



THRILLING TALES
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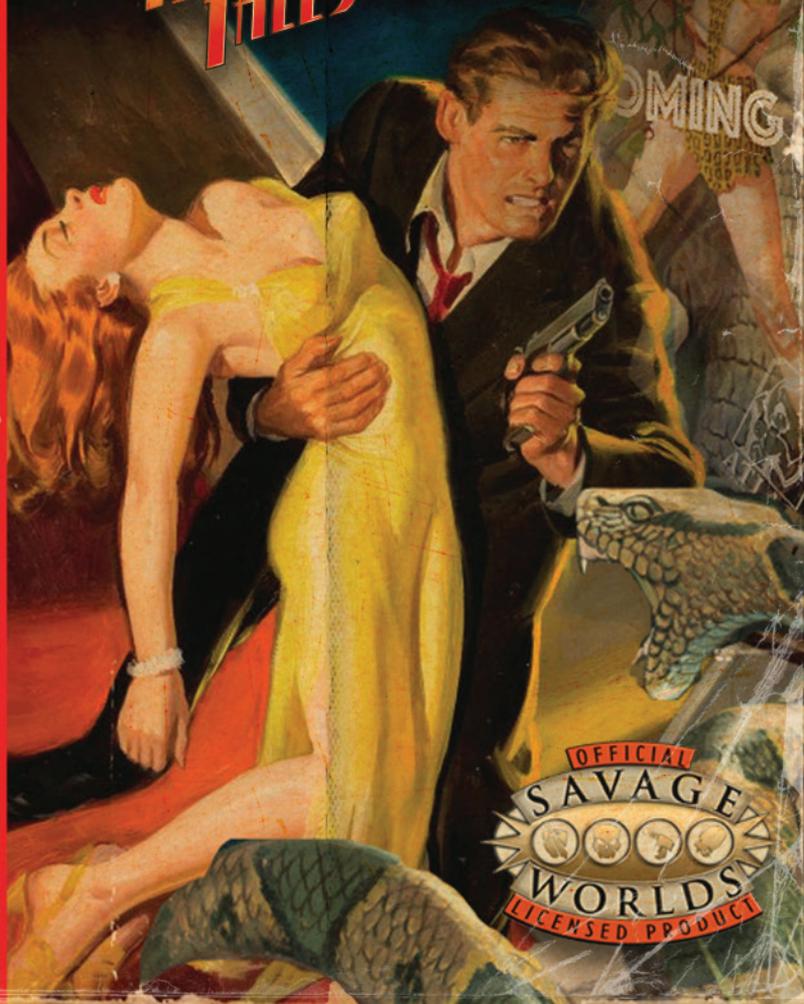
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STUDIOS,
STARLETS,
&
SLAUGHTER!

ALEX
DRUSTS

TERROR IN TINSELTOWN!

AN ADVENTURE FOR
**THRILLING
TALES**



OFFICIAL
**SAVAGE
WORLDS**
LICENSED PRODUCT



TERROR IN TINSELTOWN!

A THRILLING TALES ADVENTURE



by Alex Drusts

INTRODUCTION

A PROMISING YOUNG STARLET GOES MISSING following the death of a well-known movie producer. Fearing foul play, the studio hires the PCs to find her. When the PCs dig deeper into her disappearance they uncover a web of intrigue and danger, at the center of which is a mysterious villain with a taste for fine art... and murder.

BACKGROUND

ON THE EVENING OF December 18th, 1937, officers with the Los Angeles Police Department responded to a disturbance at the mansion of famous movie producer Neville Hollander. Neighbors reported hearing screams followed by silence. When officers arrived they found Hollander dead, lying on the marble floor of his mansion. The coroner couldn't determine a cause of death. Hollander's only visible injuries were three small puncture marks on his right calf, in the shape of a triangle.

News of Hollander's death spread throughout Hollywood, and by Monday morning it had reached the set of his latest picture: *Tarzandra, She-Queen of the Amazon*. It was the first day of filming and everyone was shocked. Production was put on hold so everyone could mourn, everyone except Lily Montgomery, the star of the picture.

Lily didn't show up to work that

day. This wasn't surprising, as she had a reputation for being unreliable. But one day turned into two, and still there was no sign of her. The cast and crew grew nervous, especially after what happened to Hollander.

Ronald Bloomvalt, the head of Atlas Pictures, decided to hire outside investigators to find her. What Bloomvalt didn't know was that the murder of Hollander, for indeed he was murdered, and the kidnapping of Lily Montgomery, for indeed she was kidnapped, were both carried out by the same person: the studio's assistant animal wrangler, Chloe DePlume.

Born Chloe Delaunay to a minor noble family in Paris, Chloe DePlume's birth was peculiar. Her mother was a widowed Comtesse who wanted a daughter badly, but was physically unable to have children. Fortunately the Comtesse was a student of the occult and knew a thing or two about fertility magic. By drinking a few potions and reciting a few incantations she was able to

contact Cybele, the Greek goddess of caves and wild beasts. In exchange for future favors the goddess agreed to help her have a daughter. She instructed the Comtesse to find an artist named Henri Rousseau and commission a painting from him.

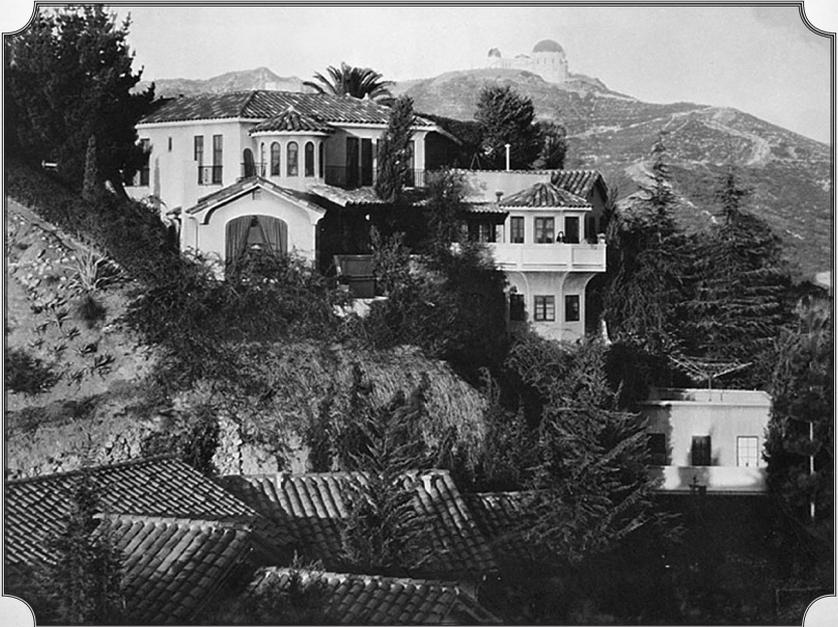
A week later the middle-aged painter arrived at the Comtesse's home with his completed masterpiece, "The Snake Charmer." The painting was primitive yet captivating. It portrayed a woman on the shore of a river in a jungle, holding a flute to her lips and carrying a serpent across her shoulders. The Comtesse recognized the woman in the painting immediately—it was the goddess Cybele. The following morning, inexplicably, Comtesse was pregnant.

Shortly after Chloe's birth the Comtesse's health deteriorated, and she died, leaving Chloe to be raised by her uncle. When Chloe was older she was sent away to boarding school. She had trouble making friends, preferring the company of

the creatures that lived in the woods around her school. She especially liked snakes, and found that if she played the right notes on her flute she could control them.

The only thing she enjoyed more than snakes was returning home for the holidays to sneak up into the attic and sit in front of Rousseau's painting. She would stay there for hours, reading through her mother's arcane tomes and learning about the goddess Cybele. She discovered that the painting was a conduit, and through it she could summon Cybele to Earth.

On a school field trip during her senior year, Chloe travelled to the Sundarbans of southern India. While exploring ancient ruins in the thick jungle, she was separated from her classmates. She fell into a pit and landed in front of a magnificent black cobra, with amber eyes and three fangs. She played a few notes on her flute and the cobra submitted to her will. She knew that the snake was a gift from Cybele. Without pausing to



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consider things further, she put the cobra in her backpack and climbed out of the pit, making her way back to her classmates.

Chloe hid the snake—which she named Naga—in her dorm room for the remainder of the year. After graduating she brought Naga with her back to Paris. Upon her return she went up to the attic to see the painting, but found the attic empty and the painting gone. It turned out her uncle had sold all of her mother's belongings a few months earlier.

Chloe was furious, and that night she called Naga to her side and paid her sleeping uncle a visit. She forced him to tell her who he sold the painting to. He said it was a movie producer from Hollywood. He couldn't remember the man's name, only that he worked for Atlas Pictures. She commanded Naga to bite her uncle in the face, and within seconds he was dead. The following day Chloe gathered her mother's tomes, cleaned out her family's bank accounts, and traveled to the United States.

Once in Hollywood she bought a mansion and got hired as an assistant animal wrangler at Atlas Pictures, under her newly assumed identity as Chloe DePlume. While at Atlas Pictures Chloe continued to delve into the arcane arts, and even began communicating with Cybele. Cybele instructed her to start a cult, and so she did. Using her charms and some magical spice, Chloe formed a proper snake cult among the stuntmen at Atlas Pictures. She put brawny stuntman Roy Richter in charge of her cult, and sent them out on secret missions to find her painting. Their efforts proved fruitless for months, but then they had a breakthrough. An article came out in *Film Weekly* about how movie producer Neville Hollander recently purchased a painting in Paris, and how this painting was the inspiration for his upcoming movie, *Tarzandra*.

Chloe was sure that this was her painting. All she had to do was wait for the right moment to strike, and that moment soon presented itself. Hollander announced that he was taking a trip to Catalina the weekend before filming was to begin. That night Chloe, Roy and two of his goons broke into Hollander's home and searched for the painting, but couldn't find it anywhere. As they were getting ready to leave, the front door opened and in walked Hollander with none other than Lily Montgomery on his arm.

Seeing two intruders standing before him, Hollander reached for the phone, and Chloe ordered Naga to attack him. The cobra sprang forward and struck Hollander in the calf. Lily screamed and Roy quickly hit her over the head with his snake club. The four of them carried the unconscious starlet out of the mansion as Hollander shuddered on the floor and breathed his last.

Three days later the studio hired a group of investigators to look into Lily's disappearance. Chloe's cultists grew nervous, but she wasn't worried in the least. She still had Lily locked up in her mansion, and if she played things right she might be able to use these investigators to flush out the painting. Yes, she thought, this could work.

Somewhere in another world Cybele smiled at her handiwork.

ADVENTURE SUMMARY

THE ADVENTURE BEGINS when the PCs receive a phone call from the head of Atlas Pictures, asking for their help. A young starlet, Lily Montgomery, is missing and the studio is willing to pay the PCs handsomely to find her.

The PCs discover that the last people with Lily were the director and her co-star. They are also introduced to the circumstances surrounding Neville Hollander's death, if they

don't already know those details.

While on set the PCs interview the director, co-star, stunt coordinator and animal wrangler, among others. During their investigations they learn that the director was infatuated with Lily, and that Hollander and Lily were likely having an affair. They also learn that Hollander and the director argued in the weeks before his death, and that these events all seem tied to a mysterious painting Hollander acquired in France.

When the PCs head over to the director's bungalow to confront him about this apparent love triangle, they make a grisly discovery. The director is dead, and the perpetrators are still there! A gunfight erupts between the PCs and a group of fanatics wearing golden snake masks. Several of the fanatics are shot down, but some escape into the studio back lot. Police arrive on the scene afterward and interview the PCs. The studio head then calls them into his office and fires them. On their way out his assistant approaches them. She asks them to meet her back at the studio at midnight because they are Lily's best hope.

While out in the city waiting for midnight, the PCs investigate Lily's Apartment, interview the widow Hollander, and sneak into the County Morgue. The clues they pick up lead them back to the director's bungalow, and then on to the Tarzandra soundstage where the painting is

hidden. They find the painting and are immediately ambushed by Chloe DePlume and her cult of snake-masked fiends, including Roy Richter. A melee ensues, during which Chloe and Roy make off with the painting. The PCs learn where Chloe lives from some employee records, and head off to the Hollywoodland neighborhood near Griffith Park to confront her.

The PCs arrive outside Chloe's vast mansion on a fairly quiet cul-de-sac. They have to sneak over a brick wall and through an unkempt, overgrown lot to reach her mansion. On the way they are attacked by various snakes, some poisonous, some not. Once inside the mansion Roy Richter and his goons confront them. Roy calls upon his goddess-granted powers and transforms into a snake-headed man, before attacking the PCs. A melee ensues.

After defeating Roy and the cultists, the PCs follow Chloe's trail behind the mansion and into Griffith Park. The trail leads them to the Bronson Caves, a popular filming location. Inside the caves they find Chloe and Lily, along with two cultists. A strange ritual is taking place involving an ancient book, a film projector, the painting, and Lily. The purpose of the ritual seems to be to summon Cybele into Lily's body.

The PCs interrupt the ritual and defeat Chloe DePlume, thus rescuing Lily Montgomery and putting an end to Cybele's dark plans.



THE MISSING STARLET

ONE OF THE PCS (AT the GM's discretion) receives a phone call from Ronald Bloomvalt, the head of Atlas Pictures in Hollywood, California. A mutual friend recommended them to Mr. Bloomvalt, and he's eager to hire them for a job. Due to the private nature of the situation Mr. Bloomvalt wishes to speak to them about it in person. A successful Area Knowledge roll reminds PCs that Atlas Pictures was recently in the news. A producer named Neville Hollander was found dead in his mansion under suspicious circumstances. If the PCs want to dig deeper, a successful Investigation roll will turn up a newspaper article from the Sunday edition of the *Los Angeles Clarion*, published two days ago. (See Handout 1, page 7.)

A MEETING

The office of Mr. Bloomvalt is lavish compared to the plain stucco building it is housed in on the Atlas Pictures back lot. Autographed movie posters adorn the wood-paneled walls, and rich leather furnishings give off an air of superfluous wealth. A row of metal filing cabinets lines one side of the room, and a well-stocked bar fills out the other.

Mr. Bloomvalt is a rotund, sweating man with a pencil thin moustache and a bulging, pinstriped suit. He has a nervous habit of drumming his fingers against his desk. Once the

PCs settle in, he offers them a drink and then begins.

"Well, I'll cut right to it, I need your help. I'm sure you heard about what happened to Neville Hollander. A real tragedy, truly awful. And now to make matters worse the star of his picture, Lily Montgomery, has gone missing. She hasn't been on set for the past two days, and no one can find out where she is. The cast is getting worried, and it's becoming a nightmare for the studio.

Lily is known to be a bit, shall we say, unreliable. I highly doubt her disappearance has anything to do with what happened to Hollander. For all I know she's in Palm Springs or on a beach in Havana. Regardless, I need you to find her before this damned picture is ruined. I heard from our mutual friend that you have a knack for getting things done. Well, if you can find her quickly, and discreetly, I'll make it worth your while."

Mr. Bloomvalt offers the PCs \$1000 to find Lily, plus daily expenses. If the PCs wish to negotiate, a successful Persuasion may increase their fee (at the GM's discretion).

Once the meeting concludes Mr. Bloomvalt introduces the PCs to Emily Phelps, his assistant. She will accompany the PCs over to the *Tarzandra* soundstage where they can begin their investigations.

PLAYER HANDOUT NO. 1

STUDIO BIGWIG SLAIN

TRAGEDY STRIKES TINSEL TOWN

**FIRST, SCREAMS.
THEN, SILENCE.**

LOS ANGELES - DEC. 19, 1937

Late last night police responded to calls from neighbors about strange noises coming from the Hollywood mansion of movie producer Neville Hollander. They reported hearing screams, followed by an eerie silence. Upon arrival officers made a grisly discovery. They found Mr. Hollander lying on the floor of his foyer, dead. The coroner's office has yet to make an official announcement regarding his cause of death, but a spokesman for the Los Angeles Police Department stated that foul play hasn't been ruled out.

And to make the situation even more tragic, Mr. Hollander's death came just days before filming was to start on his latest adventure picture: *TARZANDRA: SHE-QUEEN OF THE AMAZON*. Starring Lily Montgomery and Miles Lawrence, the movie aims to be one of the most ambitious and expensive that Atlas Pictures has ever produced.

When inquiries were made about how the death of Mr. Hollander would affect production on *TARZANDRA*, studio head Ronald Bloomvalt was quick to point out that while they would take some time to mourn, shooting would continue as scheduled. "It's what Neville would have wanted," said Mr. Bloomvalt.



POLICE INVESTIGATORS EXAMINE THE CONTENTS
OF THE HOLLANDER MANSION GARAGE.
Photo by Tobias X. Lowenthal for the CLARION

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HOT SET, COLD BLOOD

FMILY PHELPS IS IN HER mid-twenties. She has dark brown hair tied up in a bun and a neat, simple dress that frames her slender physique. A successful Notice roll reveals a few small details that betray her calm demeanor: a flyaway strand of hair, sweaty palms, and the occasional facial tic. If asked about her wellbeing she admits that things have been difficult the last few days, and she's glad the PCs are here to help.

Other than that Emily comes across as a stickler for protocol. As she escorts the PCs to Soundstage 23 she hands them their guest badges and goes over the studio's ground rules. They are free to wander around the soundstage, as long as they don't get in any shots and are quiet whenever filming is underway. Whether or not the PCs follow these instructions is up to them. Any egregious oversteps may get them kicked off the set, but minor mishaps may be overlooked.

As they arrive at Soundstage 23, read the following:

You approach a nondescript door on the side of Soundstage 23. Stepping through it you emerge into a vast open space and are greeted by a spectacular sight. A verdant jungle fills the cavernous interior of the soundstage, complete with rugged cliffs, a grove of coconut trees, a small village of bamboo huts, and a weathered stone temple. It is all artificially constructed,

of course, but convincing nonetheless. A recessed river snakes through the soundstage from one end to the other, complete with wooden docks and a small rowboat. Against the back wall looms a 40 foot fiberglass volcano, puffing steam.

Dozens of crewmembers mill about the set, some adjusting cameras and microphones while others carry lighting equipment and large spools of wire. Among them are an equal number of cast members, from extras to more elaborately costumed actors. You see a pair of young women in leopard skin dresses going over lines together, while a group of burly stuntmen practice stage fighting off to the side. An animal wrangler walks by with a lion on a leash, followed by his attractive assistant, a black snake draped across her shoulders.

In a canvas-backed chair about twenty feet from you sits a blonde man with a wispy moustache. He talks with another man, this one tall and dashing in a khaki ensemble. These two men can be none other than the director, Cedric Stewart, and his leading man, Miles Lawrence.

Emily Phelps leads you over to them.

Emily introduces the PCs to Cedric and Miles and then takes her leave. Miles is charming if a bit reserved. He tries to answer all of their questions, but doesn't really have any new information to offer them. Cedric on

the other hand seems irritable, and clearly isn't happy that the PCs are "invading" his set. If asked about the movie they are making, both are a bit tight lipped about it, only saying that it is an adventure picture that tells the story of an Amazonian queen named Tarzandra, and her romance with an English explorer played by Miles Lawrence.

If asked about Lily, Cedric says that he wants her found so he can get "this damned movie back on track". A successful Notice roll reveals that he cares more about her than he's letting on. The last time Cedric and Miles saw her was during a script reading with the three of them, this past Friday, and she had to leave early to meet a friend for dinner. Have the PCs make two additional Notice rolls. The first success indicates that this memory upsets Cedric. A second success indicates that Miles is uncomfortable with this line of questioning. If asked about Neville Hollander, another Notice roll reveals that Cedric seems a bit cold about what happened to the producer.

At this point Cedric and Miles excuse themselves, saying they need to prepare for an upcoming scene. Cedric tells the PCs that they have

about an hour before filming starts, so if they want to talk to the cast and crew they should do so now.

The following section details the NPCs on set, including which clues can be learned from each of them. Feel free to shuffle the clues around, providing more or less information as needed.

CAST AND CREW

LOIS MARX AND JULIETTE SWANSON

These two actresses play Amazonian shield maidens. They haven't had much to do since Lily went missing, and both are a bit bored. With a successful Persuasion roll Lois reveals that a rumor is going around that Lily is romantically involved with someone on set, but it's all very secret. Lois thinks it might be her co-star Miles Lawrence. Another Persuasion roll reveals that Juliette auditioned for the part of Tarzandra, but some strings were pulled and Lily got the part instead. She's not sure who pulled the strings.

ROY RICHTER AND HIS STUNTMEN

The PCs find the stuntmen practicing an elaborate fight routine with clubs and swords. They are led by Roy Richter, the stunt coordinator and lead stuntman. Roy is a tall, burly



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man with close-cropped black hair, a gravelly voice and a bruised, purplish nose. His stuntmen are a tough, scrappy lot that eye the PCs warily as they approach. As a whole they aren't very helpful or talkative.

If the PCs ask about Lily's disappearance, Roy shrugs and states that he gets paid a day rate either way, which earns him a few chuckles from his cronies. A successful Notice roll reveals that his callous remark is genuine, and he really doesn't care if she's found or not. If the PCs ask about Hollander, have them make a Persuasion or Intimidation roll. If they succeed, one of Roy's goons blurts out that Hollander was supposed to be on vacation in Catalina the weekend he died. A subsequent Notice roll reveals that Roy gives that stuntman a look. He then informs the PCs that they need to get back to practicing.

On a side note, Roy is uncomfortable that the PCs are here. He's worried that they'll uncover his shady activities. After they leave he tells the stuntman that blabbed to keep an eye on them.

JEFF WILKS AND CHLOE DEPLUME

Jeff is a stocky, muscular man with a bald head and a thick, handlebar moustache. He's the studio's resident animal wrangler. The PCs find him in the middle of running a lion through some training drills for an upcoming scene. Because of this he's busy and unable to speak with them. He says that his assistant Chloe DePlume can help them, and directs the PCs over to his "office" where they can find her.

The room they step into is big and cluttered, more like a small warehouse than an office. The walls are lined from floor to ceiling with cages and glass tanks containing all manner of exotic animals, and a cacophony of animal calls greets you as you enter. Food pellets and loose bedding litter

the floor, and the desks are piled with paperwork and stacks of *Film Weekly*.

The PCs find Chloe near the back of the room, lifting a large black snake from her shoulders and placing it into a glass tank. She greets the PCs with "Bonjour" and a smile. Chloe is beautiful and charming, with a slight French accent, long black hair, and hazel eyes.

Her snake is quite beautiful as well. If PCs choose to inspect it closer, they notice a green iridescent sheen to its body and eyes that are a vibrant amber color. Chloe tells them that the snake is very rare.

If asked about Lily, Chloe says that she worked with her a few times before. She remembers her being nice, if a bit flighty. Any time they needed to train Lily with an animal she would either show up late, or not at all. Chloe thinks that she probably went on a trip or something, and forgot that filming was even starting this week.

If the PCs ask Chloe about Hollander, a Persuasion roll (success or failure) will reveal that she overheard Hollander speaking with someone on the phone about a painting. She recalls him saying something about it being safe. She doesn't if that's helpful or not, but it did seem odd to her.

What the PCs don't know is that this phone call never actually occurred. Chloe is making it up in order to plant the idea of the painting in their minds, and hopefully get them looking for it.

VARIOUS CREWMEMBERS AND EXTRAS

If the PCs interview random cameramen, sound engineers, extras, and so forth, they will gain additional clues. Each successful Persuasion roll reveals a new tidbit.

- There was something strange about the way Hollander died.
- The Los Angeles Police might know more, they were the first on the scene.

- Hollander's wife is alone in her mansion.
- An expensive movie projector and camera were stolen from the supply room recently.
- Lily Montgomery is having an affair with someone on set.
- Lily has an apartment nearby, off Sunset Boulevard.
- Hollander and the director had some kind of argument only a few days before Hollander's death.
- Once the PCs have met Chloe, and gathered most of these clues, move on to the next section.

A LIKELY STORY

THE PCS COME ACROSS

Miles sitting by himself on the steps of the Tarzandra temple set, going over his lines. When they approach him he seems a bit nervous. A successful Notice roll reveals that he's hiding something. If the PCs ask him about Lily, have them make an Intimidation or Persuasion roll.

If they succeed, Miles breaks down whispers to them to follow him into the temple. They enter the temple's interior, a spacious room dominated by an elaborate wooden throne bedecked with fake vines and flowers. Miles looks around to make sure they're alone, and then tells them everything he knows. Read this to the PCs:

"Look, I could get into a lot of trouble for saying this, but to hell with it. Lily was having an affair with Neville Hollander. The only person who knew about it was Cedric. Don't ask me how he knew, but after he found out he got into a huge fight with Hollander. And when Lily left our script reading early to be with Hollander, Cedric was furious. Hollander was supposed to be in Catalina that weekend, and for some reason that really set Cedric off..."

"Anyway after Lily left the office Cedric went into a rage. He was breaking

things and screaming about how the production was being undermined, and how Lily only got the job because she was sleeping with Hollander. He said a few other things too that didn't make a whole lot of sense, but one thing he said stuck with me.

"He said 'And after all I've done for you, you bastard. Hiding that god-damned painting.' I don't know what painting Cedric was talking about. Then he noticed that I was still in his office and he threw me out."

Miles shakes his head.

"He wasn't acting like someone worried about a movie, he was acting like someone who just had his heart broken. I mean, it was pretty obvious to everyone that he had a crush on Lily, but I never realized how bad he had it.

"So, after Hollander died and Lily disappeared I went to Mr. Bloomvalt and told him what I knew. Bloomvalt said that if I mentioned this to anyone else I'd never work at Atlas Pictures again. I was to keep my mouth shut while he sorted things out. I guess that meant hiring you. But you know what, to hell with my job and to hell with Bloomvalt. I couldn't keep this to myself."

After hearing Miles' testimony the PCs should be fairly confident that Cedric is their prime suspect. At this point have the PCs make a Notice roll. On a success they hear shuffling from behind a stone archway to their left, followed by the sound of footsteps. If they look through the archway they find no one there.

If they ask where Cedric is, Miles says that he's at his office but should be back soon since they're starting filming in ten minutes. But then ten minutes pass, and then another ten. Miles starts to get nervous, and suggests that maybe they should all go look for Cedric..

He leads the PCs out of the soundstage and across the back lot towards Cedric's office.

A GRISLY DISCOVERY

THE PLAIN, ONE-STORY bungalow is painted a creamy yellow, and is surrounded by a small patch of neatly trimmed grass. As the PCs approach, have them make a Notice roll to detect that the front door is slightly ajar. Once the PCs are inside read the following:

You find yourselves in a small waiting room, bare except for a few cheap paintings, a reception desk, and Cedric. The director sits in the middle of the room on a wooden chair the color of pea soup, his hands gripping the sides. A thin stream of drool hangs from Cedric's bottom lip and his eyes are glazed over, staring out into nothing. It doesn't take you more than a moment to realize that he's dead.

A doorway across from you leads into Cedric's office. The door is open a crack, and from the other side you hear the sound of footsteps and shifting furniture.

If the PCs enter his office, read this:

Cedric's office is a disaster. Chairs and tables are knocked over, bookshelves have been toppled and a number of posters have been torn down. Strips of wallpaper dangle from the walls and a minefield of knick-knacks and broken objects cover the floor.

Four men stand in the room, each dressed in a neat black suit and each wearing an ornate golden snake mask. They seem to be searching for something. There is an open window behind them, through which you can see three more masked men waiting.

One of the men in the office notices you and shouts a warning. The others immediately drop what they're doing and pull small pistols out of their coat pockets. They train their guns on you and retreat towards the open window.

Use the stats for "Gun-Wielding Snake Cultists" (pages 30-31). The PCs are able to take cover behind the

doorway and various furniture items. Every round one masked-man is able to escape through the window.

After the gunfight concludes the PCs don't have much time to investigate the office before Atlas Pictures security arrives. If any of the PCs pursue the masked men through the window they quickly lose them in the milling crowds of extras and crew.

Have the PCs in the office make four Investigation rolls depending on where they're looking. Each success turns up one clue from the following list:

- A magazine called *Film Weekly* with a photograph of Neville Hollander on the cover. (The article on Hollander is summarized in Player Handout 2, page 14.)
- A letter from Lily Montgomery to Cedric rejecting his romantic advances. (This letter is Player Handout 3, found on page 15.)
- A broken vial of ink on the floor. A two-inch-wide line runs from the puddle of spilled ink to the wall, then up the wall, and through the open window.
- Three dots of blood on the trousers of Cedric's left leg, in a triangle formation, about six inches above his knee.

In addition, any snake cultists left in the office (dead or alive) can be unmasked. With a successful Notice roll the PCs recognize one of them as a stuntman working on Tarzandra. He's the same one who mentioned Cedric taking a trip to Catalina.

It is at this point that the studio's security barges in. They quickly usher the PCs out and call the police. The police arrive shortly afterward and cordon off the bungalow. Extras and crew begin to wander over out of curiosity, and soon there's a sizable crowd of teamsters, cowboys, space aliens, chorus girls and

movie monsters gathered around. More police arrive and they begin interviewing everyone at the scene, including the PCs.

The PCs are interviewed by Detective Frank Dominic from the L.A.P.D. Homicide Division. After he gets their statements about what happened and their involvement, the PCs can try to learn a few things from him. Each question they ask requires a successful Persuasion roll.

If they ask about Hollander's death, he tells them that he is the lead detective on that case as well. He mentions that Hollander had three small puncture marks on his right calf, shaped like a triangle. The coroner is still trying to determine what caused them. Also, neighbors reported hearing flute music coming from Hollander's mansion before the police were called.

If they ask about Cedric's death, the Detective tells them that once they're done with preliminary investigations they'll send Cedric's body down to the county morgue to be examined.

As soon as Detective Dominic leaves they are approached by Emily Phelps, who has her familiar veneer of calmness over an ocean of nerves. She says that Mr. Bloomvalt wishes to see them immediately in his office.

When they get to Bloomvalt's office they find him pacing back and forth in front of a large window, his face beet red. As soon as they arrive he lays into them, asking them what the hell they were thinking, how they could have

allowed this to happen, what was he paying them for, etc.

If the PCs wish, they can confront Mr. Bloomvalt about his knowledge of Cedric's infatuation with Lily, and Lily's affair with Hollander. If they reveal this information he admits that he knew, but says he was just trying to protect the studio by keeping it under wraps, at least until Lily was found.

Bloomvalt informs the PCs that their services are no longer required. He's going to shut down production on Tarzandra, cut his losses, and turn the investigation over to the police. He pays them what he owes them, and has security escort them out.

As the PCs are being escorted back to their car Emily chases after them. She says she needs to collect their badges. As she gathers the last badge she leans in and whispers for them to meet her back here at midnight, outside gate B off Gower Street. Before they can respond she straightens her skirt and walks briskly back towards Bloomvalt's office. The confused PCs are then escorted to their car.



PLAYER HANDOUT NO. 2

Film Weekly

"It's a JUNGLE out there!"

by Cal Siskind

Film mogul and prolific producer **Neville Hollander** isn't normally one to mince words, but when asked about his upcoming adventure picture *Tarzandra: She-Queen of the Amazon*, the normally loquacious Mr. Hollander clammed up a bit. "Well, there's a lot of secrets really. A lot of surprises. I would hate to disappoint our audience by giving anything away."

Unfortunately for Mr. Hollander the lads here at *Film Weekly* just can't take no for an answer. We put his feet to the fire, Dear Reader, and got him to sing a lovely song. Here's what he had to say about the inspiration behind *Tarzandra*. "Okay, I'll tell you this much. I went on a trip to Paris recently, and while there I ended up buying a painting. Let's just say the subject of that painting became the inspiration for the character of Tarzandra." He laughed. "In all honesty, my wife hates



the thing. But I think it's just beautiful."

Oh ho! What's this, Dear Reader? A vixen whose painted visage verily bubbles the cauldron of jealousy among the fairer sex? Color us intrigued. Who's to say what might happen when this Aphrodite of Acrylics makes the jump to the Silver Screen. Best leave the wives and girlfriends at home for this one!



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PLAYER HANDOUT NO. 3

Dear Cedric,

I don't know how many different ways I can tell you this, but I don't love you. I think you're a swell guy, but I just don't have feelings for you. Not like the ones you have for me. Besides, I'm involved with someone else. I didn't want to tell you like this, but you leave me no choice.

I'm seeing Neville.

I just thought you should know, so you can move on. Please don't take this the wrong way, it really is for the best. You'll see.

Cordially,

Lily



UNMASKED

AS THE PCS LEAVE ATLAS Pictures they are faced with a decision. Do they check into a hotel and wait until the appointed meeting with Emily, or do they use this time to follow up on leads they collected while on set. The GM can gently remind the PCs of these leads if he or she wishes, but ultimately it is up to the players how they want to spend their time.

Here is a list of locations they can visit, based on the clues they've gathered:

- **Lily Montgomery's Apartment:** PCs may have picked up a clue that Lily has an apartment nearby, and may want to investigate it.
- **Hollander's Mansion:** The widow Hollander lives in a mansion in the Hollywood Hills. The PCs may wish to interview her, especially if they realize that she's the only living person who has seen the painting.
- **The County Morgue:** Detective Dominic provided this clue. The morgue is where Cedric Stewart's body is being taken. It's also where Neville Hollander's body is likely being kept. Examining both bodies could provide useful clues.

The following section details these three locales, along with NPCs they may encounter and additional clues they might obtain.

PLACES OF INTEREST

LILY MONTGOMERY'S APARTMENT

This small duplex is located off La Brea Avenue just north of Sunset Boulevard. PCs gain entry either by convincing the elderly landlady to let them in (Persuasion roll) or by breaking in (Stealth or Lockpicking roll).

Once inside, read this:

You find yourselves inside an exceedingly feminine, one-bedroom apartment. An assortment of pastel throw pillows and afghans adorn the furniture, along with lacey doilies and an inordinate amount of French bulldog statuary. The walls are plastered with needlepoints, many of them depicting French bulldogs frolicking.

These frilly decorations stand in stark contrast to the extensive collection of liquor bottles that line one wall behind an oak bar. Many of the bottles are half-empty.

As the PCs are searching the apartment, have them make Notice rolls. A success means they hear a sound coming from the back bedroom, something getting knocked over. If they investigate, they find the bathroom door closed. Opening it, they are hit by a wave of poop smell and a rather scraggly looking French bulldog bounds out. He wags his tail and barks happily. A collar around his neck reads "Neville".

If the PCs investigate the

apartment further, they find a small note on Atlas Pictures letterhead. (This is Player Handout 4, page 21.)

This note confirms that Lily was with Hollander the night he was murdered, and that whoever killed him is also responsible for her disappearance.

HOLLANDER'S MANSION

A successful Investigation or Streetwise roll reveals the location of Hollander's Mansion, deep in the Hollywood Hills off Laurel Canyon Boulevard. They knock on the front door and are greeted by a dour-looking maid. Gloria Hollander isn't seeing anyone, and the PCs must attempt a Persuasion roll to get inside.

Once inside, read this:

You find the widow Hollander in the mansion's landscaped backyard, reclining in a lounge chair. She's dressed in a black kimono and stares into the still waters of a swimming pool. She holds a wine glass in one hand and a bottle of Malbec in the other. As you approach her she smiles sadly.

"Ah, more vultures. And his body isn't even cold yet." She takes a dramatic sip from her wine glass and glances over her shoulder. "I already gave your brutish colleague what he wanted, please leave me to my grief."

If the PCs ask about this brutish colleague, have them make a Persuasion roll. With a success she reveals that a representative from the insurance company visited her that morning. The man needed to take inventory of Mr. Hollander's art collection. Further questioning reveals the following clues:

- The man was very interested in a painting Neville acquired in Paris earlier that year.
- He gave Mrs. Hollander his business card in case she remembered anything else. (See Player Handout 5, page 22.)
- The man had a bruised nose.

If the PCs call the phone number on the business card the a man with a gravelly voice picks up and says "Yeah?" The voice sounds familiar.



TERROR IN TINSELTOWN!

The PCs can play this however they like, but the man (Roy Richter) isn't fooled easily. If they get cute he'll hang up the phone without saying another word.

If Mrs. Hollander is asked about the Paris painting, she shakes her head and tells the PCs how much she hated that wretched thing, and how obsessed Neville was with it. But just like she explained to the man from the insurance company, she doesn't know where it is. One day it was hanging on the wall, and the next it was gone. She never even bothered to ask Neville what he did with it, since she was just glad to be rid of it.

If the PCs ask her what the painting looks like, she says she'll show them. She leads them from her backyard into the mansion, and then into Neville's office. She pulls down a cardboard box of a shelf and searches through it, eventually producing a small, framed photograph. The photo shows Neville standing next to a rather large painting, smiling broadly. (The photograph is Player Handout 6, page 23.)

The players may be reminded of Chloe DePlume when they see the painting, particularly because of the snake draped over her shoulders.

THE COUNTY MORGUE

The PCs have two ways of getting into the County morgue. Either by sneaking in, in which case they need to make a Stealth roll, or by talking their way in with a Persuasion roll.

Once inside they only have a short period of time to inspect both bodies. If they linger too long they run the risk of the Coroner Clyde Gutierrez returning. If he returns, the PCs will need to make Stealth rolls to avoid being discovered.

The PCs find Cedric's body on the examination table. Hollander's is in a separate refrigerated storage room. While investigating the bodies, three successful Notice rolls will reveal three different clues:

- **Most Important Clue:** The PCs discover green paint beneath the index fingernail on Cedric's right hand. The color of the paint looks familiar—pea soup green.
- There are three puncture wounds on Cedric's left thigh in the shape of triangle, approximately two inches across. A Knowledge(Biology) roll reveals that the marks look like a snake bite, but made with three fangs instead of two.
- Hollander has the same puncture wounds on his right calf.

The first clue (the green paint) should lead PCs back to Cedric's office where they can inspect the green chair his body was sitting in when they found him.

QUIET ON THE SET

THE PCS RETURN TO Atlas Picture's after midnight, and are met outside Gate B by Emily Phelps. If asked why she's doing this she explains that the PCs are Lily's best hope, and that Bloomvalt made a mistake firing them. She realizes that she's putting her job on the line, but she can't just sit by and do nothing. She then unlocks the small side gate and leads them into the unlit studio lot.

The PCs sneak across the lot, which is eerily quiet at this time of night. If the GM wishes he or she can have the PCs make Stealth rolls to avoid the night security guards. Eventually they arrive at Cedric's bungalow, which is dark and cordoned off with police tape. Once inside they find the office much the same as when they left it, minus Cedric's body. If they examine the green chair they find a single word scraped into the paint on its underside: "THRONE."

Try to let the players puzzle this out themselves. If they're struggling

remind them that they've seen a throne somewhere before, perhaps on the Tarzandra soundstage.

"Throne" refers to the vine-covered throne in the Tarzandra temple set, the same place where they spoke with Miles in secret.

The PCs make their way over to Soundstage 23. Like the back lot, the soundstage is much creepier at night. It is pitch black within, and the various set pieces look strange and menacing in their flickering flashlight beams. The PCs cross the river, now mostly dry, and sneak through the jungle and empty village before finally arriving at the steps of the temple.

Once inside they need to search the throne. With a successful Notice roll they locate a recessed alcove hidden inside the raised dais beneath the throne. A successful Lockpicking or Repair roll is needed to open it. Opening the panel reveals a flat, rectangular object, approximately six feet in width, wrapped in brown butcher's paper and laying flat. This is without a doubt the painting. Before the PCs can remove it, read this:

A voice suddenly springs up behind you. "Well done, well done indeed." The voice is feminine, and speaks with a familiar French accent. "I knew I could count on you."

You turn around to see Chloe DePlume, the assistant animal wrangler, standing just inside the temple's entrance. She's traded in her grubby jeans and shirt for a clinging dress made of black silk that shimmers in the darkness. Standing next to her is Roy Richter, bare-chested and wearing an elaborate cobra headdress. In one meaty paw he carries a club shaped like a hissing snake's head. He grimaces at you and hefts the club.

On the steps behind them are several more men, each wearing neat suits and golden snake-masks, and carrying weapons of their own— swords, clubs, and spears.

Chloe smiles. "Now, if you please. Bring me the painting, or Lily Montgomery dies."

If the PCs comply with Chloe's demands, Roy takes the painting and brings it back to her. Read this:

Chloe looks lovingly at the object before turning her gaze back to you. "Thank you so very much, you don't know how helpful you've been. But alas, Lily must still die. You see, Cybele needs a body to be reborn."

Chloe takes a step back as her cultists advance around her, swinging their weapons with lazy menace. She gives you one last smile. "Unfortunately you won't be alive to witness the Goddess' glorious return."

With that she turns, and the cultists charge at you.

If the PCs choose not to comply with Chloe's demands, she calls them "fools" and sends her snake cultists in to attack. In the ensuing chaos Roy snatches the painting and flees down the stairs with Chloe, leaving the cultists to take care of the PCs.

The stats for Melee Weapon Snake Cultists are found at the end of this adventure. There are ten cultists.

WHO IS MS. DEPLUME?

AFTER TAKING CARE OF the cultists the PCs need to find out where Chloe is keeping Lily. Emily mentions that Mr. Bloomvalt keeps detailed records of all of Atlas Picture's employees in his office.

The PCs head over to Bloomvalt's office and Emily unlocks the door. Once inside, they break into his filing cabinets and find a folder on Emily DePlume. After reading through her file they learn these tidbits:

- Chloe DePlume's actual name is Chloe Delaunay
- She was born in Paris, and comes from a wealthy family

TERROR IN TINSELTOWN!

- Her mother was a widowed Comtesse who died after Chloe was born.
- Chloe's uncle raised her, but he too died when Chloe was eighteen, and under strange circumstances.
- Chloe moved to the United States shortly after his death
- She's been working for Atlas Pictures for nearly a year.
- They find her address in the file. It's in the Hollywoodland neighborhood near Griffith Park.

Armed with this knowledge the PCs can now make their way to Chloe's mansion in the wooded outskirts of the Hollywood Hills.



PLAYER HANDOUT NO. 4



ATLAS

MOTION PICTURE COMPANY

T. RONALD BLOOMVALT,
EXECUTIVE IN CHARGE OF PRODUCTION

My Dearest Lily,

I cannot wait until Friday.
I'll ditch Gloria in Catalina for the week-
end and we'll have Casa Nollander all
to ourselves.

In anticipation,

R.

Hollywood, California, United States of America

HOLLYWOOD 4-6122

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PLAYER HANDOUT NO. 5

Box 242, La Puente CA



Mr. Richard Royter
OPHIDIAN ASSOCIATES INSURANCE

"Trustworthy Service"

EDison 3-3902

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PLAYER HANDOUT NO. 6



1519 C

QUALITY PHOTO PROCESSING

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THE SNAKE CHARMER

SINCE TIME IS OF THE essence, and Lily's life is at stake, the PCs should head out immediately. As they drive out of Hollywood, read this:

You drive north from the studio and head up towards the hills. The streets are nearly empty of cars at this time of night, and you feel anticipation building as you leave the lights of the city behind. The neighborhood you're heading for is called Hollywoodland. It was developed back in the 1920's as a less expensive alternative to the neighborhoods off Laurel Canyon Boulevard and Mulholland Drive.

Due to land ownership disputes, Hollywoodland was cut off on three sides by the densely wooded hills of Griffith Park. As such the neighborhood never expanded beyond its first few tracts, and the surrounding wilderness gives the small enclave a remote, lonely feel.

Coming around a bend in the road you see the chaparral-dusted banks of the Hollywood Reservoir before you. And looming above the reservoir is the Hollywoodland sign, the forty-foot-tall white letters jutting from the barren hillside and ghostly sentinels in the moonlight. A few hundred feet below the sign you pick out the silhouettes of elegant rooftops, and drive on towards them.

The PCs find Chloe DePlume's gated mansion at the end of a cul-de-sac. In order to get in they'll have to climb over the brick wall and sneak through the mansion's wooded grounds.

THE SLITHERING MENAGERIE

CHLOE'S MANSION SITS ON several acres of wild, overgrown land. Dense shrubs and murky ponds lurk in the shadows on all sides, and the reaching branches of oak trees and willows obscure the night sky. As the PCs make their way deeper into the mansion grounds, read this:

You halt as you hear flute music emanate from the darkness somewhere ahead of you. A string of haunting notes floats towards you, and then stops. You are left in tense silence for several moments, and then you start to hear small sounds from all around you—leaves crackling, twigs breaking, quiet hissing.

A few leaves float down around you. Looking up, you notice several black, sinuous shapes unwind from tree boughs and emerge from shadowy knotholes. The serpentine forms slither down the trees with purposeful speed.

Whether the PCs stand and fight or make a run for it, roll a d6 five times.

Roll	Result
1	PCs aren't attacked.
2-3	Attacked by 1d3 Constrictor Snakes (stats on page 32.)
4-5	Attacked by 1d3 Venomous Snakes (stats on page 32.)
6	Roll another d6. 1-3: King Cobra attack! 4-6: Anaconda attack! (Stats on page 32.)

Once the PCs make it through the mansion's doors they are no longer harried by these snakes.

THE DEPLUME MANOR

THE PCS EMERGE INTO THE grand foyer and are immediately confronted by Roy Richter and several of his snake-masked goons. Read this:

You emerge into a grand foyer, complete with polished granite floors and a glittering crystal chandelier. A gilded staircase sweeps up to the second story while tasteful paintings and marble statuary adorn the white walls.

Standing at the base of the staircase is Roy Richter, flanked by several of his snake-masked goons. Roy folds his arms over his bare chest and sneers beneath his golden cobra headdress.

"Fools. You've made it this far only to die now. Witness the power that Cybele gives her chosen!"

Roy's body begins to shake as he extends his arms out to either side. Suddenly the eyes on his cobra headdress flare to life with reddish light. With a snapping motion the open mouth of the cobra bites down over Roy's face. He screams and grabs both sides of his head, doubling over.

After a bit the screaming stops and a

few tense, silent moments pass. Roy then looks up. Where his human face once was there is now a golden-scaled monstrosity, a blasphemous melding of human and serpent features. As you stand there in shock, the thing on top of Roy's neck opens its mouth and releases a ghastly hiss.

"Sssss, get thhhhemmm!"

At his command the snake-masked cultists run at you, screaming and waving their weapons.

The PCs must now defeat Snake-Headed Roy and 6 Melee Weapon Snake Cultists. Stats for Snake-Headed Roy and the cultists can be found at the end of this adventure.

After the PCs defeat the cultists, they probably want to look around. Have them make Notice rolls. A successful roll reveals a door with a padlock beneath the staircase. The door can be opened with a successful Lockpicking roll or Strength check. On the other side they find a set of wooden stairs leading down, at the bottom of which is a gloomy cellar. A large cage sits in the middle of the cellar. Two empty manacles are nailed into the concrete floor inside the cage.

There's a door at the back of the cellar. Opening it leads outside. A Notice roll reveals several sets of footprints in the mud just outside the door, one of which seems to be barefoot. The footprints lead down a narrow trail into a thickly wooded canyon behind the mansion.

THE BRONSON CAVES

IF THE PCs FOLLOW THE trail, read this:

You follow the wooded trail down into the canyon for quite a ways, picking your way around large boulders and across a trickling stream. The moon provides enough light that you don't need your flashlights. Eventually you emerge from the dense foliage into a stark landscape of granite boulders

TERROR IN TINSELTOWN!

and packed dirt. A service road runs off to your right, while to your left looms a towering cliff of chiseled granite, the site of some long forgotten quarry. At the base of this cliff, carved into its rocky face, is a small cave. Cold, flickering light emanates from within the cave, along with the sound of faint flute music and the whir of generators.

A successful Area Knowledge roll reveals this area to be the Bronson Caves. It is an abandoned quarry with several manmade caves. It is often used as a filming location, primarily for Westerns and Science Fiction movies.

The PCs can sneak into the caves with a successful Stealth roll. This is what they see inside:

About twenty feet in the tunnel opens up into a larger room. A pair of gasoline-powered generators rumble over to your left near the wall. Cables run from both generators across the dirt floor, one going to a film projector on top of a wooden table, the other to

a movie camera on a tripod. A cultist in a gold snake mask and a white jumpsuit fiddles with the projector. Another cultist in similar attire looks through the eyepiece of the camera. Both have their backs to you as they focus their attention on the opposite wall, where a bizarre scene plays out.

Lily Montgomery stands on a small platform about ten feet in front of a flat wall, completely nude and perfectly still. Behind her hangs Hollander's painting in all its strange, primitive glory. Lily holds a pose identical to that of the woman in the painting, a wooden flute held to her lips and Chloe's black snake draped across her shoulders. Lily's fingers move in a mesmerizing dance as she plays a haunting melody on the flute, over and over.

Chloe stands off to the side of the room, dressed in ceremonial robes and chanting in a strange, indecipherable tongue. She wears a gold miter atop her head, and holds an ancient-looking tome in her



hands from which she is reading.

The film projector provides the only light in the cavern. It casts a flickering black and white image of Hollander's painting, superimposed over Lily and the actual painting. The projection is positioned in such a way that it lines up perfectly with both Lily's still form and the painting behind her. The effect is disconcerting, and as you stare you find yourself becoming hypnotized by the layered images. It seems as though the painting is shifting and writhing behind Lily. You can't tell whether it's just an optical trick, or if something more sinister and unexplainable is happening. The three elements start to meld together before your eyes.

The PCs are hypnotized by the strange sight and must pass a Spirit check before they can act.

If the PCs go three rounds without making a successful Spirit check, the ritual is complete and Cybele enters Lily. The projection, painting and Lily become one, there's high inhuman laughter and then a bright flash that blinds the PCs. When they regain their vision they are alone in the cave. Lily, Chloe, Naga, the two cultists and the painting are gone.

If the PCs make their Spirit checks in time, they can interrupt the ritual. There are many ways to accomplish this, including:

- Unplugging the generator that runs the projector.
- Knocking over the movie projector itself.
- Pushing Chloe out of the way.
- Yanking the painting down.
- Slapping the tablet out of Chloe's hands.

To succeed at any of these tasks the PCs must make a Stealth roll followed by a successful Attack roll. Failing either roll alerts Chloe and the cultists. If alerted, the cultists (Film Crew Snake Cultists in the back) try to keep the PCs at bay while Chloe completes the ritual. Add another round to the ritual timer as Chloe stumbles over a phrase before quickly recovering.

Should the PCs successfully interrupt the ritual there is an unearthly scream of anger that echoes from everywhere at once as Cybele retreats back into the painting. Everyone in the room is Shaken. Lily tumbles to the ground like a sack of potatoes, dropping the flute in the process. Naga falls to the ground as well and slithers away.

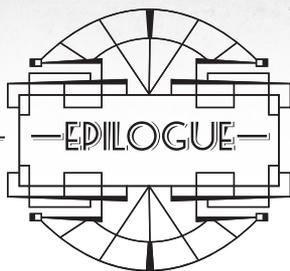
If the two cultists are still alive they attack the PCs. Chloe tries to retrieve the flute.

If the PCs get to the flute first, they can attempt to destroy it. A successful Strength check succeeds. Doing so destroys the link between Chloe and Naga, at which point it attacks her, killing her instantly. Naga then slithers off into the night.

If Chloe gets to the flute first, she can command Naga to attack the PCs. The stats for Naga can be found at the end of this adventure.

If the PCs kill Naga, she collapses and gives up.

If the PCs defeat her then they have successfully completed the adventure. They have ended Chloe DePlume's machinations and saved Lily Montgomery.



THE BIG FINISH

THE PCS RETURN TO ATLAS Pictures the next morning as heroes.

Lily Montgomery eventually comes to, but doesn't remember anything after the night at Hollander's mansion. She develops a phobia of snakes and eventually gives up acting, moving back to Fort Lauderdale, Florida.

Emily Phelps leaves Atlas Pictures and takes a new job over at Paramount. She finds it much nicer over there, and far less stressful. She loses 1d3 nervous tics.

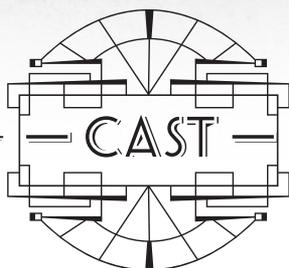
Miles Lawrence stays on at Atlas Pictures. He lands a role playing himself in a movie version of these events, called *Horror in Hollywood*.

Powerful players in the film industry learn of Ronald Bloomvalt's incompetency, and he is unceremoniously fired. *Tarzandra* is officially cancelled, leading Atlas Pictures to their worst financial year ever.

Atlas Pictures manages to bounce back the following year thanks to a "Bloody Backlot" studio tour.

Unfortunately critics tear apart *Horror in Hollywood*. *Film Weekly* is especially unkind, calling it "unbearable" and "sheer nonsense". This is the final nail in the coffin, and Atlas Pictures shuts its gates.





(IN ORDER OF APPEARANCE)

RONALD BLOOMVALT

The head of Atlas Pictures. He's a rotund, sweating man with a thin moustache and bad comb over. He favors pinstriped suits that are generally too small for him and has a bad habit of drumming his fingers when nervous.

Attributes: Agility d4, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Intimidation d6, Persuasion d6, Streetwise d8

Charisma: +0; **Pace:** 6; **Parry:** 5

Toughness: 5

Hindrances: Cautious

Edges: Connections, Rich

EMILY PHELPS

Mr. Bloomvalt's assistant. She has dark brown hair tied up in a bun and a neat, simple dress that frames her slender physique. She seems fairly put together on the surface, but a few nervous tics betray her calm exterior.

Attributes: Agility d6, Smarts d8, Spirit d4, Strength d6, Vigor d6

Skills: Persuasion d6, Investigation d8

Charisma: +0; **Pace:** 6; **Parry:** 5

Toughness: 4

Hindrances: Obligations

Edges: Alertness, Moxie

LOIS MARX

A red-headed actress who plays one of Tarzandra's shield maidens. She's quite attractive, friendly and talkative. She loves to know the secret goings-on at the studio, and is a hopeless gossip.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Knowledge (Acting) d6

Charisma: +1; **Pace:** 6; **Parry:** 5

Toughness: 4

Hindrances: Curious

Edges: Attractive, Charismatic

JULIETTE SWANSON

A blonde actress who plays one of Tarzandra's shieldmaidens. She is attractive, if a bit cold and reserved. She seems to measure herself against the other actors and takes her craft very seriously.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Knowledge (Acting) d6

Charisma: +1; **Pace:** 6; **Parry:** 5

Toughness: 4

Hindrances: Stubborn

Edges: Attractive, Charismatic

ROY RICHTER

The lead stuntman on *Tarzandra*. Roy is a tall, burly man with close-

TERROR IN TINSELTOWN!

cropped black hair, a gravelly voice and a bruised, purplish nose. He's also the leader of Chloe DePlume's crew of goons and cultists.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d10

Skills: Fighting d10, Intimidation d10, Climbing d8

Charisma: +0; **Pace:** 6; **Parry:** 5

Toughness: 7

Hindrances: Ugly, Bloodthirsty

Edges: Combat Reflexes, Brawny, Tough as Nails

Gear: Club Str+d4

JEFF WILKS

Atlas Pictures' resident animal wrangler. He's a stocky, muscular man with a bald head and a thick, handlebar moustache. Jeff is completely unaware of what goes at the studio unless it has to do with training animals.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Knowledge(Animals) d10

Charisma: +0; **Pace:** 6; **Parry:** 5

Toughness: 7

Hindrances: Outsider

Edges: Beast Bond, Strong Willed

CHLOE DEPLUME

Jeff Wilks' assistant. Chloe is beautiful and charming, with a slight French accent, long black hair, and hazel eyes. She's also the ringleader of a cult dedicated to the goddess Cybele, and is directly responsible for both Neville Hollander's death and Lily Montgomery's kidnapping.

Attributes: Agility d8, Smarts d10, Spirit d12, Strength d4, Vigor d6

Skills: Arcane (Psionics) d10, Knowledge (Arcane) d10, Persuasion d10

Charisma: +1; **Pace:** 6; **Parry:** 5

Toughness: 5

Hindrances: Arrogant, Overconfident, Wanted

Edges: Attractive, Charmer, Beast Bond, Beast Master, Arcane Background (Psionics)

CEDRIC STEWART

The director of *Tarzandra*. Cedric is a smallish blonde man with a wispy moustache and a short fuse. He's infatuated with Lily Montgomery, and is a prime suspect in her disappearance.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d4

Skills: Persuasion d6, Notice d10

Charisma: +0; **Pace:** 6; **Parry:** 5

Toughness: 4

Hindrances: Bad Luck, Vengeful

Edges: Command, Inspire

MILES LAWRENCE

The leading man in *Tarzandra*. He's tall and dashing, with a square chin and chiseled features. He seems to know more about Lily's disappearance than he's letting on, and acts nervously around anyone who asks too many questions.

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d6, Vigor d6

Skills: Knowledge(Acting) d8, Persuasion d10

Charisma: +1; **Pace:** 6; **Parry:** 5

Toughness: 5

Hindrances: Clueless, Vow (Minor)

Edges: Attractive, Charismatic

GUN-WIELDING SNAKE CULTISTS (MOOKS)

These are masked cultists dedicated to Cybele and in service to Roy Richter. These cultists are made up

mostly of stuntmen, although there are a handful of other crewmembers among them.

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d8, Vigor d6

Skills: Shooting d8, Fighting d8, Intimidation d8

Charisma: +0; **Pace:** 6; **Parry:** 5

Toughness: 5

Gear: Walther PPK (12/24/48 2d6)

DET. FRANK DOMINIC

A homicide detective with the Los Angeles Police Department. He's tough and grizzled, with a five o'clock shadow and bags under his eyes. Detective Dominic is a no-nonsense cop who believes that the ends justify the means, even if it means bending the law.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Shooting d8, Investigating d10, Intimidation d10, Persuasion d8

Charisma: +0; **Pace:** 6; **Parry:** 5

Toughness: 6

Hindrances: Curious, Heroic

Edges: Alertness, Level-Headed, Connections

Gear: Colt Detective .38 (12/24/48 2d6)

NEVILLE, THE FRENCH BULLDOG

This is Lily Montgomery's pet French bulldog. He's a bit dirty and smelly, having been left alone in Lily's bathroom for several days following her disappearance. Neville is very happy to see the PCs, and wags his tail constantly.

Attributes: Agility d6, Smarts d6, Spirit d4, Strength d4, Vigor d4

Skills: Knowledge(Dog) d12

Charisma: +0; **Pace:** 6; **Parry:** 5

Toughness: 2

Special Abilities: Bark

GLORIA HOLLANDER

This is Neville Hollander's widow. She's rather attractive for her age, and carries herself with a calm dignity. She lives alone in her empty mansion and enjoys a good Malbec.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills:

Charisma: +0; **Pace:** 6; **Parry:** 5

Toughness: 3

Hindrances: Bad Luck

Edges: Rich, Very Rich, Connections

CLYDE GUTIERREZ

The county coroner.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills:

Charisma: +0; **Pace:** 6; **Parry:** 5

Toughness: 4

Hindrances: Obligations

Edges: Investigator, Level-Headed

MELEE WEAPON SNAKE CULTISTS (MOOKS)

These are masked cultists dedicated to Cybele and in service to Roy Richter. These cultists are made up mostly of stuntmen, although there are a handful of other crewmembers among them.

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d8, Vigor d6

Skills: Shooting d8, Fighting d8, Intimidation d8

Charisma: +0; **Pace:** 6; **Parry:** 5

Toughness: 5

Gear: Club Str+d4, Axe Str+d6, Spear Str+d6

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CONSTRUCTOR SNAKE

Pythons, boa constrictors and other snakes over 15' long that kill their prey by wrapping around them and squeezing them to death.

Attributes: Agility d4, Smarts d4 (A), Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Notice d10

Charisma: +0; **Pace:** 4; **Parry:** 5

Toughness: 5

Special Abilities:

Bite: Str

Constrict: If they succeed a bite with a raise, they entangle their target. The round they entangle and each round thereafter, they cause damage to their prey equal to Str+d6. The prey may attempt to escape on his action by getting a raise on an opposed Strength roll.

VENOMOUS SNAKE

Taipans, cobras, rattlesnakes and similar medium-sized snakes with extremely deadly poison.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d4, Vigor d4

Skills: Fighting d8, Notice d12

Charisma: +0; **Pace:** 4; **Parry:** 6

Toughness: 2

Special Abilities:

Bite: Str

Poison: See the poison rules (main rulebook, page 103).

Quick: May discard Action Cards of 5 or lower and draw another. They must keep the replacement card however.

Size: -2

Small: Anyone attacking a snake must subtract 2 from his attack rolls.

ANACONDA

A giant constrictor snake over 20' in length with a thick, heavy body.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d10, Vigor d8

Skills: Fighting d6, Notice d10

Charisma: +0; **Pace:** 4; **Parry:** 5

Toughness: 6

Special Abilities:

Bite: Str+d4

Constrict: If they succeed a bite with a raise, they entangle their target. The round they entangle and each round thereafter, they cause damage to their prey equal to Str+d6. The prey may attempt to escape on his action by getting a raise on an opposed Strength roll.

KING COBRA

A giant species of cobra that can grow to over 18' in length. The king cobra delivers large quantities of an incredibly deadly poison.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d4, Vigor d4

Skills: Fighting d8, Notice d12

Charisma: +0; **Pace:** 4; **Parry:** 6

Toughness: 2

Special Abilities:

Bite: Str+d4

Poison: See the poison rules, main rulebook page 103

Quick: May discard Action Cards of 5 or lower and draw another. They must keep the replacement card, however.

SNAKE-HEADED ROY

This is Roy Richter after he's been transformed into a minion of Cybele. He has a monstrous snake-like head on a muscular human body. Roy is able to bite as well as attack with his club.

Attributes: Agility d10, Smarts d4, Spirit d6, Strength d10, Vigor d10

Skills: Fighting d10

Charisma: +0; **Pace:** 6; **Parry:** 5

Toughness: 9

Gear: Club Str+d4

Special Abilities:

Bite: Str+d8

LILY MONTGOMERY

A beautiful blonde actress. She unwittingly found herself in the middle of a plot to resurrect an ancient goddess, all because she was dating the wrong guy.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Knowledge (Acting)

Charisma: +1; **Pace:** 5; **Parry:** 5

Toughness: 4

Hindrances: Clueless

Edges: Attractive, Very Attractive

FILM CREW SNAKE CULTISTS

These cultists were hand picked by Chloe DePlume to help her when she summoned Cybele into the world. They are a bit tougher and more fanatical than the average cultist.

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d8, Vigor d6

Skills: Shooting d8, Fighting d8, Intimidation d8

Charisma: +0; **Pace:** 6; **Parry:** 5

Toughness: 5

Gear: Machete Str+d6

NAGA

This is a strange cobra-like snake and Chloe's personal pet. It is 10' in length with iridescent, greenish-black scales and amber eyes. Naga has three fangs, two of which deliver cobra venom and the third that delivers a potent venom yet unknown to man.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d10, Vigor d10

Skills: Fighting d10

Charisma: +0; **Pace:** 6; **Parry:** 5

Toughness: 6

Special Abilities:

Bite: Str+d8

Poison: See the poison rules (see main rulebook, page 103).

Quick: May discard Action Cards of 5 or lower and draw another. They must keep the replacement card, however.



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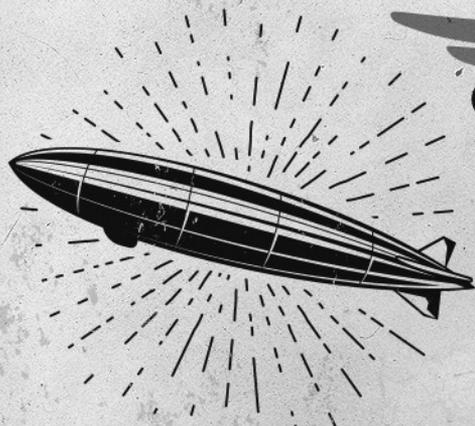
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ABOUT THE AUTHOR

Alex Drusts is a freelance writer and game designer. His short stories “The Eye of Hytuuzsh” and “The Dancers on the Wall” appeared in the pulp fantasy anthology *Libram Mysterium*, available on Amazon and DriveThruFiction. In addition to tabletop gaming Alex also co-founded Stormhaven Studios, a computer game studio working on the upcoming MMORPG *Saga of Lucimia* (www.sagaoflucimia.com).

Alex lives in Los Angeles with his wife Lisa, and their tabby cat, Rusty.

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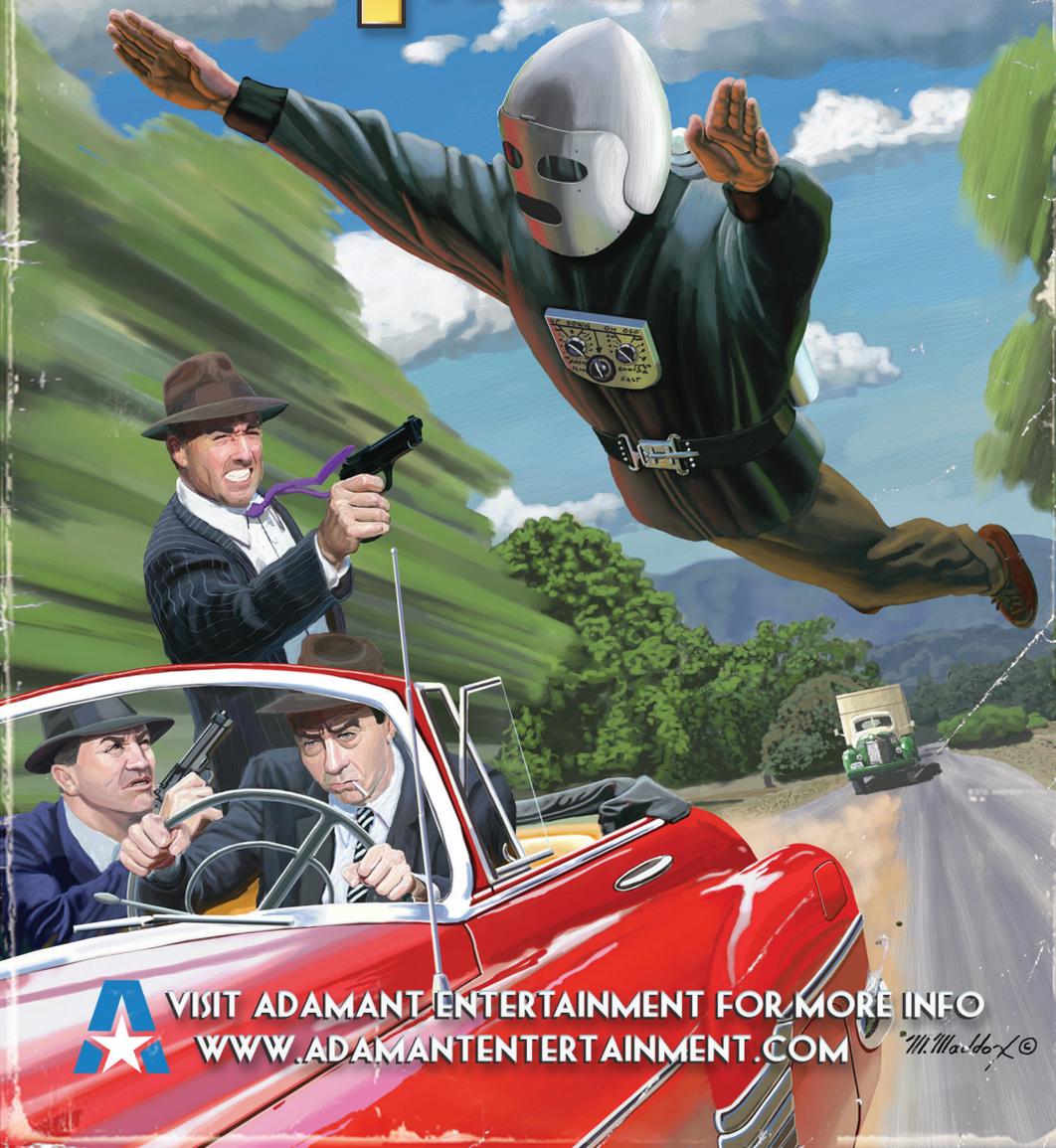
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