

Keys of the Apocalypse

A beer and pretzel one shot set in modern times.
Four new classes: Cheerleader, Journalist, Nerd, Slacker.
Characters provided.
Additional rules provided.

Levels 4-10 Game Adventure

FAMINE

By Jay Parker

SURVIVAL HORROR



INCLUDES 2
Unlockable Missions



Keys of the Apocalypse

Keys of the Apocalypse Module 2: FAMINE

[Requires a copy of Swords & Wizardry
& a copy of Module 1: Pestilence]

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Dedicated to
THE END OF THE WORLD

“Swords & Wizardry” used with permission of
Frog God Games and Matthew J. Finch

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In the not-so distant future....

The end of the world is nigh. At least people think it every day. From plagues to wars, the human race has gone out of its way to end it all. No amount of prayers from religious communities are going to save us. But there are those out there who know how the world ends. It started with the false prophet: the American president so charismatic that he swayed those that worshipped gods and instead had these people singing the praise of the politician. He could do no wrong. They followed him into damnation. Eyes became distracted and soon evil spread across not just America, but the world. It should have been a warning to all, but with so little faith in the world no one would have listened anyway. The **first** Seal of Revelations had been cracked wide open....

The opening of the seals would not happen in any order, however. With such chaos abound, it would instead happen by chance and be nurtured by those wishing to bring the end of times. And that is where we are now...

Welcome to the Keys of the Apocalypse!

Before you start jumping to conclusions about what might be coming in this game, let me assure you...I do not know and nor will you. Keys of the Apocalypse or KotA is a series of one shot games that answer that question. The game uses a watered down version of Frog God Games' Swords & Wizardry, much like Swords & Wizardry Contin-

ual Light. We'll be calling each module a 'Seal', which represents the Seal of Revelations that the module deals with. Basic rules are included in the first module (the one you are currently reading, but you are going to want a copy of Swords & Wizardry to fill in a lot of the blanks. We have also added a couple new features for that 'modern' game play feel.

Understanding the Seal Modules

Each module will come with a set of characters that players may use. But the modules will also come with character creation for those characters, allowing a player to roll up their own unique character. These characters are also interchangeable with other modules too. Just understand that the characters and new classes provided in the modules are designed specifically for those scenarios. Taking a blogger on a covert ops mission is likely going to get them killed horribly.

Each module comes with monsters specific to the scenarios within. Everything a game master needs is included other than dice and pencils.

What Genre is KotA?

It's a mix of military combat and survival horror. Each Seal has its own theme. Overall, these modules will be horror based.

What do you need?

Make sure to have a copy of Swords & Wizardry and Module 1: Pestilence. These will have all the rules you need to play this module. You will also need dice, paper and a pencil.



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Marijuana Rules

When it comes to drugs, marijuana is a household name. No matter where people sit in the great debate about pot, this drug tends to make its way around. The appeal is THC, which offers a comforting, mellow experience for most users. Not everyone even has a good high either. There are recorded cases of THC inducing psychosis and extreme paranoia in some users along with the amplification of depression. To the avid pothead, these either don't exist in their minds or the percentage of cases isn't even enough to worry about. The availability of marijuana varies from state to state in the United States. In some states medical marijuana is legal and in others pot has been legalized. It doesn't really matter about legality, because people still grow this shit in their homes and out in backwoods locations. Along with being stoned, the pot user also gets the munchies. Mind control abilities have an odd effect on someone under the influence of THC, making the person somewhat subservient, but in a very goofy and unreliable way. Roll on the Pot chart to see what type of 'high' occurs.

Basic Effects:

High: The user is totally mellow and has a 3 in 6 chance of being completely fearless [ignore saving throws for fear]. 2 in 6 chance of having the blues on the downslide which consists of feeling mopey and unmotivated [1d6x10 minutes]. -1 to all rolls.

Super High: The world is a totally different place for the user. They are so chilled that the chill is

*ARMOR UPDATE

Damage Reduction has been added to the armor. This is the amount of damage armor can withstand before the character takes actual damage.

Armor	Effect on AC from base of 9[10]	Location	Weight	Damage# Reduction
Kevlar Clothes	-2[+2]	Arms/ Legs/ Torso	2 lbs	6
Tactical Vest	-3[+3]	Torso	5 lbs	10
Tactical Armor	-5[+5]	Full Body	16 lbs	12
Riot Armor	-4[+4]	Full Body	16 lbs	8

chilling. They have a 5 in 6 chance of being completely fearless because they are so oblivious. 3 in 6 chance of having the blues on the downslide and will suffer a -2 to all rolls for the downslide [1d6x10 minutes]. -2 to all rolls while fully high.

Negative Effect: Roll 1d6:

1-3 Paranoia: The character is jumpy as hell, flinching and jumping at the smallest noise. They will also be constantly looking over their shoulders. Suffers a -4 to all rolls.

4-6: Psychosis: I'm freaking out man... The character has lost their shit. They are seeing things, experiencing extreme emotions and are running at the mouth. They suffer -6 to all rolls and can barely function [1d6x10 minutes].

ROLL 1d6	Effect	Duration
1-4	High	2 hours
5	Super High	4 hours
6	Negative Effect	1 hour

*HAND TO HAND COMBAT UPDATE

Punch: 1 point+Strength Damage Bonus

Kick: 2 points+Strength Damage Bonus

If a character has a COM or SPEC OP that is hand to hand combat related damage is increased by +2 points.

***MONSTER NOTE:** Use Monster Attack Table [Table 32 in S&W] and ignore the COM and NON-COM stats for NPC monsters and encounters.

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NEW GEAR

Door Picks: These are a small set of picks used to unlock traditional door locks. They offer a +2 to NON-COM lock pick rolls.

Geiger Counter: A medium-sized handheld device used to detect radiation. There is a gauge on the device that shows levels, but it also features an audible reading that sounds like a click. The higher the radiation levels the faster the clicking.

Hazmat Suit: Offers protection vs. biological and chemical threats. The suit offers a defensive saving throw of 12 vs. these elements. The suits are durable, but offer no real protection other than against what it was designed for.

Respirator: This is a full face mask with filter that offers a defensive saving throw of 12 vs. airborne chemicals and pathogens. When the filter turns black it's time to change them out.



Vehicle	Capacity	Speed	Range	Fuel	SP	Extras
Van	2	120 mph	15 mpg	25 gallons	20	--
Compact Car	4	136 mph	30 mpg	12 gallons	15	--
Sedan	5	131 mph	30 mpg	12 gallons	20	--
SUV, Basic	5	180 mph	26 mpg	15 gallons	25	4 wheel drive
SUV, Armored	5	180 mph	20 mpg	15 gallons	35	4 wheel drive
Jeep	4	65 mph	5 mpg	15 gallons	20	4 wheel drive
Pickup Truck	2	107 mph	19 mpg	36 gallons	25	4 wheel drive
Army Truck	2	58 mph	5 mpg	50 gallons	30	4 wheel drive
Semi-Truck	2	70 mph	8 mpg	72 gallons	30	--
Dump Truck	2	40 mpg	3 mpg	56 gallons	40	1d10+10 damage plow
Harvester	1	25 mph	20 mpg	396 gallons	30	2d10 damage x2 vs. organics
Ambulance	5	90 mph	9 mpg	40 gallons	20	--
Fire Truck	5	60 mph	7 mpg	65 gallons	30	--

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CHEERLEADER

LEVEL	EXP Required for# Next Level	Hit# Dice (d6)	Saving Throw	COM-B# (Combat)	NON-COM-B# (Non-Combat)
1	0	1	15	0	+1
2	1,500	2	14	0	+1
3	2,500	3	13	+1	+2
4	3,500	4	12	+1	+2
5*	4,500	5	11	+1	+2
6	6,500	6	10	+2	+3
7*	7,500	7	9	+2	+3
8	8,500	8	8	+2	+3
9*	9,500	9	7	+2	+4
10	10,500	10	6	+2	+4
11*	20,500	10+1	5	+3	+4
12	30,500	10+2	5	+3	+5
13*	40,500	10+3	5	+3	+5
14	50,500	10+4	5	+3	+5
15*	60,500	10+5	5	+3	+6
16	70,500	10+6	5	+3	+6
17*	80,500	10+7	5	+3	+6
18	90,500	10+8	5	+4	+6
19*	100,500	10+9	5	+4	+6
20	RETIRED	---	---	---	--

When creating the cheerleader, think about where they cheer. Are they high school, college or league based? What is their specialty or what will be their specialty later? A lot of training is based on where the cheerleader wants to end up, even though they train across different spectrums.

Experience Points:

Cheerleaders get 10xp per stunt or cheer roll they pull off. Add +10 to any flawless move. Add +2 per level of the cheerleader [starting at level 1]. This is limited to 250xp per event or adventure.

Example: *Laura is a level 3 cheerleader. She gets 10xp +6 for each move she pulls off.*

Prime Attributes: Dexterity 13+, Charisma 13+ (5% experience bonus)

***Gear limitations:** Can't wear armor

Go team, go team, go! That's the mantra of the cheerleader. They are the heart of any athletic program. Some say that cheerleading isn't a sport, but don't say that to a cheerleader, you're likely to get kicked in the nuts. Cheerleading is all about being flexible and dexterous. They have to kick, jump, flip, and be thrown up into the air all while spinning and get caught just right by their teammates. While the average cheerleader is a high school or college student, there are leagues out there for those men and women who aren't associated with any school but just want to compete. They just can't put up the pom-poms.

SPEC OPS

At level 5 and every other level after (represented by a * on the table above) the Cheerleader may take a specialization. This might be Stunting or Tumbling. These skills add +2 to a roll when used, on top of the COM or NON-COM bonuses.

CLASS ABILITIES

Cheerleaders have the following NON-COMs with some that may be used as COMs under the right circumstances:

***Each** of these abilities has a 1 in 6 chance of working at level 1 and increases by 1 until it hits a 5 out of 6 chance. When making the roll a 1 represents a flawless move, while the number closer to failure represents that the move was pulled off, but

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points are deducted.

Example: *So a level 3 cheerleader has a 3 in 6 chance of doing a full on perfect tumble.*

Armor Class Bonus: Cheerleaders get a -1[+1] bonus to their AC every other level. Caps at -6 [+6].

Example: *A level 4 cheerleader would have a -2 [+2] AC bonus.*

Dancing: The cheerleader knows how to move to a rhythm and does it in a way that captures people's attention.

Projecting: A cheerleader knows how to throw her voice above those around her. This means in a crowd the cheerleader can draw attention through loud cheers and yelling.

Stunting: This is the art of human formation and acrobats. The cheerleader can use this to strike poses, do high flying air tosses and other fancy maneuvers. This also includes martial arts like kicks and tosses.

Tumbling: The cheerleader can do a back flip that at lower levels involves flipping backwards onto their hands and pushing off to land on their feet.

Level 5: Give me your attention, honey!: The character may try and enthrall someone using their cheer moves. This is usually used against an audience or judge. A victim must make their saving throw or be enthralled by the cheerleader and cannot take their eyes off of him/her for 1d4 turns.

Level 9: Squad: At level 9 the cheerleader has their own squad of level 1-8 cheerleaders. The number equals the Logistical Support number [Charisma table]. They are all devoted to the character and are extremely annoying to anyone outside of the cheering community. That said, this group is brilliant in their presentation and gives the character a +1 to all their cheer based rolls.

Level 10: Cheer Battle!: The character may challenge a character/person/monster to a cheering battle. The victim makes a saving throw with a -5 penalty to their roll [unless that person is a cheerleader too]. If they fail, the victim will make an attempt to do a cheering battle. They may attempt all cheering abilities with a 1 in 6 chance of being successful per move. Whoever has the most successes wins, but the cheerleader determines what moves are done. This can lead to serious bodily injury to the untrained victim.



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JOURNALIST

LEVEL	EXP Required for# Next Level	Hit# Dice (d4)	Saving Throw	COM-B# (Combat)	NON-COM-B# (Non-Combat)
1	0	1	15	0	+1
2	2,000	2	14	+1	+2
3	4,000	3	13	+1	+2
4	6,000	4	12	+1	+2
5*	8,000	5	11	+2	+3
6	10,000	6	10	+2	+3
7*	20,000	7	9	+2	+3
8	40,000	8	8	+2	+4
9*	60,000	9	7	+2	+4
10	80,000	10	6	+3	+4
11*	100,000	10+1	5	+3	+5
12	125,000	10+2	5	+3	+5
13*	130,000	10+3	5	+3	+5
14	135,000	10+4	5	+3	+6
15*	140,000	10+5	5	+3	+6
16	150,000	10+6	5	+3	+6
17*	160,000	10+7	5	+4	+6
18	170,000	10+8	5	+4	+7
19*	180,000	10+9	5	+5	+7
20	RETIRED	---	---	---	--

port the truth, be understanding of victims and generally not become involved with the story itself. They have lots of contacts; from politicians to police. When something is going down, the journalist wants to be the first on the scene to report. When it comes to who the journalist works for, that's up to the player. But this rule applies: low level characters [levels 1-4] can't be behind the desk and high level journalists [levels 10+] usually aren't found crawling through the sewers looking for stories unless they fucked up in a bad way.

Prime Attributes: Wisdom 13+, Charisma 13+ (5% experience bonus)

The scoop, it's what drives the journalist. There is always a story to be told. Yes, they are supposed to be objective and most aren't these days. Not to mention that there are so many bloggers out there trying to be 'journalists' that it can be hard to tell who is real and who is a 12 year old behind a computer screen. The life of the journalist isn't easy. Digging for stories can be fun and exciting, but sometimes it's like walking in a mine field. One wrong move and their career are over, or worse, they become the next headline from a serial killing. There are rules to journalism and ethics that must be practiced (again, that is rare these days). The journalist must protect their sources, must re-

SPEC OPS

At level 5 and every other level after (represented by a * on the table above) the journalist may take a specialization. This might be Interrogation or Research. These skills add +2 to a roll when used, on top of the COM or NON-COM bonuses.

CLASS ABILITIES

When it comes to NON-COMs, journalists tend to have investigation and writing based skills.

Experience Points: For every successful local story the character scoops they gain 100xp. For a state story that raises to 250xp. At a national level it's 500xp and for a global level it's 750xp.

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Level 3: Intuition of a good reporter: The journalist has a 3 in 6 chance of spotting a scoop even if it's not clear. If the player makes the roll, the game master will need to facilitate whatever wacky conspiracy or scoop that the character thinks they've found. It doesn't have to be real, but there has to be odds and ends to make it appear like there could be something.

Level 6: They're lying: After a lot of field experience, the journalist has a 4 in 6 chance of telling if someone is lying to them. It doesn't matter how well trained the other person is.

Level 9: Fans!: The journalist has a solid online following. It is a mix of people who love them and people that hate them. These men and women feed the journalist information about possible stories and there is a 3 in 6 chance that the story is legit.



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NERD

LEVEL	EXP Required for# Next Level	Hit# Dice (d4)	Saving Throw	COM-B# (Combat)	NON-COM-B# (Non-Combat)
1	0	1	15	0	+2
2	1,500	2	14	+1	+2
3	3,000	3	13	+1	+2
4	4,500	4	12	+1	+3
5*	9,000	5	11	+2	+3
6	10,500	6	10	+2	+3
7*	13,000	7	9	+2	+4
8	20,000	8	8	+2	+4
9*	40,000	9	7	+2	+4
10	60,000	10	6	+3	+5
11*	80,000	10+1	5	+3	+5
12	125,000	10+2	5	+3	+5
13*	130,000	10+3	5	+3	+5
14	135,000	10+4	5	+3	+5
15*	140,000	10+5	5	+3	+5
16	150,000	10+6	5	+3	+5
17*	160,000	10+7	5	+3	+5
18	170,000	10+8	5	+3	+5
19*	180,000	10+9	5	+3	+5
20	RETIRED	---	---	---	--

The player picks what topic their character is nerdy about. All NON-COM and COMs are based around this. They also pick one NON-COM that is work related. The nerd's passion will later become their SPEC OPS. This means that the nerd is always engaged at some level in their nerdy interest. Anime junkies might cosplay their favorite character and learn Japanese phrases the character says. The forensics nerd might spend all their free time watching crime shows, studying cold cases and conducting their own investigations to further their knowledge and experience.

The downside to being a

Prime Attributes: Intelligence 13+ (5% experience bonus)

When it comes to fandom, nobody does it like a nerd. This fandom can be an academic or a pop culture subject. But the nerd is so enthralled in it that they are leading experts, in their own minds. Yes, the nerd might have the newest information on a topic, but it doesn't mean that anyone would want them conducting open heart surgery or running a nuclear power plant. In most cases the nerd is a harmless person who either has too much time on their hands or they may have some type of disorder. Some have full time jobs and others struggle to keep even a part time one. So how does a nerd work?

nerd is that the general public really can't stand nerds. While most adults work their butts off, nerds are seen as socially awkward. Around non-nerds, the character suffers a -2 to all Charisma based rolls and around nerds there is no penalty. When encountering other nerds there is a 2 in 6 chance that the other nerd will be a rival of some kind who will go out of their way to belittle the character.

SPEC OPS

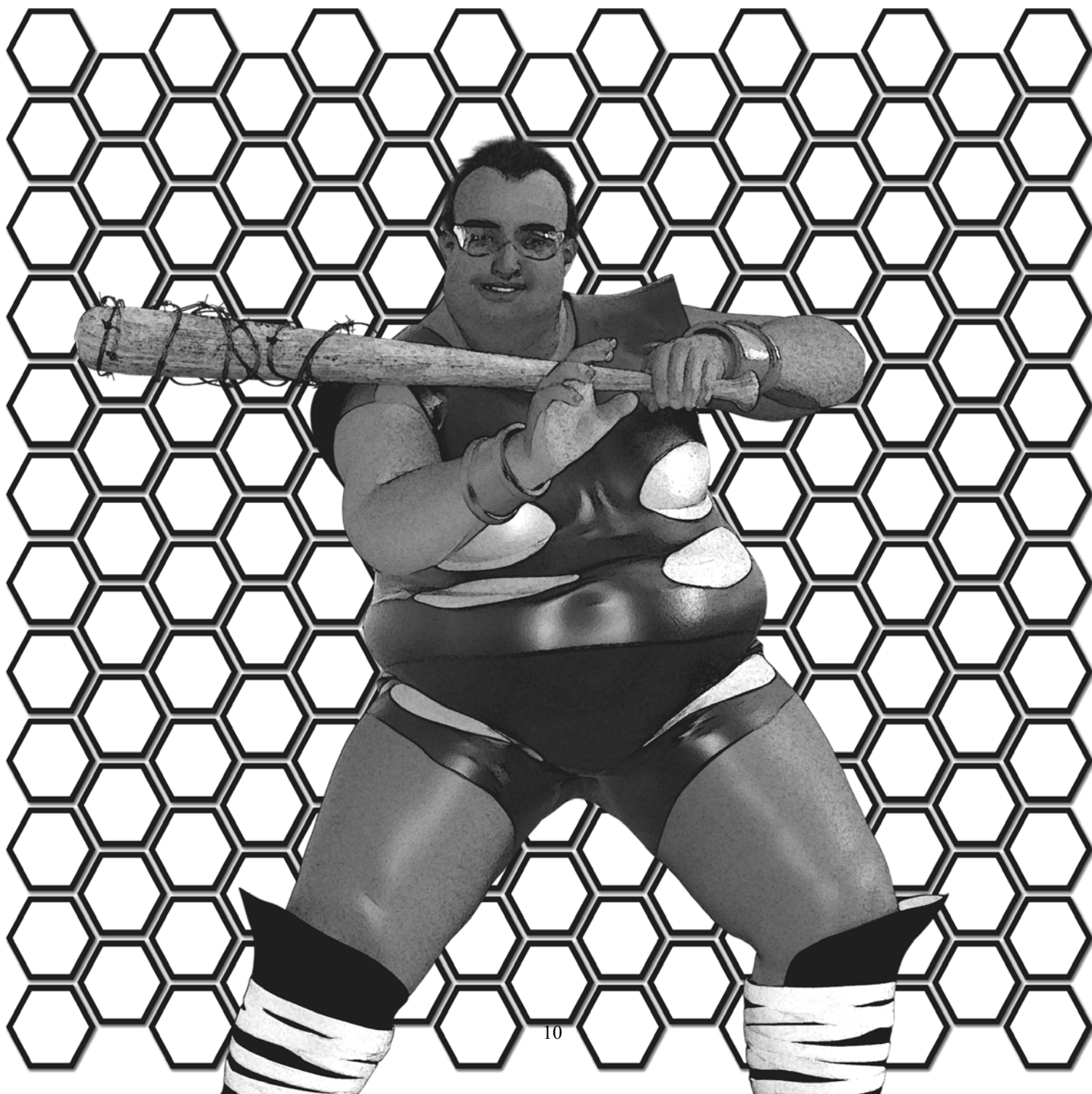
At level 5 and every other level after (represented by a * on the table above) the nerd may take a specialization. This might be anime fashion or astrophysics. These skills add +2 to a roll when used, on top of the COM or NON-COM bonuses.

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CLASS ABILITIES

Level 5: Oh, I know this one!: At level 5 the nerd has a 4 in 6 chance of knowing some obscure fact about their nerdy obsession in relation to a situation at hand. A successful roll will give the character +2 for two rounds on any rolls involving this knowledge piece.

Level 9: Squee!: The character is connected to other nerds that follow their obsession. In addition to using the Logistical Support # [Charisma table] to determine how many uber friends the character has, they also have access to an online community of thousands that also are just as obsessed. If the character has access to the web, there is a 5 in 6 chance they can get just about any question answered by the support network.



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SLACKER

LEVEL	EXP Required for# Next Level	Hit# Dice (d4)	Saving Throw	COM-B# (Combat)	NON-COM-B# (Non-Combat)
1	0	1	15	0	+1
2	1,500	2	14	0	+1
3	3,500	3	13	0	+1
4	5,500	4	12	0	+1
5*	7,500	5	11	+1	+2
6	9,500	6	10	+1	+2
7*	11,500	7	9	+1	+2
8	13,500	8	8	+1	+2
9*	15,500	9	7	+1	+2
10	17,500	10	6	+1	+2
11*	20,500	10+1	5	+2	+2
12	30,500	10+2	5	+2	+2
13*	40,500	10+3	5	+2	+2
14	50,500	10+4	5	+2	+2
15*	60,500	10+5	5	+2	+2
16	70,500	10+6	5	+2	+3
17*	80,500	10+7	5	+2	+3
18	90,500	10+8	5	+2	+3
19*	100,500	10+9	5	+2	+3
20	RETIRED	---	---	---	--

Prime Attributes: Wisdom 13+ (5% experience bonus)

There is something to be said about the person who manages to go through life without ever having to work, or at least apply themselves to work. This person is the slacker. They are the masters of excuses and are about as useful as a used condom at a Tijuana brothel. The slacker can warm the couch or microwavable burrito with barely having to move. If they have a job, it requires little to no actual work and if it does the slacker knows how to pass it off onto someone else. The slacker tends to make a great gaming buddy because they use a lot of their extra time sitting around playing video games all day. This motivated person also makes for a good sidekick as long as they don't have to

do any of the lifting. They'll stand there while a

person unpacks their apartment and shoot the shit, all while discussing how hard it is to move. The slacker usually rolls with other people who make up for their lack of effort. Let's be clear, the slacker isn't stupid. They do pick up a lot of useless knowledge while watching TV all day. A vast majority of slackers tend to be stoners just because it's the easier drug to acquire and it enhances their motivation to be unmotivated.

*Experience Points:

The slacker should be awarded experience points based on how much they get away with NOT doing along with standard XP.

SPEC OPS

At level 5 and every other level after (represented by a * on the table above) the nerd may take a specialization. This might be Game Show Wits or Botany. These skills add +2 to a roll when used, on top of the COM or NON-COM bonuses.

CLASS ABILITIES

Level 5: You've got this, right?: There is a 4 in 6 chance that the slacker can convince anyone of a lower level to do the work for them. This is reduced to a 2 in 6 chance for anyone levels 5-10 and 1 in 6 for levels 11+. It might take some nagging [player needs to act it out] or convincing, but eventually the person will give in.

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Level 7: Not worth it: The slacker is so unimpressive that they aren't considered threats to most people. No matter the level of the threat, there is a 4 in 6 chance that the slacker is just ignored or intimidated, but not attacked. IF the slacker is attacked, it is absolutely brutal and terrifying. Let's face it; no one really likes a slacker so they need to

die as horribly as possible.

Level 10: Epiphany: The slacker eventually reaches the point where they have mastered the art of slacker. Their SPEC OPs become +4 instead of the standard +2.



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GAME MASTER OVERVIEW

Four weeks ago the Pestilence virus emerged in Iceland and then popped up in England before slowly spreading to France and other European countries. The World Health Organization designated the virus: PV-01. The virus, which was of unknown origin, was thought to have spread through person to person contact, but later it was clear that it had been traveling on the winds. Virologists scurried to find a cure or vaccine, but only managed to slow it down through quarantine. Travel restrictions, deemed xenophobic, were barely enforced and more cases emerged in other highly populated locations. Eventually the United Nations agreed to tighten travel restrictions after a UN staffer in New York was diagnosed with PV-01. But it wasn't only the virus that was a threat; it was also the zombi-like condition that victims metamorphosed into that was causing panic. Local law enforcement and military found themselves in a spot. In an age of social media, police and soldiers getting caught on cell phone videos shooting the 'zombi' like infected caused uproar amongst human rights activists. And that leads to the next event...

FAMINE

Healthy living and physical fitness; the cornerstone of a long human life. It doesn't matter the social class, weight loss is a powerful marketing tool. In the United States alone, almost \$70 billion was made by weight loss companies. Hope International Pharmaceuticals had long since been part of that money machine, producing several home name products there were proven to work. It also made some researchers within the company greedy, leading a few to leave the company and start their own little businesses. One of these was Future Weight Loss Dynamics or more widely known as FWD aka 'Forward'. The owner of the small company, Doctor Gregory Stanton, was a well known parasitologist that had written dozens of journal articles on symbiosis between hosts and parasites. He firmly believed that his research would lead to a FDA approved parasite that could be used in weight loss. But after two years of failures, Dr. Stanton started becoming desperate.

Money was running out and his lab was on the verge of foreclosure. Unable to stabilize symbiosis between lab animals and a new super tapeworm he had genetically engineered, Dr. Stanton saw no other option than to conduct a human test. He drove into Denver, Colorado and offered drugs and cash to a transient if the man agreed to partake in a 'harmless' study that involved testing artificial flavors. The man was more than happy to participate if it meant free room and board along with meals. Back at the lab Dr. Stanton placed the man in an isolation room and gave him vegetables containing super tapeworm larvae. Days went by and nothing happened. Dr. Stanton became even more frustrated and injected the homeless man with an experimental steroid that hadn't been approved by the FDA. That did the trick. The larvae inside the man began to hatch and soon he was losing excessive weight. No matter how much food he was given, the man was dumping 5lbs a day. Other researchers began to worry. They couldn't have a transient die in their lab, especially considering the illegal experimentation that had been conducted. Then late one night, the transient escaped from his isolation room, driven insane by his hunger. He attacked the night watchman and took several bites out of the man before fleeing into the night. The transient, overcome by the agony of the tapeworms inside him, staggered into a field a few miles away where he collapsed in a wheat field. Hidden by the tall wheat plants, the man was run over by a harvester that morning, sending parts of him all over the field. The Middleton deputy did a quick investigation and determined that a hitchhiker must have camped out in the field and the incident was ruled an accident. No one would know of FWD's involvement and the company went under. Doctor Stanton committed suicide. That was a year ago...

What the police didn't realize was that the hitchhiker's body was packed full of a super tapeworm and its larvae. Those eggs were spread all over the soil and wheat, while the worms burrowed into the ground to reproduce, contaminated wheat was brought to the local processing plant where it was milled into flour. That flour was then shipped out to the surrounding counties and in some cases na-

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tionally. But most of the flour was kept local where Betty's diner used it to make baked goods for county shops and a few custom foods locations in Denver and Telluride. The super tapeworm was in the food supply chain...

The super tapeworm larvae remained dormant during all this time. That was until the Department of Defense started transporting radioactive materials through Middleton. At first the changes were small. Betty's Diner started picking up business and the locals were buying far more food than usual. The wheat fields began to suffer from a strange blight. But eventually the super tapeworm began fully awakening. People became almost ravenous with hunger, but Betty kept them fed. It wasn't enough. That's when the Feeder appeared. The fever for meat was so great that no one questioned where the bountiful slabs of steak came from, or why more and more cars were found abandoned along Route 2 and in the surrounding woods at the local campground. When the Colorado State Police showed up asking questions, no one had answers and a detective went missing shortly after. A surveillance operation was set up to watch Middleton and again, the detectives working the case went missing. As the state police began mobilizing to raid the town, all hell broke loose. A DOD transport carrying an old 1980s nuclear missile had an accident at the center of Middleton. Because the contents of the transports were considered 'need to know' no one really knew what the hauler was carrying. When the convoy called in to report an accident the DOD dispatched a cleanup crew to retrieve the cargo. A few hours later the team called in reporting heavy resistance from locals and the signal went dead. The only choice left was to lock down Middleton. The National Guard was deployed to close off the north and south access points to the town. They were given no other information than a possible nuclear accident. An advanced team of National Guardsmen were sent into Middleton but never reported back.

The National Security Council was convened and briefed on the situation. When someone speculated

that it could be a PV-01 incident, the order was given to dispatch a Red Ops team to the scene to make an assessment. Under the code designate: Wildfire PV-01, the Red Ops unit would go in under the guise of CDC investigators, retrieve the lost payload if possible and determine a course of action for dealing with any possible PV-01 infections. This included sterilization of Middleton and the surrounding areas.

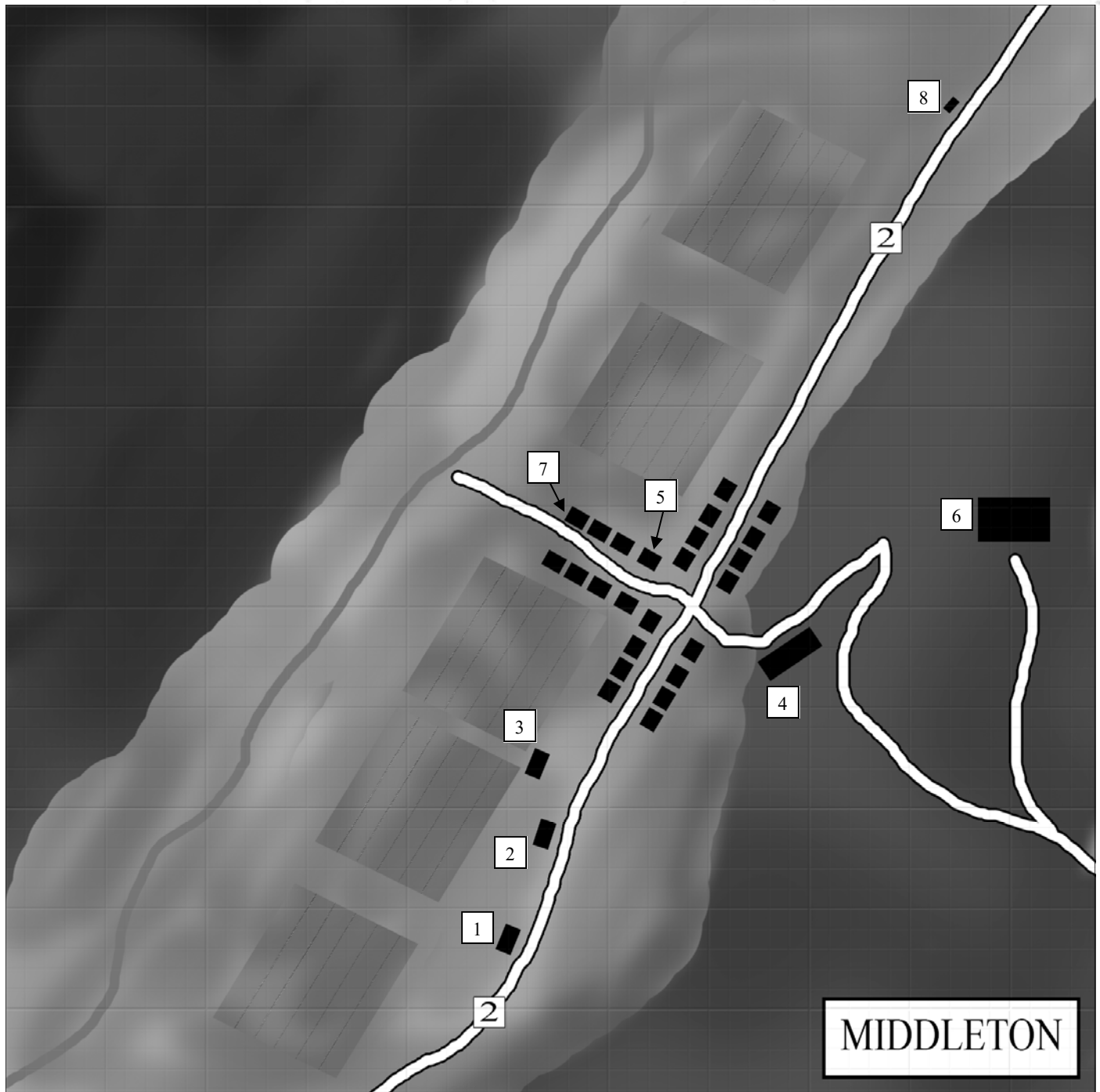
MIDDLETON, COLORADO

Population: 53

Located between Eureka and Howardsville, Middleton had been known as a ghost town along Route 2 for almost two decades before the town underwent resurgence with the help of an agriculture grant from the Federal government. The town began to repopulate after hybrid wheat crops were planted along land parallel to Route 2. A mill was constructed to process wheat and before long Middleton was a hub for health food fanatics. Betty's Diner, located at the center of town, opened shortly after the boom and she cashed in on the craze. Future Weight Loss Dynamics even bought property and built a large research facility, hiring several locals and drawing in wealthy clients that helped modernize Middleton. The town still had some ghosts. Betty's nephew, Morgan, was released from a psychiatric facility in Denver and placed in Betty's custody. Morgan had been committed when he was thirteen after scalping another boy, but the ACLU's broad sweep to close long term mental institutions opened the door for the disturbed man. While seemingly normal, but withdrawn, Morgan spent most of his time in the kitchen of Betty's prepping foods and doing manual labor. During harvest season he worked in the fields. The residents of Middleton don't speak about Morgan because of his past, which made national headlines and still pops up here and there in macabre magazines.

The town center is packed full of two and three story buildings. Most are shops or offices on the first floor with overhead apartments. There is even a quick care across the street from Betty's that also doubles as the town pharmacy, farm supply and

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clothing store. Offices include an insurance business and one lawyer. The town office is diagonally across from Betty's. Fire and rescue services run out of the municipal garage.

The wheat fields are massive. They are broken down into 5 sections. Three sections are south of the town square and two are north of the square.

All are located on the west side of the Route 2. The scene is majestic with the Rockies behind them. The heavy machinery for the farmland is kept in a large garage just off the east road that goes to the Future Weight Loss Dynamics building. There is a farmhouse next to the south fields where the agriculture director and his family live.

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The Future Weight Loss Dynamics building is two miles east of Middleton center. This two story facility has labs on both floors along with two guest rooms on the second floor, which also sports a series of large sunroofs. The security at the facility is made up of four security guards, with two on a time split between two shifts. The building is equipped with video cameras both inside and out, but nothing super fancy. In order to enter the building, visitors and staff have to be 'buzzed' in by the security guard at the front desk. Since the suicide of Doctor Stanton, the building has been closed down and locked up. The equipment and specimens have yet to be removed because of a court order issued during bankruptcy hearings.

MONSTERS

FAMINE TAPEWORM

The Famine Tapeworm strain is a highly contagious parasite that can do irreversible damage to the human body within hours of initial contact. It spreads like an airborne virus, taking root in the respiratory system and working its way into the digestive track where it causes the victim to become aggressively hungry. The tapeworms also burrow into the skull and eat brain matter, making anyone infected start to act irrational and possibly aggressive. When the tapeworms run out of food they will start to feed on their host, making the victim emaciated at first, as they feed on living tissue inside, and then a bloated phase where the body begins to expand as the tapeworms give off gasses as they reproduce. When the host reaches critical in the bloat phase, they explode and trillions of Famine Tapeworms spread into the open air to infect even more people. There are three stages to the Famine Tapeworm:

Phase One: The Hunger

When a victim is initially infected with the Famine Tapeworm [saving throw required] they begin to feel really hungry. Their stomach begins to growl and if they don't start consuming food within fifteen minutes the victim will start to get serious cramps. The more the victim eats the more hungry



NAME	Civilian	Fire	National Guard	Police	Rescue
Hit Dice	1	2	3	3	2
Armor Class	9[10]	8[11]	7[12]	8[11]	9[10]
Attacks	1d4/1d6# Farm Tools 4d6 Hunting Rifle	1d6 Axe	4d6# 3/15 Assault Rifle	2d6 Pistol	1d2 Scalpel
COM	0	1	3	2	1
NON-COM	2	3	3	3	4
Saving Throw	18	15	15	15	15
Special	--	Bunker Gear	Gas Mask,# Gear Pack	Radio, Cuffs	Medical Kit
Move	12	12	12	12	12
Alignment	--	--	--	--	--
XP	10	20	30	20	20

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they will continue to get as the tapeworm feeds. Eventually the victim needs to consume almost their weight in food or go to phase two. Most victims begin to look like slobs as they eat more and more. In some cases they will eat raw meat or anything else they can find.

Roll 1d6 if a character is infected:

- 1) No signs of infection and tapeworms remain dormant for one week.
- 2) No signs of infection for the first 48 hours. After that tapeworms begin to multiply as normal
- 3) Signs of infection after 12 hours. -2 to NON-COM rolls.
- 4) Signs of infection. Serious hunger. Must eat at least 4 lbs of food each hour or Phase Two sets in. -4 to all COM and NON-COM rolls.
- 5) Overcome with hunger. Must eat at least 10 lbs of food every 30 minutes or Phase Two sets in. -6 to all COM and NON-COM rolls. Skin is also yellowed and breath smells rotten.
- 6) Overcome with hunger so bad that extreme madness sets in and the victim will eat anything that comes across its path. Skin is greenish in color and the eyes bloodshot. Breath smells like rotten meat. If the victim doesn't consume 20lbs of food every 10 minutes they go to Phase Two.

Phase Two: Emaciated

When the victim is cut off from a food supply, the tapeworms inside their bodies will start to feed on human muscle and tissue. The skin turns off white and the eyes become bloodshot. The body will slowly start to implode, a process that takes about an hour. The victim at this stage is in so much pain that they can barely move. The muscles ache so bad that they almost appear to be going through rigor mortis. If the Emaciated victim eats anything, they quickly bloat until they explode. This is because of the rabid feeding effect of the tapeworms consuming and reproducing after being starved.

Roll 1d6 if a character reaches phase 2:

- 1) Victim loses 1lb every hour. -1 to all rolls.
- 2) Victim loses 3lbs every hour. -2 to all rolls.
- 3) Victim loses 6lbs every hour. -3 to all rolls. Skin color slightly yellowed.
- 4) Victim loses 9lbs every 30 minutes. -4 to all rolls. Skin yellowed, eyes bloodshot, speech weak.
- 5) Victim loses 12lbs every 30 minutes. -6 to all rolls. Skin graying, eyes blackened, can't speak.
- 6) Victim loses 15lbs every 2 minutes and changes to Phase Three within 10 minutes. Cannot physically function or communicate. Body looks almost dead. Bones showing. Skin almost crawls from the massive amount of Famine Tapeworms under the skin.

Phase Three: Bloater

Hit Dice: 3 (18)

Armor Class: 7[12]

Attacks: Meat cleaver 1d6 damage

COM: +3

NON-COM: +0

Saving Throw: 7

Special: SEE Bloater stages

Move: 12

Alignment: Chaos

XP: 30

At the last stage before death, the human body infected with the Famine Tapeworm will begin to bloat. The worms have eaten enough to help them reproduce and they have begun to expel gasses into the host. At this point there is no 'human' left, but instead an instinctive shell filled with deadly parasites that are just waiting to feed on a new host. The bloater's skin is sickly and their body is puffed out like a balloon. It is constantly belching and farting, spreading more of the parasites into the air. The bloater will try and eat anything or anyone that it comes into contact with. It has no more memory of its previous life. If the body is pierced in any way it will explode, sending trillions of more Famine Tapeworm eggs into the air

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and infected anyone who breathes them in.

Roll 1d6 if a character reaches phase 3:

- 1) The Bloater will die and the body will let off bursts of Famine Tapeworms from all of its orifices until it is deflated.
- 2) Bloater will explode in 25 minutes doing 1d6 damage to anyone within 10 feet. Before this it will run around trying to eat anyone it comes into contact with. The skin is putrid green and bile is gushing from its mouth. The stench is overwhelming and anyone nearby will feel sick to their stomach.
- 3) Bloater will explode in 20 minutes doing 2d6 damage to anyone within 10 feet. Same skin, bile and stench as previous condition.
- 4) Bloater will explode in 15 minutes doing 2d6 damage to anyone within 10 feet. Same skin, bile and stench as previous condition.
- 5) Bloater will explode in 10 minutes doing 2d6 damage to anyone within 10 feet. Same skin, bile and stench as previous condition.
- 6) Bloater will explode in 5 minutes doing 2d6 damage to anyone within 10 feet. Same skin, bile and stench as previous condition.

WEAKNESS

The Famine Tapeworm does have two weaknesses: fire and marijuana. The gas that the tapeworm produces is highly flammable. When exposed to open flame, the tapeworm will ignite in an explosive ball of fire [1d6 fire damage to anything up to 10 feet away].

The tapeworm's greatest weakness is the effects of marijuana, which cause them to cannibalize themselves until there is nothing left. And because it also changes their perception of what is food and what isn't, the tapeworms leave the human host alone.

Roll 1d6 if exposed to marijuana:

- 1) Famine Tapeworms will feverishly eat their host with only the bones and a pile of tapeworms

left after only 5 minutes.

- 2) Same as above but 10 minutes
- 3) Famine Tapeworms begin feverishly eating one another. In 5 minutes they will all be dead. Host falls into coma.
- 4) Same as above but 10 minutes instead.
- 5) Same as above, but victim is still conscious. Reduced to 1 Hit Point.
- 6) Host EXPLODES doing 3d6 STUN damage to anyone within 10 feet.

THE FEEDER



Hit Dice: 10 (60)

Armor Class: 2[17]

Attacks: Oversized Makeshift Cleaver 2d8 damage

COM: +5

NON-COM: +4

Saving Throw: 7

Special: Regenerates 2 Hit Points each round, Immune to biological threats,

-Self Conscious: The Feeder doesn't like anyone seeing his face. He will back away from a fight in

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order to conceal his true identity.

Move: 12

Alignment: Chaos

XP: 100

Background: The Feeder is a lumbering stalker in the town of Middleton who didn't succumb to the Famine Tapeworm. He wanders the town looking for fresh meat for the townsfolk. His kills are brought to Betty's Diner where he dresses [skins and filets] the bodies and Betty cooks the meat, which is then fed to the diners. The Feeder doesn't communicate other than through grunting. No one knows where he came from either, but there is speculation that he is Betty's nephew who suffered from intellectual deficiency and physical deformities that made him not only tall [8ft] but also inhumanly strong. The deformities could also explain why the Feeder doesn't remove his facemask and is extremely protective of it. This unholy stalker wields a large cleaver like weapon and wears a mix of modern and Native American attire. When hunting he tends to stalk his prey quietly, waiting for the right moment to strike. He is usually found in the fields or back alleys, lurking in the shadows.

***NOTE:** The Feeder's uncanny regeneration comes from his personal genetics mixed with the Famine Tapeworms, which instead of feeding on him made the Feeder's body super human.

The Mission

Captain Smith Wesson and his team of misfits are former United States Black Ops operators who worked hundreds of covert operations in their time. When an operation went south and they were sold out by a double agent, Capt. Wesson and his team went missing only to pop up back stateside working as mercenaries. Eventually the team's name was cleared and their military records restored. Since then Capt. Wesson and his team have worked as a per diem unit with Secretary Huntington [Pentagon] as their handler. Because of the sensitive nature of the incident unfolding in Middleton the team has been activated. Capt. Wesson and his team have boarded a private jet in Virginia and are on route to Denver. There is a large monitor that lowers down and Secretary Huntington appears on the screen...

The Briefing:

"Smith, thank you for expediting your team so quickly on short notice. What I am about to discuss has been classified as 'need to know' so all protocols must be maintained and followed. At approximately 1854 hours central time the DOD lost contact with a convoy transporting a Titan II ICBM with a W-53 still onboard. The convoy was on route to a nuclear materials storage facility. We had two communications from the convoy."

[A recording starts]

"Big Boy to base, the parade has hit a moose. Repeat, the parade has hit a moose. Please dispatch animal control for retrieval. Coordinates: 37°51' 18"N 107°34'20"W."

"We dispatched a cleanup team to go and pick up the cargo, but they were five hours out. About three hours after the initial call we received this transmission."

[The recording starts back up]

"Bog Boy to base, taking fire! [gunfire echoes in the background] I think it's a militia but...[more gunfire], Bobby up there! [more gunfire] Shit! He's hit! [more random gunfire] Got to get away from the truck...[more gunshots and the radio

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clicks off].

“Our boys did a satellite check of the town, this was no militia. There were only a handful of attackers and they were acting sporadic. [A satellite image appears on the screen showing the town. The convoy can be seen at the center of town. A large hauler with a long cylinder is blocking part of the road. It clearly looks like the truck t-boned a car. There is activity on the streets, but nothing abnormal.] The DOD pulled strings and had the National Guard deployed to seal off Middleton. They are set up here and here [a red dot appears on the screen and waves at two large gatherings of people and vehicles just north and south of the town]. Your mission is to enter Middleton, assess the situation and get that missile out of there if possible or at least the warhead. [Secretary Huntington pauses for any questions and will answer them. After...] Your cover story is that you are CDC investigators. The National Guard has been told that this is a possible nuclear incident, so you’re going to get some looks. Just tell them that you are following orders and play dumb. I do need to also tell you one more thing, Smith. The National Security Council was convened over this incident. There is a possibility that this is a Wild-fire PV-01 incident. Some of the markings point to similarities to incidents that have occurred in PV-01 hot zones. I’ve made sure to include all the gear you’ll need for this operation. If this is a PV-01 situation, get the warhead and get out. We can’t sterilize the town until that warhead is out of the blast zone. Save whom you can, but don’t take unnecessary risks. Good luck and happy hunting.”

The screen goes dark. An hour later the jet lands at Denver International Airport. A black SUV [with police lights and CDC logos on front side doors] meets Captain Wesson on the tarmac. A man wearing a CDC uniform approaches the team.

“Captain Wesson, welcome to Denver. My name is Dwight Dresden, your contact person. Your gear is in the back of the SUV. Here is your paperwork. [The man hands the captain an envelope that contains CDC papers and IDs for the team.] Secretary

Huntington has arranged for a helicopter on standby for extraction purposes. Because of the sensitivity of the operation we can’t risk flying in and making things worse.” [At this point the team can gear up and start the drive north. Dwight will drive. On the way there he will answer any questions about Middleton, mostly just explaining that it went from ghost town to yuppie health den. He will also give a brief about Future Weight Loss Dynamics, minus research, and the suicide of the owner.]

GM BOX: Gear includes biohazard suits with special radiation shielding, five oxygen tanks [1 hour of air], three Geiger counters, cell phones, radios, 2 pairs of night vision goggles, and a trauma kit.

The National Guard Roadblock

It’s late afternoon by the time the team reaches the National Guard roadblock. On the side of the road there is a command tent. The road has been blocked off with a metal fence that has a gate in the middle. There is a large troop transport truck parked across from the tent and two jeeps behind it. By the command tent is an APC. Soldiers are turning cars around. When the SUV pulls up to the first checkpoint two soldiers stop the vehicle:

“The road is closed up ahead, sir. You will need to turn around and take a different route.”

[When the characters show their IDs and explain why they are there] “Private, get Sergeant Ross. Please wait here, sirs.”

A few seconds later a soldier comes out of the command tent. He doesn’t look amused. “What is it corporal?”

“These men are from the CDC with orders to enter the town.” [The corporal hands the sergeant the paperwork.]

“What the hell does the CDC have to do with a possible nuclear waste spill?”

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GM BOX: The characters are going to need to make the argument here. The sergeant isn't about to let the CDC enter an area with possible radiation contamination. It doesn't matter what the paperwork says. Let this go on for a couple minutes, pressing the players to really make the case. Eventually the sergeant will let them go.

“Fuck it, corporal. It's their asses, not ours. Let them through!” [The sergeant will let the SUV through.]

If characters ask what the situation is like in town:

“That's a good question. I sent a jeep in there about three hours ago and we haven't heard a peep. Could be radiation messing up coms. Who knows? If you see my boys, tell them to get back here ASAP.”

The Drive into Town

The checkpoint is only about two miles outside of Middleton. So it won't take long at all to reach the edge of town. The first house the team comes across is an old farm house. There is an elderly man sitting on the porch rocking in his rocking chair and smoking a pipe [#1 on the map]. He's wearing old farm clothes, but overall he doesn't look disgusting. He waves at the SUV as it goes by. If the players stop he will gladly answer questions.

“I saw a convoy go by here a couple days ago I think. Heck son, they go through here all the time. Even saw some state police come screaming down ole 2 heading into town. Saw a couple Army trucks too. Even saw an Army jeep. Haven't seen that much military since Korea. Do I know what's going on in town? Ole Ginger Kellogg came down with some stomach bug last month. Father O'Lere passed away from a chest x-ray. You heard me right. He went in for an x-ray and died an hour after they nuked him. Mighty strange if you ask me. How am I feeling? My mother didn't raise no pussy, son. [The man pounds his chest] Still just as healthy as the day I was born.”

GM BOX: Father O'Lere's medical records are sealed. He was infested with Famine tapeworm larvae and the radiation from the x-ray caused them to hatch. Within an hour he died from shock. The body was cremated. Ginger Kellogg is in intensive care, in isolation, with a parasitic infection of unknown origin. She too had Famine tapeworm larvae hatch inside her.

If the team decides they want to check out the old man's house he'll let them in. There is nothing out of the ordinary inside. He lives alone. There are pictures on the fireplace mantle of the man and what looks like a wife, along with numerous grandkids. There is a newspaper clipping [dating back 3 years] on the refrigerator with a photo matching that of the woman in the family pictures.

The next farmhouse house [#2] along the way is quiet. The porch light is on, as is a bedroom light upstairs. [The Geiger counter started to tick.] If the team stops to check out this house they will find the front door locked, but the backdoor is unlocked. The first floor of the farmhouse well kept. There are nice white drapes and antique furniture that must have belonged to the family for a couple generations. The basement is a root cellar with jarred goods like pickles and preserves. There is a strange smell coming down the stairs leading up to the second floor. The upstairs smells awful. Three of the four bedrooms are empty, but look like they are usually occupied. In the fourth bedroom there is a bed with a heavy afghan pulled over a person. When pulled back it reveals an emaciated corpse. Closer inspection will reveal the skin slightly moving, as if something were moving around inside.

GM BOX: The victim died from the Famine tapeworms. If the body is cut open hundreds of bloody tapeworms will squirm out. They don't attack, but everyone will need to make a save or throw up. It's pretty vile smelling.

The third farmhouse along the way into town is set back away from the street and closer to the fields. A sign out front reads 'US Department of Agricul-

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ture'. Unlike the other two farmhouses, this one looks a little more modern. The exterior has vinyl siding made to look like shingles and the structure has metal roofing. A large radio antenna is attached to the side of the house and a satellite dish looks out of place on the roof. There is a pickup truck out front with Department of Agriculture logos on the doors. If the team stops here they will find the farmhouse is unlocked. The front of the structure on the first floor is all office space with one room for public business and one for internal organization. There is a poster outside the public space with two smiling children holding corn stalks with the words 'Plant together, grow together' written across the top in white bold lettering. The door to the public office is locked [the keys are in the private office]. The private office is unlocked, however. Inside is a nice mahogany desk with paperwork neatly stacked on both sides. On the walls there are a couple college degrees and framed certificates. A picture on the desk shows what looks like the agriculture official and his wife, sitting by a river with a picnic basket.

GM BOX: If the characters dig through files they will find five or six folders with 'pending' stamps on them. Inside are requests for lab results for soil and wheat samples. There are two pages of findings that warn of a possible parasitic presence in both sets of samples. The request letters emphasize the need for certainty.

There is a small gate on the stairs leading up to the second floor. The upstairs has one bedroom and a living room. There is no one there. The cellar door is locked. If forced open it will lead to a root cellar that has about two inches of water on the floor. The sub-pump doesn't appear to be working.

At the back of the first floor there is a kitchen and a small dining room. There is a back door in the kitchen that is ajar. It leads out to the fields. The back porch light doesn't seem to be on and when the switch is hit, nothing happens. A closer look reveals that the back light is actually broken. The wheat field past the porch is fully grown [4 feet

high] and waves as a cool mountain wind lightly blows.

GM BOX: Have the characters make a quick NON-COM check. A high roll will reveal some bullet casings on the ground just off the back porch and some clumped up dirt. A close check of the dirt shows that the clump is a mix of dirt and blood. The bullet casings come from an M-16, just like what the National Guardsmen were carrying at the checkpoint. IF the characters move out into the field there is a good chance that the Feeder will strike or one of the crazed townspeople. Roll on the table to see if there is an encounter. For civilians, there will only be one this far out.

Roll 1d6	Result
1-3	Nothing
4	Crazed Civilian w/ pitchfork
5	Crazed Civilian with rifle
6	The Feeder

As the SUV rolls into downtown Middleton they encounter a massive traffic jam that stretches to the edge of the downtown district. The first vehicle the characters come across is an Army jeep that must have belonged to the National Guard. It's parked crooked, blocking both lanes partially. In front of that are two state police cruisers with their strobes on. Ahead of them are three black sedans with a flatbed truck in the southbound lane next to them fully blocking the roadway. In front of the sedans and halfway into the road is the hauler. The trailer is partially tilted to the left with the appearance that the rig might have jackknifed. Past the hauler are two fire trucks, one ladder and one tanker. With the trucks is an ambulance. Only the tanker's lights are on.

There are folding hazard signs around the rig and behind the first sedan. Downtown Middleton is bustling with activity. A fireman in full bunker gear and wearing an oxygen mask will approach the SUV...

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“If I can have you place your vehicle in park and turn off the ignition, sir. We might have a gas leak. Can’t have you accidently igniting it, now can we?” [When asked about what is going on..] “We had ourselves a little accident up ahead. No traffic can get through. Nothing to worry about. If you want, you can walk down to Betty’s Diner while you wait. She’s serving up some great dishes tonight.”

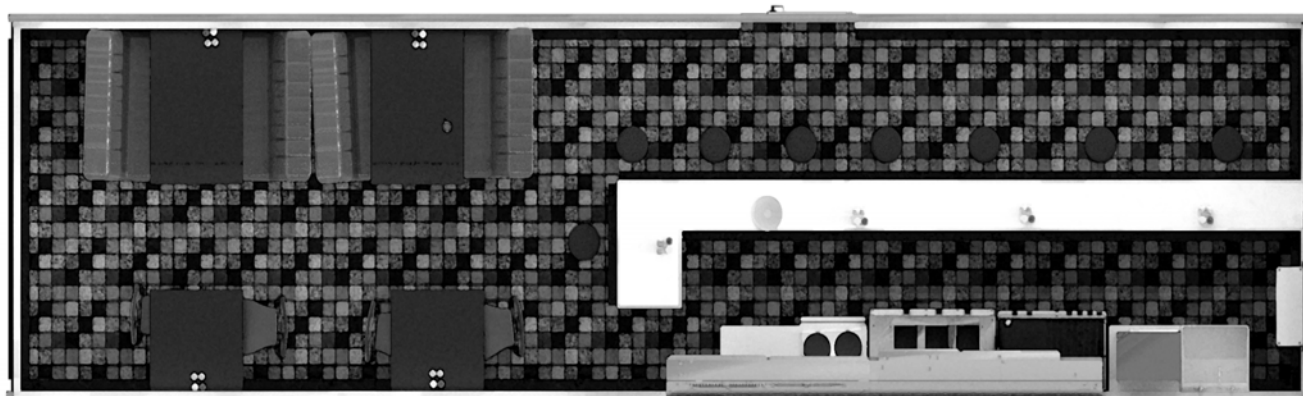
GM BOX: If characters take a good look at the firefighter they will see that his face looks slightly emaciated. Maybe he’s a meth-head or maybe it’s something else. If pressed he will start becoming unhinged until he will eventually snap and try and drag one of the characters out of the SUV. If this happens, 9 more townspeople will come running with a variety of objects in hand that will hurt. They will beat or kill the characters before dragging them to Betty’s Diner to be filleted and cooked.

Locations of Possible Interest Downtown [In possible encounter order]

#5 Betty’s Diner: This 1950s style diner [see layout]. The place is packed with people ordering steaks and burgers. Everyone inside looks local and there is no sight of National Guardsmen or police. Not even the contractors from the convoy. When the characters walk in, everyone will stare at

them with a feverous look. Becky, an older lady wielding a meat cleaver will welcome the characters in and several customers will invite the characters to sit with them or next to them.

***GM BOX:** If the characters approach the main counter and have a clear view of the kitchen, they will see a pile of clothes as the kitchen doors swing. The cook is frantically frying burgers and every now and then he takes a fist full of raw meat, stuffing it in his mouth. Everyone in the diner looks slightly emaciated. Becky looks extremely bloated and every now and then takes a bite out of a customer’s burger or steak. There is a 3 in 6 chance that she will grab one of the characters and try to chop a limb off to cook. There is a 4 in 6 chance of a customer jumping on a character and trying to eat them raw. Out back in the kitchen there is the body of a man on a food prep table. His internal organs have been removed and sections of meat have been removed from his bones. In the refrigerator out back there are more bodies, including police and contractors. In the large walk in freezer there are five more bodies, but these look like people who stumbled into the mess. There is a crate just inside the back door of the kitchen that has a pile of guns [11 automatic pistols, 4 assault rifles] with 1d6 rounds of ammunition each.



Betty’s Diner

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#7 Tucker's Auto Garage: This is the town mechanic. The lights to the garage are off, but the bay door is open. Inside there is a car on a lift. There are three cars, two vans, and five pickup trucks parked alongside the building. There is no sign of the mechanic. His tool box is locked.

***GM BOX:** The keys to the toolbox are inside the garage office sitting on the counter. The vehicles still have their keys in the ignition. One of the cars has a smashed out driver's side window with blood on the steering wheel. One of the vans has had one of the back doors ripped off the hinges. There is a cheap foam mattress inside along with an open box of condoms, several empty beer cans, and a cooler. On the ground at the back of the van is a crusty bloody condom. The inside of the van is covered in dried blood.

The Accident Scene: The accident scene from the crash hasn't been cleared up and the Geiger counter is clicking faster and faster. The cab of the hauler is smashed enough that it won't be going anywhere. Partly wrapped into the front is a compact that is almost split in half. There is an arm hanging out of the driver's side of the car that is emaciated, the skin blackened and seemingly moving. The driver is clearly dead, however, with chunks of car impaling the man's abdomen and his right leg completely severed.

The cab of the truck has bullet holes that look as if someone randomly fired at the truck. There is blood in the driver's seat and the radio is hanging out of the cab. A faint static sound hums from the mic. An automatic pistol is sitting on the floor of the cab with several bullet casings. The cargo trailer is tilted at a 35 degree angle with the cylinder [missile] just holding on by dozens of oversized ratchet straps. The warhead of the missile appears to have been damaged. The casing looks malformed.

***GM BOX:** The driver of the car is in a similar state to the body found in location 2 on the map. The real issue is the missile. Closer examination will reveal that someone or something tried to pry the casing open. The Geiger counter is reading high in the area around the truck. The housing has been ruptured. While short term exposure to the radiation isn't fatal, long term will be. As is, the characters and anyone exposed will need to go through decontamination. There is no way that the missile will be able to leave Middleton via the hauler. It'll need to be moved to another vehicle.

Behind and in front of the accident scene are two black sedans [convoy escorts]. The sedan in the rear has dinged windows from gunfire [bullet proof glass]. There are bullet casings on the road next to it. The sedan at the front of the convoy is partly blocking the road. The driver's side door is ajar and the keys are nowhere to be seen.

As the characters really start giving the scene a good one over, the occasional townspeople will approach the characters and suggest that they go to Becky's Diner. For each minute out on the street, an additional townspeople will appear and suggest the same thing. Eventually the streets will have around fifteen people standing there watching the characters. They don't offer much in terms of information other than to suggest the characters hit the diner for some grub. No one seems concerned about the body in the car or the fact that there is a nuclear missile leaking radiation in their town.

GM BOX: Eventually the townspeople will become aggressive. Roll on the encounter table every other round. There are a total of 15 people that are real threats, with the remainder of the town too hungry to move:

Roll 1d6	Result
1-3	Crazed Civilian, unarmed
4	Crazed Civilian w/ pitchfork
5	Crazed Civilian with rifle
6	The Feeder

Keys of the Apocalypse



Lloyd's

Other buildings in town:

Across from Betty's [southwest side] is **Lloyd's Pharmacy & Supply**. The storefront is a set of large picture windows with both clothes and farm tools displayed. The interior lights are on and the sign on the door is flipped to open. The main door is set between the two display windows. When the door opens a bell jingles from above. Just inside to the right is a cart coral and a basket rack. To the left is a cash register with a lip balm gravity box and a small basket of hand sanitizer. A sign reading "Quick Care" is hanging from the ceiling just past the counter with an arrow pointing to the back. The left side of the store has a frozen food section. The middle is more hardware store items with the right side dedicated to clothes. Off to the far right is the farm supply store that has tools in the front and feed and seed in the back, along with bags of soil. There is a garage door in the back of the farm section. To the back of the store there is a quick care area and the pharmacy. On the back wall, to the right of this section, is where first aid, allergy meds and dental products are displayed.

GM BOX: Behind the counter in quick care is the body of what looks like a pharmacist. Hiding in the far back, behind some shelves is a man wearing kakis and a bullet proof vest. He looks like he has been through hell and back. He is armed with an automatic pistol. On the floor next to him are two pill bottles with pills spilled across a bloody floor. There are also two ammo clips sitting next to him on a shelf. If discovered he'll open fire. The man is the sole survivor from the recovery team. His name is Branson, a security operator. He'll yell about "You aren't going to eat me you savages!" and if the characters identify themselves Branson will whisper "Get out of here before they find me. You're probably infected too. It's in everything. Everything I tell you!" Branson will then start pouring rubbing alcohol on himself before lighting a match and taking his own life with his pistol.

GM BOX: The rest of the buildings are locked up tight. It is possible for characters to break inside. There is a 4 in 6 chance that there will be 1d4 bodies inside. There is also a 1 in 6 chance that there is a Bloater inside that will rush the characters with a meat cleaver screaming "MEAT!!!"

Keys of the Apocalypse

#4 Municipal Building [fire, rescue, farm]:

There is a sign by the street that reads 'Middleton Municipal Garage'. This massive garage is painted red with a mix of fire barn meets farm barn décor. There are eight large bay doors, with one regular door in the middle and one that belongs to the office [with a sign that reads 'office']. All the bay doors are closed, but the office door is open and the lights are on inside. As the characters get closer to the office door they notice that there is a large and long, bloody smear on the walkway that looks like something was dragged off in the direction of downtown. The trail comes from the office. Inside there is a counter with a bell. The walls are covered in fire and first aid safety posters. A telephone is hanging from the counter with the receiver on the floor, next to a puddle of blood. A red stained wrench is resting on a blue plastic seat off to the left of the counter. There doesn't appear to be anyone in the office. Behind the counter there is a desk with a stack of technical manuals including for fire trucks and harvesters

There are four doors inside the office: the one the characters came through, one with a men/women restroom logo, one that sounds like there is a television going and one that leads out to the garage area.

The one toilet bathroom is empty. It looks like it could use some cleaning, but doesn't look like it has been used in the last 24 hours or so.

The room with the television is a lounge area for fire and rescue personnel when they are on duty. There is a small kitchenette at the far back. A black couch is off to the right and a TV mounted on the wall is off to the left. There is an office desk with a desktop computer and a pile of training manuals. The desk drawers have random office supplies. On the side closest to the door is a small plastic table with two chairs. On the wall above the table is a poster that reads "Compassion starts here" with a firefighter holding a child's hand while a house burns behind them.

There are two light switches to the garage bay. The

first is to the right of the door leading from the office to the bay. The other is located to the left of the center door between the bay doors. There are switches for each bay section. The bays are full and the following vehicles are inside [in this order from the office door]:

Ambulance [Fully stocked with medical gear for first responders, half tank of gas]

Ladder Truck [Two sets of bunker gear and two oxygen tanks, hoses, 2 axes, 2 pick axes, rope, full tank of gas]

Tanker Truck [Same as the ladder truck, half tank of gas]

Dump Truck with snowplow [snow shovel behind passenger's side front seat, 2 buckets of salt, tow chains]

Harvester [Walkie talkie, dead battery, quarter tank of gas]

Harvester [Walkie talkie, dead battery, quarter tank of gas]

Large tractor [Quarter tank of gas]

Hay Truck [Flashlight in glove box, half tank of gas]

There is a lock box on the wall by the office doorway. Inside are all the keys. There are several tool boxes in the garage along with spare parts for the different vehicles. By the dump truck there is a large shelf with shovels and winter gear. Behind the fire trucks there is a long rack with bunker gear and more oxygen tanks. There are two large plastic cases [the size of a footlocker] with hazmat symbols on them. Inside each case are full hazmat suits with spare filters and test kits.

GM BOX: The municipal building appears empty. Roll on the encounter table for possible skirmishes every two minutes.

Roll 1d6	Result
1-2	Nothing
3	Crazed Civilian, unarmed
4	Crazed Civilian w/ pitchfork
5	Crazed Civilian with rifle
6	The Feeder

Keys of the Apocalypse

#6 Future Weight Loss Dynamics Facility: The FWLD building has been shut down and locked up tight. Plywood covers the windows and all but the main doorway. The power has been turned off to most of the building. There are several motion triggered lights around the exterior and the parking lot lights still run [solar powered].

GM BOX: Anyone making their way to the building runs risk of bumping into the Feeder [4 in 6 chance]. There is a security car parked at the entrance to the facility. The car battery is dead and the driver's door is open. The side spotlight is pointed out towards the woods. If the characters go out into the woods near the car they will find a large chunk missing out of a large pine, as if someone hit it with an axe. There is also blood on the ground with a trail of blood that heads back into town.

GM BOX: Forest and Fields: Anyone going through the fields or forest will notice that there aren't any sounds of wildlife. Roll on the encounter table when characters are trekking off road. Any bodies they find will be mostly fur, feathers and bone. They look as if they had been eaten from the inside out. Any human body is fully emaciated but with almost no skin left and barely any flesh on the bones. What is there crawls with tapeworms. Whenever encountering a larger corpse characters need to make a saving throw or become ill from the stench.

Roll 1d6	Result
1	Nothing
2	Dead Chicken
3	Dead Cow
4	Dead Horse
5	Dead Deer
6	Dead Human

#8 Aunt Bertha's House: This is an UNLOCKED mission location, but it's possible that the team will end up there. This is an old farm house that looks pretty run down. The porch is decrepit and there are hanging plants that look like they haven't been watered in a while. The screen door is slightly torn and the front door is ajar. There is an unholy stench coming from inside the house. The interior of the home is slightly unkempt. There are blood splatters on the walls and floor. A blood trail on the floor leads to the kitchen where there are five bodies in different steps of dismemberment.

GM BOX: Somewhere in the house is Aunt Bertha, but she won't appear because she's off somewhere getting more meat.

There are three cars in the driveway [hatchback, compact and pickup]. The hatchback and pickup have blown tires.

MISSION OBJECTIVES

Primary Objective: The primary thing the team needs to do is attempt to retrieve the missile. Because the town has a mix of crazies, bloaters and the Feeder, it's not going to be easy. The two options for moving the missile are:

Air lift: Calling in the retrieval helicopter and securing the warhead to it. This also means disconnecting it. Jackson is qualified to carry out this task. Wally can fly the helicopter [if he stayed at the airport with the airlift].

Using vehicles on hand: The team may remove the warhead and transfer it to the Army truck nearby.

That third option: The characters may use town vehicles to get the missile or warhead out of Middleton.

GM BOX: Removing the warhead will require tools and is a Difficulty 20 task. It will require three successful rolls. If there are two failures in a row radiation will spike making exposure fatal if prolonged more than 3 rounds. Three failures in a

Keys of the Apocalypse

row will cause the warhead to detonate. IF the characters use the airlift option and aren't wearing their respirators or protective gear they will all need to make a saving throw to see if they become infected with Famine larvae.

Secondary Objective: The team also needed to assess if the town had a Wildfire PV-01 situation. They can either retrieve samples from bodies or bring back one of the infected. It will be Smith's call on whether or not the town needs to be purified.

The Escape

On the way out of Middleton the team will hit a snag with the National Guard roadblock [north or south]. The roadblock looks in disarray. There are no soldiers in sight at first. When the characters go to remove the barricades 1d6 National Guard soldiers will attack. At closer look it's clear that the troops here were exposed to whatever was going on with the people of Middleton.

GM BOX: Radiation from the missile reached the checkpoint and all the soldiers had been exposed to the Famine tapeworm. They are feverishly hungry and will try and eat the characters.

With the troops dealt with the characters may proceed to the airport.

No one knows just how far reaching Famine is or how many people are infected. Every x-ray or exposure to medium levels of radiation is like a ticking time bomb waiting to explode...

END OF MISSION

SIDE MISSIONS UNLOCKED

SIDE MISSION 1: Late to the Game 1-5 players

Zed and the Gang...

Two hours ago Zed got a phone call from his buddy, Bobbie, who is also a National Guardsman. "Yo Zed, baby! You aren't going to believe this shit. They have us down here, just outside of Middleton blocking the roads. They say it might be a nuclear accident. Don't you have an aunt in Middleton?"

Indeed, Zed does have an Aunt in Middleton. Aunt Bertha Conner, the loudmouth of his mother's siblings. Good for a five course meal and an ass kicking, Bertha and Zed are tight. It had been a few days since Zed heard from his aunt and he was beginning to wonder if something was going on; looks like that question has been answered. And a nuclear accident? There isn't a nuclear power plant in Middleton or anywhere near it.

That's where Scoops comes in. It's a story. We're talking a mega story that could make him big again. No more backwater hick stories. Maybe the guys in New York would forgive his stoned out rant at the White House Press dinner if he blew the lid off of something big.

Of course the party isn't complete without Shibby Shiz, best buddy of Scoops and a hardcore stoner/psychic. And wherever Zed goes, Dappy goes. Last is Thelma, the money behind the entire group of friends and their venture 'Rocky Mountain Investigative Service' or RMIS [Rimmers as Zed calls them].

The RMIS van is packed with snacks and about five pounds of weed, along with two boxes of rolling paper. The van is a dark blue with gold lettering on the side that reads "Rocky Mountain Investigative Service, Get Answers Now". Zed always drives because Shibby and Scoops are always too stoned to drive. Dappy isn't capable of driving

Keys of the Apocalypse

without crashing and Thelma is so busy playing on her smart phone that she's not safe to drive.

The National Guard Blockade [North]

Route 2, south, is blocked by a barricade and two Army trucks. There are three National Guardsmen standing in the road directing cars to turn around. There is a good chance that Zed won't be let through with the stoners in the back toking up. One of the soldiers approaches:

"I'm sorry, sir. You'll need to turn around. All traffic through Middleton is being redirected."

GM BOX: Zed can ask for Bobbie or try and pull rank. Maybe even do the ole we're brothers line. There is a 2 in 6 chance of pulling rank or the brothers line might work. Otherwise Bobbie will dismiss the other soldiers.

"Dude, it's bad. You might not want to go in there. We lost contact with a patrol a few hours ago." Bobbie is looking concerned.

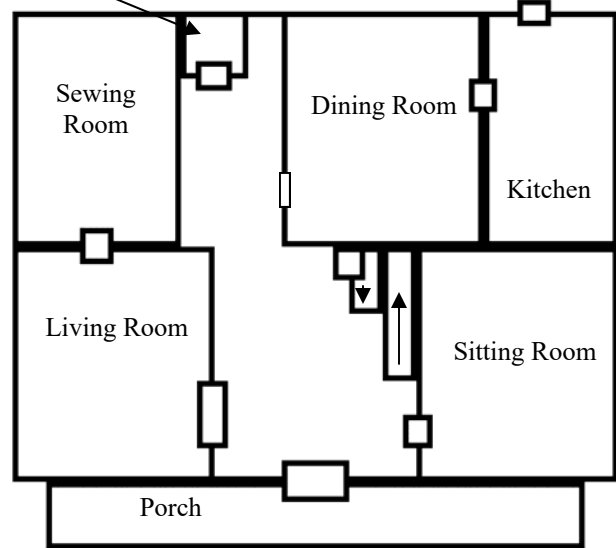
But that isn't going to stop the characters and eventually Bobbie will let them through. The drive into the outskirts of Middleton is eerily quiet. There is no sign of wildlife anywhere. There is a thick fog coming off the groundcover too, making it difficult to see.

Aunt Bertha's House [Location 8]

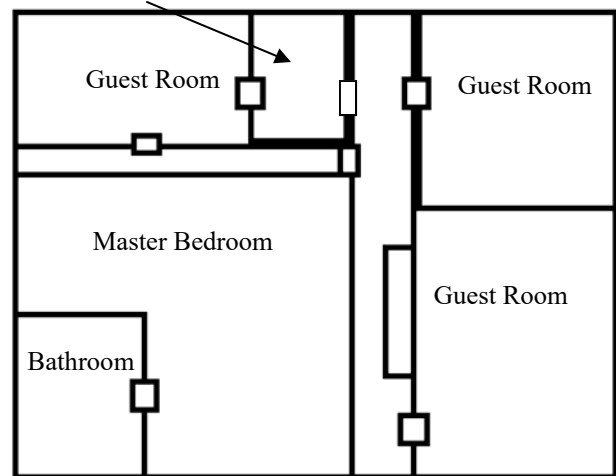
Aunt Bertha isn't a stranger to the Rimmers [as she likes to call them]. Her farmhouse is still run-down. The mailbox is tied onto a post just to the right of the dirt driveway. The porch light is on as are most of the house lights. What is unusual are two other cars in the driveway [compact and a hatchback].

GM BOX: Both vehicles have what looks like slashed tires. In the back seat of the hatchback is a baby's car seat. If characters call out to Aunt Bertha they won't get a response. When the characters step onto the porch there is a 2 in 6 chance they will fall through the floor. If this happens, Bertha

Bathroom First Floor



Bathroom Second Floor



will come screaming out of the house yelling "Meat!" and waving a meat cleaver wildly. She will do everything in her power to kill the characters. Use the Bloater stats for Bertha. If they don't break through the porch, then the first person to knock on the door or try to go inside will be attacked. Once Aunt Bertha is dealt with the characters can go inside the house.

The inside of the farmhouse smells like a mix of rotten meat and mold. Just inside there are blood splatters on the wall and multiple pools of blood

Keys of the Apocalypse

on the floor that smear off towards the back of the house where the kitchen is.

GM BOX: If the characters follow the trail of blood it will lead into the dining room, which is connected to the kitchen. On the table are full place settings, haphazardly thrown together. At the center of the table are piles of human parts: arms, legs, ribs, hearts. There is even garnish placed around the meat. In the kitchen there are two bodies, one male and one female. On the cutting board is a torso, blood still dripping from it onto the floor. If characters get too close to the bodies, a man will come bursting in from the back kitchen door [from outside] screaming “MEAT!” and he will attack [civilian stats]. His body is emaciated and he’s covered in blood and dirt. Zed will recognize him as Mr. Foglty, the farmhand.

Once the two threats are dealt with the characters may search the rest of the house.

First Floor

Living Room: There is an old HD television resting against the west wall. In front of it is a recliner with a TV tray next to it. The tray is littered with candy wrappers and there is a half full glass of water that has floaties in it. There is a couch just between two windows on the face of the house. It has a cow décor afghan and a cow pillow. On the north wall there are shelves with books and photos, including pictures of Zek and his friends.

Sewing Room: The room is wall to wall shelves with cloth and sewing supplies. At the center of the room is a sewing table with a rather new sewing machine [a gift from Thelma]. A clothing rack on wheels is just to the right of the table. There are about a dozen outfits that Aunt Bertha made.

Sitting Room: The east wall is home to an old brick fireplace. On the mantle are two picture frames. One has a photo of Aunt Bertha and an old flame of hers. The other is of Zed and her holding shotguns with a poster of Bin Laden at their knees, the terrorist’s face and chest blown out. On the

south wall there are two brown leather chairs. The north and east walls have more shelves. One has a shotgun. On the bottom shelf there are four boxes of shotgun shells [20 shells per box].

#8 Aunt Bertha’s House: This is an UNLOCKED mission location, but it’s possible that the team will end up there. This is an old farm house that looks pretty run down. The porch is decrepit and there are hanging plants that look like they haven’t been watered in a while. The screen door is slightly torn and the front door is ajar. There is an unholy stench coming from inside the house. The interior of the home is slightly unkempt. There are blood splatters on the walls and floor. A blood trail on the floor leads to the kitchen where there are five bodies in different steps of dismemberment.

Second Floor

The stairs going up the second floor creak loudly. Aunt Bertha was pretty heavy, even before she became a Bloater.

Guest Room [northeast]: This is Zed’s old room when he’d come to visit. There are posters of half naked women riding dirt bikes on all the walls. His southern rebel flag hangs over the headboard of the bed. There are two old wooden dressers. In the bottom drawer is a .45 pistol with a full clip. Aunt Bertha was always about making sure her favorite nephew was well armed.

Guest Room [southeast]: This is a larger guest room with four twin beds. The walls are painted white with hand painted cow spots. The rest of Zed’s crew used to sleep here when they’d visit. Under one bed there is a bag of joints [8] and a box of matches. An American flag hangs from the door.

Guest Room [northwest]: This is a smaller guest room that connects directly to the guest bathroom. There is a king-sized bed against the west wall and a dresser against the north wall. The window curtains are all cow prints.

Keys of the Apocalypse

Master Bedroom: When the door opens to this room a stench of death pours out [characters need to make a saving throw to see if they puke]. House flies swarm out. There is a large queen-sized bed against the west wall. On it is what remains of a human body, with all but small chunks of flesh and a skeleton left. There is a butcher knife stuck upright in a nightstand to the left of the bed. On the east wall there are two dressers and a closet. In the drawer of the nightstand is a .357 revolver that is fully loaded. Aunt Bertha didn't play around with intruders. Inside the master bathroom the tub is full of black tapeworms. Bobbing around the worms are the skeletal remains of random small animals including dogs.

Attic

There is a rope in the second floor hallway that pulls down the attic access ladder. The attic is full of boxes and offers nothing other than sweltering attic heat and must.

Basement

The door to the basement is located underneath the steps to the second floor. There is a slight sound of a baby crying coming from the basement. Aunt Bertha's basement was well known because it was a root cellar that flooded every spring. The steps are decrepit [2 in 6 chance of falling through a step, roll for all 12 steps]. There is an old pull string at the bottom of the steps that turns on a single light that was placed in the center of the cellar. There is also a flashlight just inside the doorway at the top of the stairs [3 in 6 chance it flickers off every other round]. When the characters reach the bottom of the stairs they will hear the baby cries much more clearly. At the center of the basement is the baby resting on four human bodies [like a nest].

GM BOX: Any character that steps on the dirt floor will feel something strange, as if the floor is slimy. Characters may make a NON-COM check difficulty 15 to see if they notice anything. The entire basement floor is made up of large Famine tapeworms. About halfway to the baby, the floor goes from being multiple tapeworms to one mas-

sive worm. It's a mother Famine tapeworm. It is about 5 feet wide and coils around the rest of the basement. Anyone who goes for the baby will come face to face with the mother's head, which will rear up and strike. The baby is bait. The mother has all the weaknesses of the other Famine tapeworm creatures. That means fire and marijuana will hurt it. If it takes a bite out of someone stoned it will take 1d8 damage.

FAMINE MOTHER TAPEWORM

Hit Dice: 8 (48)

Armor Class: 3[16]

Attacks: Organ Sucking 2d8 damage [sucks the organs out of victims]

COM: +4

NON-COM: +0

Saving Throw: 12

Special: Upon a successful strike it injects Famine tapeworm larvae.

Move: 8

Alignment: Chaos

XP: 80

Once the mother Famine tapeworm is dealt with the characters may grab the baby if possible and get out of town or go into town for help. If they go into town use the primary mission details for descriptions of buildings. As for people, the whole town, by this point, has gone crazy and are running around like rabid cannibals.

If the characters head out of town to the National Guard blockade they will come across the brutally beaten and partially eaten body of Bobbie. Around him it looks like several bombs went off. The trucks are severely damaged and the command tent is a wreck.

GM BOX: Bobbie was a stoner and high all the time. When the other guardsmen went crazy with hunger they took a bite out of him and the Famine tapeworms exploded. At least he died a hero.

Keys of the Apocalypse

SIDE MISSION 2: THE FEEDER

1 player and 1 game master

The town has gone crazy. They need food. But there is no food. They ate it all. But you'll feed them. You have to. You have to keep them alive. To take care of them. Feed them. Feed them!

GM BOX: The player is playing as the Feeder. Their goal is to gather as much meat as possible. Use the National Guard stats for the prey. The victims will come in waves:

The Convoy: 4 targets

The Cleanup Crew: 4 targets

The State Police: 3 targets [use police stats]

The National Guard Patrol: 4 targets

Mission is accomplished when all prey has been acquired. The GM may add the characters from the primary mission to make it even more exciting.



Character Name

Capt. Smith Wesson

Race

Human

Age

51

Class/Level

Military 10

Gender

Male

Alignment

Neutrality

Open Door

1-2

Carry Mod

+5

R. Rate

100%

Hit Points

40

Armor Class

3[16]

Saving Throw

5

12 **STRENGTH**

13 **DEXTERITY**

13 **CONSTITUTION**

15 **INTELLIGENCE**

15 **WISDOM**

14 **CHARISMA**

Keys of the Apocalypse

COM

Bonus +6	Small Arms Hand to Hand
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NON-COM

Bonus +7	Basic Air Force TACP Tactics
	Surveillance Radio Communication
	Languages: English, Spanish, Mandarin, Japanese, Russian

SPEC-OPS

Bonus +2	Strategic Planning Land Navigation Interrogation
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GEAR

Flares (4)
Personal Data Device
Halogen Flashlight
Hazmat Suit w/ Respirator
Sat-Com (phone)
3 SMG Clips

Cash \$1,000

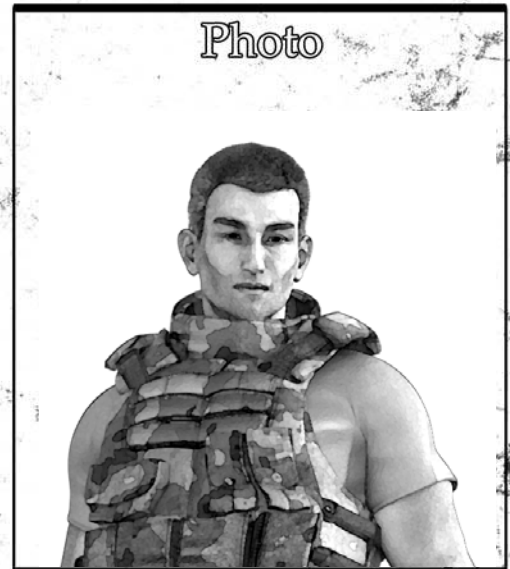
Weapons

Medium SMG: 3d6 damage, 32 ammo, 50ft range, 3/15 auto
Combat Knife: 1d6

Biography

Capt. Smith Wesson is an Air Force TACP and tactical strategies wiz. He is well known for his crazy plans that always seem to come together. He is respected by the brass across the Army and Air Force. While not much of a fighter, he can hold his own and usually has ways to outsmart his opponents. His team is hand picked because they all have proven to be valuable assets to have in the field. Capt. Wesson has no problem making tough choices, but will always try and do the right thing for the sake of national security.

Photo



Character Name

Captain Wally

Race

Human

Age

53

Class/Level

Military 10

Gender

Male

Alignment

Neutrality

Open Door

1-3

Carry Mod

+10

R. Rate

100%

Hit Points

70

Armor Class

4[15]

Saving Throw

6

14 **STRENGTH**

12 **DEXTERITY**

12 **CONSTITUTION**

11 **INTELLIGENCE**

14 **WISDOM**

10 **CHARISMA**

Keys of the Apocalypse

COM

Bonus +5	Small Arms Helicopter Weapons
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NON-COM

Bonus +5	Basic Army Helicopter Mechanics Helicopter Piloting
Languages: English, Swedish	

SPEC-OPS

Bonus +2	Helicopter Piloting Meteorology Jury-Rigging
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GEAR

Flares (4)
Personal Data Device
Halogen Flashlight
Hazmat Suit w/ Respirator
Sat-Com (phone)
3 SMG Clips

Cash \$1,000

Weapons

Medium Automatic Pistol: 2d6 damage, 8 ammo, 30ft range, 2 auto
Combat Knife: 1d6

Biography

Capt. Wally is a nutcase Army helicopter pilot who got a reputation for being totally insane in the saddle, but always reliable. No one knows for sure if it's an act or if he really is out there. But when it comes to helicopters, Wally knows his stuff. In combat he gets serious, well as serious as Wally gets. His combo of wit and madness make him unpredictable and that tends to work to his advantage. Who is going to take a wacko seriously? And while you're trying to figure that out, Wally is rigging C4 to your toilet seat using a toothpick and yarn.

Photo



Character Name

Jackson Dalton

Race

Human

Age

45

Class/Level

Military 10

Gender

Male

Alignment

Neutrality

Open Door

1-5

Carry Mod

+50

R. Rate

100%

Hit Points

60

Armor Class

3[16]

Saving Throw

6

18 **STRENGTH**

14 **DEXTERITY**

16 **CONSTITUTION**

17 **INTELLIGENCE**

14 **WISDOM**

15 **CHARISMA**

Keys of the Apocalypse

COM

Bonus +9	Small Arms Heavy Weapons Artillery
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NON-COM

Bonus +8	Basic Marines Auto Mechanics Astrophysics Aircraft Mechanics
Languages: English, Spanish, French, Russian, Arabic	

SPEC-OPS

Bonus +2	Rocket Engineering Demolitions Cooking
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GEAR

Flares (4)
Personal Data Device
Halogen Flashlight
Hazmat Suit w/ Respirator
Sat-Com (phone)
3 SMG Clips

Cash \$1,000

Weapons

Pump Action Shotgun: 5d6, 5 ammo, 300 ft range, 2 actions
Combat Knife: 1d6

Biography

Jackson 'FU' Dalton was a Marine Corps mechanic who kept training in the any mechanical the corps had to offer until one day he just up and retired. It didn't take long before Jackson was using all that training to work in 3rd world shitholes on old Russian missile systems. He was eventually scooped up by Capt. Wesson to be part of a special unit. Jackson was cool with it until he realized that they were going to be flying everywhere and the pilot was crazy. But the money was good so all he could say to every request was "fuck you" hence the FU. Jackson is good at what he does and he is probably one of the best missile system mechanics in the United States.

Photo



Character Name

Lt. Stu

Race

Human

Age

45

Class/Level

Military 10

Gender

Male

Alignment

Neutrality

Open Door

1-2

Carry Mod

+5

R. Rate

100%

Hit Points

80

Armor Class

3[16]

Saving Throw

6

12 STRENGTH

14 DEXTERITY

18 CONSTITUTION

11 INTELLIGENCE

13 WISDOM

17 CHARISMA

Keys of the Apocalypse

COM

NON-COM

SPEC-OPS

Bonus	Small Arms Karate
+6	

Bonus	Basic Army Intelligence Espionage
+5	
Languages: English, Spanish	

Bonus	Seduction Stealth Investigation
+2	

GEAR

Flares (4)
Personal Data Device
Halogen Flashlight
Hazmat Suit w/ Respirator
Sat-Com (phone)
3 SMG Clips

Cash \$1,000

Weapons

Medium SMG: 3d6 damage, 32 ammo, 50ft range, 3/15 auto
Combat Knife: 1d6

Biography

Lt. Stu spent most of his Army career running ops out of South America against the drug cartels. After several close calls he decided to return stateside and work as an analyst. But the playboy lifestyle he had been accustomed to didn't exist behind a desk. Right before Lt. Stu put in for a transfer back to South America, he was picked up by Capt. Wesson. Lt. Stu had worked with the captain in the past. Figuring that it'd be like the old days, Lt. Stu became the charming spy for the team, infiltrating locations and then opening the doors for the team. Lt. Stu can hold his own in a firefight too.

Photo



Character Name

Dappy

Race

Human

Age

25

Class/Level

Cheerleader 10

Gender

Female

Alignment

Neutrality

Open Door

1-2

Carry Mod

+5

R. Rate

100%

Hit Points

30

Armor Class

3[16]

Saving Throw

6

10 STRENGTH

10 DEXTERITY

13 CONSTITUTION

10 INTELLIGENCE

14 WISDOM

15 CHARISMA

Keys of the Apocalypse

COM

NON-COM

SPEC-OPS

Bonus	Cat Fighting
+2	

Bonus	Cheering
+4	Dancing
	Projecting
	Stunting
	Tumbling
	Languages: English, Spanish

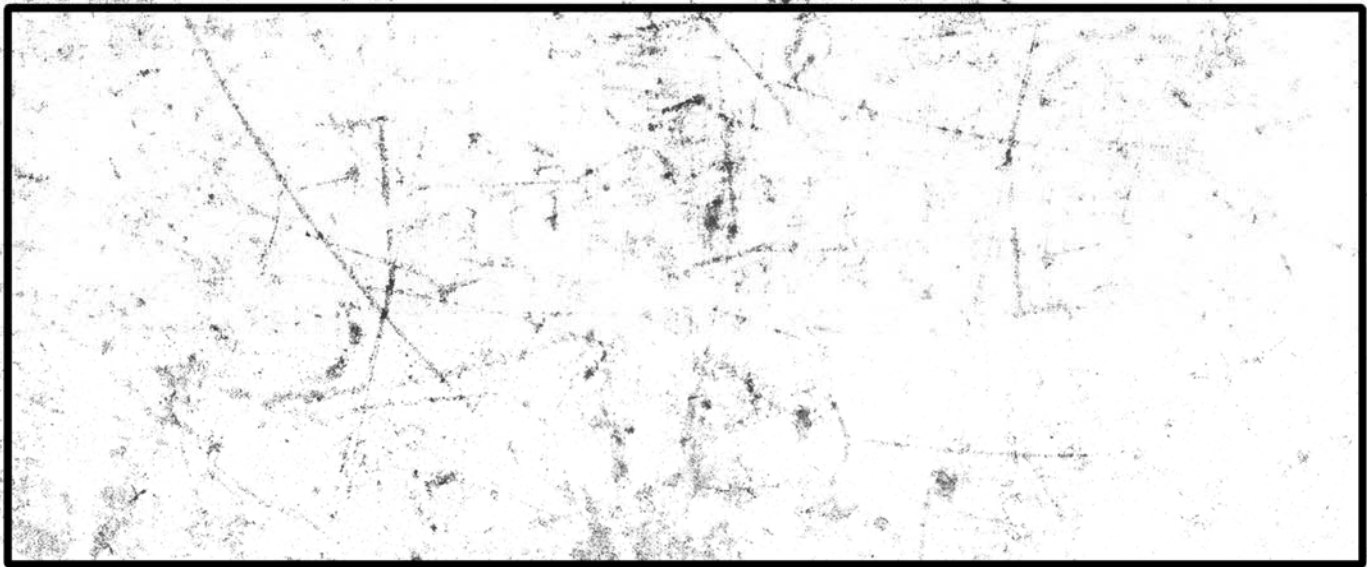
Bonus	Fashion Makeup
+2	Acrobatics
	Demeaning Banter

GEAR

Cell phone
Pom Poms
Metal nail file [1d4/2 damage]

Cash \$10

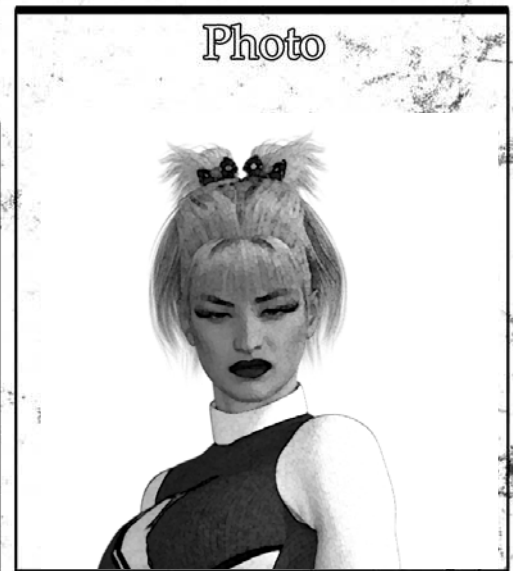
Weapons



Biography

Dappy is a 3rd rate cheerleader and hick who only did cheering to get the football star in high school. Of course, not paying attention to her studies left her working as a cheering coach for a bunch of yuppie snots instead of going national or having a high paying job. It's why she's dating Zed, since he pays for everything. Don't get Dappy wrong, she's a woman who has no problem ripping out a bitch's extensions. Most the time Dappy is primping. Diss her and face her wrath.

Photo



Character Name

Scoops

Race

Human

Age

43

Class/Level

Journalist 10

Gender

Male

Alignment

Law

Open Door

1-3

Carry Mod

+10

R. Rate

75%

Hit Points

30

Armor Class

9[10]

Saving Throw

6

15 STRENGTH

10 DEXTERITY

10 CONSTITUTION

12 INTELLIGENCE

15 WISDOM

06 CHARISMA

Keys of the Apocalypse

COM

NON-COM

SPEC-OPS

Bonus	
+3	

Bonus	Writing
+5	Reporting
	Investigation
Languages: English, Spanish, French	

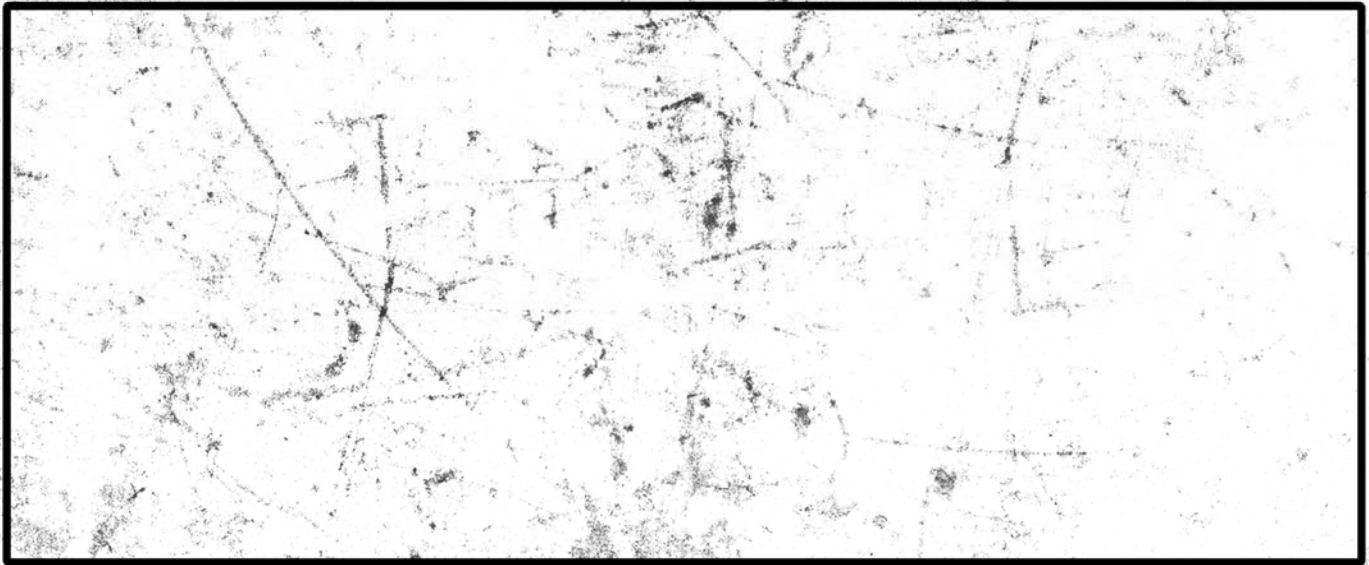
Bonus	Marijuana Know-how
+2	Interrogation
	Bribery

GEAR

Cell phone
Pocket knife

Cash \$100

Weapons



Biography

Scoops was a top rate reporter who had a mental breakdown and got laughed out of a New York City newspaper company. He spent the next decade working as a freelance journalist, traveling around the country looking for a story that would make him big [no pun intended, since Scoops is a dwarf]. Eventually Scoops met ShibbyShibz and the two became inseparable. Now all Scoops does is smoke weed all day and snack, while doing some occasional journalism.

Photo



Character Name

ShibbyShibz

Race

Psychic

Age

32

Class/Level

Slacker 10

Gender

Male

Alignment

Neutrality

Open Door

1-2

Carry Mod

+5

R. Rate

75%

Hit Points

40

Armor Class

9[10]

Saving Throw

6

11 **STRENGTH**

11 **DEXTERITY**

10 **CONSTITUTION**

15 **INTELLIGENCE**

13 **WISDOM**

18 **CHARISMA**

Keys of the Apocalypse

COM

Bonus +1	Snack Food Fighting
--------------------	---------------------

NON-COM

Bonus +5	Video Games Couch Foraging Bachelor Chef Psychic Know-Ho
	Languages: English, Spanish, French, Italian

SPEC-OPS

Bonus +2	Bachelor Gourmet Cooking Marijuana Know-how Narcotics
--------------------	---

GEAR

Cell phone
Bag of joints [8]
Lighter

Cash \$10

Weapons

PSYCHIC ABILITIES

The Sense [2 in 6]
The Sight [2 in 6 chance]
The Reading [2 in 6 chance]
Dream Walk [3 in 6 chance]
Overload [1 in 6 chance]

Biography

Shibby Shibz is a full time stoner who spends 95% of his time stoned and the other 5% sleeping or eating. He wasn't always like that, but when his psychic abilities started to manifest he found that staying stoned helped keep things under control. He ended up working with Thelma after he answered an advertisement seeking individuals to be part of a study and get paid. Shibby Shibz thought it was a sweet deal until she learned he had powers. Now he works as an investigator of sorts and gets paid in snacks and weed. Shibby Shibz's best friend is Scoops, a dwarf that Shibby thinks is a big dog that talks.

Photo



Character Name

Thelma

Race

Human

Age

27

Class/Level

Nerd 7

Gender

Female

Alignment

Law

Open Door

1-2

Carry Mod

+0

R. Rate

100%

Hit Points

28

Armor Class

9[10]

Saving Throw

9

08 STRENGTH

09 DEXTERITY

16 CONSTITUTION

16 INTELLIGENCE

17 WISDOM

09 CHARISMA

Keys of the Apocalypse

COM

NON-COM

SPEC-OPS

Bonus	Pistols
+2	

Bonus	Basic Forensics
+7	Investigation
	Research
Languages: English, Spanish, Italian, French, Mandarin	

Bonus	Details
+2	Puzzles

GEAR

Cell phone
Magnifying glass
Small pen-light

Cash \$1,000

Weapons

Medium Automatic Pistol: 2d6 damage, 8 ammo, 30ft range, 2 auto

Biography

Thelma is the daughter of billionaire tycoon Raul Rodney. To keep his daughter out of his hair, Raul funds all of Thelma's little projects. Thelma is a nerd who obsesses over crime shows and mysteries. She even started a little investigative service and recruited some of her less savory friends to help her. Of course they help because she has the cash and they all mooch off of her. Thelma is good at what she does and she's solved plenty of cases with the help of Zed, Dappy, Shibby Shibz and Scoops. Thelma isn't defenseless either. Her father made sure she was armed [she has a conceal carry permit]. It's not like Thelma has ever used it other than for target practice.

Photo



Character Name

Zed

Race

Human

Age

29

Class/Level

Military 4

Gender

Male

Alignment

Law

Open Door

1-3

Carry Mod

+15

R. Rate

100%

Hit Points

32

Armor Class

8[11]

Saving Throw

11

16 STRENGTH

15 DEXTERITY

13 CONSTITUTION

08 INTELLIGENCE

10 WISDOM

14 CHARISMA

Keys of the Apocalypse

COM

NON-COM

SPEC-OPS

Bonus	Small Arms
+4	

Bonus	National Guard
+2	Transportation
	Football
Languages: English	

Bonus	
+2	

GEAR

Lighter
Cell Phone

Cash \$10

Weapons

Combat Knife: 1d6

Biography

Zed is a true redneck. He played football and went nowhere after. He joined the National Guard because he didn't want to commit to the Army full time. He was dating a hot cheerleader and he didn't want that bitch cheating on him. So Zed stuck around and after working several lame ass jobs he got hired by an old acquaintance that he used to pick on horribly. Now he is the driver for Thelma's little detective crew. He hates Scoops and Shibby Shibz because they are stoned all the time and Zed has no problem telling them that. But Dappy keeps him pacified. Zed would like to think he is some badass, but when it gets scary, he's usually the first or the second out the door.

Photo



Character Name

Race

Age

Class/Level

Gender

Alignment

Open Door

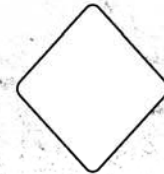
Carry Mod

R. Rate

Hit Points



Armor Class



Saving Throw



STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

Keys of the Apocalypse

COM

NON-COM

SPEC-OPS

Bonus	

Bonus	

Bonus	

GEAR

	Cash
--	------

Weapons

--

Biography

--

Photo

Keys of the Apocalypse

Keys of the Apocalypse

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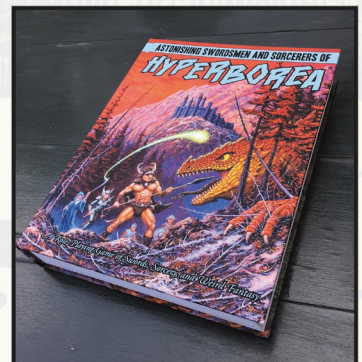
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