bat or a cloud of mist. Changing shape is a Concentrate action requiring 3 AP. While in the other shape use the stats for a Wolf (see *Dime Adventures*, page 234), Hawk (minus the Talons, see *Dime Adventures*, page 232) or an invulnerability to physical damage, respectively. Regardless of form, Dracula's Intelligence remains the same.

**Undead:** As one of the undead, Dracula is immune to most metabolic hazards, is susceptible to effects targeting supernatural evil and doesn't naturally heal, except on nights during which he drank the blood of the living.

**Villain:** Dracula has double the HP (already figured), gets 4 AP per round and can take two actions requiring a flip each round.

## THE MAD GENIUS

Nikola Tesla is the famed Serbian-American inventor, electrical engineer and eccentric, best known for designing the alternating current (AC) electrical supply system, and for his research into wireless power. Many of his other avenues of invention, however, are much stranger. They include an earthquake machine, the “teleautomaton” radio remote control and, of course, the infamous Ray of Death.

Tesla is notoriously terrible with money, and in recent years has had difficulty securing investments for many of his new inventions. On the surface, Tesla is here at the World’s Fair to raise money for further construction on Wardencllyffe Tower, a massive wireless radio transmission station and source of broadcast power in New York. More privately, however, Tesla is also at the World’s Fair to test some of his newest technological wonders.

## PLOT HOOKS

The heroes could become involved with Tesla in any number of ways. A couple possibilities are detailed below.

- Tesla is looking for volunteers to test his new electromagnetic resonant infusion machine and approaches one of the heroes. Unfortunately, this machine still has a few bugs, and the hero who tests it is “set to resonate at a different corporal frequency,” which makes the character ethereal, much like a ghost. Now the heroes have to find a way to switch the affected character back.
- Tesla could ask them to travel to a site he has leased across the river and set up a radio communication tower of his design that he wishes to use during a demonstration at the fair. This site turns out to be right on top the ruins of Cahokia (see page 26).

### Nikola Tesla

*“One must be sane to think clearly, but one can think deeply and be quite insane.”*

**Str** 4, **Dex** 5, **Spd** 5, **End** 4, **Int** 10, **Per** 5, **Chr** 5, **Det** 8

**Defense** 7/15, **Willpower** 11/23, **DR** 0, **HP** 8, **Wealth** 5, **Lifestyle** 7

**Skills:** Crafts 2, Guns 2, Lib-Arts 2, Mechanics 5, Medicine 2, Occult 3, Persuade 2, Science 5, Tactics 2, Vehicles 2

**Ray of Death:** +4♥ vs. Defense (♠14/♥10/♦7/♣3). Range 4, Reload 6, Shots 12.

♦ **Arc:** The energy of the ray arcs from the target to another random target in the same zone. Determine this randomly and then deal damage to that target as well.

♣ **Charged:** The energy from the attack ignores DR.

**Repulsor Coil:** Tesla make take an action to turn on a special Repulsor Coil that he carries on his person. Once activated, sparks of electricity will flare from the coil, and metal is repelled. This grants him DR 5 against any metal-based attack while the coil is active. This effect lasts for one minute once activated.

**Equipment:** Notebook, Ray of Death, Repulsor Coil, Spare Wire



## UNSTOPPABLE SEVEN

The Unstoppable Seven are the most wanted criminals on the frontier. Led by Dean Bronson, also known as “the Wretched Unkillable Outlaw,” they’re guilty of robbery, cattle rustling and the murder of several lawmen. Unknown to most, they’re also vampires.

Several years ago, after a successful bank robbery, the outlaw gang was captured by a band of strange backward-looking settlers. The captors did some sort of ritual, during which the gang blacked out. When they awoke, they found the settlers dead—left torn and drained of blood. At first the gang was afraid, but then they began to realize that they now had strange

new powers, and a hunger for the blood of the living. As time passed, they grew to appreciate this new “gift.” This was especially true of Dean, who decided that the gang’s new purpose was to spread this gift to the entire world!

Dean and his Unstoppable Seven have come to the World’s Fair because they want to prove just how unstoppable they are, putting the fear into mortals and other vampires alike. They’ve heard that Dracula will be here (see page 22). They also want to “share the gift.”

■ Dean Bronson’s stat block is below. The other members of the Unstoppable Seven use the Vampire stat block found on page 242 of the *Dime Adventures* core rulebook.

### Dean Bronson

*“Vampirism isn’t a curse, it’s a gift! And I must share it with the world!”*

**Str** 12, **Dex** 9, **Spd** 11, **End** 5, **Int** 7, **Per** 11, **Chr** 3, **Det** 11

**Defense** 15/31, **Willpower** 10/21, **DR** 1, **HP** 34, **Wealth** 5, **Lifestyle** 3

**Skills:** Athletics 2, Awareness 3, Deception 3, Guns 4, Melee 3, Occult 2, Persuade 2, Stealth 5, Tactics 3

**Claws:** +7♥ vs. Defense (♠15/♥13/♦11/♣9).

♥ **Life Drain:** This attack contains a bite. After the attack, Dean heals a number of HP equal to the damage dealt.

♣ **Grab:** Dean initiates a grapple with the target. If the target is already grappled, Dean performs Life Drain instead (see above).

**Pistol:** +8♥ vs. Defense (♠10/♥7/♦5/♣2). Range 2, Reload 2, Shots 8.

♣ **Fancy Shooting:** Dean may retroactively make this attack a Called Shot on the target’s arms or legs. By spending 1 AP he may also retroactively make this a Called Shot on the target’s head.

**Leadership:** By taking an Interact action, Dean may increase the Bolstered consequence a severity for anyone under his command.

**Quick Draw:** Reduce the number of AP it costs to draw or to reload a weapon by one. This may reduce the necessary AP to zero.

**Undead:** As one of the undead, Dean is immune to most metabolic hazards, is susceptible to effects targeting supernatural evil and doesn’t naturally heal, except on nights during which the vampire drank the blood of the living.

**Villain:** Double Dean’s maximum HP (already figured).

**Equipment:** Duster, Pistol (Conceal)

## SAINT LOUIS CAVES

Saint Louis is built on top of a massive complex of natural caverns. These caves twist and turn, running for miles beneath the city. In centuries past, some of these caves were used as a refuge by Native Americans, while others were thought to be cursed. In more recent history, the caves have been utilized by both the Underground Railroad and by local brewers, using the caves as a form of natural refrigeration when storing their beer.

Because of this, there are both secret and not-so-secret entrances to the cavern complex connecting breweries, speakeasies and the houses of those who were involved in the Underground Railroad. With an appropriate knowledge of the cavern complex, one can transverse much of the city without emerging aboveground. However, many miles of the caves remain unexplored.

### GHOSTS IN THE DARK

There is a legend associated with the caves, dating back to the Native Americans of the region. The story goes that a young woman fell in love with one of the men in her village. Her feelings were reciprocated and the two secretly became a couple. They were unable to marry, however, as the girl had already been promised to the tribe's war chief, a violent man with a nasty temper. One day the war chief discovered that the girl had been seeing her lover, and he became enraged. Before he could violently lash out, however, the young couple fled the village and took refuge in the caverns, planning to wait for the danger to pass. Unfortunately, somehow the war chief tracked them to the cave. He and his warriors stationed themselves outside, waiting for the two to emerge so that he could kill the man and take back his bride. Rather than

surrender to the war chief, the two remained in the caverns until they starved to death.

These two young lovers are said to still linger in the caverns as ghosts. They say that at night, if you listen closely enough, you can still hear them weeping. What's more, if anyone tries to enter the cave where they reside, they lash out at the intruder, believing the interloper to be the chief or one of his warriors.

- Ghost stats can be found on page 12 of the *Cryptid Codex* supplement.

### PLOT HOOKS

It's just a matter of time before the heroes stumble upon the Saint Louis Caves. Maybe someone they are investigating or chasing takes refuge in the caves, and then the heroes have to hunt her down underground. Maybe some object the heroes are seeking is hidden in the caves. Maybe some sort of nasty critter escapes a booth at the fair and makes its nest in the cavern complex. Maybe the heroes discover the caves and then use them as their own secret way to get around the city.

The GM should endeavor to introduce the Saint Louis Caves sometime early on in the adventure. This both gives the heroes an interesting place to explore and helps to foreshadow the adventure's final battle, which also takes place in the caves.



## CAHOKIA

Cahokia, the City of the Sun, was once the largest human settlement north of Meso-america. It stood just across the Mississippi River from Saint Louis. At its height, it was home to over 40,000 people, and the center of Mississippian culture. However, sometime around 1400 AD, that civilization collapsed and the city was left abandoned.

Today Cahokia seems nothing more than a few scattered ruins, raised mounds and legends told by the native peoples. However, just beneath the surface, a network of ancient tunnels, burial mounds and lost treasure has been left behind.

### PLOT HOOKS

Do bold pulp heroes really need a reason to explore the ruined tunnels of a lost civilization? Maybe they do!

- Professor Georgina Rich is an archeologist attending the fair, and she's looking to hire people willing to help explore the ruins.
- There's also a rumor floating around that the ruins of Cahokia are said to contain a lost treasure, belonging to the last of the Mississippian chiefs to rule the city. Any attempt to gather rumors or socialize at the fair could turn up this information!

### FINDING AN ENTRANCE

Before the heroes can explore the ruined tunnels of Cahokia, they must first cross to the east side of the Mississippi River, locate an entrance and gain ingress. Thankfully, there are several ways to do this:

- Heading to East Saint Louis and asking around may turn up a local who knows the location of one of the entrances. This requires success on a Chr/socialize-10 flip.

- Heading to the mounds and doing a thorough search of the area may turn up an entrance by following the tracks of the creatures that live inside. This requires a successful Per/naturalist-10 flip.

### EXPLORING THE RUINS

The aboveground ruins consist of a large number of mounds; below the surface, however, is a confusing network of tunnels—some collapsed, but many still open. Heroes exploring these tunnels will need to take care not to become lost.

As the heroes explore the ruins, feel free to have them make any of the below discoveries.

### PRAIRIE DOG TUNNEL

The tunnels near one entrance have been taken over by a family of giant prairie dogs. These bloodthirsty critters have also expanded the tunnel complex, digging out new dens. Because they leave large footprints, their entrance is the easiest one to find.

- There are a number of prairie dogs equal to the number of heroes.
- Use the Giant Killer Prairie Dog stats found on page 238 of the *Dime Adventures* core rulebook.

### THE LONE ILLINIWEK

The heroes aren't the only ones to have entered the ruins of Cahokia recently. Inside one of the tunnels they may chance upon a lone, wounded Illiniwek named Antoneehw. He was attempting to explore the site recently, when he was attacked by one of the giant prairie dogs. He survived the attack, albeit barely. He's now camped deep in the tunnels, too wounded to make his way past the killer rodents.

Antoneehw would appreciate any aid the heroes can give. If they are friendly with him,

he can point them at the Illiniwek camp, bring them there or even provide a friendly introduction (see page 28). Antoneehw, however, speaks only a smattering of English. He is particularly eloquent in either the Miami-Illinois or Michigamea languages.

- Use the Soldier stat block on page 228 of the *Dime Adventures* core rulebook. He is currently at 2 HP.

### **BATBOYS!**

A more difficult to find entrance to the Cahokia ruins is inhabited by a colony of batboys. These strange creatures lair in the tunnels, hanging upside down to sleep and emerging at night to prey mostly on small game. They become violent if the heroes violate their tunnel.

- There are a number of batboys equal to the number of heroes. Use the Batboy stat block on page 236 of the *Dime Adventures* core rulebook.

### **TO THE SAINT LOUIS CAVES**

Somewhere deep in the tunnel complex, the Cahokia ruins connect to the Saint Louis Caves (see page 25). This is mostly evidenced where the artificial construction of the tunnels gives way to the appearance of natural caverns.

### **THE LOST TREASURE**

In the deepest tunnels of Cahokia there is a great treasure left behind by the last chief. It is a worked copper spear (see below). Sold to an interested collector, it is worth an Income 9 payment.

- This treasure is guarded by a Temple Guardian. Use the stats found on page 240 of the *Dime Adventures* core rulebook.
- When held aloft, the wielder of the spear can call upon its power to strike fear into her enemies. This is a Det vs. Willpower concentrate action. It targets all enemies who can see the wielder. On a success, the enemy increases her Fear consequence a severity, or two severities with a critical success.

### **CAHOKIA REDUX**

After the heroes explore and clear out the dangers from Cahokia once, the ruins could become important again after a new threat moves in and claims the newly vacant tunnels as its own.

- The Unstoppable Seven could decide that the ruins are a useful hideout (see page 24).
- Dracula could decide that the ruins are a home away from home (see page 22).
- Several were-raptors who were unfortunate enough to eat apples from the experimental batch could end up here (see page 17).



## ILLINIWEK CAMP

About 25 miles (40 km) northwest of Saint Louis is a camp that the Illiniwek natives are using to operate in the area. The camp is located on a defensible hill between the Missouri and Mississippi Rivers. As a consequence, the camp is well-placed to resist an attack, but is also quite visible to the surrounding plain. These Illiniwek are the same band who launched the raid on the heroes' train earlier in the adventure (see page 10).

- There are 20 warriors present. Use the Soldier stats on page 228 of the *Dime Adventures* core rulebook.
- Also present is the band's spiritual advisor, Wahya. Use the Mystic stats on page 226 of the *Dime Adventures* core rulebook. She is the only member of the band who is both present and speaks English.
- A successful Int/lib-arts-10 flip will allow a hero to determine that these are the same band who raided the train earlier.

## APPROACHING THE CAMP

The Illiniwek are not here looking for a fight. Unless the heroes go in guns blazing, the natives will likely meet with them peacefully. The challenge here is one of diplomacy and communication, rather than one of intent.

- Treat this as a social challenge with three intervals (see page 132 of the *Dime Adventures* core rulebook). The first should be Int/lib-arts-10 to overcome the cultural barrier, then Chr/socialize-10 to build trust, then Chr/persuade-10 to convince the natives to provide aid or information.
- Being familiar with Illiniwek culture or speaking one of their languages each grants the hero a +4 bonus on these flips.

## WHAT THE ILLINIWEK KNOW

The Illiniwek know that Mademoiselle Lenoir came to their people about a month ago, after which a number of warriors in their tribe began acting strangely. When several of these infected warriors died suddenly in an attack from an enemy tribe, they found a fist-sized slug curled up in each of their heads. Wahya was then able to ascertain that each of the inflicted warriors seemed to be puppeted by these slugs, and that Mademoiselle Lenoir must somehow be involved. That knowledge in hand, the band attempted to kidnap her from the train, but the effort failed.

Since the raid, the band has been in contact with their Hitch'nyv allies (see page 214 of the *Dime Adventures* core rulebook). They believe that the Hitch'nyv have a cure for this infliction, but the alien ship they made contact with crashed during a recent storm. They know that it crash-landed somewhere in the hills south of Saint Louis, but so far have been too busy keeping their people safe to go look for it. They can point the heroes in the right direction (see Hitch'nyv Crash Site on page 29).

### Path to the Cure

There are several ways that the heroes can obtain the Brain Slug cure. One possible path is described below.

- Heroes discover the Saint Louis caves.
- Heroes follow the caves to Cahokia and save the lone Illiniwek there.
- Heroes make friendly contact at the Illiniwek camp and get directions to the Hitch'nyv crash site
- Heroes go to the crash site and find the Brain Slug cure in the wreckage.

## HITCH'NYV CRASH SITE

Recently an alien Hitch'nyv ship crash-landed in the hills, about a day's ride southwest of Saint Louis. The ship was a cheaply made atmospheric shuttle—one of the first of a new generation constructed by the Hitch'nyv after their arrival at Earth (see the *Dime Adventures* core rulebook, page 214). Unfortunately for the alien crew, the ship encountered an unexpectedly fierce storm, was struck by lightning and all four crew members died in the resulting crash. The ship now lies unclaimed, guarded only by a handful of automated defense automatons.

Before the crash, these aliens had been in contact with their Illiniwek allies. The natives had requested medical aid for those of their people afflicted with Brain Slugs, and the Hitch'nyv were in the process of returning with a few doses of a cure. These doses survived the crash and now lie inside the ship and its debris field.

### FINDING THE CRASH SITE

The heroes may be pointed in the direction of the crash site in a number of ways. The most obvious way is by visiting the Illiniwek camp and hearing about their contact with the Hitch'nyv (see page 28). If the heroes don't do this, however, or don't interact with the Illiniwek in a friendly manner, they could also be pointed in the direction of the crash site by travelers at the fair, who saw "a comet—except it was like a boat and full of fire" land in the Missouri hills.

Of course, the hills are forested and rugged. Finding the crash site won't be as simple as

heading in the right direction and keeping alert. The heroes are going to have to do some camping and searching around for it.

- Success on a Per/naturalist-10 flip locates the crash site. Failure means the heroes instead run into something nasty up in the hills, but may afterward try again.
- GMs wanting to include an exciting encounter along the way can have the heroes run into Momo, a lone and ill-tempered bigfoot with a powerfully terrible scent. Momo will attack when the heroes are resting, and attempt to steal supplies. Use the Bigfoot stats on page 236 of the *Dime Adventures* core rulebook.

### EXPLORING THE DEBRIS FIELD

The debris field from the crash site is guarded by a number of alien automatons, who are keeping watch over the remains until other Hitch'nyv can come and retrieve them. Any heroes attempting to search the debris will need to either fight or remain hidden from these robots.

There are a dozen samples of the Brain Slug cure located in a small crate just inside the crashed ship. This crate is guarded by a single damaged automaton. It poses no real threat to the heroes, but will emit speech which heroes may recognize as alternating between the Miami-Illinois and Michigamea languages. It's trying to tell friendly natives that this is the Brain Slug cure.

- Use the Automaton stats on page 235 of the *Dime Adventures* core rulebook. There are a number of automatons equal to the number of heroes.
- Heroes may also find 5 extra shots for a Hitch'Nyv shoulder cannon (see page 10).

## FINAL BATTLE

So your heroes have made it to the World's Fair. They've gotten involved in all sorts of adventures, met all sorts of interesting people and probably punched a few villains and ne'er-do-wells along the way. Excellent! Hopefully they remember Mademoiselle Lenoir from the train raid. Hopefully they also have picked up on some of the hints you've been dropping along the way that there's more going on than meets the eye. Ideally, they've interacted with a Brain Slug-controlled person or two, and even seen a Brain Slug inside someone's head by this point. If not, it might be best to run another encounter or two where the heroes can experience this (you know, foreshadowing and all that). Assuming all this is true, however, it's now time to crank things up a notch and drive this adventure to its conclusion!

## THE CREEPING SPREAD OF BRAIN SLUGS

By now the Brain Slug infection has spread to a point where Mademoiselle Lenoir has grown overconfident, and she's willing to send her infected agents out on more overt tasks.

Pick a handful of "friendlies" that the heroes have interacted with at the fair before this point. Congratulations! They've been infected with Brain Slugs. Send a couple of them to interact with the heroes, but have them interact in a way where the players will obviously notice that something's not quite right. Maybe straighten your arms and speak robotically when interacting as them. They will try to convince the heroes to come with them to a dark and isolated alley behind a row of storage sheds. Regardless of whether the heroes agree or not, other Brain Slug-controlled citizens will immediately attack!

The fight will begin as many Brain Slug-controlled people rush in, attempt to grapple the heroes and then attempt to place Brain Slugs on their heads. If not stopped, these slugs will crawl into their victim's ear or nose, then assume control from inside the skull. Make sure that this takes a few rounds of uninterrupted action to accomplish. We don't really want to lose any heroes to Brain Slugs right now.

- There are a number of Brain Slug-controlled citizens equal to twice the number of heroes. Use the Citizen stats on page 223 of the *Dime Adventures* core rulebook.

## TO THE CAVES!

After the attack, any attempt at investigation will automatically lead the heroes to notice that the Brain Slug-controlled people are coming and going from the Saint Louis Caves. They must be using them as their base of operations! If the heroes don't think to investigate, someone they know will witness others being kidnapped and dragged inside the caves, then will run to tell the heroes, explaining how the kidnappers were "acting funny."

The caves are now crawling with infected people. Make sure that the heroes notice a few faces that they recognize. Maybe the Brain Slugs now control Sherlock Holmes, Sylvester Clusoe or Mighty Mason.

At the center of all this activity they will witness Mademoiselle Lenoir and her hulking bodyguard, Stu, giving orders to the infected individuals. Lenoir might even be in the middle of giving a speech before her gathered minions, bragging about her impending world domination! (She's psychically linked, so she doesn't need to do this, but damn, she loves to hear her own voice!)

- There are a number of slug-controlled minions equal to twice the number of heroes. Use the Citizen stats on page 223 of the *Dime Adventures* core rulebook.
- Lenoir and Stu's stats are on the next page.

## Mademoiselle Zara Lenoir

*"With the aid of my faithful slugs, I will spread my control around the world!"*

**Str** 6, **Dex** 9, **Spd** 7, **End** 5, **Int** 9, **Per** 6, **Chr** 7, **Det** 8

**Defense** 11/22, **Willpower** 12/24, **DR** 0, **HP** 22, **Wealth** 7, **Lifestyle** 6

**Skills:** Animals 5, Athletics 3, Awareness 3, Deception 5, Empathy 3, Guns 3, Medicine 3, Melee 3, Naturalist 4, Occult 4, Persuade 3, Socialize 3, Stealth 3, Tactics 4

**Throw Slug:** +7♥ vs. Defense. Zara throws a juvenile Brain Slug at a target. If it hits, the slug sticks the target's skin. It has 1 HP and Defense 9/15. If the slug is not destroyed by the beginning of Zara's next turn, it will have made its way to the target's head and will use its control ability to assume control of the target. Flip 8♠ vs. the target's Det. On a success, Lenoir now controls the target until the slug is removed.

**Brain Blast:** +9♠ vs. Willpower (♠11/♥8/♦6/♣3). Range 2, Ignores DR.

♦♦ **Suggest:** Increase the target's Desire (place a Brain Slug on head) consequence a severity, or two with a critical success.

**Villain:** As a villain, Zara's HP is doubled (already figured). She also gets 4 AP every round and may use her Throw Slug trait in addition to another action requiring a flip.

**Equipment:** A large supply of juvenile Brain Slugs.

Mademoiselle Zara Lenoir was born to upper class parents in Nouvelle-France. Naturally psychic, her mother was infected with a Brain Slug while she was still in the womb. The combination of this prenatal exposure and her natural psychic talents allowed her to bond with the Brain Slug hivemind. She is now their queen!

## Stu, the Hulking Bodyguard

*"I must protect the Mademoiselle!"*

**Str** 10, **Dex** 6, **Spd** 6, **End** 9, **Int** 3, **Per** 6, **Chr** 5, **Det** 8

**Defense** 9/18, **Willpower** 8/16, **DR** 2, **HP** 19, **Wealth** 3, **Lifestyle** 5

**Skills:** Athletics 5, Awareness 3, Guns 3, Investigate 3, Melee 5, Occult 3, Stealth 3

**Martial Arts:** +8♥ vs. Defense (♠15/♥12/♦10/♣7).

♣ **Crush Weapon:** Stu disarms his target and snaps her weapon in half. At the GM's discretion, particularly durable weapons may only be bent.

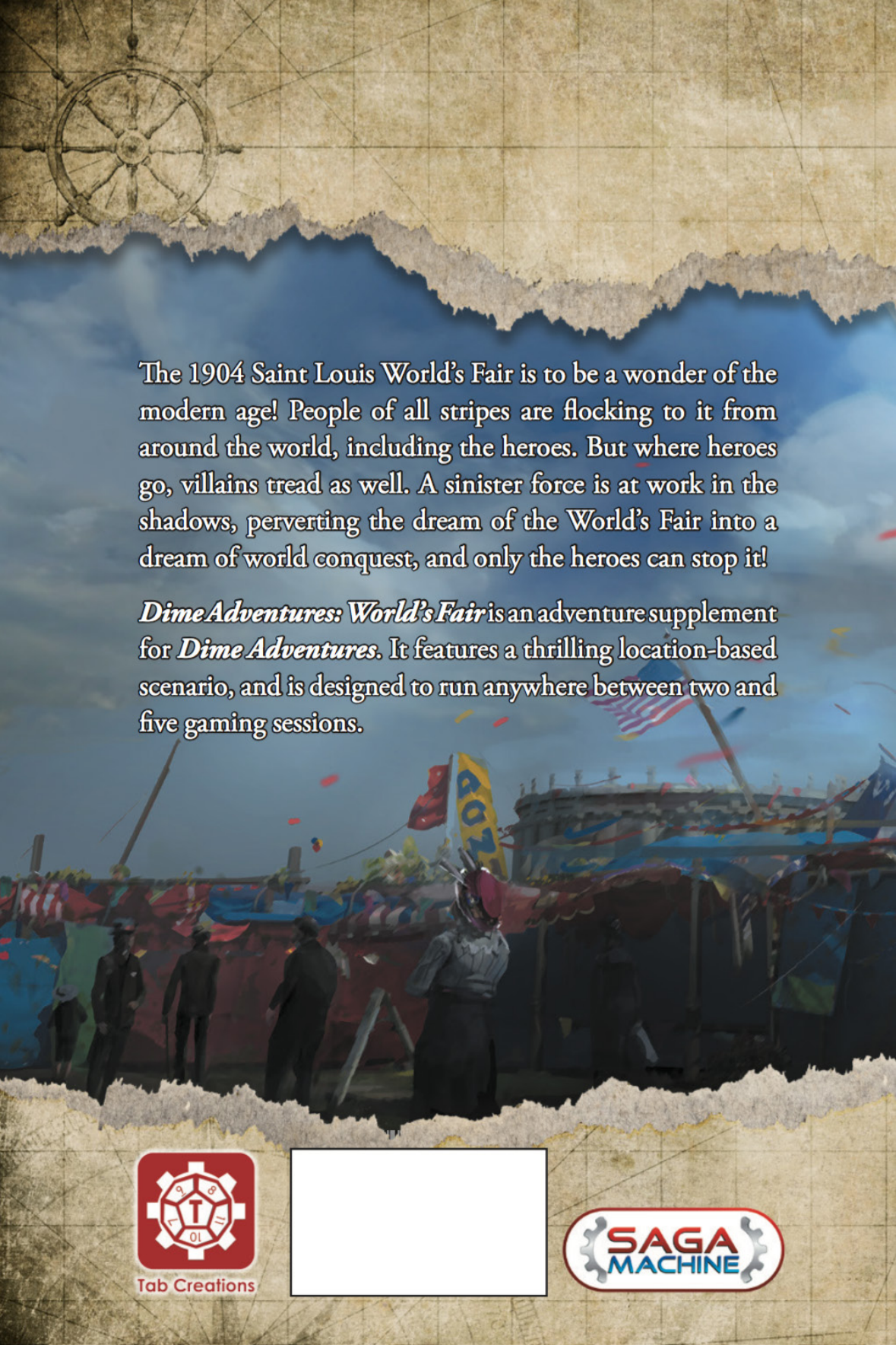
**Throw Rock:** +8♥ vs. Defense (♠15/♥12/♦10/♣7). Range 2.

**Bodyguard:** For any attack that targets Zara, Stu may redirect that attack to himself instead, assuming that he is in the same zone as Zara.

**Equipment:** His bare hands, An unstoppable sense of loyalty and rage.

Stu is a hulking brute of a man who Mademoiselle Lenoir attempted to infect with a Brain Slug when she was first rising to power as a sinister villainess. For whatever reason, though, he proved to be immune to Brain Slug control. A bit too dim to realize what happened, Stu has nevertheless served Mademoiselle Lenoir loyally. He lives only to see her smile and to occasionally listen to his second love, Tchaikovsky's Swan Lake.





The 1904 Saint Louis World's Fair is to be a wonder of the modern age! People of all stripes are flocking to it from around the world, including the heroes. But where heroes go, villains tread as well. A sinister force is at work in the shadows, perverting the dream of the World's Fair into a dream of world conquest, and only the heroes can stop it!

*Dime Adventures: World's Fair* is an adventure supplement for *Dime Adventures*. It features a thrilling location-based scenario, and is designed to run anywhere between two and five gaming sessions.



Tab Creations

