

TS 008

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7610

TOP SECRET

OPERATION: SEVENTH SEAL



Ace of Cups



Ace of Swords



Ace of Disks



Ace of Wands



II

The Priestess



Revelation comes.
Meet me in the bar.



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TOP SECRET[®]

OPERATION: SEVENTH SEAL

by Evan Robinson



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OPERATION: SEVENTH SEAL
 CODE NAME: JUDGEMENT DAY
 ADMINISTRATOR MISSION FILE TS 008

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AGENTS' BRIEFING

Having received the message on the back cover of this module, the agents waste no time in reporting to the Agency. They have barely sat down in the meeting room when a hulking supervisor appears. In a tone that is tense but cool, he delivers the following briefing. If the agents request it, the supervisor repeats any given information, though he does so impatiently.

The administrator should read this briefing before studying the rest of the module.

Good day, agents.

Welcome to the commencement of operation Seventh Seal, codename Judgment Day. I trust by your presence at this briefing that each of you received and assimilated the directive sent one hour ago. Together you comprise Task Force Palehorse, summoned by authority of the Director of Administrations, upon request of the United States Presidential Office. Participation in this mission is, of course, mandatory. Your caliber as agents, however, indicates that you would accept this responsibility readily.

Early this morning we received a message from the city of Los Angeles. The terrorist group Four

Horsemen, identity previously unestablished, has issued the following threat: In three days, the Horsemen will detonate at least one 10-megaton thermonuclear device within the city. Furthermore, the group will scatter radioactive dust over the most densely populated suburbs if any evacuation begins, or if a nuclear explosives search team is activated. Based on information that the terrorists have supplied, our psychologists and nuclear experts have determined that the threats are valid. The terrorists' demand: \$1 billion in uncut diamonds within three days, or the bomb will be detonated.

Your mission is to seek out this new terrorist faction and neutralize them. Choose your methods carefully. The untimely demise of anyone involved could destroy vital information and evidence. Success in this mission relies heavily on your ability to assess the value of target personnel and act accordingly.

Mission Seventh Seal is designated top secret. Under no circumstances may you reveal your directive to local authorities in order to extract information. Should authorities detain you for any reason—and I stress the importance of avoiding this situation—instruct the proper policeperson to contact the Agency. We will procure your release immediately.

Every agent in this room has been selected for his or her superior investigative ability. We can offer but one lead: a dead man. Last evening, metropolitan detective David Ryan was slashed to death in his downtown apartment. Blood was removed from the body, and so were pieces of the victim's clothing. The agency performed an exhaustive search of the apartment and uncovered scant information on terrorist activity. We strongly believe that Ryan had stumbled across the Four Horsemen.

At 5 p.m. tonight, Ryan intended to meet an informant at Ah Sung's Chinese restaurant. We know only that the informant is female, and that she and Ryan had never met face to face. You must keep Ryan's appointment for him. Plan this encounter carefully; time allows you no mistakes.

Unless you have questions, duty commences immediately. Report to Q Section for outfitting. On behalf of the Agency, I dismiss you with one final remark:

Good Luck.

ADMINISTRATOR'S BRIEFING

This adventure constitutes Administrator File TSO08, a complete TOP SECRET® adventure for three to five players. File TSO08 is designed for use with the TOP SECRET® game; it cannot be played alone.

Please familiarize yourself with the entire file before launching the agents on this adventure. When unusual circumstances arise, only a strong grasp of the material (and common sense) will enable you to handle the game play smoothly. At times, you may need to flesh out the scenarios, and to do so, you must understand the groundwork within.

After you've studied the file, feel free to revise the adventure to suit your campaign. For example, you may want to alter the setting. Currently, the adventure takes place in the Los Angeles area. But the story does not depend heavily on the city itself, so you can set this adventure virtually anywhere—from Tokyo, Japan to Tulsa, Oklahoma.

The maps in the file and on the inside cover are numbered to match written descriptions. As players move from one numbered area to another, just refer to that number in the text. Note that locations start with the number "1" again when the Aleister Estate is described.

This file was assembled for you, the administrator. In most cases, you cannot read the text directly to the players. The agents must work to discover information, if they ever discover it at all. At first, describe what the agents would see immediately. Then allow the players to indicate what their agents are doing to find out more.

Look over the center portion of this file before you read the rest of the adventure. It contains the terrorists' dossiers, as well as weapon statistics and information. You may want to separate the center section from the booklet for easy reference during play. To do so, use a blunt knife to pry the staples upward. Then lift out the pages and bend the staples back into position, taking care not to cut yourself.

The Story

At the start of this adventure, the terrorists are holed up in the mansion of a large estate outside the city. To get to the estate, agents must follow clues from the meeting at Ah Sung's restaurant, continuing to a cookie factory, and possibly a small occult shop. Once they reach their final destination, agents must tackle an elaborate computer security system to invade the mansion and abort the bombs. If things go wrong, however, they could sever the bombs from computer control, leaving them ticking away in the city.

The estate in this adventure is owned by a wealthy occultist. Murals of an unusual tarot deck adorn the walls throughout the mansion. The deck was designed by Aleister Crowley, an Englishman, who practiced black magic around the turn of the

century. In the house, the murals are titled according to the tarot cards they represent, so be sure to pass this information on to the players.

A few words on the tarot may be helpful. A tarot deck consists of 78 cards. Fifty-six of them form the "minor arcana," the part of the tarot with suits. The four tarot suits include Cups, Wands, Disks (Pentacles), and Swords. Each suit has cards from ace through 10, plus four court cards: king, queen, knight, and page. The remaining 22 cards form the "major arcana," which includes trumps such as "The Sun," "The Fool," and "The Universe." When you act as the occult store manager, you could relay this information to the PCs.

Prerolled Characters

The outside cover of this adventure features five prerolled agents who can act as the Palehorse task force. If players don't want to use their own characters for Operation Seventh Seal, they may play these agents instead. Weapons and equipment are provided for each prerolled agent, but you might want to add more items to the list, depending on the needs of your players.

ABBREVIATIONS

PS -	Physical Strength
W -	Willpower
K -	Knowledge
OF -	Offense
EV -	Evasion
HTH -	Hand-to-Hand combat value

Character Traits

CH -	Charm
CO -	Courage
CD -	Coordination
DP -	Deception
LL -	Life Level

Weapon Traits

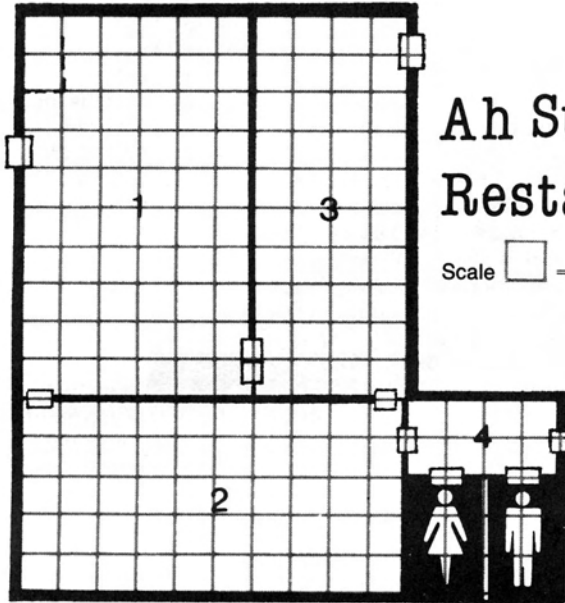
ROF -	Rate of Fire	DECP -	Deception change of armsbearer
RM -	Range Modifiers	WS -	Weapon Speed
PWV -	Projectile Weapon Value	NC -	No Change
HWV -	Hand Weapon Value		

The House Schedule

The schedule on the inside cover provides guidelines for activity in Aleister House. Note the basic movement pattern: Temple and De Serre move frequently, while Morrison and Flemming move less often. Wong never leaves his suite. At 12:30 AM, all the characters are in bed, but none of them sleep very soundly.

The schedule is not carved in stone, nor should it be. An alarm always disrupts activity, and so might screams, for example. Run the characters as realistically as you can.

AH SUNG'S RESTAURANT



Ah Sung's Restaurant

Scale $\square = 5$ ft.

Ah Sung's is a successful but small Chinese restaurant in a neighborhood of declining stature. Twenty years ago, the area was a stomping ground for the city's most fashionable crowd. Today, members of the upper middle class still visit, and so do the tourists, but no one from either group would wander there alone after dark.

1. AH SUNG'S DINING ROOM

The dining room offers the warm, red Mandarin decor common among Chinese restaurants in America. Fans, golden dragons, ideograms, and bamboo screens adorn the walls and ceiling. Ten tables, each seating up to six people, are tastefully arranged in the room. At the front of the dining area is the cash register, placed on an L-shaped counter that encloses a small area by the door.

Mathius Wu is manning the cash register. He is 27 and Chinese American.

Kee Yung Chi is acting as maitre d'. He is an agent of the People's Republic of China. If Kee believes the characters are agents, he will attempt to escape. He knows nothing of the Four Horsemen.

Agents who wait in the restaurant are served dinner without incident, unless, of course, they manage to provoke something. The bill (\$7-\$12 per agent) is presented on a plate with fortune cookies.

One cookie, slightly cracked, contains a handwritten note that states, "Revelation comes. Meet me in the bar." The waiter has no idea how the note got there. If he's questioned, he reports the incident to Kee, alerting him to the agents' presence.



MATHIUS WU

PS 72 CH 36 W 98 CO 64 K 27 CD 95
OF 79 DP 50 EV 65 LL 17

Languages. English 76, Chinese 68
AOKs. Mil Sci 82

KEE YUNG CHI

PS 39 CH 39 W 63 CO 95 K 60 CD 70
OF 83 DP 67 EV 55 LL 11

Languages. Chinese 96, English 96, French 58
AOKs. Mil Sci 129, Home Ec 60

2. AH SUNG'S BAR

The bar is attached to the dining area. It matches the red decor of the restaurant, but the lighting here is much dimmer. Occasionally, a bit of gold flashes from a wall ornament as it reflects the light from a bar candle. Otherwise, it's so dim that the decorations are hard to make out.

The bartender is Louis Artain, an outgoing Frenchman with thick, graying hair. Artain fought with the Communist Chinese against the Japanese in World War II. He knows nothing of the Four Horsemen.

Sitting at the bar are two businessmen and their female friends. The men wear expensive suits; the women wear an excess of makeup. An attractive Chinese woman sits alone at a table near the back. She is dressed in business attire.

The Chinese woman is Leigh Chung, a computer and industrial engineering consultant who works for a firm in the city. When approached by the agent(s), she is cautious. She first asks who recommended Ah Sung's to them, meaning who sent them there. If she is given the proper answer (David Ryan) or persuaded to talk after she tries to leave, Chung offers the following information:

A few months ago, she was assigned to a modernizing job for Wong's Fortune Cookie Works, an old plant near the restaurant. The plant's owners wanted to purchase a computer system capable of running the entire factory. But they overruled all of Chung's suggestions, insisting that a Sprag computer system be installed. The Sprag system (as any agent with a score of 70 or more in Computer Science knows) is a computer system used primarily in high-tech research and military applications. A cookie factory would never need anything that powerful.

When Chung informed the owners that such a system would cost considerably more than the entire plant was worth, the owners replied that the cost was their concern as long as they paid it. If Chung's company could not make arrangements to purchase the Sprag, they continued, the factory would do business with someone else.

The MetPol (metropolitan police) approached Chung several months ago in connection with certain computer crimes. She told them about the cookie factory incident. Shortly thereafter, Detective Ryan called to request a meeting.

In her briefcase Chung carries a file on her work with Wong's factory. She intended to show the file to



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David Ryan, in case it might have been helpful. The file confirms the verbal information given above.

Chung refuses to accompany the agents on any further investigation. She knows nothing of the Four Horsemen, and she is unarmed.

LOUIS ARTAIN

PS 69 CH 29 W 84 CO 26 K 61 CD 91
OF 59 DP 28 EV 60 LL 16

Languages. French 85, Chinese 85, English 70

LEIGH CHUNG

PS 86 CH 100 W 61 CO 47 K 100 CD 38
OF 43 DP 74 EV 69 LL 15

Languages. Chinese 88, English 88
AOKs. Mil Sci 116, Eng-Industrial 104, Comp Sci 97

3. AH SUNG'S KITCHEN

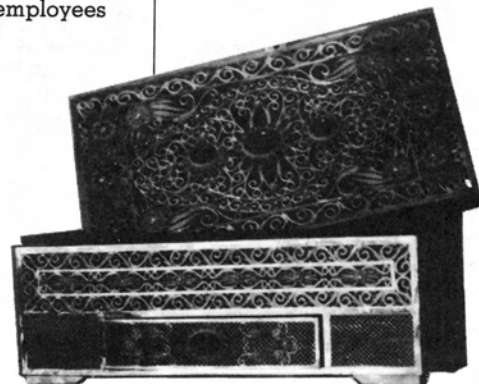
The kitchen has three doorways: One leads to the bar, another to the dining room. The third door serves as a rear exit to the alley behind the restaurant. The east wall of the kitchen is lined by two freezers, two refrigerators, and several shelves. The room contains standard restaurant equipment, nothing more.

When the restaurant is open, at least three cooks are working in this room, and at least one waiter/waitress is present. These employees can tell the agents little more than what's on the menu. Kee Yung Chi has bribed all employees to report any unusual questions to him as soon as possible. A counter-bribe of at least \$200 might prevent the employees from informing Kee.

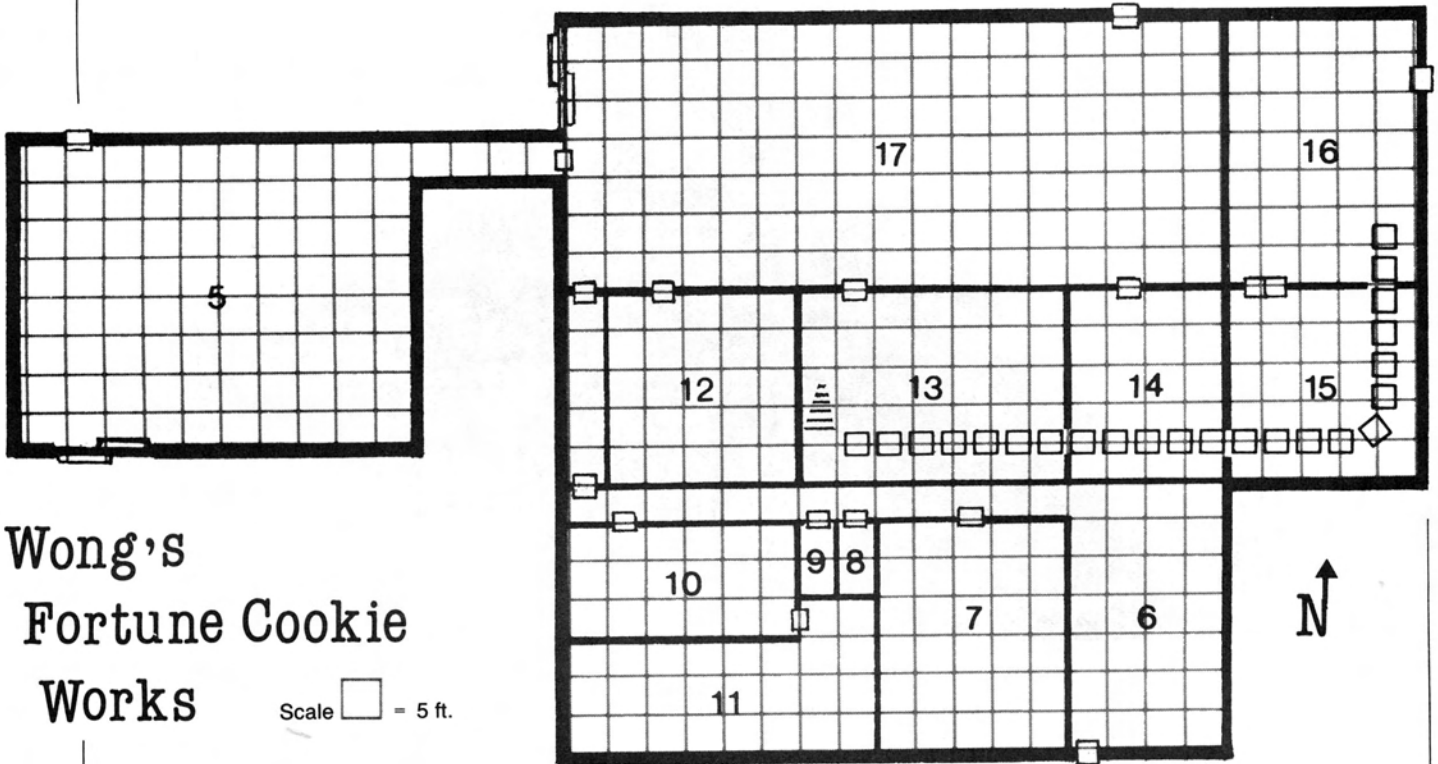
4. HALLWAY AND RESTROOMS

A small hallway leads to the restrooms. The door at the far end of the hallway opens to the alley outside the restaurant; this exit is always locked from the inside (0/30).

The women's restroom contains nothing unusual. If the men's restroom is examined carefully, a line of graffiti can be found among the witticisms scribbled on the walls. The line reads "You'll get a bang out of Wong's Fortune Cookies." This message will probably go unnoticed if the agents have not spoken to Chung.



WONG'S FORTUNE
COOKIE WORKS



Wong's Fortune Cookie Works

Scale  = 5 ft.

Wong's Fortune Cookie Works consists of a main building and an annex. The main building houses offices and automated machinery. The annex, a smaller building connected by a ground-level passage, provides storage room for manufacturing materials. The factory is about two miles from Ah Sung's. Walking takes 20 minutes; driving takes 7.

5. THE STORAGE AND SHIPPING ANNEX

Concrete blocks form the walls of this building. Any character with an Engineering/Construction score of at least 75 can see that the concrete was added to an earlier, less sound structure, and that the passageway was added at the same time (construction took place within the last year). The large sliding door on the south wall is the receiving port for raw materials that are delivered to the plant. This door is usually locked (0/35).

The annex contains a forklift and a few hand trucks, which are parked near the receiving door. Any agent with a Knowledge score of 55 or greater can operate a forklift.

If the agents search the area carefully, moving some of the pallets with the forklift, they find four metal crates tucked away in the northeast corner of the building. The crates are empty, but heavy; each one weighs over 100 pounds. A generous coat of lead lines the crates; anyone with a Knowledge score of 70 or more can recognize this metal. None of the four crates bears a shipping label.

The building contains nothing else of particular interest or value.

Manufacturing Office and Building (6-17)

This building is structured like most manufacturing plants; it's built strongly but without pretty features. Offices are arranged on the south side of the building. The other side is occupied by automated machinery for making fortune cookies.

A large sliding door (0/35) opens into the passageway leading to the storage shed. In addition, several standard doors (0/30) serve as exits for the building. Nearly all of the outside doors are marked "PRIVATE—DO NOT ENTER." The exception is the main entrance, which displays a sign marked "WONG'S FORTUNE COOKIE WORKS Welcomes You. Visiting, Tour, and Office Hours 8:30 AM to 3:30 PM Monday through Friday. Advance Notice Requested. In case of emergency call 555-4368."

Beneath this sign someone has scratched "Concrete Shoes—Cyanide—TNT," and underneath that, "Neckties—Contracts—High Voltage."

Each outside door features a device near the hinges that informs the computer in room 11 whenever the door is opened. Any agent who looks for such a device has a 10% chance of finding it. The agent's chances of deactivating the device (without setting it off) equal 5% plus $\frac{1}{10}$ of the agent's Deactivation score. The entire mechanism is sealed in the wall of the building.

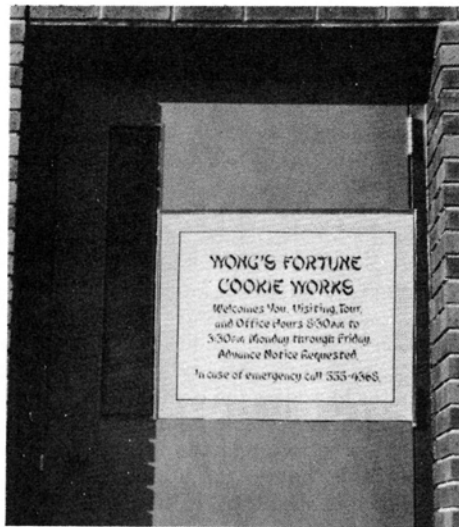
If the agent attempting to deactivate the alarm has a cutting torch and spends 30 minutes slicing away the side of the building, he has an 85% chance of circumventing the device. However, after 25 minutes he faces a 20% risk that an officer in a patrol car will investigate. If the agent's attempt to deactivate the system fails, the device has been activated.

During the night, or if the plant has been temporarily shut down due to the departure of Marjorie Flemming (see room 6), a watchman works here. His name is Heng To, but workers at the plant know him as "Loyal One," because he is loyal but not too bright. Heng To carries a Browning Hi-Power 9mm pistol and two extra clips in a shoulder holster.

Heng's orders are to stay in the Computer Operating Room (10) and listen for the computer alarm that sounds when one of the doors has been opened. If the alarm sounds, he places the computer on the active mode. Once on this mode, the computer recognizes any large noise (such as the firing of an unsilenced, non-gyrojet firearm, the toppling of a bin, or a scream) and calls the local police station. When the call is connected, the computer plays a tape reporting a disturbance at the plant. In addition, the computer locks all doors in the plant, inside and out (0/30). If the plant is not operating, it starts to make cookies (this is a program bug.)

If the computer has called the police, two officers arrive in 5-10 minutes. They are each armed with a .357 Police Magnum, billy club, and mace canister. The police enter the front lobby using a pass key.

After Heng places the computer on automatic, he waits in the Computer Office (10), behind the desk. If anyone other than a police officer enters the room, he may (35%) yell "Halt!" in Chinese. But it's more likely (65%) that he will simply open fire with his pistol. His orders are to yell



"Halt!" and then fire, but he gets very nervous under pressure.

If Heng leaves the Computer Operating room for any reason, he can get into any other room in the building except Mr. Wong's Office (7). He has keys to all of the other rooms.

HENG TO

PS 45 CH 45 W 90 CO 49 K 13 CD 72

OF 60 DP 47 EV 59 LL 14

Languages. Chinese 55

Weapon. Browning Hi-power 9mm pistol in shoulder holster, plus two extra clips.

PWV 47 WS VF ROF 1 AMMO 13

RM: PB 0 S -50 M -150 L X

DECP -4 HWV 4

6. WAITING ROOM

This small waiting room is typical of the species—couches line the walls, and overstuffed chairs fill the corners. A coffee table with several magazines on it stands in front of the largest couch. A receptionist's desk faces the main entrance.

During the day, Marjorie Flemming sits at the receptionist's desk. As chief technician and machinist of the Four Horsemen, she merely poses as the receptionist for Wong's plant. Essentially, she's in charge here—top cookie, as it were. Wong has not shown up for work in quite some time. Flemming's dossier is on page 16.

Flemming likes to keep things neat. Her desk top holds only a telephone, an in/out basket, and a computer terminal. The drawers contain miscellaneous papers for schedules, appointments, and cookie orders, plus a few memo pads.

Lying in the upper right-hand drawer of the desk is Flemming's .25-caliber Beretta automatic pistol

(speed modification of -12 to grab the pistol from the open drawer, -19 to open the drawer and grab the pistol). Two full 7-round clips lie next to the gun, along with a box of .25-caliber dum-dum ammunition and a small case containing a concealed weapon permit in the name of Marjorie Flemming.

Flemming leaves the gun in the desk if she must step away for some reason, but then she locks the drawer. When she is out of the plant, she carries the Beretta on her person. She often wears it in a waistband holster, but the exact location depends upon her dress at the time. The administrator must rule according to the circumstances.

If Flemming suspects the agents in any way, or if she should return to work and discover that the plant has been broken into, she leaves the plant immediately, checking to see if anyone follows. She has a 60% chance—plus or minus the difference between her Evasion and the Deception of the agent following her (the lowest Deception if a group is following her)—of discovering anyone on her trail. If she discovers the tail, she may "shake" her pursuers; her chance equals the difference between her Evasion and the highest Evasion of the agents in pursuit.

7. MR. WONG'S OFFICE

The sign on the door says "Su Wong, President." The office contains the usual furnishings: a veneer-top desk, two upright filing cabinets, and several visitor's chairs. A couple of wildlife scenes hang on the walls. A computer terminal, a telephone, and a blotter calendar lie upon the desk, along with a stand-up nameplate labeled "Su Wong, President."

The desk is locked (0/25). It contains a clutter of ordinary office supplies and a paperback copy of *Life After Doomsday* by Bruce Clayton, Ph.D. *Life After Doomsday* is a survivalist manual that indicates how major disasters can be survived—particularly nuclear war. A section on the destructiveness of nuclear explosions has been partially underlined with ink, emphasizing the 10-megaton bomb and the destruction of buildings.

The two filing cabinets are also locked (0/25). They contain records of equipment and supplies, listing when the supplies were bought, delivered, and utilized. Operating manuals for an ISM minicomputer lie in the top drawer of one of the cabinets. A search through the files yields nothing valuable or unusual.

8. MEN'S RESTROOM

This restroom appears more suited to a private home than a factory, but otherwise it's ordinary. The room contains a sink, a towel rack, a mirrored medicine chest, and a stall that encloses a toilet and a reading table.

The medicine chest contains a small blue and white plastic first aid kit, popular brand adhesive bandages, green mouthwash, and an oily wide-toothed comb.

Three magazines rest on the reading table: a copy of *The Progressive*, with a cover article on the manufacturing of nuclear weapons; the premier issue of *Survive*, with a cover photo of a person wearing a radiation suit and goggles, who's watching a mushroom cloud; and a copy of *Psychology Today*, which contains an article on analyzing terrorist threats.

9. WOMEN'S RESTROOM

This restroom resembles the men's room (8), but the stall has no reading table, and the medicine chest is empty.

10. COMPUTER OPERATING ROOM

A desk, a chair, and two bookshelves comprise the furnishings in this room. On the desk are a computer terminal and a telephone. "Loyal One" (Heng To) is usually in this room. See the overall description of the building for more information on this watchman.

The bookshelves hold computer language manuals for Assembly, Basic, Fortran, PL/1, and APL, plus operating manuals for the ISM minicomputer. They also hold mathematical reference books, and books of algorithms for programming use.

The desk contains invoices for transportation and installation of an ISM minicomputer, plus information on the equipment's environmental needs. Cluttered in the top center drawer are standard office supplies and a local phone book. Several paperback novels are tucked away in the lower right-hand drawer.

A sign has been posted on the door that leads to the adjoining room. The sign reads: "Computer Room. Authorized Personnel Only."

11. MACHINE ROOM

This long, narrow area houses computer machinery. Included are three low consoles linked by large co-axial cables, plus an upright hard disk unit, a line printer, and a single computer terminal. Each console is an independent ISM minicomputer in

the 5100 series. The three consoles have been linked to provide greater computing power. Any agent who can read can also find the ISM logo on the machines, and any agent with a Computer Science AOK of 60 or more will know the machines are actual ISMs.

If an agent with a minimum Computer Science AOK score of 75 attempts to extract information from the computer system—using any of the terminals in the building—he'll discover that it takes about five minutes to access the computer's data files. Accessible information includes: accounts payable and receivable; names and addresses of buyers and suppliers; records of supplies bought, used, and on hand; sales records for Wong's fortune cookies; records of machinery bought, installed, and repaired; and payroll accounting.

An agent who expects to solve the entire case with this information will be disappointed. Wong's Fortune Cookie Works ships cookies to several states and at least two major metropolitan areas. On the average, one ton of fortune cookies is shipped out every day (about 100,000 fortune cookies). All of the buyers that are listed appear to be legitimate restaurants or stores. No private individuals are included, nor are any of the buyers unusual.

Records for accounts payable and receivable indicate that the company makes a small profit. Payroll accounting shows five employees at Wong's Fortune Cookie Works: Mr. Wong, Marjorie Flemming, and three men who work the machinery, make repairs, and ship the cookies.

12. MIXING ROOM

Workers bring the cookie ingredients through the northern door and dump them into big hoppers, which are labeled by ingredient. The hoppers empty into a large vat in the center of the room. Water is piped into the vat, and a lid is clamped on. When mixing, the entire vat begins to shake, bringing the batter to the correct viscosity. The batter is then pumped into the next room (13) through a large, gleaming pipe.

Like all heavy machinery, the vat should be regarded with respect. When it starts to operate, it swings out 1 foot in all directions, shuddering rapidly. If an agent gets hit, the vat delivers 1-10 points of damage. Any agent who happens to be "exploring" the inside of the vat during operation experiences a new form of execution not listed in the

rulebook. The time until death is 90 seconds, the Survival Value is 125, and the Survival Results are Knowledge 50%, Coordination 10%, and Strength 85%. The survivor's Coordination value rises 10% each hour after the event, to a maximum of 80%.

13. SPRAYING ROOM

In this room, the dough is pumped into a large pipelike device above a conveyer belt. From the catwalk above, workers and tour groups can watch the device as it squeezes the dough through a series of holes, causing it to ooze evenly onto the belt. If any agent falls off the catwalk while the machinery is operating, he lands on the conveyer belt and becomes covered with dough in about three seconds, while his breathing is progressively restricted. Death by suffocation may follow. (See TOP SECRET® rulebook p. 47).

An agent who falls off the catwalk must roll less than his Coordination divided by 3 to circumvent the dough pipes and get off the conveyer. He only has three attempts to do so before the dough incapacitates him. After this, the agent is forced to lie covered with raw cookie mixture, waiting for assistance.

Any agent can rescue a cookie-doughed comrade in two ways: he can push the emergency stop button near the catwalk, or pull the fallen agent off the belt. Pulling the agent succeeds if the player rolls a number below the average of his agent's Physical Strength and Coordination. The agent can make one such rescue attempt every 10 seconds.

14. CUTTING ROOM

As the thin layer of dough enters this room on the conveyer belt, a line of circular cutters descends, slicing out circles of dough. A second machine gathers the excess dough from the conveyer. The circles continue on the belt, entering a machine which inserts the paper fortunes and folds the cookies around them. Excess dough returns to the mixing room.

Agents can observe the machinery from a catwalk. The cutters operate in a 5-foot area, beginning 5 feet from the west wall. If an agent falls onto the first 5 feet of the belt, just before the cutters, he can attempt to get off. The player must roll a number less than one-half of his agent's Coordination. If another agent assists, the fallen agent must roll under one-half of his Coordination plus one-half of the assisting agent's Coordination.

Of course, the assisting agent may also end up on the belt. The chance of this happening equals the difference between the two agents' Physical Strengths. If a third agent holds onto the assisting agent, such a mishap never occurs.

If an agent lies on the conveyer belt between 5 and 10 feet from the west wall, then the cutters inflict 1-4 strikes to his body as they descend to slice the dough. Each strike by the cutters does real damage according to type Y in the HTH Combat rules (rulebook p. 29).

After each strike, the agent can try to get off the conveyer belt. A dice roll below one-third of the agent's Coordination indicates success. If another agent assists, then the fallen agent's player must roll under one-third of the total of the two agents' Coordinations.

Once again, assistance could backfire. Compute the difference between the agents' Physical Strengths (high minus low). The result equals the chance that the assisting agent will be pulled onto the conveyer and also be subject to 1-4 strikes. If a third agent holds onto the second one, no chance of failure exists.

15. BAKING ROOM

The cookies come out of the folding machine (room 14) at several different levels, going directly into a large oven. Delicate aromas hang in the air. After baking, the cookies exit the oven, heading north on another conveyer belt.

Although the temperature is relatively low for baking cookies, it is *not* low for human beings. If an agent becomes locked in this room while the oven is turned up (the temperature is controlled by the computer), the effect is a new form of execution (see page 47 of the TOP SECRET rulebook). The time required is 60-90 minutes, the Survival Value is 85, and the Survival Results are: Physical Strength, 60%; and Charm, 70%. When the survivor leaves the oven, his Charm value rises 4% per hour to 100%, unless he doesn't drink anything. His Physical Strength value rises to 4% per hour, but if he doesn't drink, the strength declines 2% per hour of thirst.

16. PACKAGING ROOM

A conveyer belt brings the baked cookies into this room. A packing machine measures out the selected quantity by weight, then seals the cookies in plastic, inside 3' x 2' x 1' crates. The crates slide onto a



receiving ramp, from which a workman periodically retrieves them. The workman carries them into room 17 for storage until shipping.

17. SHIPPING ROOM

Stacked about the room are approximately 200 crates, each labeled "WONG'S FORTUNE COOKIES—Trust Your Fortune and Your Future to WONG'S." A full crate weighs about 30 pounds. All the crates are true to their labels; they hold nothing but fortune cookies. A small moving cart stands in the northwest corner of the room. A desk is situated next to it, by the large sliding door that leads outside the building. Behind the desk are a chair and a file cabinet.

If the plant is in normal operation (i.e., the agents simply walked in during the day and managed to get past Marjorie Flemming without major incident), two men are working in this room, moving crates, loading a small truck, or eating lunch (but not fortune cookies). Occasionally, they're playing cards or reading. The elder of the two men is Al Whitcomb; the younger is John Bryce. Neither man knows anything about the Four Horsemen.

The two men keep weapons in the desk. Bryce has a hunting knife (HWV 52). Whitcomb has a Heckler and Koch 9mm VP '70Z automatic pistol—he's a hunter at heart, and hopes to blast a rodent in the warehouse someday.

If attacked, the men get their weapons and defend themselves. When they hear a disturbance (shots, yells, screams), they get their weapons, call the police, and hide in the room. Then if a stranger enters without an officer's uniform—and fails to identify himself as a policeman—Whitcomb may (70% chance) fire. Bryce throws his knife only if he suspects foul play and an agent enters alone.

Both the desk and the file are locked (0/25). Al Whitcomb has the

keys, but an extra key to the file cabinet lies in the center drawer of the desk.

The desk contains the two weapons mentioned above, unless the men have removed them. It also contains a whetstone, a full box of 9mm standard ammunition with 36 rounds removed (leaving 14), a loaded extra clip for the HK pistol, writing tools, several paperback books, a magazine or two, three well-worn decks of cards, and several blank pads of invoices. A small sack in the drawer contains an unopened set of Aleister Crowley tarot cards with a sticker from William's Occult Shop. A small booklet entitled *Playing Tarot Risk—A Gambling Game* is included in the sack.

The file contains shipping records. If agents compare these records to those in the computer (requiring at least 1 hour's work), they discover several shipping orders here that are not in the computer files. Five months ago, 20 crates of fortune cookies were sent to Aleister House (a mansion owned by a wealthy occultist). Recently, several crates were sent to William's Occult Shop, too.

AL WHITCOMB

PS 92 CH 52 W 89 CO 58 K 69 CD 38
OF 48 DP 55 EV 45 LL 18

Languages. English 97, Chinese 65
AOKs. Mil Sci 43

Weapon. Heckler and Koch 9mm VP '70Z automatic pistol

PWV 55 WS VF ROF 3 AMMO 18

RM: PB +2 S-22 M-82 L-238

DECP -5 HWV 8

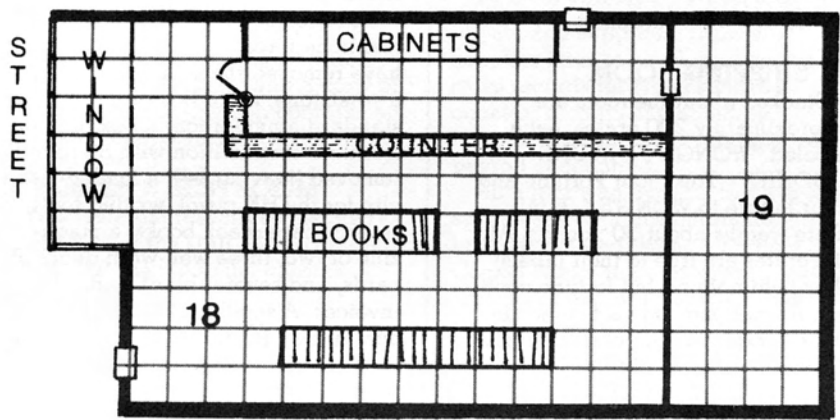
JOHN BRYCE

PS 51 CH 78 W 07 CO 42 K 26 CD 68

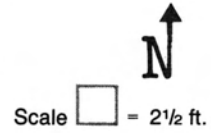
OF 55 DP 60 EV 73 LL 6

Languages. English 74, Chinese 60
Weapon. Hunting Knife (HWV 52)

WILLIAM'S OCCULT SHOP



William's Occult Shop



William's Occult Shop is a small occult bookstore about an hour's drive from the cookie factory. With a little investigation at City Hall and the library, agents can learn the following: The bookstore is owned by a wealthy occultist named A. C. Morrison. Aleister House serves as Morrison's local residence. The house, a mansion in its own right, takes its name from a famous occultist of the early 20th Century, Aleister Crowley. Morrison uses the initial A. C. in honor of that man.

William Clarence Shandon runs the little occult shop. A specialist in ancient magical works, Shandon usually can be found poring over an old manuscript, muttering and clucking as he translates some magical spell, incantation, or alchemical formula. If agents question Shandon casually, he'll tell them everything in the above paragraph, saving them the trouble of researching. He may also mention Morrison's interest in the Crowley tarot cards, and show them a deck.

18. THE FRONT ROOM

A glass display counter stands at the north end of the shop, with a cash register perched on one end. Glass cabinets and open shelves line the wall behind the counter. At the rear of this area is a closed door.

The counter contains several shelves filled with amulets, rings, crystals, and miscellaneous items (supposedly magical). None of the pieces are valuable, despite the prices they command.

Arcane items decorate the shop's walls. Elaborate lighting shows off parchment-look manuscript pages and assorted tarot cards. Mystic circles inscribed with Greek, Arabic, and Sanskrit letters are carefully displayed.

A browse through the shop reveals nothing unexpected. The front window contains relatively common items—decks of tarot cards (Rider-Waite, Crowley), and books on tarot reading, meditation, creation of amulets against evil spirits, and so forth. The free-standing bookshelf in

the center of the shop contains the usual best-selling volumes as well as a plentiful supply of *Fate* magazine and similar publications. There are translating dictionaries to English from Hebrew, Arabic, Latin, Classical Greek, Hindi, Old German, and Sanskrit. On the large table more tarot cards are displayed, along with occult-theme games, and occult fiction bestsellers.

The cabinets behind the counter are locked (0/25). They contain books—carefully wrapped in wood or leather, or bound by iron—with titles such as *Questions of Magical Import*, *Solomon's Keys*, and the rare *Toteneinsicht* (*Wisdom of Death*), reputed to be an early translation in German of a rare and blasphemous Arabic grimoire that was destroyed by the armies of the First Crusade.

Customers sometimes find Shandon reading one of the old volumes from these cabinets. He permits visitors to browse through the main

shop area at length, and he helps them if they ask for assistance. The books behind the counter are not for sale at any price.

The cash register contains \$136.66 in small bills and change. The cabinet drawer holds a fully-loaded .45-caliber revolver and a box of hollow point (dum-dum) ammunition with six rounds missing, leaving 44 rounds. Shandon is an amiable man, but he has been robbed before. When threatened by a single attacker, he doesn't hesitate to use the weapon. Each additional attacker cuts 25% from his willingness to use the weapon. However, if the books behind the counter are threatened, there is a 30% greater chance that he will fight.

Shandon knows nothing about the Four Horsemen. He applied for his job at the occult shop 17 years ago, and that was the first and last time he met A. C. Morrison. Shandon has never visited Aleister House, nor has he ever been invited.

Not long ago, Shandon received four crates of fortune cookies at the shop by mistake. Since they were addressed to Mr. Morrison, Shandon phoned Aleister House. A servant there sent someone to pick them up. If questioned carefully, Shandon may (45%) remember that the crates were large (3' x 3' x 2') and very heavy (about 80 to 120 pounds each). He may add that Morrison is reputed to be in the Mideast, searching for ancient Arabic magic books.

The cabinets behind the counter hold the only valuable items in this shop; the old volumes there are worth \$8,000 altogether. Shandon locks the books in the back-room safe (19) after hours.

WILLIAM CLARENCE SHANDON

PS 58 CH 48 W 76 CO 38 K 71 CD 35

OF 37 DP 43 EV 42 LL 13

Languages. English 95, Latin 77, Arabic 82

AOKs. Religion 95

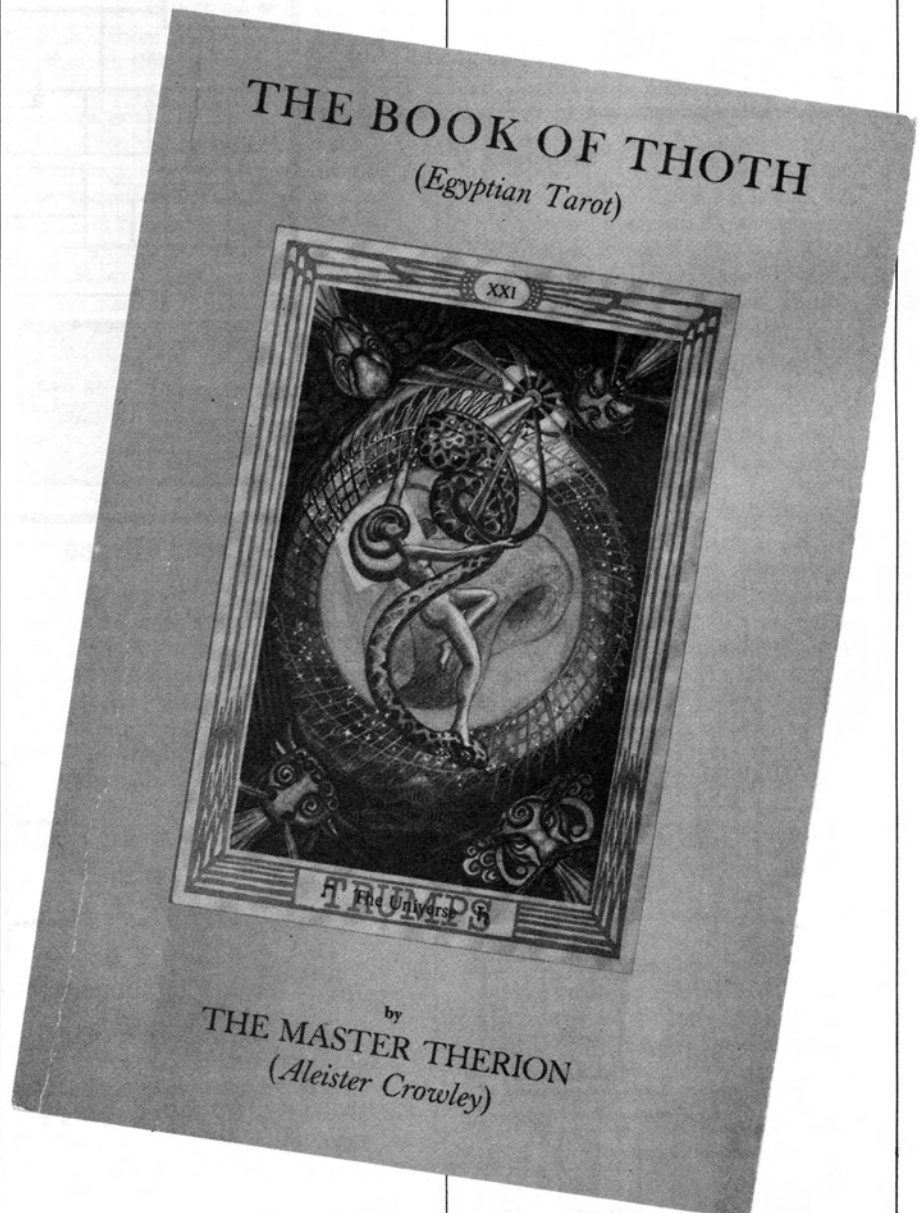
Weapon. Revolver (.45)

PWV 28 WS F ROF 1 AMMO 6

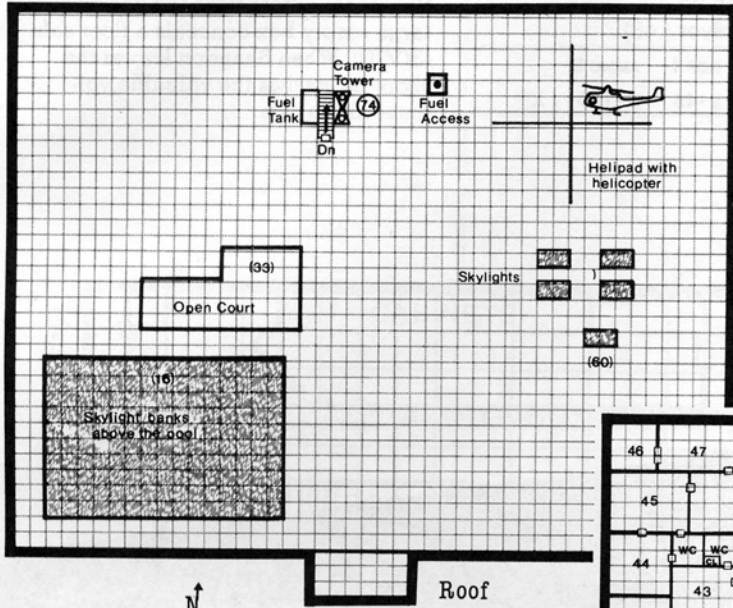
RM: PB 0 S-45 M-140 LX

19. THE BACK ROOM

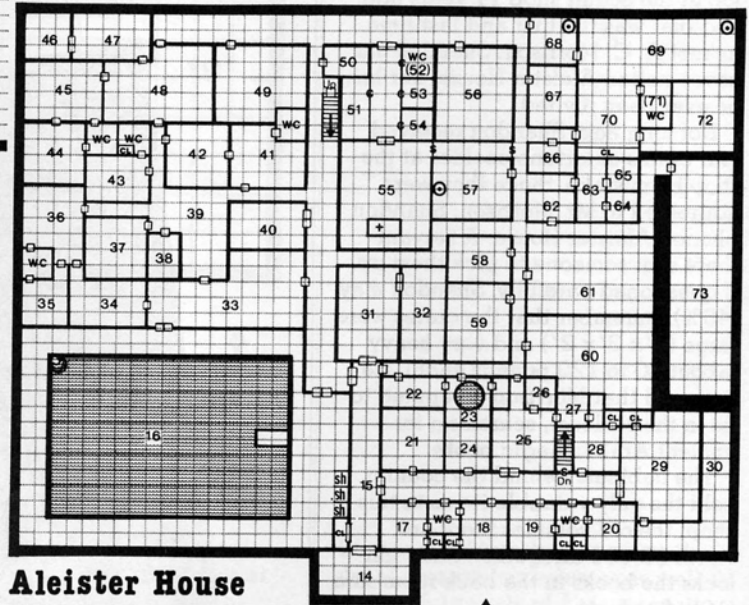
Boxes are piled about haphazardly. Cards and games fill some of them. Many contain books like those on display in the shop itself, but none of these books are as old as Mr. Shandon's "gems" in the cabinet. In the corner across from the door, a large empty box conceals a floor safe (30/70). When Shandon leaves the shop, he stashes the valuable volumes in the safe.



THE MORRISON ESTATE

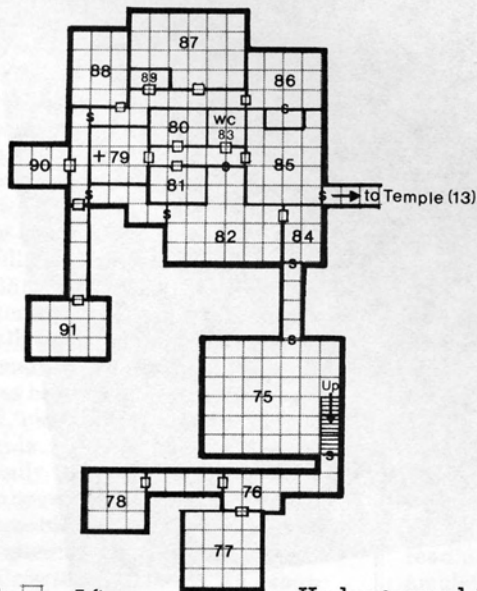


Scale $\square = 5$ ft.



Aleister House
Main Level

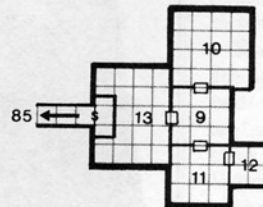
Scale $\square = 5$ ft.



Scale $\square = 5$ ft.

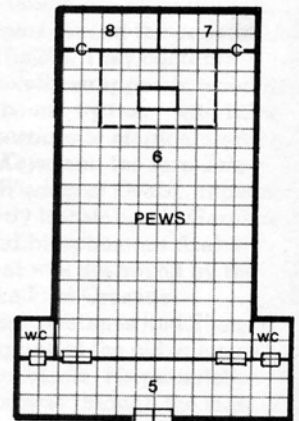
Underground Level

The Temple



Underground Level

Scale $\square = 5$ ft.



Ground Level

Here resides the wealthy occultist A. C. Morrison. He is a man who values his privacy, and most are inclined to give it to him. If anyone calls for Mr. Morrison, a "staff member" says he is traveling overseas, adding that he may return in a month's time.

The mansion (Aleister House) and grounds are extensive. A Sprag computer—the one slated for Wong's factory—stands guard over Morrison's fortress. It is here that the Four Horsemen have gone to ground, relying on the automated security system to keep out intruders. Aleister House is a 90-minute drive from Wong's cookie plant.

A dense wall surrounds the entire estate, which covers an area approximately 1,500 feet by 2,000 feet—about the size of 52 football fields. Only two openings pierce the wall: a gate (1), through which the drive to Aleister House passes, and a culvert (2), which channels a small stream out of the estate. A thick row of evergreens lines the concrete wall on the inside. Together, the trees and the wall block out any view of the estate, unless someone observes the premises from the air or sets up a powerful telescope on the mountain that overlooks the area.

The wall surrounding the grounds is made of concrete block. It stands about 12 feet high and 3 feet wide. Three strands of electrified barbed wire run along the top. Every 60 feet along the wall, a sign has been posted, marked "WARNING—ELECTRIFIED FENCE."

If an agent touches a fence wire while he's grounded, the fence inflicts 1-10 points of damage before he lets go. An agent who touches the wire while insulated—that is, wearing insulated gloves/clothing, or not grounded—suffers no damage, but there is a 5% chance that the barbs will rip through the insulated clothing, destroying the agent's protection. The administrator must decide the possible results of becoming grounded while halfway over the wire. Note: if it is raining, the entire top of the fence is electrified, not just the wires.

Cutting a wire without setting up a bypass circuit alerts the house computer. To set up a bypass circuit, an agent connects a second wire between two points on the fence, and then cuts the wire between the two points, thus keeping a complete circuit through the new wire while opening a hole in the fence. Grounding the fence also alerts the security computer.

When the computer is alerted to trouble at the fence, it does not sound an alarm. Instead, it merely registers the event for someone to observe in the security room. If conditions are rainy, the watcher may ignore the fence alert (90% chance). If it's dry, but the wind is blowing hard, the watcher may still ignore the alert (60% chance), assuming that a branch fell across the wire.

SECURITY OVERVIEW

The security system in Aleister House consists mainly of three elements: indicators, alarms, and video cameras. Indicators register an event with the computer—such as the opening of a door, the breaking of a fence wire, or the presence of someone in a room. When an indicator is triggered, the computer does not issue an alarm unless the indicator corresponds to one of these locations: gate, door, window, or skylight. Otherwise, a watcher must observe the readout in the security monitoring room of the house (77), and sound an alarm manually.

When an alarm sounds, no bell or buzzer rings in the house. Instead, Morrison and the terrorists carry beepers, which "ping" in case of an alarm. To see what triggered the beepers, someone must go to the security room and check the readouts—a process requiring three minutes.

Several video cameras are located about the estate. A bull's-eye symbol marks these cameras on the map. If someone is watching the monitors in the house, and an agent appears "on camera," the watcher has a 15% chance of spotting the agent immediately. If the agent stays on camera for one minute, the watcher sees him (100%). When the watcher spots an intruder, he or she sounds a beeper alarm.

FENCE ALERT

If anyone investigates a fence alert, it is Willie Temple, the Horseman in charge of security (see dossier on p. 17). Half of the time (50% chance), Bertrand de Serre accompanies him. Occasionally (10% when at

the house), Marjorie Flemming joins the two men. Whether one or more persons investigate, they take the Land Rover out of the garage (4) and drive around the estate, running parallel to the evergreens, then checking out the gate and road as well.

Each person in the Land Rover is armed. Willie Temple wears an SIG P-210-6 automatic pistol (9mm) in a hip holster. He has two extra clips in a belt pouch; both are loaded with standard ammunition. In addition, Temple has stashed a Springfield Armory BM-59 semiautomatic rifle (.308) in a rack between the driver and passenger seats. An ammo pouch between the seats holds three more 20-round clips loaded with dum-dum ammunition.

If present, Bertrand De Serre carries a Browning Hi-power automatic pistol in a shoulder holster. He has one extra clip loaded with standard ammunition in his coat pocket. For additional power, De Serre carries a 10-gauge semiautomatic full choke shotgun—with a box magazine added—in his lap. The shotgun is loaded with #1 shot. De Serre carries no other ammunition for this weapon.

If present, Marjorie Flemming has brought her purse along, since it contains her Beretta pistol. Should that weapon be inaccessible, she depends on the semiautomatic Uzi 9mm carbine that she carries on her lap. An extra clip for the Uzi is tucked in her purse. Note: this Uzi is semiautomatic only and has a longer barrel than the standard Uzi submachinegun.

Persons investigating possible trespassers are alert. They ask questions first if possible, but if they see weapons on the intruders they fire at least one warning shot to alert the people inside the mansion. This only works if the people in the mansion are above ground and not in a sound-protected area—but, of course, a shot usually scares off an intruder anyway.

1. GATE

The wall surrounding the grounds is pierced here by the opening to a short but grand tunnel. Set into the left wall of the tunnel, just at the entrance, is an intercom box with a speaker grill and a button. A handwritten sign on the intercom says "OUT OF ORDER—If your business is vital, call 555-3174." A sign at the apex of the tunnel says "PRIVATE PROPERTY—NO TRESPASSING. Be aware that this fence is electrified."

A heavy steel portcullis blocks the central point of the tunnel. Mounted behind the portcullis, on the ceiling of the tunnel, is a video camera. The portcullis draws straight up to open; it cannot be forced except with an extremely powerful hydraulic jack (considerably more powerful than a standard auto jack).

The portcullis is normally opened as follows: by radio command from the computer in the house, by use of the manual system inside the tunnel (see below), or by the insertion and turning of a key in one of the keyholes in the tunnel. There are two such keyholes. The first is concealed (45/0) behind a carefully fitted loose stone just inside the tunnel entrance, in the right-hand (east) wall. The second is set into a steel plate on the opposite wall of the tunnel, beyond the portcullis.

The two locks at the gate cannot simply be picked, because the security system recognizes the composition of the proper keys by passing a slight electrical current through them. A pick may allow the keyhole to turn, but the gate will not open unless a proper key is used. Only the Four Horsemen and A. C. Morrison have proper keys.

If the steel plate of the second keyhole is removed, an agent may bypass the lock system and open the gate; his chances equal one-half his Deactivation score. If he succeeds, however, opening the gate still alerts the computer in Aleister House 95% of the time. The computer, in turn, sounds an alarm, signaling the Four Horsemen's beepers.

The manual system is located behind a large steel door (0/60) in the west wall of the tunnel, just north of (inside) the portcullis. Once opened, operation is simple (you crank it up), but the computer still notes that the gate has been opened, and it sounds the alarm. If the agent tries to prevent the alarm from sounding, his chances are 5%.

At no time should the agents know the exact chance of notifying the computer. Simply inform them that a very complex and hard-to-bypass alarm system is inherent in the mechanism.

If the agents have a metal cutting torch, they can slice through the gate. After 10 minutes of work, they will have removed enough to allow a person to pass through the opening. After 50 minutes, a car can pass through.

The video camera at the center of the tunnel is sensitive to complete

darkness. If the camera should be covered for more than three minutes, a beeper alarm sounds within the house. Agents can blind the video system with bright light, however, without triggering an alarm. If someone is watching the video monitors in room 77, they have a 5% chance per minute of recognizing the problem and sounding the alarm manually.

GATE ALERT

If the gate alarm sounds, Willie Temple, Bertrand de Serre, and Marjorie Flemming (if present) all collect their weapons as above, and drive the Land Rover to the gate.

2. CULVERT

A small stream, which has its source within the grounds, flows out of the estate at this point. A culvert 2 feet in diameter channels the stream through the base of the wall. Unless a lot of rain has fallen recently, no more than 3-4 inches of water flow out of the culvert.

Steel bars block each end of the culvert. A wire mesh covers the east side of the inner bars. Organic trash lies plastered against the mesh, including sticks, grass, and small branches. A bolt cutter or metal cutting torch can slice through the mesh and any of the bars.

No portion of the culvert is connected to the alarm system, but a video camera is perched on the inside of the concrete wall, aimed directly at the mouth of the culvert. If a watcher is in room 77, he has a 15% chance of spotting an intruder as soon as the intruder appears on camera. If an intruder stays in view for a minute or more, he will always be seen.

3. THE GROUNDS

Three buildings stand on the grounds of the Morrison Estate: the combination garage/tool shed (4), the temple (5-13), and Aleister House (14-91). Most of the estate is level, with just enough slope to the northwest to allow the flow of water from a spring.

The southern half of the estate is grassy. The road winds north from the gate, until it reaches the front of the house. A side road loops to the temple before reconnecting with the main road.

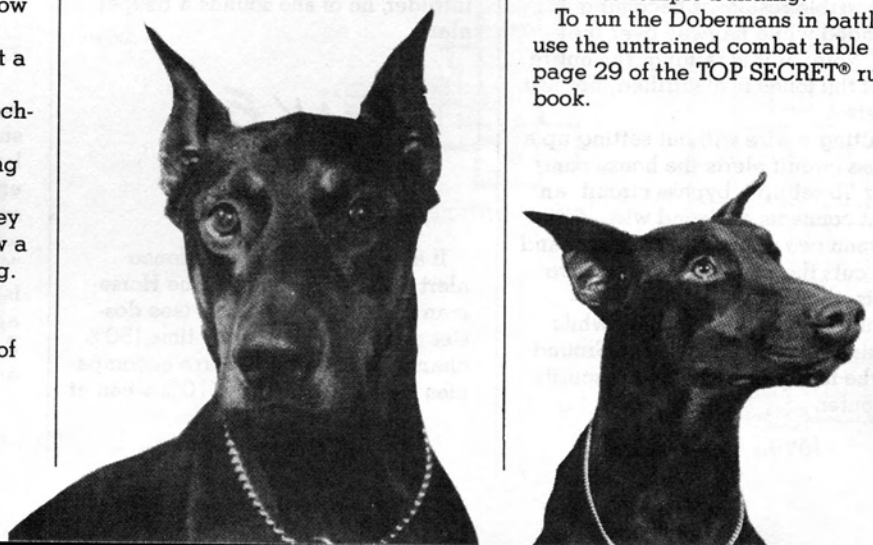
The northern half of the estate is covered with a combination of evergreens, deciduous trees, and brush. The stream begins in the north central area of the grounds, running south toward the house before it turns north again to flow toward the culvert (2). The estate looks well maintained, but slightly ragged, as if the groundsmen have neglected it for a few weeks.

FRITZ AND MAX

Morrison owns two black Doberman pinschers (LL 9, Dmg 1d10). He calls them Fritz and Max. Fritz and Max are attack dogs, and they roam the grounds freely. When bored and unattended, they practice their combat skills on rabbits and woodland animals—just like ordinary dogs. When an intruder arrives, however, they quickly remember their training.

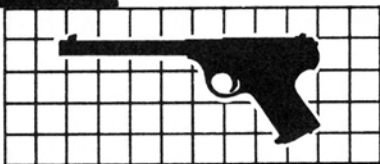
The dogs have a 50% chance of tracking down the agents on any quarter of the estate (check for this encounter once per quarter). Initially, they attack as a pair, but if more than one agent challenges them, they separate and work alone. The dogs never touch Morrison's sheep and goats, which are grazing near the temple building.

To run the Dobermans in battle, use the untrained combat table on page 29 of the TOP SECRET® rule book.



NEW WEAPONS

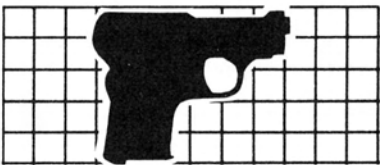
Pistols



HIGH STANDARD .22 TARGET MODEL

PWV 45	WS F	ROF 1	AMMO 10
RM:	PB 0	S-36	M-140 L X
COST 325	DECP -6	HWV 4	

Aleister House contains two of these pistols. The first is located in the lower left-hand drawer of the desk in room 19. It belongs to a servant. The second pistol is located in the night table in room 70. It belongs to A. C. Morrison.



BERETTA MODEL 1919 (.25)

PWV 35	WS F	ROF 1	AMMO 7
RM:	PB 0	S-54	M-154 L X
COST 150	DECP -4	HWV 3	

Marjorie Flemming owns this sleek Italian gun. She usually keeps it in her purse, but may wear it in a waist-band holster occasionally.



SIG P-210-6 9MM TARGET SELF-LOAD

PWV 52	WS F	ROF 1	AMMO 8
RM:	PB +2	S-40	M-135 L X
COST 360	DECP -4	HWV 4	

Willie Temple carries this gun in a hip holster. The SIG is a competition automatic pistol. If the gun is mistreated (administrator's discretion), range modifiers should be increased to reflect qualities slightly worse than a Browning hi-power 9mm pistol. When the SIG is cleaned and repaired, it regains its original statistics.

Carbines

9MM UZI SEMIAUTOMATIC

PWV 74	WS S	ROF 2	AMMO 20, 25, 32
RM:	PB +5	S-16	M-50 L-240
COST 250	DECP -24(NC)	HWV 12	

Marjorie Flemming keeps this carbine in the top drawer of her dresser. She stays in room 35. Flemming's Uzi is the modified version of the Israeli Uzi submachine gun; it has been modified to accommodate United States legal requirements. The American Uzi has a longer barrel than the Israeli gun, and it is not capable of full automatic fire.

Rifles

STEYR-MANNLICHER .223 AUG

PWV 82	WS S	ROF 1	AMMO 30
RM:	PB +5	S-5	M-64 L-164
COST 410	DECP -24(NC)	HWV 14	

A. C. Morrison keeps this rifle in the east end of his closet (room 70). The weapon features a built-in 1.5X scope in the carrying handle, which is included in the range modifiers above. In addition, the gun has interchangeable barrels. Statistics above reflect the qualities of the 16" barrel—the shortest of the three available lengths.

The Austrian army employs the official version of the Steyr Mannlicher, which is fully automatic and has an ROF of 3. Only semiautomatic versions like Morrison's are legal in the U.S., however.

SPRINGFIELD ARMORY .308 BM-59

PWV 85	WS S	ROF 2	AMMO 20
RW:	PB +5	S-12	M-55 L-150
COST 325	DECP -32(NC)	HWV 16	

Willie Temple stores this rifle in a lockbox in the mansion's front closet (15). The rifle (7.62 NATO) is a commercial reproduction of a discontinued Beretta assault rifle. The original was built for the Italian army. No fully automatic model exists, other than those Beretta made. Temple's weapon is not fully automatic.

Machine Pistol



HECKLER & KOCH VP '70Z (9MM)

PWV 55	WS VF	ROF 3(9)	AMMO 18
RM:	PB +2	S-22	M-82 L-238
COST 350	DECP -5	HWV 8	

Al Whitcomb, an employee of Wong's cookie factory, stores this gun in a desk near the shipping doors (factory room 17). The HK is actually the main unit of a submachine gun designed for the West German police. Outside the United States, agents can purchase a version of this gun that has an ROF of 3 without a stock, and an ROF of 9 with the stock attached. Note: the VP '70Z in this adventure has an ROF of 3, not 9.



THE FOUR HORSEMEN AND A.C. MORRISON

A. C. MORRISON

Code name: *Universe*

Responsibility: Finance and housing

PS 45 CH 118 W 96 CO 70 K 91 CD 66

OF 68 DP 99 EV 94 LL 14

Description. Age: 53 Ht: 5'11" Wt: 145# Hair: shaved (black) Eyes: brown Glasses: no

Languages. English 97, Latin 75, Greek 70

AOKs. Economics/Finance 104, Religion 132, Social Sciences 139, Military Science/Weaponry 86

Weapon. P-08 self-load in shoulder holster (fires standard ammo)

Weapon. High standard .22-caliber pistol in bedroom night table (70)

Weapon. Walther 9mm short in office (58)

Weapon. Steyr-Mannlicher AUG in east end of bedroom closet (70)

NOTES. A. C. Morrison is an evil, selfish, disturbed man, whose desires for power and possession rule his life. In spite of these traits, he remains strangely charismatic, able to charm almost at will. Those who don't share his beliefs, however, eventually become repulsed.

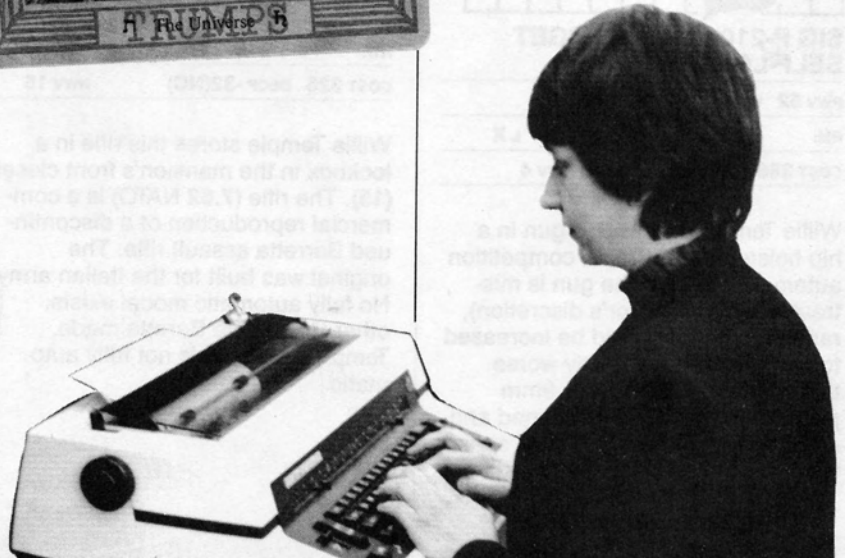
Morrison fears limitation and old age. In an effort to find power and immortality, he has turned to black magic and the occult. He admires the late Aleister Crowley, an English magician whom the press once dubbed "the wickedest man in the world." Morrison's initials ("A. C.") stand for "Aleister Crowley." Morrison may not have achieved Crowley's magical greatness, but he has managed to weld himself an amoral and egocentric personality, mimicking two of Crowley's reputed traits.

Morrison frequently shaves his head in a ritual of purification. In addition, he holds an intense interest in costumes, and often wears red or black robes at home. When conservative company is present, he may wear a smoking jacket, instead.

Insanity runs in Morrison's family. He has only one relative now—his sister Emily, who also lives on the

estate. Morrison is strangely protective of his sister, but her madness and his perversion prevent them from maintaining any normal relationship.

Morrison's code name is "Universe," after trump XXI of the tarot deck. The divinatory meaning of this card is completion, triumph in all undertakings, and success. It may also mean the arrival at a state of cosmic consciousness. When reversed, the card indicates a lack of compassion.



MARJORIE FLEMMING

Code name: *Priestess*

Responsibility: Designing and machining the bombs

PS 92 CH 90 W 75 CO 53 K 91 CD 70

OF 62 DP 72 EV 80 LL 17

Description. Age: 35 Ht: 5'6" Wt: 125# Hair: red Eyes: gray Glasses: no

Languages. English 88, Chinese 84, French 62

AOKs. Engineering-Transportation 109, Military Science/Weaponry 124, Computer Science 128, Physics 121, Metallurgy 115, World History/Current Affairs 127

Weapon. Beretta .25 self-load pistol in purse or waistband holster (fires dum-dum ammo).

Weapon. 9mm Uzi semiautomatic carbine in upper dresser drawer (fires dum-dum ammo)

NOTES. Marjorie Flemming is an attractive scientist who met A. C. Morrison on one of his expeditions. At that time, she was a graduate student, and Morrison had all of his thick, black hair. She fell for his charm and commanding personality, and the two became romantically involved. Through Morrison, Flemming developed an interest in the occult. Soon, however, Morrison began to pressure her to participate in bizarre rituals, and she ended their relationship—at least the intimate aspects. Of course, they still remain "professionally" involved.

Flemming is fastidious and calculating. She is extremely moody, but she displays no outward signs of emotional fluctuation.

"Priestess" is Flemming's code name, after trump II of the tarot deck. The card indicates wisdom, or hidden forces at work. The Priestess is the keeper of secrets, and she is strong. In reverse, the card means selfishness and sensual enjoyment.

WILLIE TEMPLE

Code name: *Lust*

Responsibility: Security

PS 94 CH 24 W 79 CO 85 K 11 CD 100

OF 93 DP 55 EV 62 LL 17

Description. Age: 42 Ht: 6'2" Wt: 220# Hair: brown Eyes: blue

Glasses: no

Languages. English 75

AOKs. Military Science/Weaponry

122

Weapon. 9mm SIG P-210-6 target self-load pistol in hip holster (fires standard ammo)

Weapon. Springfield Armory .308 BM-59 semiautomatic rifle (fires dum-dum ammo) in strongbox

NOTES. Temple is a power-hungry, conceited man. He is a flamboyant performer, and he enjoys displaying his machismo. He prefers to play the aggressor—his natural role. His gaze is always direct and forceful, his expression firmly set. Throughout his life, money has slipped through his fingers, but he has always bullied it back into his pocket.

Temple's code name is "Lust," after trump XI in the tarot deck. Lust can show strength, drive, and endurance. Reversed, the card can indicate oral behavior. For Temple, the card reflects the intensity of his desires, especially those for money.



BERTRAND DE SERRE

Code name: *Tower*

Responsibility: Computer installation, bomb linkages and circuits

PS 80 CH 62 W 63 CO 80 K 65 CD 97

OF 92 DP 74 EV 80 LL 12

Description. Age: 48 Ht: 5'10" Wt: 170# Hair: brown Eyes: brown

Glasses: no

Languages. French 99, English 94, Chinese 72

AOKs. Military Science/Weaponry

113, Biology/Biochemistry 103, Engineering-Aeronautical 104, Engineering-Electrical 106

Weapon. Browning Hi-power 9mm self-load pistol in shoulder holster, (fires standard ammunition)

Weapon. 10-gauge semiautomatic full choke shotgun (with box magazine of #1 shot) in lockbox in front closet

NOTES. De Serre is a mad scientist with a frenzied desire to control. He is extremely ambitious, but he has been unable to receive the professional recognition he desires. Failing that, he is determined to attain financial success. He is high-strung, and sleeps lightly. He is also accident-prone, and frequently cuts himself. In addition, De Serre is loud, selfish, and rude, especially when incompetence stands before him. He is strikingly handsome, and fancies expensive things.

Currently, De Serre fancies Marjorie Flemming. He finds her not only beautiful, but also of worthy intellect. Flemming, however, has little interest in De Serre; she believes he wants access to her share of the ransom—and she's right.

De Serre's code name is "Tower," after trump XVI of the tarot deck. The Tower means conflict and catastrophe. It can also indicate discipline. When reversed, the card shows oppression.



SU WONG

Code name: *Magus*

Responsibility: Ransom demand and collection

PS 85 CH 85 W 46 CO 74 K 78 CD 76

OF 75 DP 80 EV 81 LL 16

Description. Age: 46 Ht: 5'8" Wt: 155# Hair: black Eyes: brown

Glasses: yes

Languages. Chinese 98, English 94, Japanese 73

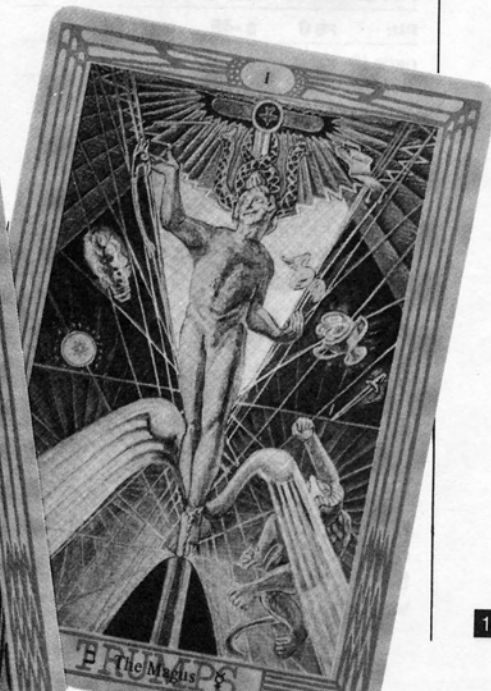
AOKs. Psychology 148, Political Science/Ideology 102, World History/Current Affairs 121, Fine Arts 125

Weapon. Government .45 self-load pistol in shoulder holster (fires standard ammo)

NOTES. Wong is a communicator—he is intellectual and perceptive, and he debates with outstanding skill. He is also a bargainer. Only a trace of Chinese accent remains audible in his speech. He has a good deal of business ability, which he applies to his cookie factory. But he wants to accomplish something greater—to really strike it big.

For a businessman, Wong has remarkably poor taste in clothing, enjoying out-of-date polyester knit fashions, especially those with loud prints. He is a nervous man preoccupied with death; he both fears it and desires it. He is not brave, and is somewhat fickle. Of all the Four Horsemen, he will be the first to betray the terrorists' secrets.

Wong's code name is "Magus," after trump I of the tarot deck. The card indicates creative power and organizational skills. Reversed, it indicates bad luck, indecision, or deceptiveness.



STANDARD WEAPONS

BROWNING HI-POWER 9MM SELF-LOAD PISTOL

PWV 47 WS VF ROF 1 AMMO 13

RM: PB 0 S-50 M-150 L X

DEC-4 HWV 4

Heng To, the watchman at the cookie factory, carries this gun in a shoulder holster. He has two extra clips.

Bertrand de Serre also carries a Browning like this in a shoulder holster.

REVOLVER (.45)

PWV 28 WS F ROF 1 AMMO 6

RM: PB 0 S-45 M-140 L X

William C. Shandon keeps this gun in a drawer below the cash register in William's Occult Shop (shop room 18).

SELF-LOAD PISTOL (.45)

PWV 45 WS F ROF 1 AMMO 8

RM: PB 0 S-45 M-145 L X

DECP-8 HWV 4

Su Wong wears this gun in a shoulder holster. He has loaded it with standard ammunition.

WALTHER 9MM SHORT PPK PISTOL (.380)

PWV 37 WS VF ROF 1 AMMO 7

RM: PB 0 S-45 M-145 L X

DECP-3 HWV 4

Morrison keeps this gun locked (0/30) in the drawer of his office desk (room 58). He has loaded the weapon with standard ammunition. A box of 9mm short (.380) standard ammo, which is missing 14 rounds, lies next to the gun.

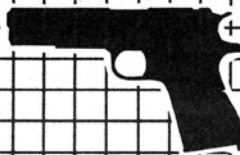
P-08 9MM LUGER SELF-LOAD PISTOL

PWV 47 WS VF ROF 1 AMMO 8

RM: PB 0 S-55 M-145 L X

DECP-4 HWV 4

Morrison carries this gun in a shoulder holster. When he's practicing on the pistol range, he fires this weapon.



4. THE GARAGE AND TOOL SHED

The building is constructed of concrete block and has no windows whatsoever. Two aluminum garage doors, each large enough for two cars, run along the south wall. A normal door and a sliding shed door open on the north wall. A gasoline pump stands outside, near the southeastern corner of the building.

Inside, corrugated siding divides the building into two rooms, one north, one south. The southern room forms the garage, housing three vehicles. The west end is home to the four-passenger Land Rover (top speed 75 mph/550 feet/turn), which has a soft top. In the center of the garage, a two-passenger DeLorean sports car is parked (top speed 155 mph/1140 feet/turn). The third car is a six-passenger Rolls-Royce limousine (top speed 115 mph/840 feet/turn). The east side of the garage is devoted to mechanic's tools and equipment for servicing the automobiles, including a large supply of spare parts.

The northern room serves as a general tool shed. The shed contains an abundance of hand and power tools, a well-stocked workbench, and equipment for maintaining the grounds (lawn tractor, mower, rakes, etc.).

The Temple (5-13)

The walls of the temple are of cut mortared stone. They are high, though the building is only one story tall. Window slits, set high in the east and west walls, provide the only access to sunlight. Ivy covers most of the stonework, clutching each crevice and nook. Only the front wall has been groomed free of the vines.

A huge set of wooden doors forms the entrance to the temple. Mystic symbols, most of them Hebraic, are deeply carved in the wood. In the center of each door, the cabalistic tree of life is portrayed. Above the doors, an inscription reads "Do What Thou Wilt Shall Be The Whole Of The Law".

5. ENTRANCE CHAMBER

The chamber covers the entire width of the building, from east to west. Like a gallery, it is comparatively narrow from north to south. The ceiling rises to the full height of the temple. Strikingly beautiful murals adorn the walls, each of them rich in magical and cabalistic symbols, especially the four aspects of

the tarot: cups, wands, disks, and swords.

In the tarot, each aspect represents an element: the cups represent water; the wands, fire; the disks, earth; and the swords, air. Wands, cups, disks, and swords constitute the four suits of the tarot minor arcana.

An incantation is written on the wall facing the main entrance. In elaborate italic lettering, it reads: "I invoke thee, IAO, that thou wilt send HRU, the great Angel that is set over the operations of this secret Wisdom, to lay his hand invisibly upon these consecrated worshippers, that thereby we may obtain true knowledge of hidden things to the glory of thine ineffable Name."

Two doors lead to the worship area beyond this chamber. Each door portrays a Crowley tarot card; together, they portray all four aces of the minor arcana. In the Crowley deck itself, each card is a reproduction of an elaborate oil painting.

The door to the east shows Crowley's design for the Ace of Swords. From a cobalt-blue mist of clouds, a green sword rises, its blade extending upward across the door. Behind the blade, a yolk-colored sun begins to rise. Above the sun, the light becomes shards of yellow crystal. At the tip of the sword, a yellow and white crown circles the blade, with spikes angling sharply upward like rays.

If agents open the east door, they discover that the north side (which was facing the worship area) portrays the Ace of Disks. A kaleidoscope of arcing blue-green shapes lies nestled around a golden disk. The arcs form eight sets of wings. The disk is inscribed with a pentagram.

The western door is painted as the Ace of Wands. From a maelstrom of red and green lightning bolts, a red-gold wand rises, thick as a club. Flames leap from the head of the wand.

The last ace is the Ace of Cups; it lies on the other side of the west door. Water and shell-forms cascade in all directions from a coverless blue tureen, which rests on a bed of pearls. A white beam projects upward from the tureen.

A restroom lies at each end of the entrance chamber. Both rooms contain two sinks, two toilets, liquid soap, and paper towel dispensers.

6. ROOM OF WORSHIP

Each of the four walls portrays a scene. An inky black paint covers

the south wall, and speckles of white lie scattered across it like stars. After a moment of staring, one can see a man's face among the speckles.

The east wall is a jungle setting, screaming with brilliant greens, reds, and yellows. In the center of the mural stands an enormous, tiger-like animal. Its face is a man's—the same man that lies in the stars.

The west wall shows the Pit; searing flames rise from all directions, leaping toward a virtually nude man. A rope and harness bind the man, and with them he draws an enormous boulder. Sweat streams from his skin, and he turns his face toward the room. He is the man from the other murals.

The north wall portrays a brilliant blue sky. From the blue, a giant bird of prey strikes directly toward the worship area. Its wings spread from wall to wall, and its talons clutch outward, ready to seize prey. The creature's face is not a bird's, however; it is a man's. Again, the same man is pictured. The man is A. C. Morrison.

Long wooden benches fill two-thirds of this room, each bench capable of seating 12 people. The north end of the room is open space, but in the center, a platform rises. An altar (5' x 10' x 3 1/2') rests upon the platform.

Dark red fluid lies splattered in a path toward the altar. At the platform, the body of a small lamb lies in a pool of blood. Emily (Morrison's sister) has sacrificed the animal. See the encounter marked "Emily" at the end of this section for a complete description.

Several items rest upon the altar: a jeweled crown, a wand, a long-sword with a golden hilt, a silver chalice, an intricately carved disk made of plaster, and a tarot card (the Magus). They are valued as follows: the sword, \$500; the chalice, \$500; and the crown, \$4,000. The disk and card are worth nothing.

A small, thin crack in the altar runs between one of the uppermost tiles and the base. The crack is difficult to see. If a thin object, such as the tarot card, is inserted in this crack, the altar slides 5 feet to the west, revealing a passage leading straight down. The top of the passage measures 5 feet square. A ladder descends the east side, dropping about 12 feet to the floor below.

7. EASTERN ANTEROOM

Like a backstage area, this room conceals ceremonial participants until their presence is required in the

worship hall. The door to the anteroom is hidden (1/0) in the jungle scene, but from within the anteroom the door is unconcealed. Benches line the walls wherever they cannot be seen from the worship hall if the door is open. The walls are dark blue.

8. WESTERN ANTEROOM

This room is exactly like room 7, both in function and decoration.

9. LOWER CHAMBER

Four wooden chairs stand in each corner. On the east wall, a ladder ascends 12 feet to the base of the altar above (or the platform on which it rests). Two switches lie by the foot of the ladder. One turns a chamber light on and off; the other activates the altar above.

Each of the three remaining walls has a door. Two of the doors are marked with signs. The northern door says "Storage." The southern door says "Robing Chamber—Please knock before entering."

The third door, in the west wall, is painted as four tarot cards, with one in each quarter. Above right is the Two of Disks: A serpent curls into a vertical infinity symbol, eating its own tail and wearing a golden crown. Each loop of the infinity symbol contains a disk. The painting is titled "Change."

Above left in the door is the Two of Swords: A pair of longswords cross, their points upward. At their intersection, the swords pierce a rose. The title reads "Peace."

Below right is the Two of Wands: A pair of red scepters cross in a burst of flame. The painting is titled "Dominion."

Below left is the Two of Cups: Water flows in two streams from a red rose, falling onto the heads of two fish entwined like serpents. A smaller stream pours from the mouth of each fish into another rose, while the streams flowing off the fish heads fall into cups, from which the water flows into an ocean. The painting is titled "Love."

10. STORAGE CHAMBER

Shelving and cabinets fill most of this room. The light switch by the door turns on a fluorescent light overhead, revealing an array of magical implements. Stored here are cups, crowns, wands, disks, knives, swords, incense, censers, herbs, cards, and bottles of unknown liquids—all "props" for the pagan priest. Nothing is of value.

11. ROBING ROOM

A long closet takes up most of the south wall. It is completely filled with robes, which are divided according to overall color, and then further divided by size and pattern. Some of the robes have a design running up the front or back. Most are hooded. A note on each closet door lists the contents within, and a stand in the northwestern corner of the room holds a book describing the appropriate use of the robes.

Consider each of the 50-odd robes to be worth \$40 to \$100.

12. BATHROOM

If worshippers must use a bathroom underground, this is it. The room contains all the ordinary equipment: sink, toilet, and small shower stall. The shelves are stocked with soap, shampoo, cream rinse, lotion, and shaving materials.

13. SMALL TEMPLE

Guests of the temple use this small room before beginning a service or devotion in the larger temple above.

An altar stands against the western wall. Like the altar upstairs, it measures 5 feet x 10 feet x 3½ feet. Black and white tiles, each about 6 inches square, cover the entire structure. A blue silk cloth lies across the top of the altar. The following items rest upon the cloth: two candles in brass holders, a wand, a disk, a sword, a crystal goblet, and a tarot card.

The card is the Priestess, trump II of the Crowley deck. An alabaster woman sits nude upon a bleached marble throne. Her crown is ivory. In her pale, outstretched arms she holds a great net, which spreads before her, holding fruits, flowers, gems, and a small white camel.

The four walls of this temple are painted as the elements. To the east is the elemental fire incarnate. An inferno of red-gold flames creates an immense humanoid form. The background fades gradually, becoming a black sky interspersed with stars. To the north is elemental earth. The painting shows a pyramidal mountain of bare stone, with a single flaming eye near the apex. To the east, elemental water is depicted. A great wave crests high across the wall above the altar. A gargantuan shark swims within the wave, its eyes and jaws covered with a bloody froth. On the south wall, a white tornado spins from floor to ceiling, representing elemental air.

EMILY

When agents near the outside of the temple building, an inhuman sound comes from within. A panicked animal is squealing. In the background, someone moans. The squeals rise to a high-pitched scream, then end abruptly in silence. A woman chants, then laughs.

In the temple, a trail of blood leads toward the altar. There at the edge of the platform, the body of a lamb lies crumpled in a red pool, its throat slit, its eye sockets empty. Warm, sticky blood mats its wool. No one is upstairs in the temple.

Emily waits below the altar. She is Morrison's sister, and is even more insane than he. Though she dabbles in magic constantly, she is too mad to understand her actions.

If agents discover the chamber below the altar, Emily hides in the robe closet in room 11. When they discover her or come near, she attacks, attempting to cast the most deadly of her worthless spells upon them. Her hands and dress are bloody. She wails words that are strings of vowels. If the agents let her retreat, she climbs the ladder back up to the main worship area, and disappears onto the estate. She does not go to the house to warn Morrison.

If the agents do not discover the chamber below the altar, Emily comes back up to follow them when they leave the temple. She attempts to cast spells upon them, ranting and shrieking as above. She does not follow the agents to the house, but either returns to the temple or disappears on the estate.

The description above assumes that the agents enter the temple from outside. If they come through the underground tunnel from the mansion, adjust the encounter so that the agents hear Emily above them, in the worship area (6). She hides behind the altar before making her appearance.

EMILY

PS 60 CH 49 W 95 CO 90 K 60 CD 80
OF 85 DP 65 EV 60 DA 70 MV 235LL 16
HTH 120 SV 125

Description. Age: 30 Height: 5'5"
Weight: 110 Hair: Black Eyes: Blue

Aleister House (14-91)

Aleister House was built about 45 years ago, but it has been remodeled

several times since then. The interior plan is convoluted and strange, reflecting Morrison's personality. The mansion rises one story high, and its main entrance faces south. The windows are scattered sparsely along all four walls of the building.

The roof of the mansion (74) features a video camera tower, a helipad, and a six-passenger helicopter. Of the Four Horsemen, only Marjorie Flemming can fly this aircraft.

All windows and exit doors in the house are locked and equipped with alarms (0/30), as well as indicators that tell the computer if they are opened (25/10). Skylights are also rigged with alarms (0/30). Like the gate alarm, these alarms sound automatically. All interior doors can be locked (0/25), but they are usually unlocked unless otherwise noted.

If agents deactivate a door or window alarm, but not the indicator, the computer records which window or door has been opened. If a watcher is in room 77, he may (10% chance) investigate. At night, he may (10%) sound an alarm manually, but he will always investigate.

Inside the house, the terrorists usually arm themselves with their pistols, which they carry inconspicuously.

14. THE PORCH

The porch is a low brick platform covered by an extension of the roof. Two brick pillars support the overhang. A set of enormous bronze doors comprise the main entrance. Each of the doors is engraved with a large flowery "AC" monogram, which is ringed by Hebrew characters. A bell pull hangs by the doors.

15. THE GALLERY

This long, high-ceilinged hallway is lined with doors leading to other rooms. A large closet with a sliding door stands immediately to the left as you enter. It contains about 15 coats, sweaters, and jackets.

If agents examine the closet with more than a cursory glance, they notice a lockbox (0/30). All of the Four Horsemen and A.C. Morrison have keys to this box. The box contains the Springfield Armory and the 10-gauge semiautomatic shotgun—two of the weapons that Temple and De Serre carry in the Land Rover when checking for intruders. If the inhabitants of the house suspect that the agents are coming, the owners carry these weapons with them wherever they go.

Paintings hang on the walls of the gallery, depicting magical scenes.

Morrison's favorite subject seems to be a witch or magician summoning a humanoid demon. In other paintings, wizards engage in magical combat. Near the far end of the hallway, a single painting hangs. A magician casts a spell upon the earth, and 10 fiery spikes surround the planet. The painting is titled "Ruin."

16. THE POOL

Large skylights, each about 10 feet square, comprise most of the roof over this room. Fluorescent lights line the supports between the plexiglass panels. Tiles cover the walls and floor of the room, and roughened strips have been glued to the floor about every 2 feet. A bank of showers stands in the southeast corner.

The pool measures 50 feet by 75 feet, with the deep end toward the east. A one-meter diving board hangs over the center of the deep end. There, the water reaches 12 feet. The pool bottom slopes upward to the west, where the shallow end has 3 1/2 feet of water.

17. SERVANT'S QUARTERS

A twin bed, a dresser, a desk, and a bookshelf are arrayed against the walls of this room. The bed is unmade, and the rest of the furniture is empty. Nothing hangs in the closet—not even hangers. The room is vacant but clean.

18. SERVANT'S QUARTERS

This room resembles 17, but it appears that someone stays here. The bed has fresh sheets, and it's neatly made. The bookshelf is filled with paperback novels. Both the dresser and the closet contain men's clothing. And in contrast to the blank walls of 17, this room has posters on the wall: two of the space shuttle Columbia, one of Saturn, and one of a popular female movie star.

The desk contains writing implements, several issues of *Soldier of Fortune* magazine, various personal articles, and a crumpled note addressed to Mr. Morrison. The note reads: "Dear Sir, My very special thanks to you for allowing us extra vacation time while you will be in Saudi Arabia. It was very kind of you to offer to send us to Acapulco for a month. Your Servant, Ansel Devane." The note is dated about three weeks ago.

The closet contains mostly cool-weather clothing, as does the dresser. Agents might guess that the occupant has left for a warmer climate.

The bathroom between this room and 17 contains the usual necessities: a toilet, a small sink, and a shower stall. A clothes hamper stands in the corner. It contains two yellow towels and four men's undershirts. A medicine chest hangs above the sink. It is virtually empty, holding only a half-tube of smoker's toothpaste and a full tin of adhesive bandages.

19. SERVANT'S QUARTERS

Like 18, this room appears "lived in." It has the same furniture. A look inside the dresser, however, would show that a woman occupies this room.

A calendar hangs on the wall above the desk. A month-long section is marked "Vacation in Hawaii," beginning about three weeks ago. A plaque hangs next to the calendar, awarding first place to Elaine Gerald for a women's combat course.

The lower left-hand desk drawer contains a High Standard .22-caliber automatic pistol with three full clips and five boxes (250 rounds) of hand-loaded ammunition. This ammunition is standard, but it has been hand-loaded to be more consistent and hard-hitting.

The adjacent bathroom serves three rooms: this one, room 20, and room 28 across the hall. The fixtures include a sink, a toilet, a bidet, and a shower. The medicine chest is crammed full of shampoos, conditioners, cream rinses, and pretty bottles. The clothes hamper overflows with assorted women's clothing.

20. SERVANT'S QUARTERS

This room contains the same furniture as all the other servants' quarters. Nothing in here is out of place, and everything is spotless. If agents toss a quarter on the bed, it bounces. None of the pictures hangs askew, and all are reproductions of old masters such as Da Vinci, Reubens, and Van Gogh.

The desk contains writing materials and a handwritten manuscript of a heroic fantasy novel—unfinished, about 350 pages long.

21. NAUTILUS™ ROOM

Most YMCAs don't have equipment this good. The room contains eight Nautilus™ progressive resistance weight machines, which are used for body building and exercise. Large-print charts hang on the walls, describing the correct use of each machine. A gravity inversion

machine, for stretching and exercising upside down, stands in the corner. A couple of dumbbells, ankle weights, and jump ropes lie on the floor, next to the stationary bicycle. All of the walls are mirrored.

A filing cabinet stands in the southeast corner. It contains workout records marked for these people: SW, WT, ACM, MF, BDS, Elaine Gerald, Ansel Devane, Dierdre Thomas, and Ruth Mazo. According to the schedules, only the first five people have used the equipment in the last three weeks; before that, everyone used the equipment regularly, three to four times per week.

22. FLOAT ROOM

From the outside, this room looks like a darkroom. A sign hangs on the door, marked "Do not enter if light is on," and a light has been installed in the wall above. A shower stall with a plastic curtain stands directly opposite the door. A slatted wooden walkway, raised slightly above the floor, runs from the door to the back of the room.

The room is dimly lit and effectively soundproofed. Normal household noises cannot penetrate the walls, but gunshots would be heard here.

A float tank (an apparatus for relaxation) stands in the southeast corner of the room. The tank measures 5 feet by 5 feet by 10 feet, and contains about 10 inches of water. Almost 900 pounds of Epsom salts have been dissolved in the water. The tank heats the liquid to 93.5 degrees Fahrenheit, the temperature of human skin. Air within the tank is extremely humid, making it difficult for the floater to sense where water ends and air begins.

To use the tank, one strips, showers, and gets in, floating easily on the surface of the water. There is no danger of drowning; 900 pounds of Epsom salts create a terrific buoyancy. When the door of the tank is shut, neither light nor ordinary sound can reach the person inside. (Someone banging on the tank would be heard, however.) The uniform temperature and humidity provide an effective deprivation of the senses, and soon the floater is free to relax without any distractions—not even gravity.

A console on the north wall controls the temperature and humidity in the tank. It is equipped with a timer, which allows the user to float for a given period before a gentle buzzer sounds in the tank.

The tank and accompanying equipment are worth about \$3,000.

23. JACUZZI/SAUNA ROOM

A large sunken hot tub bubbles in the center of this humid room. The door northeast of the tub leads to a small sauna. If anyone tries to move quickly here (faster than a walk), he or she has a 20% chance of falling down, with a 5% chance of unconsciousness, and a 15% chance of inflicting 1-4 points of damage to a randomly determined body area.

24. SERVANT'S QUARTERS

This room looks just like 17. The furnishings are the same, and the room is uninhabited.

25. MAIN KITCHEN

When Morrison and his servants are alone in the mansion, this is the only kitchen used. The design is modern and space-efficient, and the appliances include standard and microwave/convection ovens, new range tops, and a deluxe dishwasher. A large food processor and mixer-unit stand on the counter. A small dining nook is built into the southeastern corner, and utensils hang on the walls. Only the wide variety of chef's knives on the counter would interest the agents.

26. PANTRY

The shelves and cabinets are well stocked with nonperishable foods, including baking staples, instant foods, and ingredients for everything from barbecuing to stir frying.

Two crates of Wong's Fortune Cookies are stashed in the corner. One is open and half-empty; the other is still sealed. Both contain nothing but fortune cookies. They're delicious.

27. WALK-IN REFRIGERATION/FREEZER

Perishable foods are stored in this well-chilled area. To the front is the refrigeration room; to the rear is the walk-in freezer. The freezer contains meat, premade meals, and frozen expensive delicacies. The refrigeration room is filled with fruits and vegetables, as well as leftovers in plastic containers.

Both the freezer and the refrigeration area have a safety system; the doors can be opened from the inside, even when they are locked from the outside. In addition, each room has an emergency telephone, an oxygen tank, and temperature controls, all located just inside the door.

28. SERVANT'S QUARTERS

Only a low table, a tatami (bamboo mat used for sleeping), and a

bookshelf comprise the furnishings in this room.

The bookshelf holds books on judo and the game of Go. Next to them stands a trophy for fifth place in the 1978 AAU National Women's Judo Tournament. There's also a Go and pieces. (The board is marked with squares about 1/2" wide. Pieces are ebony and ivory oval or round "stones.")

The closet contains several dresses and two gis (judo uniforms).

29. SERVANTS' LOUNGE

This is the "good time" room for servants. Here they can relax on the overstuffed couches and chairs, reading, watching TV, or taking a look at video movies. At the north end of the room is a large-screen projection TV attached to a video recording device. A stereo system and shelves of records and tapes line the east wall.

30. GALLERY OF BOOKS

Usually, only the servants use this library; Morrison rarely comes here. The room contains a large collection of fictional works—both classic and modern, hardbound and paperback—and a shelf or two of history and reference books. Built-in bookcases cover the walls from floor to ceiling. A couple of footstools have been placed nearby, so readers can reach the highest shelves.

31. CONFERENCE ROOM

Morrison uses this conference room to discuss business arrangements when he is not disposed to go elsewhere. He also uses the room for dinner gatherings and gaming. Although the huge conference table in the center of the room is made of fine, inlaid wood, gaming doesn't harm it; Morrison has a cover to protect it from playing pieces and drawing implements. The table also inverts to become a sand table for miniatures gaming. It seats 12-15 people, and storage cabinets built into the north wall hold all the gaming essentials: miniatures, games, maps, and a small refrigerator.

A chalkboard hangs on the west wall, and a bulletin board hangs on the east one. Currently, the bulletin board displays five printed labels, each about 5 inches by 12 inches. From left to right, the labels read: "UNIVERSE," "PRIESTESS," "LUST," "TOWER," and "MAGUS." Underneath each label, a colored circle has been posted. Beginning with the circle below "Universe," the colors are: green, green, yellow, green, and yellow.

The circles on the board indicate the status of each of the terrorist's tasks. Green means "completed," yellow means "in progress," and red means "off schedule." The card above each circle shows the code name of the person responsible. Names and tasks are as follows:

UNIVERSE: A.C. Morrison.
Finance and Housing.
(Complete.)

PRIESTESS: Marjorie Flemming.
Designing and machining the bombs. (Complete.)

LUST: Willie Temple.
Security.
(In progress.)

TOWER: Bertrand De Serre.
Computer Installation and bomb linkages/circuits.
(Complete.)

MAGUS: Wong.
Ransom demand and collection. (In progress.)

Note: the information above is *not* included on the board.

32. VIDEO DISPLAY ROOM

When a conference room activity involves video displays, this room is used. Equipment includes a wide-screen video monitor with recording equipment attached, a slide projector, and 16mm film projection equipment. A cabinet in the east wall holds 16mm films and videocassettes. Nearly all of the material here concerns nuclear devices and the effect of their explosions, but Morrison keeps his Errol Flynn swashbuckler movies here, too. His favorites are *The Adventures of Robin Hood*, *The Sea Hawk*, and *Captain Blood*.

33. OPEN COURT

This courtyard opens to the sky. The walls are a simple white stucco, and the floor is red tile. Small benches and lounge furniture lie about, next to bushy potted plants. The southern door provides access to the pool.

THE PRINCESS SUITE (34-36)

Rooms 34-36 comprise the Princess Suite of Aleister House. Each room is decorated with a Princess card from the Crowley tarot deck.

The suite is normally reserved for guests, but Marjorie Flemming stays here now.

34. SITTING ROOM

Several chairs and a small couch form a circle before a television set, and an easy chair and bookcase make up a reading corner. The case is filled with hardbound books, including a selection of historical fiction, plus a few fantasy and science fiction novels.

The northern wall shows the Princess of Swords: A young woman stands upon a cloud, wearing a helmet with a gorgon's head. With a sword, she appears to defend a chest against a geometrical shape.

The southern wall portrays the Princess of Disks: A young woman, cloaked in fur and crowned with ram's horns, stands holding a long red spear. In her other hand, she holds a disk with the Chinese Ying-Yang symbol in the center. Her hair hangs in long, red tresses, some of which are braided. Behind her stands a forest of bare trees, bathed in yellow light.

35. SOUTH BEDROOM

Marjorie Flemming sleeps in this bedroom. It is the room of the Princess of Cups. On the wall, a lovely green sea maiden holds a great shell the color of asparagus. From within the shell, a sea turtle peers out. A luminous robe covers the maiden, fanning across her like a drape made from mother-of-pearl. A green swan rests upon her head. The seascape, made of soft turquoise water and kelp, continues over all four walls and the ceiling.

A twin bed and a night table stand near the northwest corner of the room. A desk and chair stand in the southwest corner, and a dresser and bookshelf rest against the east wall. The desk contains writing supplies and a few magazines. The dresser is filled with clothing, except for the top drawer, which contains Flemming's Uzi carbine, four extra clips, and five boxes of standard ammunition. The bookshelf holds physics reference books and works on nuclear physics, as well as several scientific journals with articles on constructing atomic bombs.

When she's at Aleister House during the day, Flemming spends about half her time in this room. At night, she stays here most of the time. Check the house schedule for the exact times when Flemming occupies this room. Remember that she keeps her Beretta on her person.

36. NORTH BEDROOM

The Princess of Wands adorns this room. In the mural, a fiery stream curves from floor to ceiling, and a nude woman slides in the stream, facedown. Her left arm reaches out; in her left hand, she carries a large wand. A tiger falls below her, curled as if sleeping, its tail wrapped lightly across her shoulders. A gold brazier, with flames leaping from within, is nestled in the curve of the stream. The ceiling and walls form the background, painted in red and gold.

A king-size bed fills the northwest corner of the room, and a desk and chair stand against the east wall. A wide dresser stands against the west wall, next to a wardrobe. Although the bed is covered by a gold quilt, it has no linens, and the dresser and wardrobe are empty.

The bathroom joining this room to 35 is shared between the two. It has a bath/shower combination, sink, toilet, and bidet. The medicine chest above the sink contains only a few items: shampoo, soap, and a small first aid kit. The clothes hamper is almost empty; it holds one full set of ladies' clothing: underwear, skirt, and a blouse.

37. MEDITATION ROOM

Household members retreat to this room for solitude or meditation and quiet reading. The carpeting and walls are a soft gray, and the ceiling is a muted wine-tone. Recessed overhead lights cast a gentle glow over the entire room. The room is furnished with large, soft pillows and peculiar chairs that look like S-shaped cushions about 16 inches wide.

38. FLOAT ROOM

See room 22; these two rooms are identical.

39. GALLERY

Artwork in a wide variety of styles hangs on all the walls. A few small couches encourage visitors to sit and gaze. Potted plants stand near the couches.

40. CONFERENCE ROOM

Guests meet here whenever the main conference room is occupied, or a smaller setting is desired. The table in the center of the room seats about 14 people, and the walls are covered with pressboard for mounting visual aids.

THE QUEEN SUITE (41-42)

Rooms 41 and 42 comprise the Queen Suite, which is decorated with the queens from the Crowley tarot deck. Su Wong, president of Wong's Fortune Cookie Factory, occupies room 41 of this suite. Wong, an amateur psychologist, is in charge of the Four Horsemen's ransom demand.

41. BEDROOM

The Queen of Swords is depicted across the northern half of this room. In the midst of a blue sky, a mature woman sits upon a throne of clouds, her skirt long and blue, her blouse transparent. In one hand, she holds a human head; in the other, she holds a sword. Behind the woman's torso, crystalline shapes cast off fine white rays. The crystals support the small head of another woman.

The Queen of Cups is depicted on the south wall. A woman stands at the edge of a blue-green pool covered with lily pads and their reflections. The woman strokes an egret, and carries a bowl containing a crawfish. The woman's head is shrouded in mist.

A large bed stands in the southeast corner of the room. A desk and chair stand in the opposite corner. A dresser and wardrobe, both filled with tasteless men's clothing, rest against the west wall.

The medicine cabinet in the bathroom contains shaving equipment, bandages, and a bottle of peppermint mouthwash. The clothes hamper is half full of corduroy pants and polyester knit shirts. The shirts have bright floral patterns.

42. SITTING ROOM

The eastern half of this room is decorated with the Queen of Disks. A woman flanked by green fronds gazes out upon a greenish landscape that includes a winding road and Joshua trees. In her left arm, the woman holds a large, golden disk. In her right hand, she holds a great staff. She wears an elaborately horned headdress. A green ram stands in the foreground.

The western half of the room is decorated with the Queen of Wands. A giant red-haired, flame-clad woman looks downward upon the viewer. On her head she wears an eagle-topped helmet, from which red and yellow beams radiate. She holds a staff with a seed cone at the end.

She pets a small leopard, which sits among the flames that wrap her feet.

The room contains a television set, video recorder, and several chairs. A writing table stands between a chair and the television set, which is on unless it is between midnight and 7 a.m.

Su Wong is usually in the chair before the writing desk, watching the TV. In his capacity as amateur psychologist, Wong specializes in terrorism and criminal psychology. He watches the television in order to judge whether the city intends to meet the Four Horsemen's demands.

Wong wears a .45 self-load pistol in a shoulder holster. The gun is loaded with standard ammunition. Unfortunately for the Four Horsemen, the pistol does not make a he-man out of Wong. If agents challenge him, he may surrender (45% chance for the first agent, plus 10% for each additional agent present). If he surrenders, he'll agree to help the agents, providing they offer him immunity from prosecution. If the agents shoot Wong, his chance of surrendering drops 15% for each bullet that strikes him.

If he assists the agents, Wong leads them to the computer room (78) downstairs. If the other Horsemen see Wong with the agents, they attempt to kill him on the spot.

Wong knows how to abort the computer timing program for the bombs, but he won't tell the agents unless he has agreed to help them or is near death. In this case, he may be so close to dying that he cannot fully explain how to abort the program. Then his dying words will be "Pattern ... Recog ... Two of ... Swords ... Peace Card ID Universe ... Wine Cellar" before he expires dramatically in front of the agents.

43. KNIGHT GUEST BEDROOM

Willie Temple occupies this room. He always wears a SIG P-210-6 9mm Target self-load pistol in a hip holster. In addition, he always carries a beeper, so that the computer alerts him to all alarms.

When alerted, Temple goes to the computer room (78) immediately. There, he checks for the source of the alarm. However, if he knows that another Horseman is already in room 78, he just calls and asks for a report.

Each of the four walls in this room portrays a knight from the Crowley tarot. Each knight is in a different element—fire, earth, water, or air—according to the suit the knight represents. In addition, each knight rides a horse and wears armor.

The Knight of Disks is on the north wall. He sits upon a brown steed in a pastoral field. His armor is black. In his hands he carries a large, disklike shield and a one-handed flail.

On the south wall, a black horse rears before a wall of flame. On his back, he carries the Knight of Wands. The knight's cape forms the flame; it flows down from his shoulders and swirls around his mount. The knight carries a flaming wand. On the crest of his dark helmet stands a winged unicorn.

The Knight of Swords is portrayed in an aerial scene on the east wall. The viewer sees the knight from above, as he streaks across a blue and white sky on a blond horse, thrusting two swords beyond the horse's nose. Three swallows fly below them. The knight wears yellow-green armor, and the helm is topped with four long, gossamer blades that resemble the rotor of a helicopter.

The last knight, the Knight of Cups, is portrayed on the west wall. A knight in dark green armor rides away from the viewer on a white horse. The horse looks back, watching with one eye. They ride amidst an iridescent turquoise background. The knight has blue-white wings. Before him he carries a red-gold cup from which a crab crawls. At the lower right, a peacock faces the room, with tail spread.

The bedroom and attached bath contain the usual furniture and fixtures. In the bathroom, the medicine chest is empty, and the clothes hamper contains only two pairs of men's shorts.

THE PRINCE SUITE (44-45)

Rooms 44 and 45 comprise the Prince Suite, named after the Prince cards of the tarot deck. Bertrand De Serre occupies these rooms.

44. SOUTH BEDROOM

The east wall of this room is painted as the Prince of Disks. A man who wears only a helmet rides in a chariot made of large disks. In his left hand, he holds a disk. A bull draws the chariot.

The west wall is painted as the Prince of Swords. A naked green man with a sword rides in a green and gold crystalline chariot. Three small, winged faeries draw the chariot.

A bed stands in the northwest corner of the room. In the southeast corner rest a bookshelf, a desk, and a chair. A dresser and a wardrobe stand in the southwest corner. The dresser and wardrobe are filled with men's clothes (somewhat fancy), and the bookshelf holds science fiction novels and books on electrical engineering and bomb fusing.

Bertrand de Serre stays in this room. If he is here, he carries his Browning 9mm Hi-Power self-load pistol in a shoulder holster. In fact, the only time he doesn't wear the gun is when he showers or swims, at which time it is close at hand.

45. NORTH BEDROOM

The north wall of this bedroom shows the Prince of Cups. A turquoise man rides in a chariot made of enormous seashells. In one hand, he holds a cup with a snake coiling out of it. In the other, he holds a lotus blossom. An eagle draws the chariot.

The south wall of the room depicts the Prince of Wands. A man, whose skin is burnished with red and gold, sits in a flaming chariot. On his chest, he wears a gold disk with a pentagram (the Seal of Solomon). In his hand, he carries a wand with the head of a phoenix. Leaping flames surround the chariot, which is drawn by a lion whose mane is fire.

The room is furnished as a bedroom, but the bed, dresser, and wardrobe have been shoved haphazardly into the southwestern corner. The northern half of the room contains a desk, chair, file, and bookshelf. The bookshelf holds a full set of manuals for the Sprag computer, and many books on bomb fusing.

The desk is messy; loose papers cover the top, all of them showing electronic circuits. The circuits are hand-drawn, and many have been crossed out. Buried beneath the papers are several books on bomb fusing and computer hardware, including a hardware configuration manual for the Sprag computer.

The file by the desk is locked (O/20) and nearly empty. It contains a few papers noting the following subjects: "dependability," "lack of human factor," "precise detonation of four devices simultaneously," "warning—if device is removed from the circuit," "human override to detonate," and "simple override to abort." None of these papers are easily deciphered by outsiders, however.

"Human override to detonate" has been crossed out; in its place are configurations for "human override to place the bombs on irreversible

automatic," releasing them from computer control. All of these papers concern the detonation system for the terrorists' four bombs, which they planted in the city.

The bathroom adjoining this room and room 44 contains a shower, toilet, and sink. The medicine chest above the sink contains several bottles of different colognes and nothing else.

46. GUEST KITCHEN

Morrison's staff sometimes prepares meals for guests in this kitchen. Guests can prepare their own meals here too, if they so desire. The kitchen contains a well-stocked refrigerator/freezer, stove, conventional and microwave ovens, and a food processor. Dishes, cooking utensils, and nonperishable foods fill the cupboards. Dirty dishes fill the sink.

47. GUEST DINING ROOM

A dining table stands in the center of the room. Six chairs surround it, and a place mat lies on the table in front of each chair.

A mural of the tarot card "The Sun" decorates this room. Two small, winged children dance below a great yellow sun, whose red and gold rays divide the walls and ceiling of the room into twelve sections. Each section contains one sign of the zodiac.

48. GUEST SITTING ROOM AND LIBRARY

Half a dozen armchairs are scattered about this room. The walls are lined with bookshelves that contain hardbound and paperback books, most of which deal with history and sociology. But the selection also includes a few novels and reference books.

49. LAUNDRY ROOM

Two large washing machines and three large dryers occupy this room. A clothesline runs from the north wall to the south, and the tiled floor slants toward a central drain.

50. WALK-IN CLOSET

The closet contains several coats, many empty hangers, and many hangers supporting dark gray, hooded robes.

51. EQUIPMENT ROOM

A strong odor of incense drifts out of this room, escaping through cracks around the door. Inside, shelves are lined with braziers, censers, candleholders, and candles. As might be expected, the room also contains a large supply of incense.

52. RESTROOM

Guests who worship or celebrate in the house temple (55) use this restroom. A curtain in the hallway conceals the door (1/0).

53. STORAGE

Cleaning materials and supplies for the restroom are stored in this room. A curtain hangs in front of the door in the hallway to hide it from view (1/0).

54. EQUIPMENT ROOM

Materials used in temple services are stored here. Supplies include service books, individual candleholders, and pillows for the benches. The door is concealed by a curtain on the outside (1/0).

55. THE HOUSE TEMPLE

The doors to the temple are made of heavy wood, and they open outward into the hallway. On all faces of the doors (front and back), tarot cards have been painted. The doors portray the threes of the minor arcana.

Outside the temple, on the east door, is the Three of Disks, titled "Works." A tetrahedron is pictured from above, with wheels at each corner but not the apex. The Three of Swords covers the west door. The title below reads "Sorrow." A single sword rests in the center, its blade pointing upward. At the tip, a yellow flower sheds its petals. Dark, rippling clouds storm in the background, accented by yellow-edged slashes of lightning.

Inside the temple, to the east, the Three of Wands is painted. The title below proclaims "Virtue." Amidst an orange background, three yellow wands cross, with lotus flowers at their uppermost tips. To the west is the Three of Cups, titled "Abundance." Water pours from lotus blossoms into three pomegranate-like goblets, overflowing into a pool below.

The room is dim; candles in niches along the walls provide the only illumination. The interior walls are faced with dressed stone, and stone benches cross the north end of the room in rows. A large stone altar stands at the south end of the temple. An altar service rests upon it, comprised of a large cup, a sword, a wand, and a metal disk.

The cup contains two tarot cards. The top card is tarot trump XI, titled "Lust." On the card, a woman rides a lion with seven heads—the heads of an angel, saint, poet, adulteress, warrior, satyr, and lion-serpent. The

woman carries a cup filled with the flames of love and death and the sacraments of the Aeon.

The second card is tarot trump XVI, called "The Tower." In shades of red and black, a tower is sundered by lightning, while a dove flies away with an olive branch. A serpent watches. At the top of the card is the Eye of Shiva (the Destroyer of Indian mythology), representing the perfection of annihilation.

The top of the altar is actually a thin slab of stone, which agents can push aside to reveal a plate of ground glass. The entire altar slides to the east if one of the following tarot cards is placed upon the glass: Magus, Priestess, Lust, Tower, or Universe—the cards of Morrison and the Four Horsemen. When the altar slides, it uncovers a ladder that leads to underground chambers.

The glass plate on the altar is a pattern recognition device linked to the Sprag computer. The device recognizes the tarot cards above, and causes the altar to move aside. Without the cards, agents need at least 8 pounds of plastique (or 5 shaped charges of 1 pound each) to move the altar. Unfortunately, that much plastique would destroy much of this room and fill the passageway with rubble.

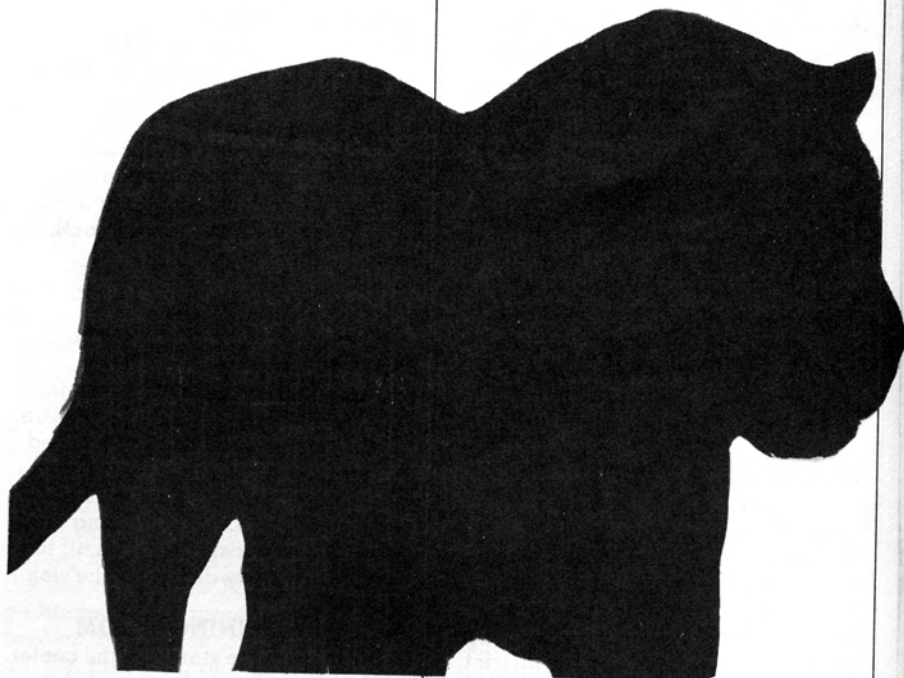
56. FICTION LIBRARY

This library holds a fiction collection of astounding breadth. Books are arranged in the following categories: science fiction, fantasy, mystery/espionage, modern adventure, horror, and "classic" literature. The furniture in the room—three armchairs and a table—is buried beneath piles of books.

PUSSYCAT

Some time ago, while off on an expedition, Morrison procured a small leopard kitten. The kitten was the runt of a semi-domesticated litter, but it was beautiful and rare. Its fur was black on black (the leopard markings were still faintly visible), and its eyes were a striking pale blue. When it cried, its pink and black tongue showed neatly against the white of its fangs.

But now the kitten is a cat, weighing 130 pounds and standing 2 feet high at the shoulder. She sleeps in this library (56) during the day, and prowls the hallways at night, roaming wherever closed doors don't bar her. At night, agents have a 35% chance of encountering Morrison's



Courtesy of Milwaukee County Zoo

beloved kitty along any given stretch of hallway. (Consider a stretch of hallway to be any segment unbroken by a bend or turn. Room 39 does not constitute hallway.)

When the cat encounters an intruder she attacks, ambushing her victim from a corner if possible. Her Life Level is 10, and she delivers 8 points of damage. During the day, the cat sleeps soundly; unless the agents are careless and wake her, she does not attack.

57. MAGIC ROOM

A dull black paint covers the walls, floor, and ceiling. The room shows no trace of dust or grime, not even on the floor. In the center of the floor, a magic circle 10 feet in diameter has been drawn. This circle consists of a ring inscribed with Arabic and Hebrew characters. Inside the circle is a Tau cross (shaped like a capital "T"). Large squares compose the cross, and in the square shared by both arms, an altar stands. On the nearby floor, several items rest: a dagger; a chalice; a wand; a hard, crackerlike disk; and a nine-stranded whip of lead wire, with bits of copper along the strands.

The altar is made of strange, polished red wood. Its base measures 1 foot square; its height measures 3 feet. A brilliant, jeweled crown (worth \$6,000) rests on top. High above, an ornate kerosene lantern hangs from the ceiling. The lantern resembles an Aladdin's lamp. It

provides the only illumination for this room, and it burns constantly.

A video camera is imbedded in the west wall, commanding a view of the entire room. The camera is well concealed; an agent who glances about the room without looking closely has only a 5% chance of seeing it; but if the agent searches the room, his chances increase to 75%.

If at least one person enters the Magic Room and no one within wears a robe—or if the camera is blocked or damaged—then the room fills with sleeping gas in 30 seconds. This gas has the potency of two sleeping gas capsules. After the gas is released, the computer triggers a beeper alarm.

Within five minutes of an alarm, Willie Temple and A. C. Morrison come to investigate. As usual, Willie carries his P-210-6 mm self-loading pistol, plus two extra clips of standard ammunition. Morrison carries a P-08 self-load pistol in a shoulder holster; he too has loaded it with standard ammunition. In his pocket he carries two extra clips. Since the two men know that no one else is supposed to be in the house, they come alert; they are prepared to shoot first and ask questions later.

If another alarm sounded earlier, Temple and Morrison bring additional firepower with them to the Magic Room: Temple carries his BM-59, and Morrison carries a Steyr-Mannlicher Army Universal Gun (AUG) with a 16-inch barrel.

THE PARROT



Courtesy of Keith Parkinson

58. A.C. MORRISON'S OFFICE

Morrison's parrot stays in this office. If agents enter the room, the parrot flies at them, attempting to roost on a shoulder. As he flaps at the faces of his newfound pals, the bird squawks, "He's the beast, he's the beast," and "Give me cookie." If agents swipe at the parrot, he screeches and returns to his roost, raising his wings in a show of strength. If an agent lets the parrot land on his shoulder, the bird repeats the above words and adds, "Universe. A. C. Universe." The parrot's Life Level is 3. Damage is 1d10 minus 6.

A huge desk and chair stand in the northwest corner, facing the center of the room. Plush gray-blue carpeting covers the floor. A low file cabinet rests against the north wall, next to the desk. Two armchairs sit in front of the desk. A large mural titled "The Magician" adorns the south wall.

The desk is locked (0/25). It contains nothing of interest, except for a Walther 9mm short (.380) PPK pistol loaded with standard ammunition. The gun is in the center drawer, along with a box of 9mm short (.380) standard ammunition missing 14 rounds.

The file, which is also locked (0/30), contains records of Morrison's expeditions to all parts of the world. Each expedition concerns the search for magical books and items.

A photograph of two men stands on top of the file. One man is A.C.

Morrison, dressed in leisure garb. His companion wears mirrored sunglasses and a cream-colored ascot, and he carries a Buck sheath knife on his belt. The two men are standing on the forward deck of a medium-sized yacht called "The Flying Pitzer." An inscription on the photograph reads: "You must join me on a cruise someday, A.C. Hopefully it will be less eventful than the last. Richie RR III."

59. REFERENCE LIBRARY

This library contains nothing but reference books. A large section concerns genealogies. Another includes 15 sets of encyclopedias, plus atlases of every country on the globe. In addition, there are reference works on music, physics, chemistry, electricity, engineering, travel, and more. A card catalogue rests on a low bookshelf by the door. A single work table with four chairs stands near the center of the room.

60. SOLARIUM

Agents who enter this room will get a face-full of wet plants and vines. This is Morrison's miniature jungle. A timer controls humidity and temperature, maintaining both at high levels. Sprinklers in the ceiling "rain" for at least two hours each day, and the water trickles through the deep soil into a drainage system. The ceiling contains a large skylight, but plant lights have also been installed. Because of the huge flowering plants with broad leaves, visibility in this room never surpasses 7 feet.

A stone path leads to a small clearing deep within the room, where the soil is hard-packed, and a large, flat rock is positioned like a seat. A small pool, partially concealed by "jungle growth," is located by the rock.

SNAKE

In the pool near the center of the Solarium, Morrison's pet anaconda awaits his next meal. The snake is beautiful, with dark olive scales and occasional black spots. Though it's difficult to gauge his length when he is coiled, the anaconda measures 15 feet in length. His Life Level is 7.

Broad scales on the snake's underside enable him to move quickly, almost in a straight line. As soon as someone enters the clearing, he darts from the water and circles their legs. Every action is firm—yet harmless. The snake wants his next meal, but he expects a rodent, not a man. He holds on for a few moments, then returns to the pond.

When agents start to leave this room, there is an 80% chance that the sprinkler system will "rain" on them.



61. DOJO/GYM

Skylights and fluorescent light fixtures line the ceiling. Hard mats cover the floor; they're the kind used for martial arts practice. Along the wall are a set of parallel bars and a vaulting horse.

62. EQUIPMENT ROOM

This room holds equipment for replacing and repairing the items in the gym (61). It also contains targets, and several weapons: shuriken, wooden swords, and nunchaku.

63. DARKROOM

A red light hangs over the door in the hallway, above a sign marked "Do Not Enter If Light Is On." From the outside, agents might mistake this room for another float room. If they go in, however, they'll discover a photographic processing lab. The room contains two enlargers, a print dryer, a negative and slide viewer, and a light table, as well as two processing drums and many bottles of chemicals. The lights are specially wired; when the normal overhead light is switched off, a reddish "safe light" comes on automatically.

Several color prints hang in the print dryer, capturing the image of these items: a 55-gallon oil drum, a crated console television set, a large metal toolbox in the back of a pickup truck, and the trunk of an old red Buick Skylark (model year 1973). No license plates are visible. With a grease pencil, the oil drum is marked "Bomb #1." The crate is marked "Bomb #2"; the toolbox, "Bomb #3"; and the trunk, "Bomb #4." The pictures do not reveal where they were taken; they contain too little information.

64. STORAGE ROOM

Photographic material and equipment are stored here, including chemicals, paper, and light bulbs for the enlargers.

65. VIEWING ROOM

This room features a light-tight door. A photographer can come in to view newly made prints without turning the lights on in the darkroom. He or she merely enters, closes the door, and turns on the light. The light cannot be turned on if the door is open, and it shuts off automatically if someone opens the door while it is on.

The viewing room contains more pictures of the four objects described in 63, but there still isn't enough information to determine where the bombs are located.

66. FLOAT ROOM

This room resembles float room 22, with one exception: a sound system is hooked up to speakers inside the float tank. Thus, the floater can listen to tapes or records inside the tank, if normal floating is undesirable.

67. LIBRARY OF MAGIC

All of the books in this room deal with magic. The shelves hold volumes on alchemy, necromancy, illusion, numerology, demonology, witchcraft, and precognition. None of the books are old originals; they are modern, or modern copies.

In addition to bookshelves, the room contains a desk and chair.

68. RARE BOOKS ROOM

If a book is old or rare, Morrison has placed it in this room. Most of the books here are ancient works on magic, including *Solomon's Keys*, *Questions of Magical Import*, and other rare grimoires and translations. The room is fireproof, and Morrison keeps each book sealed within a separate metal case on the shelf. A metal worktable and chair rest in the center of the room. A video camera in the northeast corner watches over the entire area.

69. MUSEUM OF ARTIFACTS

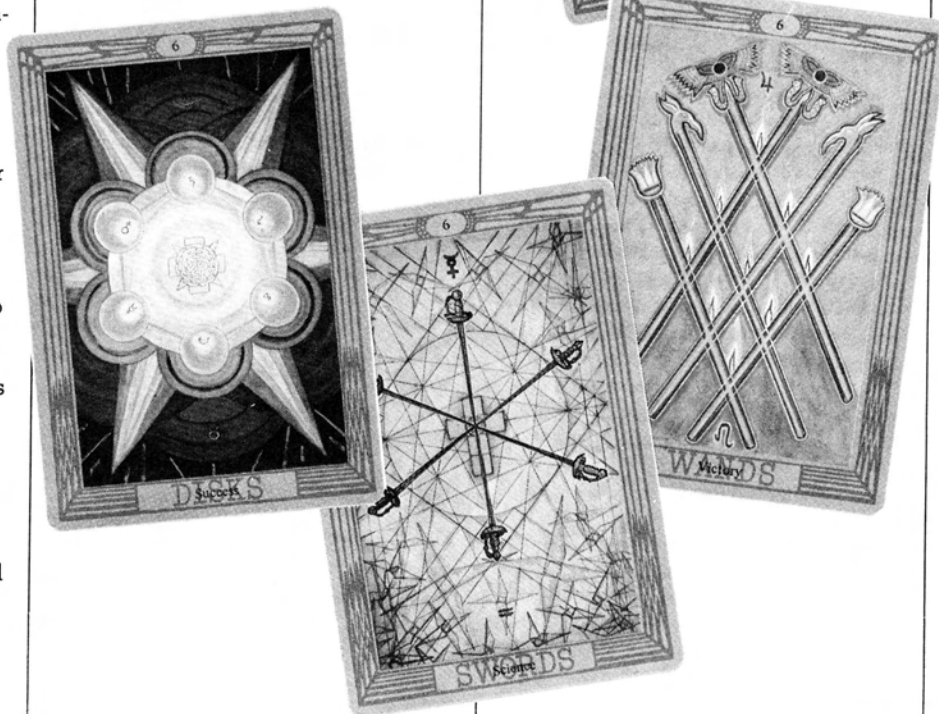
Glass display cases fill this room, exhibiting the relics and artifacts that Morrison has collected on his travels. Nearly all of the items are ancient and valuable, with some connection to magic. A video camera is mounted in the northeast corner of the room, leaving no spot unwatched.

70. MASTER BEDROOM

Murals from the 4 sides of the tarot deck adorn the walls of this room. The north wall is painted as the Six of Disks: In shades of blue, cream, and rust, it shows an overhead view of a hexagram composed of disks. A sun superimposed on a cross rests in the center of the hexagram. The painting is titled "Success."

The east wall is decorated as the Six of Swords: In the center is a cross, which stands inside a circle. The circle is circumscribed by a square. Six swords lie across the circle like spokes, their points meeting at the center of the cross. Fine black lines cross over the background, which is a pale, icy blue. Shapes like glass shards cluster near the corners. The painting is titled "Science."

The mural on the south wall shows the Six of Wands. It covers the fold-



ing doors of a spacious closet. Six flaming wands cross like latticework upon a lavender background. The title below reads "Victory."

The west wall portrays the Six of Cups. Six golden lotus blossoms, each containing water, rise from a large pool. Below them, the title reads "Pleasure."

A large bed takes up the northwest corner of the room, and a night table stands beside it. A dresser rests against the center of the east wall. Like the closet, the drawers are filled with men's expensive clothing.

Morrison's .223 AUG rifle stands in the east end of the closet. The clip in the weapon has been loaded with standard ammunition. No other ammo is present.

The night table holds a High Standard .22 Target Pistol loaded with a clip of hollowpoint (dum-dum) ammunition. Next to the pistol lies a box containing 40 rounds of .22 dum-dum ammunition.

At night, unless there has been an alarm, A.C. Morrison is in this room.

71. BATHROOM

This spacious bathroom has a large square tub/shower combination, a toilet and bidet, a clothes hamper, and a sink. The fixtures are burgundy. The medicine chest above the sink contains shaving cream, after-shave, a razor, a tin of adhesive bandages, a toothbrush, and a tube of toothpaste. The clothes hamper is empty.

72. PERSONAL LIBRARY

Elegant dark cabinets with glass doors line the walls of this room. Morrison stores his pleasure-reading material here. The cabinets hold works of history and fiction (science fiction, horror, and adventure). Most of the books are hardbound, but some are paperbacks. A large armchair with a reading light sits near the middle of the room.

Morrison spends nearly half of his day in this room. As always, he wears his P-O8 9mm self-load pistol in a shoulder holster.

73. PISTOL RANGE

Here Morrison and his guests practice their firearm skills; this is an indoor shooting range for use with pistols and small-caliber weapons. Three targets (human silhouettes) hang at the south end of the room, in front of bullet traps. A table at the north end of the room holds ear plugs, earmuffs, and shooting glasses. The sign on the wall reads: "Caution. Wear Protective Gear."

74. HELIPAD AND CAMERA TOWER

A 20-foot tower stands next to the door on the roof, supporting two video cameras. Each camera scans 180 degrees of the roof, covering 45 degrees at a time. The first camera scans east through north to west, and then back again. The second camera scans east through south to west, and then back. It takes nine minutes for each camera to make an automatic sweep of 180 degrees. If a watcher is in the Security Monitoring Room (77), he or she can manually control the camera movements within the limits of the cameras' scanning arcs.

Should an agent be within a camera's field of view when the camera is on automatic scan, the watcher has a 15% chance of noticing the agent immediately. If the camera is on manual control, the watcher has a 30% chance of spotting the agent at once. As always, if the agent stays on camera for a minute, the watcher sees him.

The helipad is no different from the rest of the roof, but the roof has been reinforced so it won't cave in when a helicopter lands. A six-passenger helicopter is parked about 75 feet from the rooftop door, which leads into the house. A fuel outlet is located about 30 feet from the tower. The actual tank is on the west side of the stairwell.

Marjorie Flemming is the only Horseman who can fly the helicopter. Agents can fly the craft if they have an Aeronautical Engineering AOK score of at least 100 and a Transportation Engineering AOK score of at least 110, or a Military Science AOK score of at least 120. The helicopter's top speed is 120 mph or 88 feet per turn, and it requires three turns to become airborne at a forward speed of 0.

In the helicopter, a large lead box is wedged behind the pilot's seat. The box is very heavy, and it's locked (0/40). It contains about 450 grams (1 pound) of finely ground plutonium dust which, if released in the air over the city, would cause cancer and plutonium poisoning among many of the inhabitants. To dump the plutonium, someone must open the box, turn it upside down, and shake it; whoever plans to dump it must wear a radiation suit to protect himself. In fact, to be safe, everyone in the helicopter would need to wear a radiation suit.

75. WINE CELLAR

Rack after dusty rack of wine fills this cellar; some racks are free-standing; others stand against the walls.

Two secret doors (50/0) are in this room. The first is located beneath the stairwell; the second is in the north wall. Both doors are concealed by a moveable rack of wine bottles.

76. COMPUTER OFFICE

The secret door underneath the stairs in the wine cellar leads to this office. The room contains a desk and chair, a bookshelf, and a file cabinet. A computer terminal sits on the desk.

The bookshelf contains Sprag computer manuals and books on languages available to the system. The file cabinet contains a deck of Crowley tarot cards and a listing of computer access codes. The desk is mostly empty, but it does hold writing implements and paper.

77. SECURITY MONITORING ROOM

The back of a large console faces the door. The console includes video monitors and indicators, as well as a computer terminal. A single chair sits before the console, so a watcher can observe the door, as well as the monitors.

All of the security devices on the grounds are linked through the computer into this console. It has visual and aural telltales, and a radio paging system. The telltales are part of the indicator system; the computer is programmed to recognize and acknowledge certain signals. The radio paging system is part of the alarm program; whenever the computer sounds an alarm, which is audible in this room, it triggers the terrorists' beepers.

Any automatic alarm—door, window, gate—will be noticed by the person in this room. The other Horsemen will also know, because their beepers sound. To determine what set off an alarm, someone must check the indicator readouts in this room. This only takes a minute, but it takes two to get to this room from upstairs. Once an alarm sounds, one of the Four Horsemen stays in this room for at least 16 hours, monitoring the cameras and readouts.

78. COMPUTER ROOM

The Sprag computer, which was originally installed in the cookie factory, is operating in this room. The computer was disassembled at the factory and shipped to the mansion as fortune cookies.

The setup includes standard equipment: a large console (the computer itself), a disk unit, and a line printer. The disk unit provides data storage, and the line printer allows computer output to be printed.

In addition to the standard equipment, however, there's an unusual device located next to the keyboard and display screen. The device, which is topped with a ground-glass plate, is a pattern recognition unit linked to the computer. When an object or picture is placed upon the glass, the computer digitizes the shades of color and compares them with other images in its memory. The terrorists use this device to present coded commands to the computer.

If the agents use one of the access codes from the file in room 76, or Su Wong's code if he's with them, the computer's display screen presents the question "Program Universe?". Universe is the program for the bombs. If the user answers affirmatively, the computer responds with "Identification Card?". This question must be answered with the pattern recognition unit. If the user places the Universe card from the Crowley deck (trump XXI) on the unit, the program asks "What Command?". If the Two of Swords (which says "Peace" on the bottom) is placed on the glass, the system aborts, shutting off the timing device on the bombs. If the Ten of Swords (titled "Ruin") is placed on the glass, the system puts the bombs on automatic, which means they no longer can be controlled by the computer, and the timing device is still active.

If the computer receives any response other than those above, it refuses to acknowledge commands, locks the door to the computer room, and sounds a beeper alarm.

79. LOWER CHAMBER

The ladder below the altar of the house temple (55) descends into this room. Chairs with reading lamps sit in each corner. Only one door provides an exit; it is marked "Celebrants' Temple."

80. EQUIPMENT ROOM

Candleholders, incense, censers, and altar cloths are arranged on shelves throughout this room. The materials are used in ceremonies in the small temple (85) beneath the mansion.

81. ROBIN CHAMBER

Worshippers who participate in services within the mansion dress themselves in this room. Full-length mirrors line the walls. Assorted robes fill the closet, and a large book lies on one of the closet shelves. If agents open the book, they'll find descriptions of the appropriate costumes for various magical services.

82. ALCHEMICAL LABORATORY

Beakers, bottles, chemicals in solid and liquid form, and alcohol burners cover most of the shelf and counter space here. A pungent chemical odor fills the air, with unidentifiable undertones. Those who take the time to look around discover bottles containing bats' wings, eels' eyes, and mares' sweat, as well as jars holding various pickled human and animal organs, and certain whole animals—all disgusting ingredients for Morrison's magical formulations.

83. BATHROOM

Worshippers from the celebrants' temple (85) use this bathroom. It contains a large shower, a toilet, and a sink. The medicine chest contains shaving and hair setting materials.

84. ALCHEMICAL EQUIPMENT ROOM

Agents who enter this room find more equipment like that in Morrison's lab (82). A quick forage through the shelves reveals beakers, burners, crucibles, stirring rods, glass tubing, retorts, animal skins, flesh and organs, dried plants, bones, and bottles of blood. A secret door (50/0) leads from this room to the Wine Cellar (75).

85. CELEBRANTS' TEMPLE

As with all of Morrison's temples, the doors to the celebrants' temple are painted as Crowley tarot cards. In this case, the door portrays the four from each suit of the minor arcana.

Above right is the Four of Disks, which is titled "Power." The card portrays a castle keep with four towers. A moat surrounds the keep, and the adjacent land is orange.

Above left is the Four of Swords, entitled "Truce." On a blue background, four swords meet in the center of a rose. The swords lie upon

the arms of a green St. Andrew's cross (shaped like an "X"). A tracery of yellow lines surrounds the cross.

The lower right-hand section of the door is painted as the Four of Wands. The title below reads "Completion." Four red wands cross like the spokes of a wheel, each one with a dove and a ram's head at its ends. The rim of the "wheel" is a golden ring, set upon a green background. Flames lie behind the confluence of the wands.

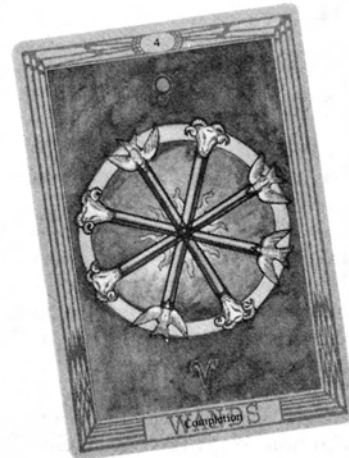
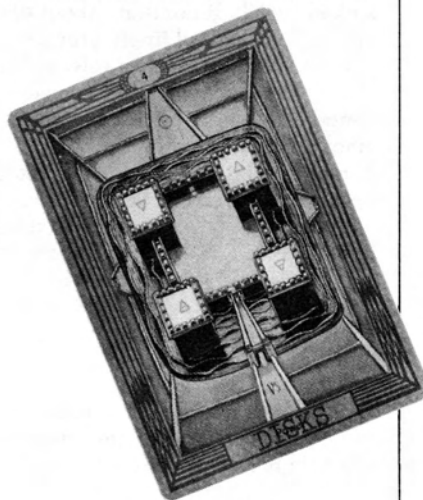
The lower left-hand section of the door is the Four of Cups, titled "Luxury." Two cups like trophies stand upon the ocean, supporting two additional cups above them. Water spills from a lotus flower into all four vessels, cascading around them like a veil.

The room is dimly lit by elegant candelabras that rest in niches and on the altar. A silk cloth is draped across the altar. A cup, a sword, a wand, a disk of silvery metal, and a tarot card lie upon the cloth.

The tarot card is the Universe, trump XXI of the Crowley tarot deck. The card depicts a nude maiden who dances with a great spiral serpent. The maiden stands upon the serpent's head, and in her hand she holds a dark crescent. Above her, a yellow and black eye casts out rays, which the maiden seems to capture or direct with her arms. Behind her lies a wash of deep blues and luminous greens, filled with swirling symbols and shapes.

A secret door (50/0) is located in the southeast corner of the room. It leads to the Small Temple (13) beneath the temple building that lies apart from the mansion (5-13).

A second secret door (50/0) is located behind the altar; it is activated by a tiny button near the top of the altar. When pressed, the button releases a catch, and the altar slides eastward, revealing a hole in the wall.



86. OPERATIONS ROOM

A large wooden desk stands in the center of the room. On the desk rest a telephone, an intercom, and a video monitor linked directly to the cameras on the roof (74). Morrison and the Four Horsemen used this room when the bombs were being assembled. Here they could monitor and direct the movement of individuals or materials throughout the underground section of Aleister House. The intercom, telephone, and monitor allowed the watcher—usually Morrison—to survey outside activities and discourage visitors. He also could make sure no one got in anybody else's way during critical moments (such as when Flemming shaped the plutonium for the bombs). The door leading to area 85 is unhidden from this side.

87. METAL SHOP

The following machinery can be found here: drill press, bandsaw, grinder/buffer, sheet bender, sheet cutter, forge, and foundry. A workbench along the north wall contains vises and hand tools, while a cabinet holds dies and taps, punches, and similar instruments.

Marjorie Flemming shaped all metal for the bombs here, except the radioactive and explosive portions. She built the casings and internal portions from scratch, also assembling four steel mock-ups of the plutonium masses to determine how to avoid reaching critical mass. These steel mock-ups still lie in this room; any agent with a Knowledge of 65 or better can recognize them.

The room also holds a nearly-completed shell of a bomb, which contains steel masses instead of plutonium, and a mass of putty labeled "Lithium Hydride" in the very center (indicating that this is a hydrogen bomb). The unit contains no radioactive materials.

88. ELECTRICAL SHOP

An extensive selection of electronic equipment is in this room, including test meters, oscilloscopes, soldering equipment and etching supplies. A computer terminal sits on a crowded workbench against the east wall.

Bertrand De Serre designed and built the detonation and safeguard circuits for the four bombs here. The cabinets under the workbenches contain enough electronic parts and integrated circuits to build a large computer. If agents search this room extensively—and that takes two

hours because of the mess—they'll discover a circuit diagram behind the workbench, next to the computer terminal. This diagram illustrates the circuitry within the bombs. If the agents find the diagram, it will be possible to deactivate the bombs safely (provided they are located intact), even if the computer has placed them on "automatic." ("Automatic" means the bombs are severed from the computer system, with the timers still running.)

89. RADIATION SUIT LOCKER

Four anti-radiation suits hang in this closet. Decontamination teams in the military and the nuclear power industry wear suits such as these. The suits include breathing masks and full body protection. Although they do not guarantee safety from radiation, they will decrease the probability of harmful effects from prolonged exposure to radioactive elements. If agents wear these radiation suits in area 91, they can ignore the radiation effects there.

90. THE CELL

If the agents make loud noises outside this room, or try to open the door, a man cries out from within. With a high nasal voice he calls, "Let me out of here! Help me, please!" The door is locked (0/35). If agents open it, they discover a small cell, complete with food, bed, toilet, sink—and prisoner Norman Squimp.

NORMAN SQUIMP

PS 65 CH 72 W 48 CO 53 K 82 CD 84

OF 69 DP 63 EV 78 LL 11

Languages. English 93, French 63, German 51

AOKs. Mil Sci 117, Psychology 105, World Hist/Curr Affairs 94

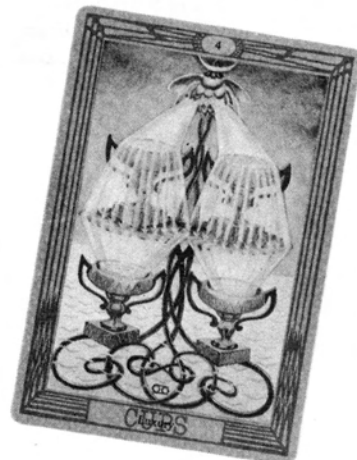
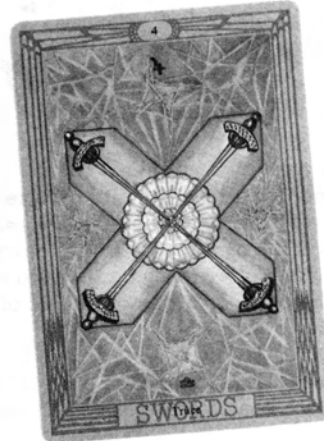
Squimp was Morrison's first candidate for the position of Magus—group psychologist and current affairs monitor. But when Morrison told Squimp about the bombs, Squimp replied that he was going to the police. Morrison promptly locked him in this cell. Squimp has been here for six weeks, but he has been well treated, except for not being able to wash or exercise much.

If the agents free Norman Squimp, he will be pleased to assist them. He will fight if given a weapon or the chance to use Hand-To-Hand Combat. He knows little of importance to the agents, but he thinks Morrison mentioned that a bomb would be placed in a long-term parking lot near City Hall.

91. METAL SHOP (RADIOACTIVE)

This metal shop looks just like its counterpart (87); it contains the same furnishings, including the steel mock-ups of critical masses.

Masses for the atomic bombs were shaped and machined here. Because of the time the plutonium spent in this room, and the amount of plutonium dust that is free here, the room is highly radioactive. Anyone who spends more than 30 minutes inside without protective equipment suffers the long-term effects of radiation exposure. Effects include: loss of hair, possible sterility or reproductive defects, weakness, and increased susceptibility to disease—particularly cancer. Any agent who enters the room without a breathing mask increases his chance of developing cancer by 5%; in addition, he has a 10% chance of suffering from plutonium poisoning, which decreases Physical Strength by 40 + (2% to 20%), Coordination by 1% to 100%, and Willpower by 3% to 30% in a period of one month.



ENDING THE MODULE

If the agents neutralize the bombs, the plutonium, the Four Horsemen, and A.C. Morrison, then the module has ended, and ended happily. If the city blows up, then the module probably ends, too, but certainly not as happily. Fortunately, Los Angeles may still survive, even if the agents don't manage to do everything above.

For example, the agents may capture the computer without changing anything. Thus, the bombs have not been aborted, but they're not on automatic, either. If time remains, the Agency's computer specialists can examine the information in Aleister House and deactivate the

bombs with the computer. The bombs will still be on the street, however, where unscrupulous elements may find them in a future adventure.

Even if the agents fail completely, Los Angeles doesn't have to blow up. It is realistic to assume that more than one team was assigned to this case. The nonplayer agents may very well have succeeded where the player agents failed. And the city may have paid the ransom, if only to buy some time.

In any case, the administrator should use his or her best judgement to end this module. The author suggests, however, that the city not be allowed to blow up.

PLACEMENT OF THE BOMBS

The administrator may wish to expand this adventure and require the agents to search out the bombs. If this is the case, some hiding places are given below. They correspond to the photographs in the darkroom of Aleister House.

Bomb #1: In the harbor area of the city, on a boat named "Lucky Dragon Four."

Bomb #2: In the warehouse of a mail-order firm called Marathon Sales Company. The crate, labeled

as a console TV, has just been purchased by a tourist from Oregon.

Bomb #3: In the toolbox of a pickup truck. The pickup is parked next to a small private university in the east part of the city. A wandering physics student with a Geiger counter may be in for a big surprise.

Bomb #4: In the trunk of a red 1973 Buick Skylark. The Skylark is parked in a long-term parking lot about two blocks from City Hall. A bumper sticker on the car says: "Nuke the Whales."

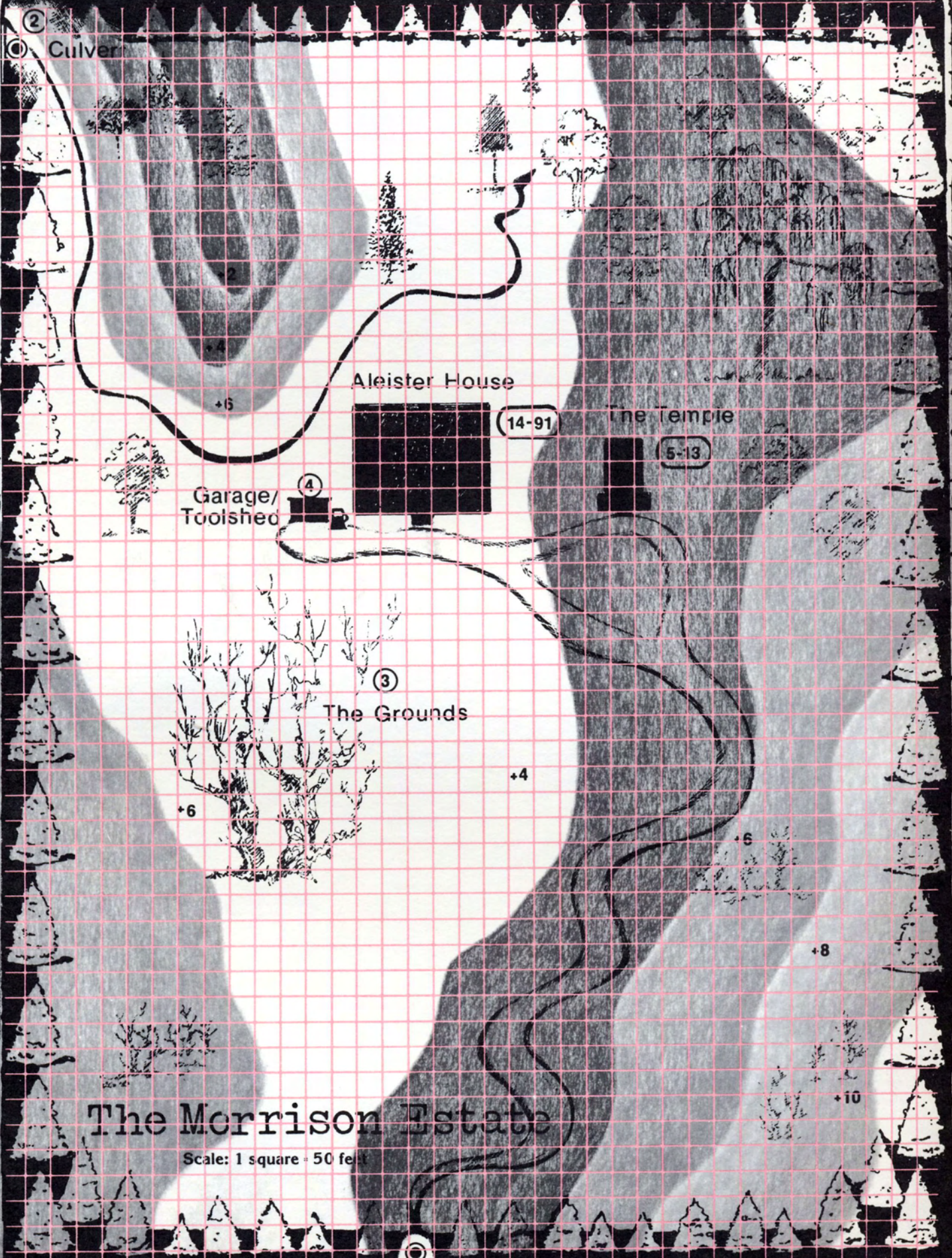
LOCATIONS OF REQUIRED TAROT CARDS

In order to enter the underground chambers below Aleister house, the players must possess one of the following tarot cards. The cards are found at the locations in parentheses.

- The Magus (Room 6)
- The Priestess (Room 13)
- Lust (Room 55)
- The Tower (Room 55)
- The Universe (Room 85)

Player characters may also acquire a complete tarot deck in room 17 at Wong's Fortune Cookie Works or room 76 of Aleister House. They may also purchase a deck at William's Occult Shop.

In order to operate Morrison's computer and deactivate the bombs, PCs must use the Universe card from Aleister House room 85 and the Two of Swords (Peace). This card must come from one of the full tarot decks found in room 17 at Wong's, room 76 of the house, or from a deck purchased at the Occult Shop.



②
① Culver

Aleister House

(14-91)

The Temple

(5-13)

Garage/
Toolshed

④

③

The Grounds

The Morrison Estate

Scale: 1 square = 50 feet

Gate ①

PREROLLED AGENTS

HANS WILHELM EBERHARDT

Code Name: *Schnapps*

PS 31 CH 83 W 60 CO 61 K 69 CD 93

OF 77 DP 72 EV 88 LL 9

Languages. German 79, French 62, English 79

AOKs. Military Science/Weaponry 88, Education/Indoctrination 78, Arts & Crafts 88, Computer Science 110, Animal Science 57, Geology 54, Law 87

Weapon. 9mm short (.380) Walther PPK self-load in waistband holster. 2 extra clips, 1 box ammunition

Equipment. Clothing, 2 truth serum hypodermics, 2 anesthetic hypodermics, 2 sleeping gas capsules, gas mask, watch

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VERONICA COHEN

Code Name: *Aleph 4*

PS 70 CH 76 W 80 CO 95 K 56 CD 97

OF 96 DP 86 EV 87 LL 15

Languages. Hebrew 89, English 70

AOKs. Animal Science 53, Arts & Crafts 53, Psychology 123, World History/Current Affairs 85, Military Science/Weaponry 102, Computer Science 129

Weapon. .22 High Standard with silencer in shoulder holster, fires dum-dum ammo. 2 extra clips, 2 boxes ammunition

Weapon. Uzi 9mm submachine gun in briefcase, fires standard ammunition

Equipment. Clothing, binoculars, gloves, lockpick set

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BILLY EVANS

Code Name: *Woodchuck*

PS 98 CH 94 W 98 CO 67 K 58 CD 68

OF 68 DP 81 EV 81 LL 20

Languages. English 92, Russian 44, Spanish 91

AOKs. Literature 78, Political Science/Ideology 79, Physical Education 91, Medicine/Physiology 65, Military Science/Weaponry 108

Weapon. Browning Hi-power 9mm self-load pistol in shoulder holster, fires dum-dums. 2 extra clips, 1 full box ammo

Equipment. Clothing, stilleto, binoculars, watch, 2 smoke bomb capsules

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ROBIN BOWERS

Code Name: *Jackrabbit*

PS 92 CH 78 W 85 CO 97 K 67 CD 54

OF 81 DP 88 EV 66 LL 18

Languages. English 78, Spanish 68, French 67

AOKs. Physical Education 89, Medicine/Physiology 52, Mathematics/Accounting 61, Agriculture 130, Geography 73, Fine Arts 66, Military Science/Weaponry 90

Weapon. 9mm Walther P-38 U.N.C.L.E. self-load in shoulder holster. 2 extra clips, 1 box ammunition

Equipment. Clothing, hunting knife, 1 pound plastique, 2 time detonators, 1 radio detonator, rubber gloves, handcuffs

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HENRI LE TAQUE

Code Name: *Hercule*

S 82 CH 90 W 90 PS 85 K 87 CD 39

OF 62 DP 88 EV 65 LL 16

Languages. French 85, English 62, German 40, Flemish 40

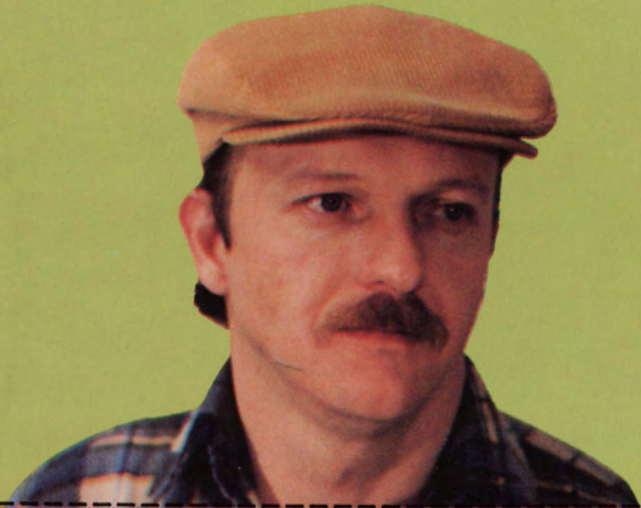
AOKs. Social Sciences 86, Animal Science 55, Arts & Crafts 97, Literature 109, Military Science/Weaponry 93, Photography 52, Computer Science 118, Physical Education 94, Religion 52

Weapon. .22 Beretta self-load in waistband holster, fires standard ammo. 4 extra clips, 2 boxes ammunition

Equipment. Clothing, swordcane, flashlight, climbing irons, handcuffs

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CUT OUT CARDS



PREROLLED
AGENTS

The House Schedule

	A.C. Morrison (UNIVERSE)	M. Flemming (PRIESTESS)	W. Temple (LUST)	B. de Serre (TOWER)	S. Wong (MAGUS)
AM					
4:30	Sleeps in bedroom (70)	Sleeps in bedroom (35)	Swims in pool (16)	Sleeps lightly in bedroom (44)	Eats, sleeps, watches TV in sitting room (42)
5:00		Swims in pool (16)	Uses exercise machines (21)		
5:30		Showers, dresses (35)	Watches monitors in security room (77)		
6:00		Breakfasts (47)			
6:30		heads to garage (4), drives to Wong's factory			
7:00	Showers, does yoga, dresses (70)			Reads in bedroom (44)	
7:30			Reads, naps in bedrooms (43)		
8:00	Breakfasts in guest kitchen (46)	Works at Wong's cookie plant			
8:30	Reads in personal library (72)	If home, stays in bedroom (35)	Checks out garage (4)	Swims in pool (16)	
9:00			Inspects roof	Lifts weights (21)	
9:30			Reads, naps bedroom (43)	Eats in kitchen (25)	
10:00			Eats in Kitchen (46)	Works in lounge (29)	
10:30			Sits in bedroom (43)		
11:00			Shoots on pistol range (73)		
11:30					
NOON					
12:30	Views Flynn movie in video room (32)			Works in electrical shop (88)	
1:00	Floats in tank (66)		Plays in pool (16)		
1:30	Shoots on pistol range (73)		Looks at war games in conference room (31)	Reads in bedroom (44)	
2:00	Shoots on pistol range (73)	Drives to Aleister House			
2:30	Reads in personal library (72)			Eats in kitchen, dining rm. (47)	
3:00		Relaxes in bedroom (35)		Works in electrical shop (88)	
3:30		Floats in tank (66)	Watches monitors in security room (77)		
4:00		Eats in guest dining (46/47)		Works in lounge (29)	
4:30		Shoots on pistol range (73)			
5:00		Reads in book gallery (30)			
5:30			Tours house		
6:00			Watches monitors (77)		
6:30	Shoots on pistol range (73)	Works in bedroom (35)	Sleeps in bedroom (43)	Works in electrical shop (88)	Sleeps (42)
7:00	Meditates in personal library (72)	Swims, sits in open court (16/33)			
7:30		Sleeps in bedroom (35)			
8:00					
8:30					
9:00					
9:30					
10:00					
10:30	Shoots on pistol range (73)				
11:00	Experiments in alchemical lab (82)				
11:30					
MIDNIGHT					
12:30	Eats in kitchen (25)			Sits in open court (33)	
1:00	Sleeps in bedroom (70)	Sleeps in bedroom (35)		Sleeps in bedroom (44)	

IN CASE OF ALARM

Morrison: Takes the Steyr Mannlicher AUG from his closet and goes to the conference room (31) to meet others. Sends Wong back to the Queen Suite, then proceeds to the security room (77).

Flemming: If fence alarm sounds, may accompany Temple in Land Rover (10% chance). If gate alarm sounds, accompanies Temple and De Serre in Land Rover (100%). Otherwise, joins De Serre on the roof.

Temple: If fence or gate alarm sounds, takes Land Rover to investigate. Otherwise, goes to security room (77) to check telltales; may also call security room from 31.

De Serre: If fence alarm sounds, may investigate in Land Rover with Temple (50% chance). If gate alarm sounds, goes in Land Rover with Temple. Otherwise, goes to roof.

Wong: Goes immediately to conference room (31). Then returns to Queen Suite (42).

After an alarm sounds, Temple or another Horseman stays in room 77 for at least 16 hours.



THE FOUR HORSEMEN RIDE STOP HAVE SET THERMONUCLEAR DEVICE TO
DESTROY LOS ANGELES IN 3 DAYS STOP MUST NEUTRALIZE PLAN AT ALL
COSTS STOP BIZARRE MURDER CONNECTED STOP REPORT FOR BRIEFING
IMMEDIATELY STOP WARNING MESSAGE SELF DESTRUCTS END

Local Detective Slain

Los Angeles—A local detective bled to death last evening after being attacked in his downtown apartment. Police officials report that most of the victim's blood was removed from the scene, along with pieces of his clothing.

FOR USE WITH
THE TOP SECRET®
ESPIONAGE GAME

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