

Trouble in Harmony or
Welcome to Rat Town.

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Allow me preface this bit of information with a few personal notes. I believe that it will make for a better experience if you know what inspired me. My first bit of inspiration comes from a news story I heard on a local radio station. It referred to the assisted escape of several hundred-lab rats, which had been released by so called eco-terrorists. These folks took it into their heads to release several hundred somewhat vicious and poison resistant rats from a local testing lab. While doing this they also released dozens of doves being used to test various other chemical and biologic theories.

My second bit of inspiration comes from the movie the Secret of NIMH. NIMH, meaning National Institute for Mental Health. I highly recommend you review this movie, for no other reason than to get a good read on various rat personalities. The basic tenant of this movie is that while testing, NIMH screws up and creates a kind of psionic hyper intelligent and magic using rat. They also create mice with the same ability. Seemingly this ability can be taught to other rodentia.

This may at first seem a bit odd as modules go, but will; if properly run teach the team to evaluate the situation fully BEFORE taking sides. This module was designed to be either a one-shot or to be incorporated into a larger campaign. I have attempted to write this in a fashion as to allow its use, whether the team is awakened either on time or late.

Preface.

The team is accosted by several people on the road and after establishing their relative harmlessness, will be invited back to their village. This is a squalid affair, with run down houses, shacks, tents, lean-to's, yurts etc. It is obvious that these people are having a very tough go of it. Their population runs about 75 or so, including kids and elders. They also seem to have been the recent victims of a raid that left many of their defense forces badly damaged. The scars of battle are everywhere.

A large and somewhat charismatic leader named Alvin, the Rat-Catcher, leads them. Alvin by far seems to be the healthiest and best equipped of the lot. When taken to the village the populace will treat them very well. Their weapons and advanced technology items will ensure this. Alvin is very interested in garnering the team's assistance in eradicating the evil rat masters and freeing their pitiable slaves in the nearby valley community of Harmony.

The Hook: It seems that rats in the local area mutated, this is due to medical experiments done on them by a bio research firm, prior to the war. Their powers and their control of the area, is due to tradition, time, chemical imbalances, and the firm hand of Mother Nature. With the average rat lifespan of approximately 3 years, this means that 50 generations or so have passed since the last day of man.

The rats; for whatever reasons have become very intelligent and Psionic in nature. They are in many cases more intelligent than the humans in the area. The mutation has caused an enlargement of their craniums, slight increase in body size, and the afore mentioned mental mutations. These creatures, left to their own devices are quite peaceful and productive, if a bit arrogant. When cornered will fight like the proverbial rat in a trap. Some things Mother Nature just couldn't change.

The Past...

The nearby mental institution didn't fare very well during the war. Many of the staff, left the area, shortly after the oops, and left the inmates to their own devices. Those few that were left tried to maintain order and some semblance of "sanity" to the situation, to no avail. The supplies, both food and medicine began to run out, and the staff became very nervous.

Enter Terrance Avery, the chief orderly. Terrance was one of those people who were really good at what he did. He maintained order, took care of the more violent patients and was also, unfortunately for them, a sociopath. In many ways the fact that Terrance was assigned to the job he had was like giving the keys of the chicken coop, to the fox. Terrance was a very big guy; he also had served a short term of enlistment in the US Army, during its party in south East Asia. That he was sectioned 8 out was a fact little known to anyone else. In a war that was already insane this was just another fact of life. His involvement with the Army did stand him in good stead when hell came to earth.

After the facts of the situation became apparent, and the majority of the doctors and nurses, who'd been keeping him under control, had left, Terry came into his own. Using the influence and physical power he had over the others, he came up with a great plan. They would loot all the surrounding homes, sporting goods stores and shopping centers, to gain the materiel required to survive. Using his considerable arsenal of weapons, and manpower pool, i.e. the guards, they would take over the area and impose order.

Their campaign went quite well; all things considered. They managed to gather sufficient material and supplies to last throughout the first nuclear winter. The only problem was the damned inmates. Not only did they eat too much, but also rarely if ever could be depended on to do any real work. By springtime, Terry had garnered enough power to allow him to call the shots. His first action was to banish the inmates. Those who were too incapacitated to help out were marched out of the gates, and left to their own devices. The others, who were able to help out, were kept in menial slave like conditions.

Many of the banished inmates starved, killed each other or died of exposure. This was a very bad time indeed. At about this time the surviving inmates were discovered by the rat-kin. The rats, being what they were, were ideally suited to survival even in the post oops world they found themselves in. They did realize though that to become more than what they were they would need help. Lacking the hands, size and dexterity to utilize tools, their own survival as a species was going to be in jeopardy.

The leader of the rat pack; one Nicademous, decided to try to reason with one of the inmates that had been left out in the wilds. What he discovered was that not only could he telepathically send and receive from this poor sod, but due to the poor condition of the person's mind, could "ride" him and use his body. This intrigued not only Nicademous but the other rats as well. Before long they were all "riding" the body of one of the more stricken inmates. Using their newfound bodies, they began to tend for and care for the others. They separated from the valley, about 15 miles; to the nearby town of Harmony, and began to rebuild.

Terry's scouts began to get very nervous when all of a sudden they found that the loonies had disappeared. They were nowhere to be found, no bodies, nothing. As they had problems of their own just surviving Terry and company decided that no news was good news.

Using the weapons and ammo taken from the nearby towns, they began to raid the surrounding communities for as much as they could take. The virtual impregnability of their sanitarium/fortress guaranteed their success. They could strike in the night and return to their walled and gated grounds secure that they could repel any invader.

Meanwhile the rats were attempting to re-build their society and ours along the way. They found that the capabilities of the humans were phenomenal. They could do all manners of things that the rats couldn't. The pleasant side affect of the long-term telepathic links was that many of the humans in their "possession" became cured of whatever insanity they previously had. The bond between human and rat became almost inseparable. As things would have it, many of the humans now cured stayed on and began their own lives and community alongside the rats.

Jump forward 140 years... After years of blood feuds between the people of Harmony and the "Binnners", (Loony Bin residents) the rat alliance finally managed a successful raid and drove the Binnners out of their fortress. This, after much cleaning up became the seat of power for the new Rat/Human alliance. Over the next 10 years the rat/humans managed to peacefully extend their territory through the area.

The bait: Alvin and company are the last pitiful remains of the Binnners. They have skulked and raided the lands surrounding Harmony for 10 years now, being ignored for the most part and driven off when that wasn't possible. Alvin and his people have become obsessed with reclaiming their ancestral home and ruling the area again. They managed to piss off the alliance leaders recently and are still licking their wounds when the players come through the area.

This is too good an opportunity to let pass. Alvin figures on trying to enlist the help of these new strangers in completing a raid on the fortress. He and many of his troops still remember the hidden ways in and out of the fortress, (they had used them to escape) and they want to use them to regain the stronghold.

The problem is that the rats are too smart and they know they won't survive long enough to be really effective. They also know however, that there is an extensive armory inside and that if the element of surprise were on their side, they could use it to win. They will say anything, distort any truth, and promise anything in order to get the teams' support in their fight.

This is complicated by the actions of Recon Team AL-14. This recon team awakened about 4 years ago and discovered that two of their number had succumbed to hibernation-induced psychosis. This is a very rare but dreadful side affect of prolonged cryo-sleep. These two unfortunates were left almost completely catatonic. Reduced to the level of 3-year-olds. Mercy stayed the Team Leader's hand and he didn't euthanize them on the spot. Several days later they were going through the area, and discovered the sanitarium and its occupants. After discerning the nature of this group, they decided that they might be better off leaving these two behind. They left their equipment and weapons behind, in hopes that the rats could help them and they would be a useful pair to aid in the rebuilding of the area. They became bonded with two rats and are on the way back to complete health. They still require the calming influence of the rats for about 3-4 hours every day, or they revert to form.

The reason that Alvin was so excited by the arrival of the team, is that he liberated (captured) one of the former MP team members left behind. Its rat guide was killed during the capture. This person is functioning on about a 9-year-old level, and is very susceptible to suggestion. Alvin has been working on this individual to try and convince the team that the rats are evil, and have dominated everyone inside.

He will trot this poor misguided soul out and present her to the group. He will spin a yarn about how the valiant resistance fighters (us) freed this poor dumb bastard and have been taking care of her. The story related by the MP team member will be filled with inconsistencies, outlandish embellishments, fantasies, and out-right lies that Alvin has been pumping into her; (among other things, as she is rather cute).

Alvin has completely dominated this poor woman and she will do or say anything he tells her to. As proof he will trot out others, after he has a chance to talk to them; and they will in turn relay

their own horror stories of maltreatment at the hands of the rats. That much of this maltreatment has actually come at the hands of Alvin and his troops is completely beside the point.

Rat data.

The Norway rat or laboratory rat *rattus norvegicus*, is a mammal of the order Rodentia. The laboratory rat was the first animal where the primary reason for domestication was for use in scientific endeavors.

Rats have several unique biological characteristics. The acute hearing of rats makes them sensitive to ultrasounds and high-pitched sounds. The vision of rats is very poor and they are unable to detect color and are blind to long-wave (red) light. The tail of the rat is the principal organ for heat exchange.

Behavior:

The rat can become accustomed to handling providing they are not upset by the experience. Rats will bite without warning, but not repeatedly. Unlike mice, groups of the same sex can be housed together without fighting. Rats are active primarily during the night at which time they feed; the light hours are used primarily for rest, sleep and digestion. Handling animals during the night phase can be more difficult due to this increase in activity. The diurnal rhythm can be changed by a 12-hour shift in the light cycle. It takes approximately two weeks for rats to adjust to this shift.

Biological Data:

Adult body weight: male	450-800 gm
Adult body weight: female	350-620 gm
Life span	2-3.5 years
Food consumption	10g/100 g/ day
Water consumption	10-12ml/100 g/day
Breeding onset: male	65-110 days
Breeding onset: female	65-110 days
Gestation Period	21-23 days
Body Temperature	38-39 C
Heart rate	320-480 beats per minute
Respiratory rate	85-110 per minute

These are very intelligent rats. The average intelligence is equal to that of a well-educated human. Due to their predecessor's teachings and attention to education they are all very apt.

All rats have severe allergic reactions to the presence of Pine or Cedar oils. These cause the rat to have short or labored breathing, and in the case of prolonged exposure, or exposure to very strong sources can cause agonizing death in a short time.

Rats are very sociable animals, and their increased intelligence has only made this more so. It is not unheard of to see a person or group of children with rats freely climbing around or about them. This is how they communicate, and socialize. Many of their senses are just as acute as ever, and their instincts are as sharp as ever.

This has to some degree made the people in the Alliance friendlier and they tend to have less personal space requirements than many others one might encounter. This may be a bit disconcerting to the characters as they will be stroked, sniffed, petted or snuggled against in the process of saying hello. ***(PD Note: Play this to the hilt. I've found that this kind of behavior is VERY tough for many in our society of today to handle. The more the player is uncomfortable with this behavior the more his character will be as well.)***

The rats and their human friends are not pushovers though. They've had to survive very hard times and under very difficult conditions. Assuming that these friendly folks and their rat masters will let the party behave, as they will, tends to get groups dead real fast. They have weapons, and the will to use them. As the old line goes, ignorance of the law is no excuse.

Every other rat also possesses some random Psionic ability. These should be rolled up as you would any player character. Use the Psionic rules from the core MP Handbook or other you wish. Whichever system you use, you should include a new discipline called Mental Projection. This allows the transmitter to project the image of anything it can imagine. It is totally believable if the opposed save is failed. The difference between the two scores is a negative modifier.

Whichever system you use, ensure that your rats use their abilities only in a defensive manner. They are not trying to take over the world, only live in it. All of the rats have telepathy to a limited degree. If they are in physical contact, any of them can communicate with the person it touches.

This extends to a form of memory immortality that can only be shared by the rats themselves. When a rat knows it is to die, it can if it wishes, transfer its memories to a young or newborn rat. This has to be accomplished prior to the accepting rat reaching maturation. It is done by a long deep telepathic contact link that wipes the memories and some personality traits from the donor and transfers them to the recipient. This contact may take several hours or days as the amount of data being transferred varies. The donor dies a peaceful and quiet death shortly after.

The leaders of the rat side of the alliance are normally chosen among those who have the most memories, or those that go back the furthest. The leader of the rats is normally referred to as Nicademous Rex, or just Nicademous. This rat holds the "inherited" memories and skills of **all** the previous leaders. As such this is a very powerful rat.

In the case of someone with a mental handicap or psychological problems they can, by using this ability influence and take control of that person. In many respects this has the side effect of allowing the mind to heal itself, while the rat makes decisions and takes action to keep the person alive.

While used extensively right after the war among the banished inhabitants of the asylum, it has fallen out of favor. It is still used occasionally when someone is injured, or when the community takes in a mentally injured person. It is also used to control captives taken by the alliance. It is a seldom-used practice but the rats can do it, as they will. It is a crime to "ride" a human without his express permission or that of the council. It is one of the few death penalties in the rat alliance.

Other Philosophies of the Alliance.

The philosophy that it takes a village to raise a child or kit is alive and well here. The willful abuse, sexual abuse, or murder of a child, children or kits, is punishable by the most hideous of deaths. Reprisals for their deaths are quick and brutal.

Animals are never abused, guns are always loaded, and knives are always sharp.

Most people look after each other and most doors are never locked.

Income tax/tithes are equal to 10% of year's produce/salary.

Slavery is punishable by blinding.

Unauthorized "Riding" is punishable by death.

Rape is punishable by death.

Murder is punishable by death.

Theft is punishable by repayment of seven times the worth of the item, or service to equal same.

Sexual/Racial equality was established as the first act of the original Alliance.

Alvin and company.

They inhabit a ramshackle village setup in a nomad style, with tents or yurts and the few possessions they have ready to travel at a moments notice. They are currently inside a small cedar grove, as they have found that the rats will not enter into the area or any with pine. (**See notes on Rat biology.**) They are a miserable lot, who've recently moved here, after the last in a series of raids they launched went very badly for them.

Humans of the Alliance backtracked them here and attacked, but were eventually driven off. They expended almost all of their weapons and ammunition in repelling this latest attack. As such they are feeling a bit desperate.

They were very lucky in capturing one of the MP members from an earlier Recon team, as she was attempting to leave the outskirts of the action. Her rat rider was killed in the attack and she is now lost without the guidance of her protector. Alvin has been working on her, as she is very impressionable and giving her a story to tell anyone who comes into the area. The group knows how to spot anyone new to the area, and is hoping someone will come in to help them.

They will relate a series of interconnected and outlandish tales about how the rats and their "Alliance" have managed to keep the humans in the area in their thrall. They tell stories of torture and abuse, of inhuman working conditions and abject slavery. While not particularly smart, Alvin and company are quite cunning, and they've had a long time to collaborate on their stories.

Alvin is the senior rat-catcher in the tribe, and has an impressive collection of weapons, swag and the bleached skulls of several dozen rats, in his yurt. He is in the process of boiling down another one from the last attack. The rest of the body has been tossed into a corner of his hut, and is relatively intact.

If the group doctor, or anyone with a biology skill examines the body or any of the skulls they find that the skull is about half again as big as it should be. They have rudimentary hands, with opposable thumbs, and they are about 20% larger than other rats of the same species. Otherwise they are the same as their normal ratty brethren.

To that end they are willing to let the team do the really hard work, but will guide them into the "nest" where the leaders of the bad, nasty, evil rats reside.

Alvin's plan is very simple. He plans to use the team to provide a distraction at the gates or at another area, while he and his warriors infiltrate the main building. Once there they will break into the main armory, arm themselves, and kill every rat they see. They will be most insistent that they have no intention of killing or harming any humans they see, unless fired on by them. They do warn the team that the humans on guard are under the total control of the evil rats and that they will fight to the death. They should show no mercy to any of the armed guards, or anyone with a weapon.

They explain this by saying that the rats only allow those under their total mental control to use or even carry anything, which can be used as a weapon. They will further tell stories of the rat's use of some kind of mind control, and that the team must in no instance allow one of the rats to touch them. They can steal your mind, or infect you with some terrible curse. To illustrate this they will again trot out "witnesses" some of their captives who had been "ridden" in order to affect a cure on them.

It seems that several years ago, the rats cursed the area, in order to exterminate the freedom fighters. If the team medic or doctor examines any of these "witnesses" he will be able to determine that they have suffered from some terrible disease, which has caused severe mental and physical damage. It appears to have been something akin to Meningitis or Encephalitis. The symptoms and remaining blood and tissue samples are real.

These people were infected at some time in the past. ***(PD Note: Use every dirty trick you can think of to convince your team of the sincerity of the "Freedom Fighters". In this situation they are VERY desperate to try and retake the Bin or do as much damage as possible. Assuming that any of the team survives the raid, they will probably kill and loot them as soon as possible afterwards.)***

The solution to this would seem quite easy wouldn't it? If the team is wise enough to approach the Alliance and get their side of the story, this might tend to shed some doubt on the story the freedom fighters are spouting. There is a problem with this though.

The Alliance, while consisting of both human and rats, tends to follow the rat party line. This is due to many factors but chief among them is the fact that the rats are more intelligent and more powerful than the humans. A long-standing tradition in this area is to defer decisions to the rats. While this isn't necessarily a bad thing, it will strike the team as very odd. What's more, the rats know this and tend to be a bit arrogant and condescending when dealing with or talking to humans. This is very apparent when they first meet the team. ***(PD Note: Play this to the hilt as well. It will put your players off a lot, to be spoken to as if they were ignorant children, by rodents.)***

Alvin's Freedom Fighters

GEOGRAPHICAL LOCATION: 10

NUMBER FOUND: 10-100

TECH LEVEL: C-D

TRANSPORT: Horses, formerly had some vehicles.

POWER/RESOURCES: Are familiar with Steam power, rudimentary power generation, hunting, and farming.

WEAPONS: Light to medium firearms, explosives, and poisons.

PRIMARY BASE: Cedar Grove

SPECIAL ATTRIBUTES: Religious fanatics engaged in a Jihad.

H&M Average: 8

H&M Range: 6-10

Number Appearing: 5 - 10

ST/CN: 12

DX/ACC: 14 TECH LVL: C-D

SP/BP: 240 ½ STR: 6

¼ STR: 3

REMINGTON M870

Nationality: U.S.

Weapon Type: Shotgun

Caliber: 2 " 12 Gauge (18.5 x 70 mm)

Muzzle Velocity: 1145 fps

Length: 107 cm

Weight: 3.40 kg

Type of Fire: Pump

Feed Device: 7 round tubular magazine

Load Time: 2 CRS

Penetration: 8



The 12-gauge shotgun is a manually operated (pump), repeating shotgun with a seven-round tubular magazine and a modified choke barrel. It is equipped with a bayonet stud, sling swivels and a standard length military stock.

Weapon: Marlin 1894c

Nationality: U.S.
Weapon Type: Lever Action Rifle
Caliber: .44 Rem. Magnum
Muzzle Velocity: 1920 fps
Length: 110 cm
Weight: 2.70 kg
Type of Fire: Lever Action
Feed Device: 10 round internal magazine
Round Weight: 0.03 kg per round
Load Time: 2 CRs
Penetration: 14
Normal Load: 10 rounds



Thompson M1A1

AKA: M1928A1, M1, "Tommygun"
Origin: USA 1942 (M1) 1928 (M1928A1)
Caliber: .45 ACP
Weight: 4.8 kg
Rate of Fire: 750 rounds per minute
Feed Device: 20 or 30 round detachable box magazine [50 and 100 round drums are also available for M1928A1 and M1]
Action: Recoil, Selective fire
Sights: Open
Length: 81 cm [M1928A1 85 cm, 63.5 cm with stock detached]
Muzzle Velocity: 283 M/S
E-Factor: 8



M1 Garand

Nationality: U.S.
Weapon Type: Battle Rifle
Caliber: 7.62 x 63 mm (.30-06)
Muzzle Velocity: 2837 fps
Length: 102 cm
Weight: 4.30 kg
Type of Fire: Single shot
Feed Device: 8 rd Internal Magazine
Magazine Weight: 0.30 kg per 8-round clip
E-factor: 18



EMF MODEL 1866 YELLOW BOY RIFLE

Nationality: U.S.
Weapon Type: Lever Action Rifle
Caliber: .44-40 Win.
Muzzle Velocity: 1190 fps
Length: 110 cm
Weight: 3.60 kg
Type of Fire: Lever Action
Feed Device: 15 round internal magazine
Round Weight: 0.02 kg per round
E-factor: 11



Mauser C-96

Type: Semi-automatic Pistol
Weight: 1.25kg
Length: 39.5cm
Barrel Length: 13.97cm
Magazine Capacity: 10 rounds
Muzzle Velocity: 455 meters/second
Load Wgt: 1.38
Basic Load: 3 10 round magazines
Caliber: 7.63mm Mauser
E-factor: 9



M1899 .38 cal. revolver

Type: Revolver
Length: 292mm (11.50")
Barrel Length: 6.5 inches
Weight, empty: 0.94kg (2.07 lbs.)
Load Wgt: .95kg
Basic Load: 24 rounds
Caliber: .38 Long Colt
Muzzle Velocity: 239mps (785FPS)
E-factor: 8



COLT M1911A1

Nationality: U.S.
Weapon Type: Automatic Pistol
Calibre: 11.43 x 23 mm (.45 ACP)
Muzzle Velocity: 830 fps
Length: 21.90 cm
Weight: 1.4 kg
Type of Fire: Semi-automatic
Feed Device: 7 round magazine
Magazine Weight: 0.25 kg
E-Factor: 8



12 Gauge Sawed off

Nationality: US
Weapon Type: Shotgun
Caliber: 12 Gauge
Length: 14"
Barrel: 7"
WGT(Loaded): 1.1kg
Type of fire: Single-shot
Feed device: 2 shot break action
Load WGT: 2.25kgs
Basic Load: 50
E-Factor: 4



Alvin and his group don't have a lot of these weapons left and those few they do, have very little ammo. They are willing to use all of it in order to try and win the day. They do have quite a few crossbows, slingshots and blowguns, and know how to use them fairly well.

Weapon	Rnd	E-F	PB		Short
Medium CROSSBOW	1	Long 18	0-18	19-200	201-400
Wrist Sling 423-850	1	5	0-5	6-212	213-425
Blowgun 151-300	1	2	0-2	3-75	76-150



Alvin and his group recently scored a cache of Pine-sol and have taken to dipping their weapons in it. This acts like a class A poison when introduced into the body of a rat. As their constitution score isn't that great this is usually a sure fire way to poison them. They die within a few minutes in terrible agony.

The Rat/Human Alliance has the same weapons as the Freedom Fighters, but they do have much more ammo and the capability to make more. They have rudimentary explosives, such as black powder and dynamite, but tend not to use them much due to the extreme damage they cause to other structures, trees etc.

Rat Human Alliance *Human Warrior*

GEOGRAPHICAL LOCATION: 10

NUMBER FOUND: 1000

TECH LEVEL: C-D

TRANSPORT: Horses, and some vehicles.

POWER/RESOURCES: Steam power, rudimentary power generation, internal combustion, hunting, and farming.

WEAPONS: Light to medium firearms, explosives, and poisons.

PRIMARY BASE: Pontiac Asylum

SPECIAL ATTRIBUTES: An enlightened democracy, which actively pursues the betterment of all its members.

H&M Average:

H&M Range:

Number Appearing: 10 - 20

ST/CN: 12

DX/ACC: 14 TECH LVL: C-D

SP/BP: 240 ½ STR: 6

¼ STR: 3

Transport:

Mad Max Specials 10 each.

Crew: 4
Length: 3.2m
Width: 1.6m
Height: 1.8m
Ground Clearance: .4m
Turning Radius: 15m
Max. Road Speed: 80 KPH
Range: 300km/tank of fuel
Fuel Type: Alcohol
Fording Depth: .5m
Climb Gradient: 25%
Vertical Obstacle: .2m
Trench: 1m



Rat Human Alliance Rat Warrior

GEOGRAPHICAL LOCATION: 10
NUMBER FOUND: 10,000
TECH LEVEL: B-C
TRANSPORT: Horses, and some vehicles.
POWER/RESOURCES: Steam power, rudimentary power generation, internal combustion, hunting, and farming.
WEAPONS: Light to medium firearms, explosives, and poisons.
PRIMARY BASE: Pontiac Asylum
SPECIAL ATTRIBUTES: An enlightened democracy, which actively pursues the betterment of all its members.
H&M Average:
H&M Range:

Number Appearing: 20 - 40
ST/CN: 4
DX/ACC: 14 TECH LVL: B-C
INT/PSI: 18-21
SP/BP: 116 ½ STR: 2
 ¼ STR: 1

Primarily attack with claws and teeth. While not large, they are very tough. Will use mental abilities first, if available, and then close to attack. The one ace in the hole they have though is that they all have the ability to psychically dominate a person if they are in close proximity. It is an opposed save with the difference of the two abilities used as a negative modifier for the lower of the two.

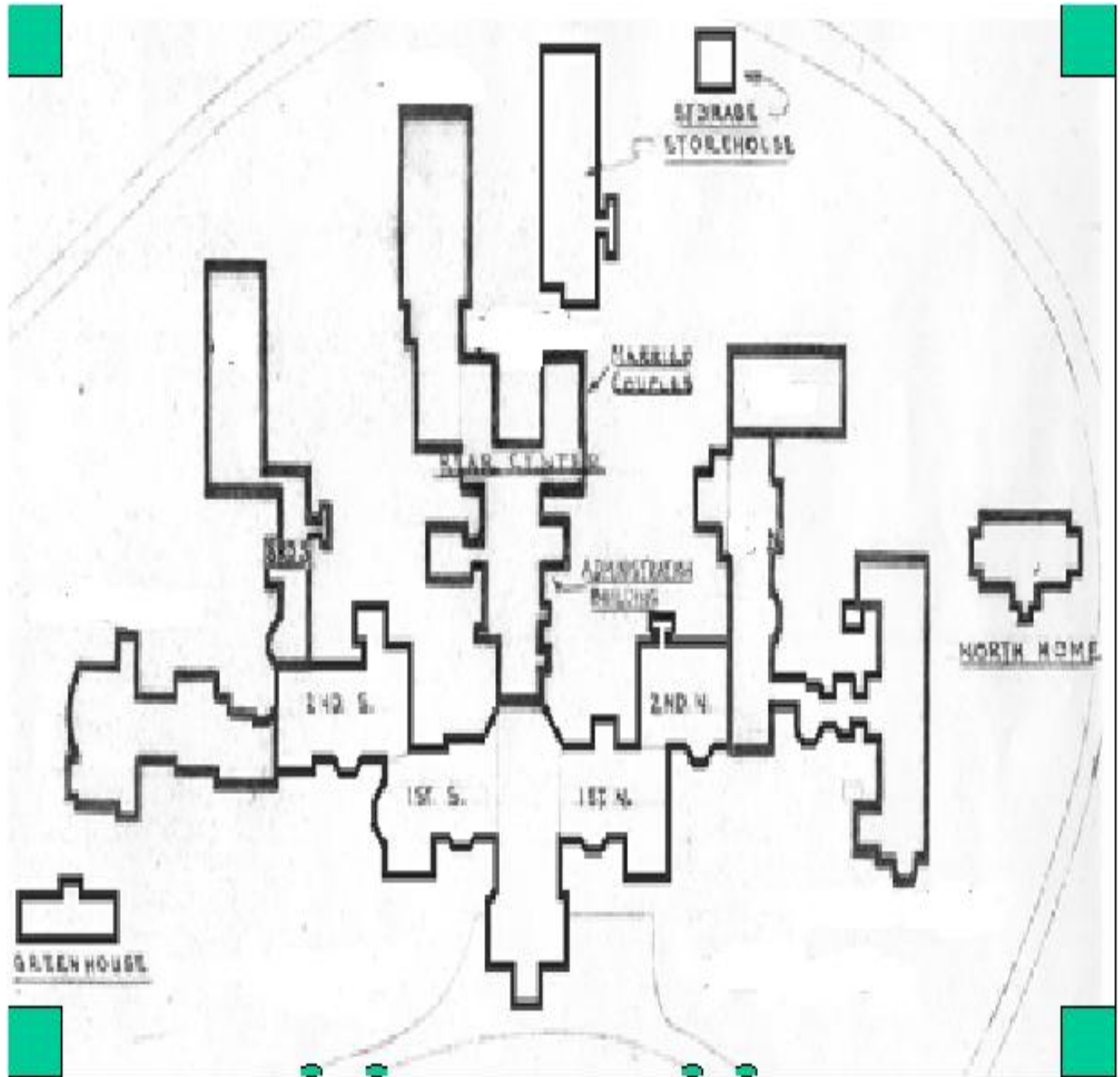
If this domination takes place, the character will stop all activity for 1-4 rounds while the rat is "moving in". After this point the rat can use any tool, weapon or artifact the person has, and has complete access to his/her memories.

This domination can only be stopped by the removal/death of the rat. At which time the character will fall unconscious or act in a highly confused manner for 1-3 days. This time frame is reduced the more the rat and human ride together, eventually becoming a matter of a few seconds of confusion.

GM's Map.

Green Squares are large guard towers.

Green Ovals are Gatehouses. The entire area is encircled by a 10-foot tall stonewall, with a 3 foot wrought iron fence at the top.



The large guard towers have 4 guards on duty at night, and 2 during the day. They are armed with M-1 Garands.

The gatehouses have 1 guard in each, at all times. They are armed with side arms and shotguns.

