

ADVENTURES, ARTICLES, AND INTERVIEWS IN OPEN D6 GAMING



Issue No. 6
APRIL 2014

OD6 MAGAZINE

FREE



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Happy 2014 Everyone!

...And how the OpenD6 landscape has changed since the last issue. Westward has finally been released, and now we at Wicked North Games are focused on helping to push the OpenD6 system forward. We're coming out with an adventure for Westward soon, and have begun outlining our next setting. I'm also excited to see that Jason Richards Publishing's project, the BREACHWORLD RPG, that uses Mini-Six system, has launched its Kickstarter and its quest to become funded is strongly supported by the whole gaming community.

So what is presented in these pages in the long overdue issue number 6 of D6 Magazine? Ideas for the issue's American Gothic/Horror theme were discussed in the beginning of this issue's conception, but fell apart quickly, so this issue was treated as open to any ideas the contributors wanted to pitch. We have a variety of scenarios in store for you! Players are handed an assignment to explore a wrecked Destroyer, shop for oddities provided by your-not-so-typical country store, follow the exciting conclusion of Handle with Care, and lastly experience a scenario that unfolds at your local convenience store!

Happy adventuring, and as always, the possibilities are endless...

Respectfully,
- Brett M. Pisinski



THE KINGDOM

An OpenD6 Space Adventure

Written by Daniel Stull

This adventure is written for four to six players.

Synopsis: The Player Characters are given a “choice” assignment - explore a wrecked Destroyer. But is **anything** ever as easy as it seems?

Setting The Scene: The PC’s are aboard their freighter, the *Baalbek*, at the edge of the *Hotel VII System*. In the lounge, when suddenly the holographic image of a scarred human male, dressed in military uniform appears.

Read aloud: “I am Major Tarm Kola. You have all been tasked with salvaging what’s left of the Destroyer Kingdom. Assess its functionality, repair major systems if possible, then set up a communication link and High Command will send a crew to finish the work. You are not alone. Another team of freelancers is also in-system, and has been given the same briefing. Payment is four thousand credits, divided as you see fit.”

The holo ends - no questions are answered.

Welcome To the Kingdom!

The players can start their assessment of the *Kingdom* by a sensor sweep. The *Baalbek*’s sensors reveal the following:

- The *Kingdom* is structurally sound
- Its power subsystems are offline, presumably ion-fused
- Weapons, propulsion, communications are all off-line
- Zero lifeforms, and all pods have been jettisoned
- 89% of the ship is pressurized - all other areas are exposed to space

A sensor sweep will also show another freighter approximately the same distance from the *Kingdom* as the players, making for the Destroyer. If the players...

Hail the Freighter: The responding voice is female, and is terse. She identifies herself as “Captain”

Adriaan Finn, and will not answer any other questions. She sees the players as competition, and will go so far as to shoot to drive them off from her salvage.

Adriaan Finn, Human Female Salvager:

Agility 2D: *firearms 3D, brawling 2D, dodge 3D, melee combat 3D, melee parry 3D,*

Knowledge 2D: *astrography 3D, business 2D, intimidation 3D, languages 3D, survival 3D, streetwise 4D,*

Mechanical 2D: *navigation 4D, communications 2D, vehicle ops 3D, piloting 4D, gunnery 4D,*

Perception 2D: *bargain 4D, con 4D, gambling 3D, persuasion 3D,*

Strength 2D: *climbing/jumping 2D,*

Technical 2D: *demolitions 3D, medicine 3D, gunnery repair 4D, vehicle repair 4D, flight systems repair 4D.*

Move 10,

Character Points 4.

Equipment: heavy semiautomatic pistol(5D+1), overalls, 250 credits.

Finn’s ship is a modified light freighter, designed for salvage operations, not really combat. It is designated the *Fixxer*, and is stock outside of her docking interface, which is reinforced:

Fixxer

Light Freighter

Crew: 3 Passengers: 2

Life-Supporting Modules

standard bridge with +2 *comm*, +1 *gunnery*, and +1D+1 *sensors* upgrades, pilot autofunction program (3D each in *piloting* and *gunnery*), and ship identifier; hydroponics; lounge with food processor upgrade; 2 two-person rooms, 1 one-person room; hallways connecting bridge to other areas

Bulk Cargo Modules

Life-Support Supplies

food storage; standard food (5 people/5 months); atmosphere (14 people-areas/5 months)

Weapons

1 blaster cannon (forward/rear/port/starboard arcs, range 7/20/31, damage 3D)

In-System Drive

Move: 7 (space), 350 (atmosphere, 1000 kph)

Maneuverability: 0

Interstellar Drive: 0.5; backup: 0.1

Total Energy Requirements: 119

Power Plant: 160 energy units generated

Hull Toughness: 2D+1

Atmosphere Capability: streamlining; landing gear

Armor: +1D+1

Shields: +1D

Fight the Freighter: Finn will gladly engage in combat in the hopes of driving off the competition. However, should her shields fail, she will make for the edge of the system, hoping to return once the players board the *Kingdom*, and either sabotage their attempt or beat them to the bridge, where she will make contact with Intelligence and thus win the contract. If the players damage her engines, she will make for the nearest hyperspace point at full throttle to escape, and not return, or if a successful Intimidate roll is made, she will just run for it and hope to find easier jobs.

There are multiple ways of docking:

• Docking Bay

Gamemaster Note: The Player Characters will start in Docking Bay area

Its by far the most accessible route of entry is the main docking bay. It provides the easiest method of entry (Normal Piloting check to maneuver, match drift, and dock), and it can easily fit the *Baalbek*.

• Engineering Hatches

Gamemaster Note: Players will start in Engineering Airlock area. These hatches are located throughout the ship, used by engineers to make EVA repairs. Two rolls are needed here; a Hard Piloting check to make the dock, and a Hard Security roll to unlock the hatch.

• Trash Chute

Gamemaster Note: Players will start in Trash Compactor area Nine out of ten smugglers will tell you that Destroyers dump their trash before they go into hyperspace. The *Baalbek* can dock here as well, but it will be very difficult. Three rolls are necessary - a Hard Piloting check to maneuver, Hard Piloting to dock, and a Very Hard Security check to crack the hatch.

• Docking Bay

Corpses litter the deck as the party steps off the *Baalbek*. Most are dressed in military uniforms. Examination of the bodies (Normal Medicine check) shows they died from either firearms trauma or exposure. A disturbing amount of the firearm wounds appear self-inflicted. There are no other ships in the bay, save for the *Baalbek* and a damaged *Erda-class* strike fighter.

The fighter can be repaired using tools (which are littered about the fighter) and making a Hard Flight Systems Repair check. The engines are fused, but spare parts are easily accessible. Doors lead to a traffic control room, a maintenance hatch, and a lift to other levels.

• Engineering Airlock

This small area can only hold one player at a time, and the airlock cycle takes a minimum of 11 minutes, so entering or exiting will take a bit of time. On the other side of the airlock is an access corridor, leading to a lift. Just inside the access corridor is a locker containing repair tools and a vacuum suit.

• Trash Compactor

Due to the trash hatch being opened, exiting the *Baalbek* will require spacesuits. There is no gravity in the compactor due to it being vented to space. All sorts of detritus is floating free, even the frozen remains of one trash-eating animal and two human corpses. If inspected, the corpses appear to have been dead for quite some time, tattered military uniforms show the ranks of an Ensign and a Second Lieutenant. Decomposition has eliminated traces of gender. Medical equipment (and a Hard Medicine check) will show the following:

- Ensign is a female human, approximately 27 years of age

- Second Lieutenant as a male human, 29 years of age
- Cause of death is exposure and dehydration

The only way to continue is through the shaft at the top of the compactor, which will take either a jet pack(Easy Jet Pack Ops check) or to climb(Hard Climbing/Jumping check). The sides of the shaft are smooth, but the width of the shaft allows for a being to wedge themselves in and up. The shaft exits to the Recycling Center

• Flight Control

This small room contains the equipment necessary to control traffic in and out of the Docking Bay. A long bank of desks line up under a transparisteel window. These are the various duty stations - Comms, Sensors, Tractor Beam Control. All are unpowered.

• Maintenance Access - Docking Bay

The hatchway leads to a maintenance office/closet, with ladders leading up and down into shafts. There are engineer jumpsuits and a bevy of industrial tools for the taking.

• Recycling Center

This very large room is where trash is sorted into two different classifications - recyclable and non-recyclable. All the machinery and conveyors are shut off. The smell is horrid(Moderate STR check or vomit from nausea). Several decomposing humanoid bodies dressed in maintenance coveralls can be found here. Their cause of death - firearm wounds. One exit leads to a lift.

• Armory

The armory has been ransacked. The blast doors will require breaking-in(Very Hard Security check, or no check with a rank cylinder), and once inside, the players will find the following:

- One Medium Machine Gun: 7D+1 Damage, 11 Ammo, 250/1k/2k Range
- 1D6 Assault Rifles: 6D Damage, 30 Ammo, 20/50/200 Range
- 1D6 Protective Vests: Armor Value +2 to chest
- 1D6 Fragmentation Grenades: 6D Damage, STR -4, STR -3, STR +3 Range

• Bridge

Once the command center of the *Kingdom*, only bodies and damaged stations remain. All the bodies are dressed in military uniforms, including six in full protective armor, fallen in a circular pattern around a body with captain's insignia. From the look of things, a firefight happened, and the captain and bridge crew lost. Helm can be restored(Hard Capital Ship Repair check), but all indicators show that weapons, main engines, and shields are offline. Navigation shows that the ship is remaining in orbit, but it is slowly decaying. Power levels are all over the chart, but can be restored to only one system at a time(Hard Capital Ship Repair check).

If Finn was allowed on the ship, the players find her and her crew here. She takes cover behind a repair droid, and orders her crew to open fire.

Human Male Scavenger(3): *Dexterity 2D, blaster 4D, brawling parry 3D, dodge 4D, melee parry 3D, melee weapons 3D, Knowledge 1D, streetwise 3D, intimidate 3D, Mechanical 2D+1, ground vehicle ops 2D+1, repulsorlift ops 2D+1, starship gunnery 2D+1, Perception 2D, search 2D, Strength 2D+2, climbing/jumping 2D+2, brawling 3D, Technical 2D, capital ship repair 2D, space transports repair 2D, droid repair 2D, Move 10, Character points 2, Blaster Pistol: 5D Damage, 12 Ammo, 20/50/150 Range; technician jumpsuit*

Finn will surrender if all her crew is killed or incapacitated. The players can choose what to do from there.

All the King's Men: As the players explore the bridge, their comlinks start going off. A male voice speaks, "If anyone can hear us, we are on the Research and Development Deck! There's---" The signal goes dead, and there's no response.

Should the players make the necessary repairs to the transmitter, Major Kolm is ready and waiting for their report. He estimates that the repair team will be there in twelve hours, and to stand by until their arrival. As they wait, all over the *Kingdom*, Phase One Soldier Robots begin to wake and patrol, searching for them.

Phase One Soldier Robot: *Dexterity 3D, brawling parry 4D, dodge 4D+2, melee parry 4D, melee weapons 4D+2, Knowledge 1D, intimidation 3D, Mechanical 1D, Perception 2D, search 3D+1, Strength 3D, brawling 4D, climbing/jumping 4D+2, Technical 1D, Move 12, comlink, forearm*

sword(STR+2D damage), forearm shield(+1D to brawling/melee parry), heuristic processor(robot can use skills untrained), infrared vision(30 meters), magnetic feet, vocabulator

• **Research and Development Center**

The lift opens into a reception lobby, replete with a desk and padded seats along the walls. A pair of blast doors, magnetically shielded (blaster bolts will bounce off, use grenade scatter diagram for direction) and reinforced(treat as STR 6D vs. slugthrowers/explosives/torches), are at the end of the hallway. Emergency lights are on and flashing on either side of the door. Written are the following words: "IN CASE OF EMERGENCY, DOORS WILL SEAL," on the doors themselves. A computer interface is to the right of the doors. If the players begin to tamper with the doors, they open, and a man wearing a lab coat and a haggard look on his stubbly face greets them, introducing himself as Doctor Alberti.

Doctor Gijs Alberti, Human Male Scientist:

Dexterity 2D, blaster 2D, dodge 2D, Knowledge 3D, alien species 5D, bureaucracy 4D, business 3D, cultures 3D, languages 3D, planetary systems 4D, scholar 5D, willpower 3D, Mechanical 2D, astrogation 3D, sensors 3D, ground vehicle operations 3D, Perception 3D, bargain 3D, command 3D, command: scientists 5D, investigation 4D, search 4D, Strength 2D, Technical 2D, computer programming/repair 3D, droid programming 3D, droid repair 3D, first aid 3D, security 3D, Move 10, character points 10, Medium semi-automatic pistol: 4D Damage, 17 Ammo, 8/13/35 Range; lab coat, suit, comlink, datapad

Doctor Alberti questions the players, wondering if they are a rescue team sent from his government. They can either Con, Persuade, or Intimidate the man into thinking they are, which will have him respond with a full explanation as to what's going on outside the R&D Deck. The *Kingdom* took an ion blast and it effectively shut down the ship. Repairs were underway, but there was no way to communicate to the rest of the task force, and they were counted as a loss. Months passed, and repairs were stymied. The captain managed to keep control, through various means, but the crew, in general, was becoming more and more worried. Supplies ran out. People began running to escape pods and left the ship. In time, the fighters and shuttles were commandeered, with force, as the majority of the crew mutinied. During this mutiny, the Research and Development Deck fell under Emergency Containment, and sealed itself off from the

rest of the ship, becoming its own habitat, complete with power supply, consumables, and computer network separate from the *Kingdom*. The scientists here continued on with their work, patiently awaiting rescue.

When asked about the Soldier Robots, his answers are elusive. They were a prototype that was going to be tested, but the ship was hit and the ionization damage prevented the test from happening. He does mention that they are slaved to the *Kingdom's* computer network, and that they will follow alarms that the system leads them to. He will offer the players a tour of the deck, showing them the various experiments being conducted (see handout, [Data Dump, Kingdom](#), for more information). His attitude (as long as he is under the impression the players are friendly) is acquiescent, and he is helpful to them.

If the players decide to attack, he defends himself, activating the Soldier Robots in the Conventional research room and directing them against the players. He will then seal himself and his fellow scientists into an office area, and will not open the door for any reason. Roll the Doctor's Willpower versus a player's Persuade if they attempt to convince him that they are working in his best interest, and if he loses, he will surrender, even offering up all the data he collected on the work being done on the deck(give players the [Data Dump, Kingdom](#) handout).

The deck behind the blast doors leads into a hallway, with rooms on either side of it.

Biological

Medical researchers are exploring various illnesses for cures as well as weaponization. Safety warnings are clearly displayed in this area; and anyone entering the research area without a sealed vacuum suit will be infected by a strain of Anoaat flu.

Anoaat flu will incubate for 2D6 hours, then cause muscle weakness and nausea(-1D to STR and related skills), then tremors(-1D to DEX and all related skills), then memory loss(-1D to KNO and all related skills) until it runs its course, which will be 1D6 days unless treated. A player can successfully fight off the illness naturally with an opposed STR roll once symptoms begin, with the GM having 3D. An infected player can pass Anoaat flu onto others by close contact.

The virus specimens here can be transported and sold(1D6 x 1000 credits, virus is **incredibly** illegal, and players caught with it will be subject to arrest

by governmental authorities). They can also be destroyed via emergency depressurization, which is marked by a button near the research area.

Chemical

Various experiments are held here concerning chemical reactions to different substances. Data on the experiments can be found on a computer in the research area(Difficult Computer Programming check to slice). From the data, it appears that the scientists are attempting to create more efficient explosives, working on a gas that would incapacitate different species together, but the real attraction is suspended in a special shield. It is an acid, and in this form, can be thrown as a grenade, causing 6D of damage versus anything it contacts. The data on the computer can be sold for 1d6 x 100 credits.

Conventional

Racks upon racks of human-sized “coffins,” sealed, are in this room. These contain Soldier Robots, who will attempt to kill anyone upon release that is not definitely identified as friendly personnel. A computer near the capsules shows all the relevant data on them, and controls their release, whether it be into space or launching. The players can either attempt to take a Soldier Robot(GM Note: Don’t allow them more than one), or jettison all the capsules into space.

Conclusion: The engineering team arrives, and, when it reaches comm distance, begins pinging the players’ comlinks, letting them know they’re entering the docking bay. A small freighter docks, and an Caninoid steps down the ramp, along with some humans. He asks for a status update, and once given it, gets to work. It’s up to the players as to whether or not they tell him about the Soldier Robots...

Player Rewards

Each player should receive 6 Character Points for the mission, plus their share of the credits(or you could award a single player the credits, and see if they will role-play their own divvying). If they managed to subdue a Dark Trooper and abscond it, award them 2 more points.

Baalbek

Light Freighter

Crew: 4 Passengers: 8

Cargo: 135 cubic meters

Life Support Supplies: 5 months

In-System Drive:

Move: 3 (space); 150 (atmosphere, 430kph)

Maneuverability: +1D

Interstellar Drive Rating: 1.7; backup: 0.1

Weapons:

1 Blaster Cannon (forward arc, gunnery bonus +1D, Range 3/12/25, damage 4D)

Hull Toughness: 3D

Atmosphere Capability: Yes

Armor: +1D

Shields: 0

Scale: 18

Length(approximate): 35 meters

* * *

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PAW & MAW 'S COUNTRY STORE

An American gothic setting for the OpenD6 System

Written by Peter Schweighofer

The gas gauge needle bounced along at empty. The rhythm of the engine knocks became less regular. The wipers struggled noisily to smear rain across the windshield. The headlights struggled to illuminate the dismal country road ahead yet not quite enough to discern if it was still potholed pavement or had turned to a gravelly track. The ancient trees looming over the road thinned, revealing a building standing alone in the night.

Light streamed from tall windows through a porch covered in old soda pop machines, a cigarette vending machine, and a rotting couch. Faded signs advertising products decorated the porch railing. A tattered flag hung limply from a pole next to the door, possibly a Confederate battle flag or an American flag of unknown vintage. The vague view inside seemed to promise all the amenities of general store: shelves stocked with canned goods, snack cakes, flashlights, batteries, maps. A sign near the front door promised a public pay phone inside. A flabby, fish-eyed face behind the cash register counter peered out at the car.

On the porch roof a few shaded lights cast sickly yellow illumination on a sign (though some have long since burned out): "Paw and Maw 's Country Store." An ominous space existed between the W in "Maw" and the apostrophe "S" after it, as if a letter had been removed or erased in the past.

Off to one side of the store stood a fenced-in yard packed with derelict cars, piles of old tires, and a garage...maybe a good source for spare parts and a mechanic. Frenzied dogs barked somewhere out of sight. The twin gasoline pumps standing between the store and garage don't seem like they've seen use lately considering they're missing the pump hoses and nozzles.

"Well, at least they're open."

How Did We Get Here?

Paw and Maw 's Country Store represents hundreds of similar, lost establishments existing on America's rural back roads since the dawn of automobile travel...roads with faded signs, neglected maintenance, and dubious destinations. They might seem havens for wayward travelers seeking phone service, maps, supplies, spare parts, or directions to the nearest town; but they're usually sanctuaries for those outcasts living on the fringe of society by their association with abominable practices, hideous gods, and savagely deviant behavior.

How do innocent travelers happen upon such deceptively quaint establishments? Typically they have some compelling reason to stop at the first sign of civilization for miles while traveling the country's vast, rural regions.

Got Lost: The country store stands as a beacon in a grim wasteland to those completely lost. Perhaps the proprietor can point them in the right direction to help them find their destination, if not the next town. Some offer local road maps for free or for sale. The sales clerk might even provide advice on "helpful" short cuts....

Tempted by Convenience: The sudden appearance of a convenience store — however rustic looking in this rural wilderness — might inspire temptations for one's favorite snack food and soft drink, polite conversation with the locals, and presumably clean restrooms.

Investigation Resource: A remote country store might serve as a setting in the character's current adventure. Its inhabitants might serve as a source of local information or clues in their investigations; interviews might prove, disprove, or misleadingly exaggerate rumors gathered elsewhere. Perhaps another source led the characters to believe they'd find valuable clues — or even the objective of their current activities — hidden at this location.

Need Assistance: The characters happen upon the remote country store just when they need help. Perhaps they're having car troubles and hope to find a garage, buy replacement parts, or call for a tow truck to town. Maybe they're looking for someplace to weather a severe storm that's made traveling these back roads hazardous. If they've made a breakthrough in their investigations they might need to use the pay phone to contact authorities or others involved in their inquiries. (Running a modern game where characters have cell phones or other communications devices? Perhaps they're too far out for good reception, experience technical difficulties, or discover their gadgets have no power.)

Country Store

The moment anyone opens the front door a bell nailed in the upper corner jingles to announce their arrival. The check-out counter stands immediately to one side of the door and runs down one side of the store toward a dim corridor in the back. An antique manual cash register dominates the end closest to the door near a countertop bell with a scrawled, handwritten sign: “Ring Bell to be Served.” Various displays clutter the rest of the countertop with merchandise.

“Paw” lurks behind the counter, turning from dutifully stocking shelves with cigarettes, dirty magazines, hard liquor, and other questionable merchandise the moment anyone opens the front door. He remains behind the counter, one hand near the sawed-off shotgun hidden on the shelf below, glaring at customers and waiting impatiently to answer questions with curt grunts and ring up purchases. If he gets bored, Paw pulls a magazine out from beneath the counter to ogle, quickly putting it away should anyone approach (it’s a cooking magazine). A broad plaque hangs on the wall behind the cash register sporting a removable, well-worn wooden axe handle and the words “Customer Service.” If anyone engages him in conversation, he speaks with a twangy drawl typical of local inhabitants, though barely intelligible as English, and has nothing good to say about anything.

Paw. All stats are 2D except: *Reflexes 3D, brawling 5D, dodge 4D, melee combat 6D, sneak 5D, Physique 4D, lifting 5D, intimidation 4D+2.* Move: 10. Strength Damage: 3D. Fate Points: 1, Character Points: 2. Body points: 40/Wound Levels: 3. Equipment: axe handle (4D+1 damage), shotgun (6D damage), filet knife (4D damage).

Beyond the cashier counter stands a crowded labyrinth of shoulder-height shelf units crammed with every convenience item imaginable — snack food, low-prep meals, canned goods, travel accessories, personal care items, reading materials, cheap local souvenirs — many with faded or peeling labels, expiration dates in the distant past, and a seemingly unyielding coating of fine dust.

The twins — a red-headed boy and girl with gaunt figures and eyes whose pupils seem far too dilated — wander hand-in-hand among the shelves, quietly approaching customers and speaking in an uncanny unison. They exhibit the inquisitive nature of most kids of their age (around seven years old), constantly asking questions about the most mundane things, and often reverting to the simple “why?” The twins’ queries, however, often range toward the disturbing, such as “Which snack cake do you think would like to eat you?” “Can too much soda pop make you

grow a third eye?” and “What flavor do your nightmares taste like?”

The Twins. All stats are 2D except: *sneak 4D+2, Presence 4D, intimidation 5D, willpower 6D, medicine 4D+1, Perception 3D+2, hide 4D+2, know-how 4D+2, repair 5D, tracking 5D+2.* Move: 8. Strength Damage: 1D. Character Points: 6. Body points: 26/Wound Levels: 2. Equipment: marbles, pen knife (1D+1 damage). *Special Abilities:* Unnerving (R3), anyone within five feet of the Twins can’t think or act to their full capacity, suffering a –1D penalty to all skill and attribute rolls unless they can make a Difficult (20) *willpower* check.

Several tall coolers dominate the back wall. The frosted glass offers glimpses of cold soft drinks, beer, milk, juice, and ice cream. Several unlabeled items lurk behind the other freezer merchandise, each wrapped in loose, transparent plastic so anyone looking at them isn’t quite sure of their true nature...though they experience a disturbing feeling about whatever’s in there. The frozen contents of these mystery packages include two coiled rattlesnakes, a dozen rats, a goat’s head, and a severed human hand with a pentagram tattooed on the back.

Faded signs for the pay phone and restroom point down a dim hallway at the back of the store. “Maw” perches on a wooden stool near the corridor where she can see down the main aisle to the check-out counter and front door. Maw stares straight ahead, nodding and mumbling unintelligibly to herself whether anyone actually engages her in conversation. Her stringy hair falls limply over her face and shoulders; she occasionally strokes it and murmurs to it as if it were a beloved pet. Her disheveled clothes seem to conceal something sinister beneath: a third arm, tentacle leg, shark-toothed belly maw, nobody can really tell. Though Maw avoids eye contact, anyone looking at her sal-low face notices her eyes seem a bit too large for her head.

Maw. All stats are 2D except: *Presence 3D+2, intimidation 4D+1, willpower 5D+2.* Move: 4. Strength Damage: 1D. Character Points: 2. Body points: 14/Wound Levels: 2. *Special Abilities:* Unnerving (R4), anyone within five feet of the Twins can’t think or act to their full capacity, suffering a –1D penalty to all skill and attribute rolls unless they can make a Difficult (20) *willpower* check. Mental Blank (R4), when excited Maw stares even more intently at people and forms a mental link with them, flooding their minds with the overwhelming oblivion in her own head; characters must beat an opposed *willpower* test or become senseless (and *stunned*) for 2D6 rounds.

The dim corridor leads past two doors, each with a frosted window with peeling lettering: “Pay Phone” on the first and “Restroom” on the second. Beyond that the corridor leads past a stairway up to the second floor (with the family’s frighteningly austere living quarters), a small kitchen alcove with a door to the basement stairs, and a door leading out the back of the store.

The pay phone booth door sticks and the dim light bulb above provides barely enough illumination to see the dial and yellowing phone book. Picking up the receiver triggers the trap door, dropping the floor out from beneath anyone and sending them falling down 10 feet into the cell below.

The restroom contains a similar arrangement, with a sticking door, flickering fluorescent bulb above the mirror, and a trap door that drops out most of the floor in front of the sink when anyone tries turning the slightly rusted faucet. Anyone keen enough to grab hold of the sink, toilet, or trap door edge gets a 55-gallon drum of pig entrails dumped into the room from above to help loosen their grasp and speed them on their way into the basement.

Basement

Unspeakable atrocities occur in the country store basement, usually perpetrated by Paw with the mind-numbing aid of Maw and the Twins. Different rooms hold horrors for those lured here by the trap doors in the pay phone and restroom; those exploring on their own might avoid direct bodily harm but still face irreparable damage to their sanity. Exposed conduits deliver electricity from above to power the stark, exposed light bulbs in ceiling fixtures.

The basement catacombs contain several entrances and exits: the stairs from the small kitchen above; a storm cellar door leading to the side of the store outside; a wooden post-reinforced passage out to the junkyard garage; and another corridor hewn from rock leading back toward an unknown location in the swamp.

Storage: The cellar looks like overflow storage for convenience store stock. Old bookshelves packed with out-dated canned goods line the walls. Steep steps in an alcove lead up to the storm cellar door on the store’s exterior. One shelf section swivels open when anyone pulls on a faded can marked “Jenkins Pickled Annelid,” revealing a secret door leading deeper into the underground warren. Just take care not to step on the rug right in front of the secret door; it covers a seven foot-deep pit filled with snakes.

Cell: Those unfortunate enough to use the pay phone or restroom above usually find themselves deposited on a pile of stained mattresses heaped in an improvised

prison cell. The barred wall consists of a hodge-podge of chain link fence and posts, barbed wire, and a steel-bar-reinforced shed door, posing a difficult challenge for most escape attempts.

Summoning Chamber: The highly ornamented, encircled pentagram carved into the floor serves as the focal point of the family’s unspeakable rituals involving live sacrifices, extra-dimensional communication, and the summoning of indescribable (and often voracious) horrors from out of space and time. Close examination of the carved floor, its ancient runes, and the deep stains indicate this shrine pre-dates the current structure above. A wall mounted cabinet containing candles, matches, foul-smelling incense, handcuffs, a length of chain, several iron spikes, a mallet, and tattered bits of an arcane scroll inscribed with unintelligible squiggles. A full, five-gallon jerry can of gasoline sits in a corner.

Abattoir: This side room contains implements for butchering animals for future consumption, including a rack of meat hooks hanging from the ceiling, rolls of cellophane wrapping, a meat grinder with sausage attachment, assorted knives, saws, and cleavers, rack of spices, and a solid butcher’s block table. A series of shallow grooves cut into the floor drain into a curtained alcove to one side (see “The Pit” below). One wall contains several commercial-grade freezer chests filled with unlabeled cuts of unidentified meat (steaks, chops, stew cuts, ribs, ground meat, and sausages).

The Pit: The curtained alcove near the abattoir contains little more than a four-foot diameter hole in the floor. The 30-foot deep pit serves as an oubliette into which the family pushes unwanted, uncooperative, or no-longer-useful people as well as useless butcher parts, blood, and entrails from the abattoir.

Junkyard

The adjacent junkyard seems inaccessible to outsiders. A 10-foot high chain link fence topped with several strands of barbed wire keeps people out (or in), and the similarly fashioned gate remains blocked by a dilapidated tow truck with low tires, broken windows, and rusted chassis. It functions well enough to move back and forth to allow the gate to open occasionally, but it’s in no shape to go very far down the road should anyone try using it for escape.

The junkyard beyond consists of several derelict vehicles, heaps of tires, and piles of debris forming a labyrinth in which unwitting trespassers find themselves hunted by a wily Paw. None of the vehicles work; most were ravaged for parts years ago, their former owners past victims of the

family. A garage stands off to one side opposite the store, while a long, low kennel at the back serve as dog pens holding frenzied canines barking with an unnatural intensity.

Garage: The lurking hulk of the ramshackle garage glowers beneath a rusting corrugated steel roof. Of the two bay doors, one hangs in pieces from its hardware, but the other seems functional; a smaller door also allows access on one side. Old tools, jacks, fenders, hubcaps, and license plates litter the garage floor, while an office alcove contains a battered desk, filing cabinet, and inoperative telephone. Old blood and other organic substances blend with the grease and grime pooled on the concrete floor. Two maintenance pits serve as potential fall hazards, though steep steps lead down into each one; one contains heaps of discarded clothes and bones, while the other, kept far more neat, offers access to the underground passage to the country store basement.

Dog Pens: Each unit in the long shed of kennels has its own small, fenced enclosure complete with locked gate and barbed wire along the top. Enormous dogs of uncertain breeds bark demonically, throwing themselves at the walls and raking long-clawed paws across the fence links. Some enclosures contain skeletal remains, presumably of animals. Many dogs exhibit unnerving characteristics, such as exaggerated teeth, forked tongues, patches of scaly hide, burning red eyes, or barks with a demonic tone. They're not strong enough to break out of their fenced enclosures, but occasionally Paw lets them out for some exercise... hunting down escaped victims.

Mutant Dogs. All stats are 1D except: *Reflexes 3D, brawling 6D, Physique 4D, running 5D, search 3D+2, tracking 4D, intimidation 5D+2, willpower 4D.* Move: 25. Strength Damage: 2D. Body points: 24/Wound Levels: 2.

Way Out Back

Beyond the country store and garage lurks a vast swamp littered with junk and garbage: old household appliances, rotting furniture, crumpled bicycles, and a few suspect 55-gallon drums whose contents slowly leak through a few rusted gashes. One of the underground passages leads far out into the swamp to a small hill atop which sits the crumbled, stone remains of an ancient and sinister shrine. Quicksand, snakes, mud pools, thorny vines, and other, horrid things lurking beneath the water's murky surface pose as hazards to anyone unfamiliar with the terrain, especially those driven by frenzied fear. This does not prove a good escape route for anyone fleeing the family's gruesome intentions.

Unspeakable Intentions

Paw and Maw indulge their sadistic tendencies with captive travelers, using the phone booth and restroom to deposit them in the cell downstairs, overwhelming them with their unnerving powers of mental impairment, knocking them out with the axe handle when they're not looking, or otherwise subduing them.

Their fiendish purposes depend on the scenario at hand, the gamemaster's cruelty, and the general advancement of the plot or establishment of a creepy atmosphere. The family takes great pleasure in the fear and pain of others, to the point where it possibly offers physical, intellectual, and spiritual sustenance.

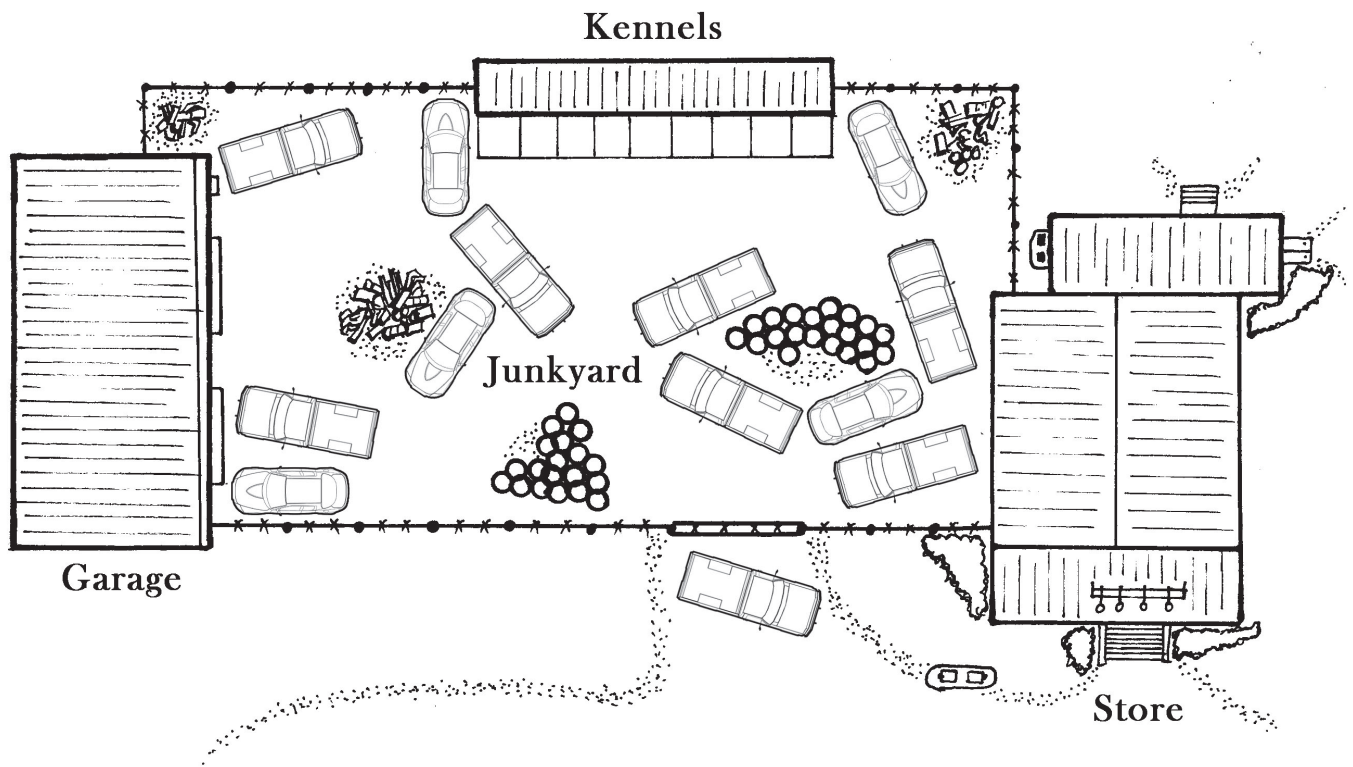
Entertainment: Television and radio reception out here in the rural wilds remains limited, so the family finds demented enjoyment tormenting victims in the cell. This might take the form of simple tortures — such as repeated and twisted questions from the Twins and verbal threats from Paw — to more harmful attacks with various implements intended to elicit fear. Paw takes great pleasure allowing victims to escape down the passage to the garage, then hunting them down (sometimes with his mutant dogs) in the junkyard labyrinth.

Food: Last hunting season proved meager, especially with game and most other animals avoiding the country store and the nearby swamp. So the family occasionally seeks sustenance from wayward travelers. The abattoir contains all the necessary tools for converting victims into choice cuts for the dinner table...with the added advantage of instilling terror in anyone remaining within the basement cell.

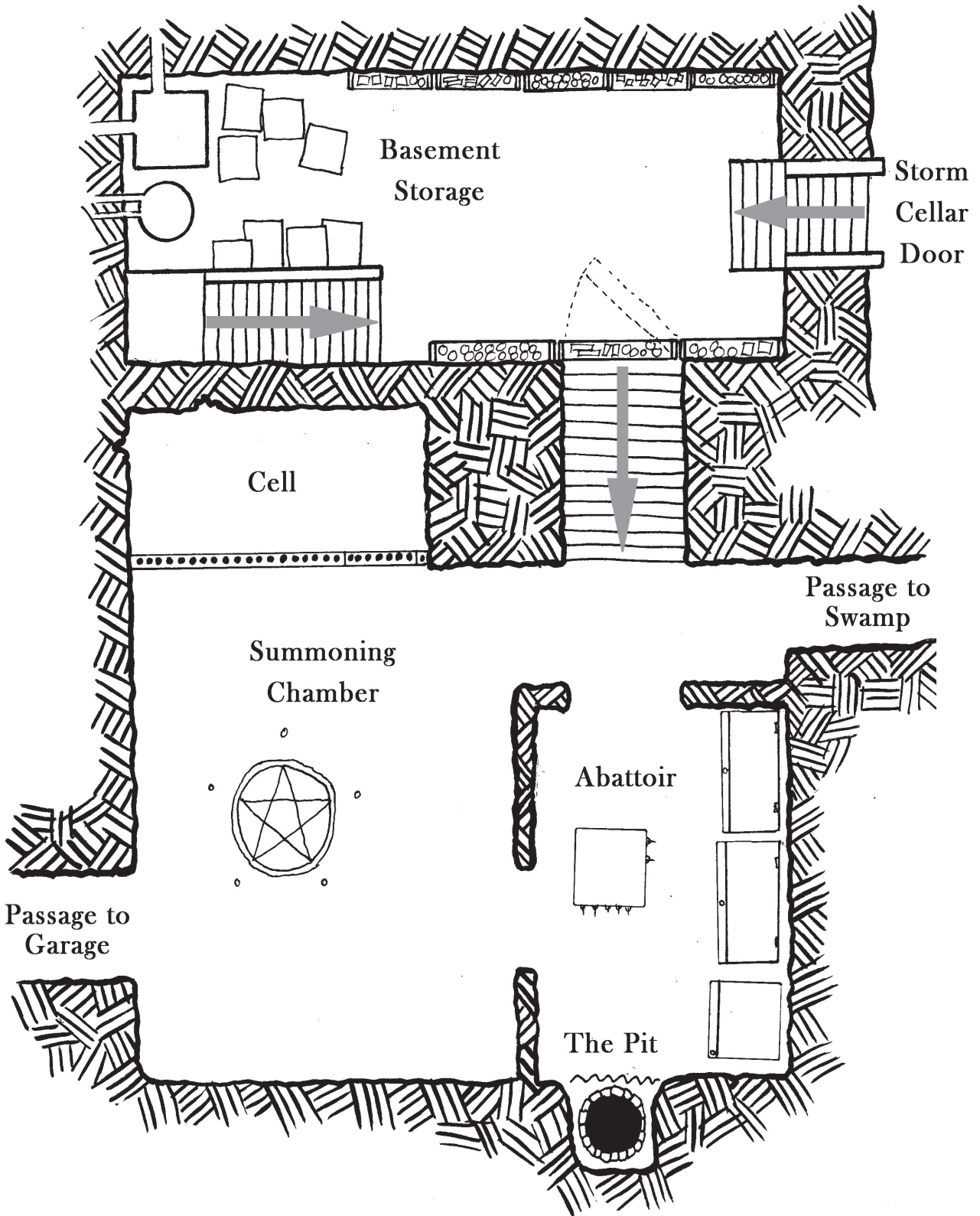
Sacrifice: Occasionally the family performs hideous rituals to appease the numerous gods, demons, and otherworldly monstrosities they revere in their perverse spiritual life. These inevitably result in death, dismemberment, and soul consumption for the victim (unless interrupted). Summoned horrors might also demand — or simply take — additional “helpings” of nearby victims or possibly even family members should anything go amiss.

To further complicate matters the characters might meet other victims in various states of insanity awaiting the family's imminent sinister intentions. They might pool their resources to escape or attempt to destroy the family and its base of operations. Characters might also uncover evidence of past victims to solve long-cold missing persons cases; such evidence might also provide further if not roundabout clues to their immediate objectives.

Paw & Maw 's Country Store



Paw & Maw 's Country Store



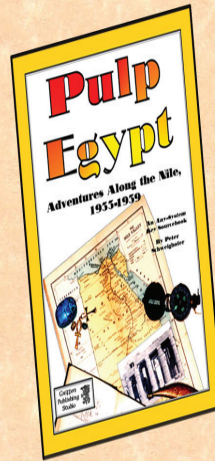
* * *

Peter Schweighofer is a veteran game designer, writer, and editor with past experience working with the *D6 System*, freelancing for the game industry, and publishing his own game materials through Griffon Publishing Studio (www.griffonpubstudio.com). He blogs regularly at Hobby Games Recce and Schweig's Game Design Journal, and continues developing his roleplaying game and board game projects when he isn't taking care of his toddler son. Schweighofer lives on the medieval borderlands of central Virginia near far too many creepy country stores for his comfort.

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HANDLE WITH CARE - PART 2

An OpenD6 Space Opera Adventure
By Mike Fraley
Illustrations by Holly Foltz

Overview:

The following adventure is a continuation of "Handle with care – Part 1" found on pages 30-42 of *D6 Magazine*, Issue #5. The adventure is designed for beginning level characters in a free trader type adventure. The adventure is suitable for adaptation to a variety of sci-fi settings. The second part brings the characters through chapters two and three of the adventure, and will end their story arc with the former slave, Soccori Omu. In chapter two, the adventure will have considerable roleplay opportunity, with fewer dice rolls than an average session. There are several social encounters enabling the players to explore the worlds and develop their relationship with Soccori and each other. Chapter three focuses on searching for a missing Soccori with the opportunity for *investigation* rolls and roleplay. The session closes with a climactic confrontation between the heroes and a group of slavers.

Chapter Two: The Unexpected Passenger

Read the following aloud to the players to begin the adventure:

Our heroes have picked up an unexpected passenger. Soccori Omu, a Schi'irik slave, is now safe aboard *The Everleigh*. The ship's crew has now taken the responsibility of delivering her to a safe haven. Though they must take care to ensure she will have the means to make a life for herself, our heroes know that time is not on their side. They all wonder how long it will be before Neeja's buyer realizes that the cargo will never arrive. Soccori's absence is sure to bring retribution on *The Everleigh* and her crew. It is only a matter of time before either Neeja or the buyer sends hired guns to every corner of the sector searching for them...

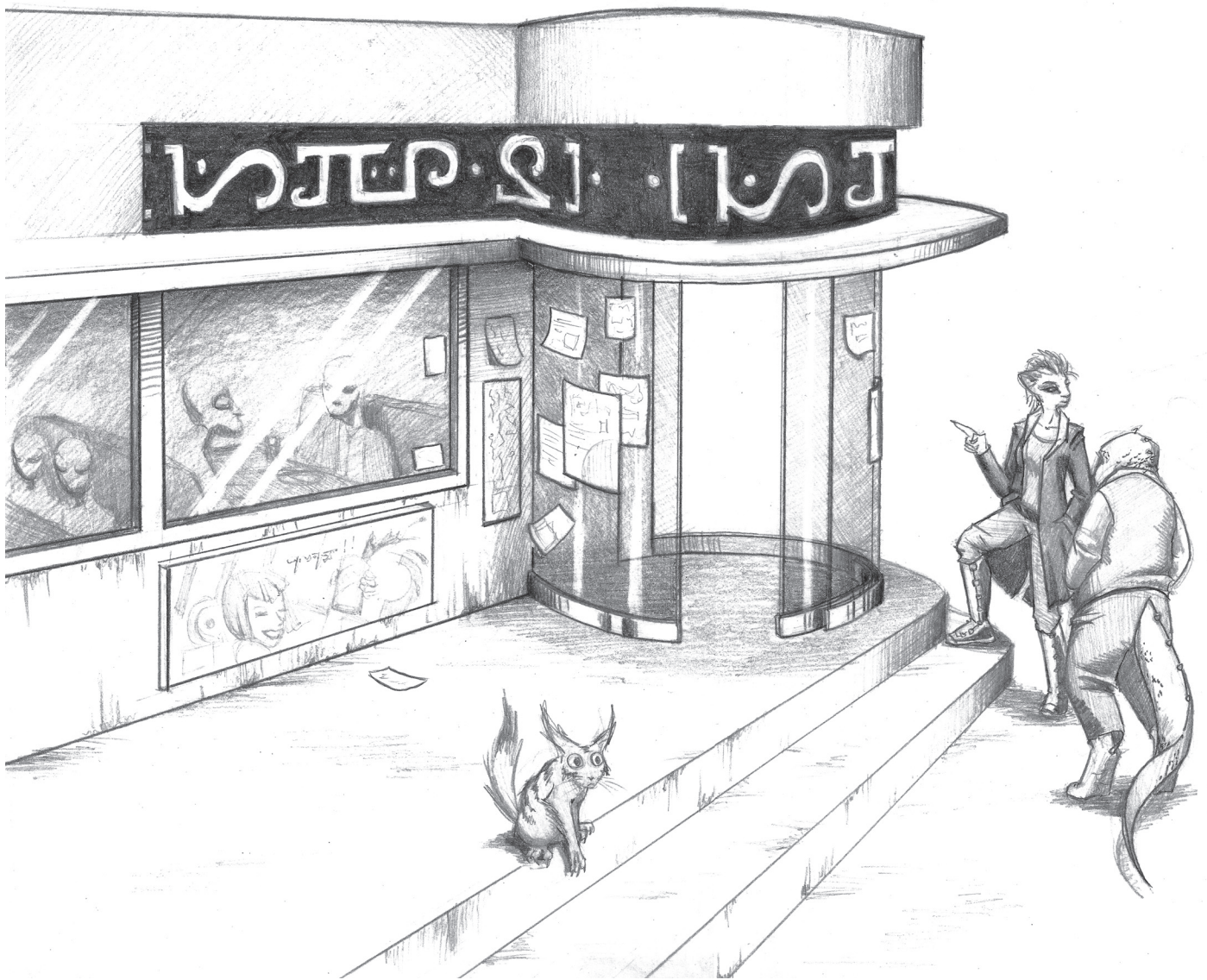
Allow your players to get their bearings by reminding them that they have attempted to make three hyperspace jumps between the planets Tyvar and Nelios. After encountering an ion storm between jumps, the characters are now sitting in realspace between Omari and I'iar, Omari being the closer of the two planets. The players must take care how they handle their current situation. Soccori greatly desires her freedom, though she has few life experiences outside of slavery. The characters should help her find some means of survival.

Setting down on Omari

Omari is a planet of diverse climates and ecosystems, and though water covers much of its surface, it has a number of large continents, and even three major galactic-standard space ports. Docking with one of the Omari facilities is simple. An automatic landing beacon transmits a flight pattern and docking signal to each ship. To get into the docking queue, they need only ping the flight control tower and lock on to the signal, and follow the directed flight path. Within the docking signal are all necessary instructions, and it informs the characters of the 100 credit daily docking fee.

The space port that the players selected is just on the outskirts of a metropolitan area. It is at a juncture of major commercial planetary transit systems. Major repulsor speeder roadways, skyways, and rail systems converge near the spaceport. Many of those rail systems lead out to the surrounding countryside to bring in the commercial agricultural goods. The spaceport itself seems well maintained and has some means of privacy and security of their ship. Each landing pad, though open to the sky above, is surrounded by relatively high walls and bay doors. Payment of the 100 credits at a terminal within the docking pad allows access to a refueling station and a temporary pass key for the bay doors.

The characters should find a way of making their stay on Omari as cost effective as possible while still helping Soccori. The players are likely eager to secure cargo while in port, such that their port and maintenance fees do not exhaust their coffers. As the characters gain their bearings, Soccori seems curious by nature, and is willing to watch the characters and learn from what they are doing. However, she is perceptive enough not to be intrusive while doing so. While getting local information for potential cargo deals, she eventually tells the characters that it has been some while that she has eaten, and would like to find food of some sort, if it is not too much trouble for the crew.



When the characters respond to her need, take the opportunity to provide them a hook to the next step of the adventure. Though the area surrounding the spaceport seems to lack the typical spacer bar, it does have a number of diners and eateries servicing the transit workers. The players can find a suitable establishment for eight credits a plate. Though the food is unsurprisingly mediocre, the crew nonetheless finds it a refreshing change from the replicator food that comes with countless hours of hyperspace travel. At this point the characters should make a *Perception* roll. Provide the following information to players scoring a 10 or higher”

Read aloud: As the purple-haired Seluvian waitress refills their drinks, a bit of background conversation catches your attention through the tinny sound of bad music playing through the diner’s speakers. You hear a gruff voice from the booth behind you commenting to a comrade, “...and the Donaria Ranch is looking to hire again too. It’s a shame they’re short handed.”

The others at the diner are both laborers at a nearby food processing plant, and are familiar with the Donaria family. They tell the characters that the Donaria Ranch is a family-owned livestock ranch, and one of the larger operations aside from the corporate-owned farms. They tell the characters that it is hard work, but it is a business run by good, honest people. Soccori seems interested in working outdoors. She has feared her fate would be working in domestic services as someone’s maid for hire or a cook, but an opportunity to have a different life altogether intrigues her.

The Donaria Ranch

When approaching the ranch, the characters can see a rustic gate and exterior, a façade that is shared by some of the buildings closest to the entrance. As the earthy smells of pasture, manure, and animal feed pass in the breeze, the characters are approached by young human in his twenties. He asks if he can help the party, and when Soccori informs him that she is looking for employment, the man introduces himself as Kepp Donaria, one of the rancher’s sons, and he offers to introduce her to one of the foreman and the rancher.

Kepp shows her a few of the entry-level positions on the ranch and he the following to her:

Read aloud:

“It’s hard work here. You’re not going to get rich doing it either, but the pay is fair. The foreman will expect a lot out of you, it can be frustrating when you’re new, but most catch on quick enough. Assuming they stay, that is. Too often the sight of those freighters heading for the stars catches someone’s eye, and they buy some story about adventure in deep space. Usually they turn up on some bulk freighter, probably in the lower hold never to see the stars they’re blasting off to. But things are different here on the ranch. You’ll find people here respect loyalty when they see it in somebody.”

He explains that they raise a few different kinds of herds at the ranch. Some pastures are set up for sheering animals bred for their wool, and separate pastures maintained for livestock raised for food. As he shows them some of the stables, and the grazing pastures, he is more than happy to see that Soccori’s keen eye, and natural ability to read postures allows her to get an easy feel for some of the livestock they have on hand.

After a short while Kepp introduces him to a woman who looks as though she is in her mid-fifties. She has stern look in her eye. He tells the party that his mother, Thelara, is the head rancher, and has the ultimate say in the hiring of new recruits. After speaking with Soccori, she agrees to take her on. Like her son said, it will be hard work, but the pay is fair. If the party is suspicious, Thelara encourages them to ask around the ranch and even in town to check the Donaria reputation. In the end, it appears to be a safe place and a fulfilling job. Thelara also suggests an apartment nearby where Soccori can rent a room. Mrs. Donaria also informs the players if they mention her name, then the owner of the apartments would be more accommodating in setting up Soccori with a place to live. Before they go, Thelara adds:

Read aloud: “You seem like decent folks. If you take care of cargo as well as you take care of people, then you come back to me when you got our gal settled in. I think we can do some business.”



Once the characters arrive at the complex Thelara described, they find unimpressive, small but clean and maintained apartment buildings. Indeed, the apartment manager is willing to help one of Thelara's associates, and provide her a small meagerly furnished room with only 200 credits up front. It will no doubt be a stretch for the characters if they have done any sort of repairs to *The Everleigh*, though with the prospect of a contract from Thelara, they should have the means to help or at least be in the position to make a deal so that Soccori has a roof over her head until she is able to collect her pay and perhaps make better arrangements for the future.

When the party returns to the Donaria Ranch, Thelara calls them into a very modest and practical office. She tells them the following:

Read aloud: "You mentioned earlier that you ran cargo, and might be in need of picking up a haul. Well, you're in luck. I have a few crates I need delivered to a textile dealer on T'Ban. If I can avoid using one of the mass haulers, I will. Too many of those same kind of corporations are buying up the farms here. As if the sky isn't enough for 'em they want the land too. So, it'll cost me a little more, but better you run the cargo than them. I'll give you 700 for the trip. You can have a 250 advance, and you'll get the other 450 when you show me that the receiver signed off. I can have one of the boys load up the crates on a hoversled for you and take it back to your ship. You can even catch a lift."

Thelara will then give the characters the credit advance, and coordinates for their drop point on T'Ban. If the players want to haggle with Thelara, they can make a *bargaining* roll. She may realize that the characters are in a bind, but she is not inclined to move on her original price, but will give them a larger advance on the shipment. With a Moderate roll she will give a 300 credit advance, a 350 with a Difficult roll, and 400 with a Very Difficult or higher.

To T'Ban

Once the cargo is loaded aboard *The Everleigh*, the characters take off without incident. After making calculations for the jump to hyperspace, the trip from Omari to T'Ban should take seven days. However, the trip there is rela-

tively uneventful. When arriving back in realspace, the characters view the immensity of T'Ban. It is a comparably large terrestrial planet, with five moons and several orbital platforms. The planet contains a variety of ecosystem types, but is often typified by its heavier than standard gravity. This gravity level increases the difficulty of any *stamina* or *lifting* roll by one difficulty level.

The characters should find a landing area near the drop point with little difficulty. Docking officials clear them for landing, with a port fee of 115 per day. Once the characters settle on to their landing pad and open the entrance ramp, they are greeted with a rich, damp atmosphere. Approaching the ship, they find a rather unobtrusive docking official who collects their credits and checks their ship's manifest. After collecting the fees, he welcomes them to T'Ban, turns on his heel, and returns to his usual business.

If the characters have become all too comfortable with their credits, and have failed to take *The Everleigh's* repair needs seriously, the gamemaster should provide some incentive to look into repairing the ship. The gamemaster can find a sizable list of recommended malfunctions and failures for the *The Everleigh* in *D6 Magazine*, Issue #5, page 35. Though if the crew has seen fit to collect credits and not use them on their ship, it is time to introduce a complication the players cannot overlook. If the characters have too sizeable a savings on hand, inform the players that the actuator for the loading ramp's hydraulic system has failed, and they will need to replace it in order to unload the cargo. Provide the opportunity for them to look for ship repair parts through new and used vendors. The obligatory space-port junk shop provides an opportunity to supply a variety of spare parts. The characters may replace the actuator for 115 credits and a Moderate *space transport repair* roll. If any of the characters browse through a repair shop, tell them that they also find a suitable catalyzer for *The Everleigh* which they may purchase for 365 credits.

If the actuators are in good repair, the characters may unload the cargo, and deliver it to the buyer. However, if the characters do not have access to a hoversled or other cargo transport, they may rent a repulsorsled for 40 credits per day.

Once the party is under way to the drop off, they are able to safely travel unmolested through the city streets. It is early morning on this region, just as most businesses are beginning their hours. Even as they approach the industrial district, they notice that the buildings are worn, and building operators seem to be more concerned with the day to day operations than putting on a fresh coat of paint,

still there is no reason to believe that they will be threatened on their journey.

At the delivery site, the players encounter, Vrill, an eccentric male of an unfamiliar alien type. Though from a near-human offshoot, his facial features are just outside of human proportion, and with slightly smoother angles. He excitedly greets the characters, and opens a loading bay door greatly desiring to see the new shipment. Before signing off he insists on seeing the contents of the crates. As he opens one of the containers he twitters on about how fine vlacca wool is, especially when the animal is well cared for. Once the crate is opened it reveals several small bundles, and he quickly opens one, running his fingers through the shorn animal wool. He continues his discourse on vlacca wool pausing only to sniff the opened bundle, and remark what excellent garments it will become.

Satisfied, Vrill signs off on the shipment, and as his textile workers begin to arrive, he instructs several of them to begin the process of unloading the repulsorsled. As the characters help with the process, they note how much easier it was to move the crates on Omari than on T'Ban.

Once the characters return to their ship, take note as to whether or not they have repaired the aging catalyzer, as it will play a tactical role in their return to Omari. As they begin to do their pre-launch system check, remind them of the additional five-minute warm up as the catalyzer and dependent systems come online. Note that *The Everleigh* yet again shows signs of wear and age as she gives whines of protest and unnerving shudders as the ship comes to life.

Back to Omari

The return journey to Omari is as uneventful as the original hyperspace jump to T'Ban. The ship returns to realspace to the familiar scene of the planet, and the crew locks on to an automatic beacon, hears the pre-recorded transmission, and sets down on a spaceport landing pad. Paying the 100 credit landing fee at the pad kiosk grants them an access pass key to come and go from the bay.

When the characters return to the Donaria Ranch, Thelara Donaria will gladly give them the remainder of the 700 they earned for hauling the cargo. If the party inquires as to the wellbeing of Soccori Omu, Thelara informs them that she "is still learning the ropes, but handles the vlacca like a natural." Overall, she is adjusting well to her new life.

Should the characters look for a new job, allow them to purchase cargo that they hope to sell or trade for a small profit elsewhere in the sector, though shy away from a point-drop contract, as it will become difficult to fulfill in the next two adventures.



Return to the spaceport

Once the characters have settled all necessary business on the planet, they must return to their ship. There, they find a nasty surprise waiting for them. By this point the buyer has realized that *The Everleigh* is well overdue at his private landing pad. The original contract should have taken no more than nine days, it has now been at least 19 days if the players have been using the standard hyperspace routes. Even before they had gone missing, the buyer has demanded copies of the holo-recordings from Neeja's office so that the characters may be recognized. Also, as established in Chapter One, Neeja has a copy of *The Everleigh's* transponder codes, which were in turn given to the buyer. Such codes are recorded every time a freighter docks at a landing facility. The buyer assumes that the characters have decided to abscond with Soccori, and probably sell her to a higher bidder, and he shall become unrelenting in his search for her. With the resources at the buyer's disposal, it has only taken a moderate amount of research to discover that *The Everleigh* has recently docked at an Omari spaceport, and the buyer's men are waiting for the characters should they return.

When the characters return open the doors to the landing pad, they find seven large human males waiting to waylay them. All of them are armed with stun weapons, but have specific instructions not to do any permanent harm to the crew. One of the men will say in a gruff voice, "You were supposed to deliver a crate to a Mr. Ioari Savat. You're late... very late. Mr. Savat would like to speak with you." If the characters attempt to fight or flee, the men will attack and attempt to stun them. The encounter is designed such that the players should eventually fall stunned. If they attempt to escape into *The Everleigh*, then much will depend on what care the players have put into maintaining the ship. If they have not yet replaced the catalyzer, the ship will need a full five minutes to warm up, and much can happen in 30 rounds. The warm up time will give Ioari's security detail more than enough time to break into the entry ramp and board the ship.

Ioari's security detail: All stats 2D except: *Dexterity 4D, dodge 5D+2, blaster 6D, Perception 3D, search 4D, Strength 4D, brawling 5D, Technical 2D, Security 4D.* Move: 10 Character points: 5. Comlink, heavy blaster stun pistol (5D)

Introducing Ioari Savat

The characters spend the next several days in a stun or drug induced sleep. When they awaken, they only remember vague impressions of dreamless sleep for a disorienting length of time. As their sluggish bodies stir back to consciousness, the party members see that they rest on the

floor of a brightly lit anteroom. Expensive furnishings and fine carpet mark the room as belonging to a person of considerable means. A tall, broad-shouldered man stands near one of the room's entrances and says, "Finally, you're awake. Mr. Savat will see you now."

Ioari Savat

Type: Investor and philanthropist

DEXTERITY: 2D+2 Blaster 3D+2, dodge 4D,
KNOWLEDGE: 4D Alien species 6D, bu-
reaucracy 6D, business 9D, cultures 7D, law
enforcement 5D, planetary systems 5D+2,
streetwise 6D, value 8D, willpower 4D+2

MECHANICAL: 2D+1 Repulsorlift operations
3D+1, space transports 4D

PERCEPTION: 4D Bargain 7D, command 5D,
investigation 7D, persuasion 6D+2, hide 4D

STRENGTH: 2D+1 Stamina 3D+2

TECHNICAL: 2D+2 Security 3D+1

Character Points: 15

Fate points: 3

Move: 10

Possessions: credit chip, computer tablet,
comlink, hidden distress "panic button."

Ioari Savat was born into a wealthy family. As such, he inherited much of his material wealth and added to it considerably with savvy investments and a notable place in sector commodity trading. As Ioari's trade business grew, he became aware how prevalent slave smuggling had become, and took steps to put an end to it. When pursuing the usual political means did not secure the ends he desired, he began his own personal war on the effects of slave trade in the galaxy. Realizing that he could not shut down slavers directly by force, he began buying slaves and helping them secure a better life for themselves.

Savat is motivated by many of the systemic evils that run rampant in the galaxy. His strong sense of justice will not allow him to sit idly by, particularly when he knows that some areas of his trade business may be abused by the unscrupulous to help smuggle innocent enslaved beings. Though he is realistic in understanding that he cannot single-handedly end the atrocities, he has firmly committed to being part of a solution, even if it is only a select few who benefit.

Soccori's buyer, Ioari Savat, believes the characters to be the same sort of smugglers men like Neeja usually employ. He presumes that the characters have probably re-sold Soccori into slavery for a larger profit margin than a simple delivery. He intends on interrogating the characters

personally to discover her whereabouts and see her safely delivered to Nelios. Having been exposed to those who work in the slave trade for so long, Ioari's cynicism has gotten the best of him and it has simply not occurred to him that the characters would have set Soccori free.

Read aloud: Stepping into Savat's office, you are struck with the sleek elegance of his office and furnishings. Not ostentatious as one might expect of a man with a private landing dock, but elegant in its beautiful simplicity. Great bay windows let the sunlight pour in, hurting your still bleary eyes. When Savat himself comes into focus, you see a man in his late fifties staring at you quietly, scowling, seething in anger. When the party approaches, Ioari Savat stands up from behind his desk. He shouts, "Where is she? What have you done with her? I want her here, and I will do everything in my power to make sure she gets here."

Ioari has been working tirelessly to reunite former slaves and their families. Though Ioari has been able to reunite most of a Schi'irik family, but the younger sibling still separated from her mother and brother. Ioari has been following Soccori's brother and mother's stories, and tracing sale records until he had finally found Soccori herself. He made Soccori's purchase through Neeja with the intention of setting Soccori free and reuniting her with her living relatives. Though Soccori would barely have remembered her family, Ioari desires to give her and the Omu family some semblance of a normal existence with a chance to be together. However, the players are not yet privy to this information. It is very likely that the players assume that Savat has purchased Soccori for his own less noble purposes. Further, Ioari Savat suspects the players of misdeeds in relation to Soccori. As such, he places images of the players up on his viewscreen, taken from the security holocams in Neeja's office, as well as other undeniable evidence confirming the characters identity accusing them of stealing a slave. Allow a conversation between Savat and the characters that briefly feeds on mutual suspicion, but if they accuse him of being a depraved slave-owner or resist him on moral grounds, or if the players reveal that they have freed Soccori, then Savat will disclose his purposes.

If the players are suspicious of Savat's motives, perhaps suspecting that he is lying to the characters just to secure their cooperation, then Ioari Savat may call in Soccori's older brother, Tavonna Omu. Allow a *Perception* roll, and with a Moderate they can easily see the marked resemblance between Tavonna and Soccori.

Once Ioari learns that the players acted in Soccori's best interest, even going to considerable lengths to establish her in a stable life, his anger toward them abates. He is still frustrated at the delays and irritation at the interference with his plan, but he is willing to discuss the matter of what to do for Soccori with the players, with Soccori's desires being put first.

If the players act on more noble intentions, they are most likely to request to have their weapons and equipment back, and then return again to Omari to persuade Soccori to meet her brother. Certainly, Ioari will be sensitive to Soccori's desires if she wishes to remain on the planet with her apartment and employment; though will offer the invitation to reunite with her family. As the session time winds to a close, allow the players a chance to roleplay with Ioari and Tavonna.

Ending the session

If the players have played their characters well, and worked together well as a group, reward them with 11-15 character points. This boost is to help accommodate for the probable loss of character points in a potentially draining combat encounter with Savat's security detail. If they have spent the time arguing as players, attempting to metagame, or not playing their characters, reduce the reward to 7-10.

What if...?

The gamemaster should take time to work with players and consider what they might do, and encourage them to roleplay without railroading them on this adventure. We explore some of the "what ifs" in the section below.

What if the players do not want to land on Omari at the beginning of the adventure, and instead decide to land on another planet?

Gamemasters may feel free to allow their players the liberty of landing on whatever planet they wish. However, landing on a planet they have already visited will certainly raise suspicion, and lead to trouble sooner rather than later. If the events follow as laid out in the adventure, Ioari Savat, Soccori's buyer, is going to be the first to figure out that she will never arrive. Ioari knows Neeja's demeanor, and would be more inclined to send out his security personnel to find *The Everleigh's* crew, rather than risk informing Neeja, who is more likely to set loose thugs prone to killing the crew. Thus, the crew must understand the risk involved with going back to either Bostic Station or Tyvar. Should they instead insist on jumping to I'iar or T'ban, it should only inconvenience the gamemaster slightly. One

needs only change the location of the encounters the adventure describes.

What if they plan on dumping Soccori at the nearest spaceport?

Soccori has known a life of servitude, and lacks sufficient street smarts to live well. Further, she has never been on her own before. Though essentially a clever woman, she still needs some guidance to get acclimated to a normal life. Dropping her off and leaving her without guidance is a callous reaction to her situation. She will try to reason with the players and may even beg them not to just leave her. Should they insist on doing so, it will make Chapter 3 much more difficult for them. Though it ultimately may not change what fate she suffers on the planet, it will have an effect on from the players' ability to find her again. The social interactions in Chapter 2 provides the characters initial leads for finding Soccori in Chapter 3. Thus abandoning her makes their investigations all the more difficult in bringing Chapter 3 to a close, and the gamemaster should increase the difficulty in all information-gathering rolls. Further, Ioari Savat will be less sympathetic to the characters and will be unlikely to help them in the future. Additionally, he may even set his own security detail to apprehend the player characters should they fail to find her. Savat will be much less pleased to see the characters a second time if they cannot find Soccori on account of their own callous disregard of those in need.

What if the payers do not have enough credits to help set up Soccori on Omari?

If the players have decided to invest more in repairing the ship, and do not have the credits to set Soccori with a place to live, the gamemaster should provide some options. They may be able to secure a larger advance from the owners of the ranch in return for running their cargo. However, the ranchers may call in the favor at a future time.

What if the players keep their cards close to their chest and never divulge to the Donari family that they are free traders?

Ultimately it changes little in the grand scheme of the adventure. If they leave the ranch without a shipment to deliver to T'ban, then they may look for a job in the town near the spaceport. Allow them to make arrangements for another point-drop contract with the same conditions.

What if the players overcome Ioari Savat's security detail? Though the encounter is designed with enough strong foes to incapacitate the characters, players are often very clever and can beat the odds. As GM, you have a number of op-

tions. A gamemaster can force the encounter with a second wave of even more powerful security detail, though most players will rightly cry foul. You can end Chapter Two with a successful escape from Omari and into hyperspace. However, Ioari Savat will not stop perusing the characters. Since the security detail has had ample time to crack the lock on the dockingbay door, they have also had enough time to plant a homing device on the ship. At their next port of call, the characters may be hired to transport a crate. Smuggled within is a small pilot bot and a large canister of a potent gas that will render the characters unconscious. The bot is programmed to release the gas once in orbit then take command of the ship. The bot will easily pilot the ship to Ioari's compound. Should the players wish to inspect the cargo, the GM needs only activate the gas early, and describe a bot large enough to carry them back to the ship.

Chapter Three: Unintended Consequences

Read the following aloud to the players to begin the adventure:

The crew of *The Everleigh* has now found themselves in the midst of one of the silent battles of the Kiltiri Sector: the struggle between slavers and those trying to protect the freedom of innocent beings. After taking on illegal cargo from a local criminal, Neeja, our heroes unwittingly carried a young slave woman, Soccori Omu, in their hold. After awakening her from her cryogenic sleep, they worked to help provide a new way of life for her in her newfound freedom.

However, unbeknownst to the crew, the buyer was Ioari Savat, a philanthropist willing to buy her only to reunite her with her family. Now our heroes must return to Omari to find Soccori, and to find their greatest challenge yet...

For the purposes of this adventure, assume that the players have already docked on Omari. The location is already well established, and needs no further elaboration to set the scene. The adventurers will probably proceed immediately to the Donaria Ranch to deliver the news of her

family to Soccori.

The Search for Soccori

Once the characters arrive at the Donari Ranch it becomes clear that neither the foreman nor Thelara have seen Soccori for the last two days, which is very unlike her. She is has proven herself reliable and diligent. The foreman was about to send one of the ranch hands to go check on her this afternoon. If the players do not volunteer to do so, the foreman will request that they look in on her, given that they already know where she has been staying.

Upon arriving at Soccori's apartment, they find that the door is slightly ajar. An *Easy Perception* or *search* roll reveals cracks along the door frame, suggesting that someone had forced the door. It is immediately evident that the room is in some minor state of disarray, but another *Moderate Perception* roll reveals that there have been signs of a brief struggle. If the players use their *search* skill, a *Moderate* reveals that a simple meal is left in mid-preparation, there are no credits left in the apartment, and there are remains of a smashed hand-held communicator. The communicator appears to match the base/charger on Soccori's end table. A *Difficult search* allows the players to conclude that the communicator was crushed by a heavy boot, as some soil remains in the shattered housing, as well as some deposits of earth that seemed to have been dislodged from large, heavy work boots elsewhere in the apartment. From this information, the players may want to begin asking questions back at the Donaria Ranch to see if Soccori's co-workers have any information on who may want to harm her.

After returning to the ranch and reporting their discovery, the characters find the foreman is genuinely shocked and dismayed that someone would wish any harm on Soccori. The foreman is supportive of the characters finding leads to who might be responsible. The characters find Soccori's co-workers readily answering any inquiries the party may ask. If the players wish to make an *investigation* roll, they may. Alternatively they may wish to simply role play through the scenario. Gamemasters should be receptive to either course of action.

An *Easy investigation* roll reveals there has been one of the feed delivery workers asking questions about Soccori, and he has paid her an unseemly amount of attention, but never talked to her personally. The co-workers have found the behavior unnerving, but it is only particularly suspicious in hindsight. They also receive a basic description, that of an average height human, dark hair, rough complexion, a distinctive scar on his left cheek bone, and having an intricate tattoo on the palm of the man's hand. A *Moderate investigation* roll provides the same information and additionally

supplies the name of the feed company that employs him. He delivers vlacca feed for Kiril Granaries. A *Difficult* also adds that he is almost always smoking a specialty cigarra that reeks of a tibbonak mixed with varro spice sometimes sold in smoke shops. The players may receive similar information by roleplay and asking questions in character.

If the players proceed to Kiril Granaries, they find that it is a small business that purchases low grade grain, processes it, and packages it as animal feed. If the players surreptitiously look for the suspect there, they will not find him. However, many of the employees there will answer a few casual

questions, though will be less tolerant of in-depth probing questions. The workers tell the characters that a human matching that description, named Engvir Vorlech, was fired a short time ago. They report that he has not been particularly helpful on the job, was fairly disliked by his fellow employees, was always smoking an eccentric tibbonak-varro cigarra, and there are rumors that he is an ex-convict. If the characters ask where they might find him, some may suggest checking the smoking shops nearby as he patronizes them regularly.

The characters are likely to take the next logical conclusion and start asking around at local cigarra shops. As they look through some of the nearest businesses, they wade through the thick, sweet, sticky smell of tibbonak with the mixed hints of a variety of spices at the shops. In their search the characters find that there are several that will sell tibbonak, though the varro spice that Engvir apparently prefers narrows the field. The first shop the characters find carrying varro, they find an attendant that is more than willing to let them purchase anything they like, and will help so long as it applies to a sale. That is, he will help them until they start asking questions about Engvir. As a gamemaster, you can take this opportunity to provide a less expected turn of events. The shop owner appears to have neither knowledge of Engvir nor anyone of his description. Though the shop owner does not clam up suspiciously, he simply appears not to be aware of a customer who matches the description or bears Engvir's name. In fact, the shop owner is fond of Engvir and has no desire to give information to a small band of unfamiliar spacers looking for him. Allow the conversation to linger long enough for the characters to suspect that Engvir must patronize another shop, and just as they turn to the door to leave, Engvir opens the door to enter the shop. Before he is able to enter the shop owner shouts at him to run.

Engvir Vorlech

Type: Ex-convict and opportunist

DEXTERITY: 3D Blaster 4D+2, brawling parry 3D+2, dodge 4D, running 4D

KNOWLEDGE: 2D+1 Alien species 6D, cultures 7D, law enforcement 5D, planetary systems 4D+2, streetwise 6D, value 4D

MECHANICAL: 3D+1 Repulsorlift operations 3D+2, space transports 4D

PERCEPTION: 3D Bargain 4D, con 5D, sneak 4D, hide 4D

STRENGTH: 3D+1 Climbing/jumping 4D, lifting 5D, stamina 3D+2, Brawling 4D

TECHNICAL: 3D First aid 3D+1

Character Points: 6

Fate points: 0

Move: 10

Possessions: credit chip, cigarra rolling paper

Engvir's recent life has been a predictable consequence of his checkered past. Having been in and out of local penitentiaries for minor charges of assault and attempted burglary, he periodically looked for opportunities to get his life straightened out, though always falling victim to either his impulsive nature and violent temper or his need for fast credits.

Three years prior he stole a speeder with the intent of stripping it for parts. Unfortunately for Engvir, the speeder was owned by a local prefect's son. The prefect managed to pull enough strings to get the theft moved up to a Class Two infraction and Engvir was sentenced to three years at a sector penal facility. There Engvir served his time by making associations with criminals far worse than him.

After his release, Engvir found it more difficult to find reasonable wages and his hardened personality and resentment of authority eventually lead to dismissal from the Kiril Grainaries. In need of credits and with connections to less savory characters, Kiril decided to make a deal with a local slaver. Knowing that the Schi'irik were often sold by slavers, and having contact with her from his deliveries at the ranch, Ingvar kidnapped Soccori for half of the profits from her sale.

Though Engvir is unlikely to piece together exactly who the characters are and their relationship to Soccori, he is naturally suspicious. Particularly given his recent string of illegal activities, he trusts the shop owner and immediately bolts into the city streets, and the chase is on.

The Chase

The gamemaster may use a chase scene to increase the ex-

citement and dramatic tension of having found Engvir. Use cinematic descriptions of closing in on Engvir, or starting to lose him to create a feeling of anticipation in closing in on their last lead to finding Soccori. Do not let the players apprehend their prey too easily. Should they roll exceedingly well, reward them by closing the distance and almost being able to reach him. You may even describe a scene in which the player reaches out to grab hold of Engvir, but the PC just feels her fingertips brush the NPC's clothing.

Engvir gets a head start on the crew of *The Everleigh* as it takes them a few seconds to process what has happened and then react. The city streets are Easy terrain, and Engvir gains a five-meter lead over the characters. In the first round of the chase, make a die roll for Engvir and allow the characters to do the same. If their rolls are relatively near the NPC's then allow them to maintain distance. If the rolls exceed Engvir's, allow them to close distance. Should their rolls be significantly less, increase the distance between the party and the prey.

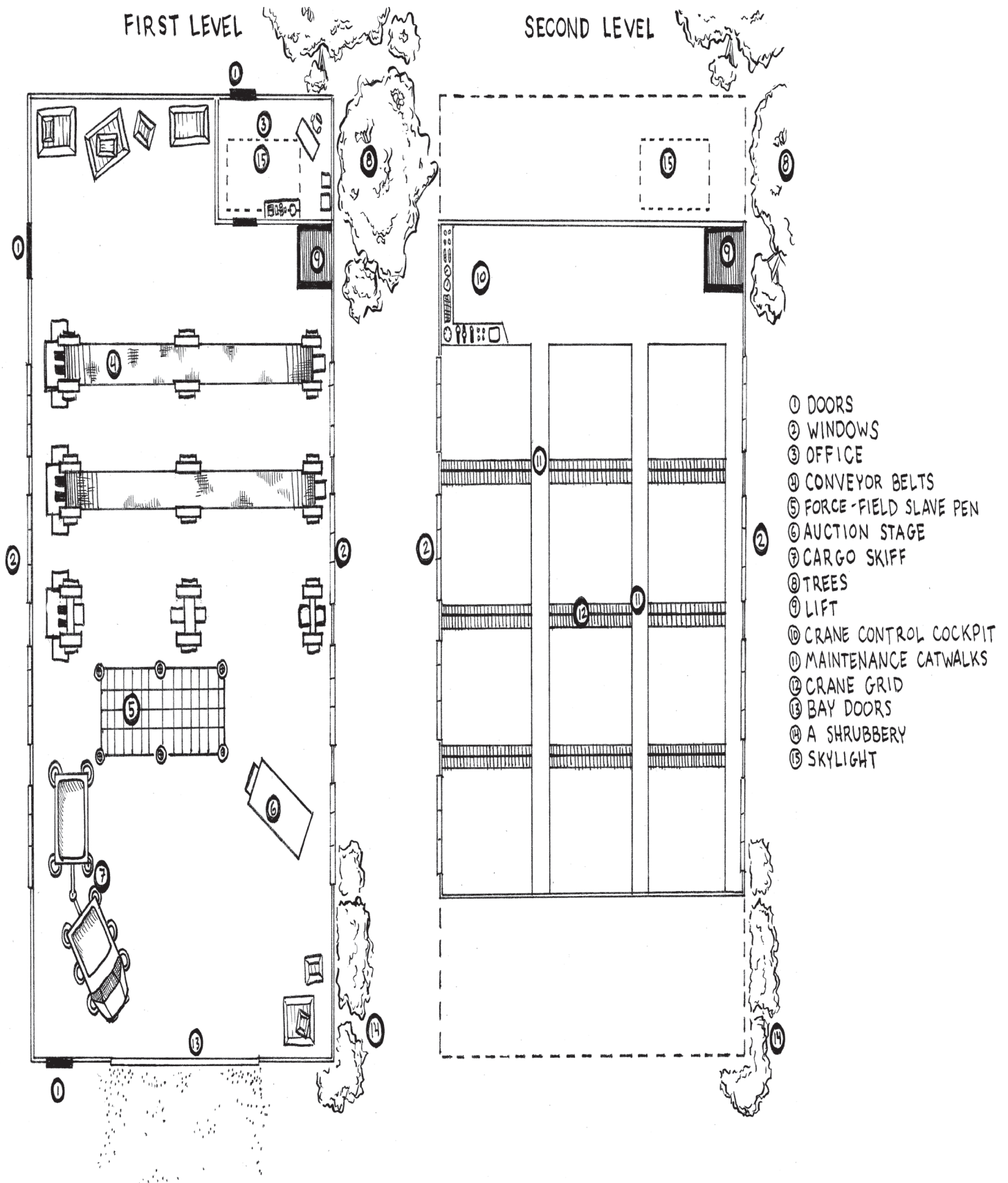
Engvir next ducks down an alley and scales three and a half meter fence. Make a *climbing/jumping* roll for Engvir, and allow the characters to do the same. Again, increase or decrease the distance between Engvir and the characters based on the die roll totals.

As the characters are still hot on his tail, Engvir runs to a local pedestrian district that is often filled with sentients at this time of day. Once in the open marketplace, he makes a *sneak* roll to blend in with the crowd. The players may roll either *search* or *Perception* to keep track of Engvir as he tries to hide himself among the shoppers in the area. Since Engvir is no longer running, but trying to casually move through the area, allow the characters a few rolls each to find him as he moves toward one of the streets out of the plaza. Once found, he quickly resumes his course toward a side street and attempt to outrun the player characters.

As a last ditch effort to escape, their quarry makes several twists and turns down many narrow streets and alleys. Clearly desperate, Engvir is trying to evade the party. They catch glimpses of him for an instant as he makes one turn after another, until he is finally cornered in a dead end in a blind alley.

Once cornered, Engvir puts up little resistance, and may try to brawl his way out. However, being surrounded by several sentient beings with no backup he quickly relents and submits to the characters. The players may now question him. Again, putting up little resistance, he tells the characters that he did indeed kidnap Soccori, and turned her over a slaver he knew from his time in the penal facil-

FACTORY FLOOR SCHEMATIC



ity. He hoped to gain half the credits from her sale at an underground slave auction held tonight in a disused small production factory. The factory is located on the outskirts of the industrial district of town and has been out of service for some time.

The Slave Auction

This is the characters' last encounter in their search for Soccori. After basic reconnaissance on the site, the characters apprehend that the auction is attended by at least two dozen slavers. The outer perimeter is patrolled by four guards, each with blaster rifles and communicators. By glancing through windows, the players know that 10 slaves seem to be held in portable force-cell units. Also, their reconnaissance reveals the majority of the slavers' activities are focused in what appears to have been a loading and storage area of the facility. From the outside it appears that the north and south sides of the building have only one story, but the center portion of the building appears to be a two-story design.

About the facility

In its time, it was a small industrial building leased to fulfill small-scale manufacturing needs. Portions of the building are only one story, though the larger part is a high-ceiling two-story structure. The loading area and offices require only a single story, while allowing more room on the factory floor. The open design of the facility means that there are no walls between the storage area on the north side of the first floor, the factory floor itself, and the loading area on the south side of the structure. The office, however, is partitioned off from the rest of the structure. The second story features a series of catwalks positioned above a set of crane supports. Further, the characters may also find a set of operational crane controls on the second floor.

The abandoned factory is patrolled, but there are several means of egress. The main doors are watched carefully, as is the main loading bay door in the loading area. However, the building has many windows that are now broken, even at ground level. Furthermore, this edge of town borders a forested area, and a very tall tree growing on the northeast side of the facility. The tree has grown unchecked in recent years, and a few limbs grow over the first-floor office area's roof. This allows the characters access to the skylight that may be opened from the outside.

The building still has minimal power, so all powered doors, lights, and some limited machinery will still function. However, the facility has little to speak of in terms of such machinery. An operational loading crane is situated on a set of crisscrossing supports allowing the crane to access any space on the factory floor. Though

its design made for easy loading and stacking of crates the players may find it useful for swinging at guards, trying to lift away force-cells, or other purposes of attack or distraction. Also, characters may activate a set of conveyors from the crane controls. However, the previous tenant seems to have removed all portable manufacturing equipment. The players may nonetheless find some use for the winch if their characters find the controls.

Outside the facility there are a number of hoverbikes and a two speeders used by the slavers attending the auction. Inside there is a larger cargo skiff capable of holding a number of passengers, though it was originally used to carry the force-cells, generator, and necessary equipment for the auction.

Snare Charge

Valtech Weapons Systems Inc. first developed the snare charge for large game hunters who wished to capture their prey, rather than kill it. Each shell contains a thin filament with nano-barb structures. When the user fires the weapon, a small explosive charge expels the filament flinging it through the air. When it strikes a target, the momentum whips the filament around the target while the barbs hold fast to flesh. The target finds that struggling is useless, as the more it struggles, the more it encourages the super-strong filament to give painful lacerations. Slavers have found the weapon a favorite as it quickly subdues intelligent prey. Though the filament is easily cut away, it bonds quickly to clothing one must take time to do so carefully as not to place too much body pressure against the filaments, making it time consuming to remove especially if hit by multiple shots.

Model: Valtech Weapons System Inc. Fastbind 6

Type: ensnarement discharging rifle

Scale: Character

Skill: *Firearms: snare charge*

Ammo: 5

Cost: 680 (ammo packs: 20)

Availability: Uncommon/Restricted

Range: 3-5/10/30

Damage: 4D (stun)

Game Notes: If the snare charge scores a wound level of Stunned or worse, the character is ensnared and immobilized by the mono-filament's nanobarbs. Though the character remains conscious, it requires a full round action to cut away filament. Any attempts to use strength to pull away the filament or break them applies 3D physical damage due to the lacerations from the filament.

The slavers

Though it is not apparent from the initial recon, many of the slavers will not linger if the auction goes bad. Though sellers have a financial stake in the operation, most of those who came as buyers are more eager to escape a fight than kill or capture any interlopers. If the characters begin to open fire, 14 of the original 24 slavers will quickly depart to their speeders at the first casualty or two on the slavers' side of the conflict. This will still leave the characters to deal with eight guards (four inside and four outside) to deal with, and 10 slavers remaining.

The slavers are equipped with stun blasters with a stun setting of 4D damage, splinter rifles (see *D6 Magazine* Issue #5, page 32) equipped with a 5D Damage stun toxin, and snare charges.

If the players escape by means of the cargo sled in the factory or by stealing the speeders around the facility, the slavers will not pursue. Though they have much to lose in their stock of slaves, there is too much to risk in a high-speed chase through the city where law enforcement can quickly apprehend them.

Slavers: All stats 2D except: *Dexterity 3D, blaster 4D, dodge 4D, firearms 4D, melee combat 3D+2, Knowledge 3D, alien species 5D, business: slaving 6D, Mechanical 2D+1, repulsorlift operations 3D+2, Perception 4D.*

The slaves

The slaves are held in place by a force-cell. The force-cell is a mobile incarceration device sometimes used by military or law enforcement to establish quick, but secure means of temporarily holding prisoners for further interrogation or transport to a more permanent holding facility. By generating small force fields that can be independently operated, it quickly and easily isolates prisoners. Furthermore, such devices are virtually impossible to disable from the inside. This particular device has ten separate cells all controlled from a terminal attached by a power cable. Also, adjacent to the control panel is a power generator allowing the device to function independent of external power sources. Either the generator or the control panel serve as potential points for disabling the force fields.

If Soccori is freed individually, she insists on freeing the other beings. Even if the other characters are unwilling to help them, Soccori will put herself in harm's way to do see that justice is done to these other beings.

Once the characters free all of the slaves, Soccori encourages the now freed slaves to listen to the party members, as they can be trusted. Soccori, however, is not passive in the encounter, but instead takes up a fallen slaver's weap-

on (if available) to disable as many of her former captors as possible. She will follow the party member's instructions if they are sensible, but she does not rely on them to take action.

Guards

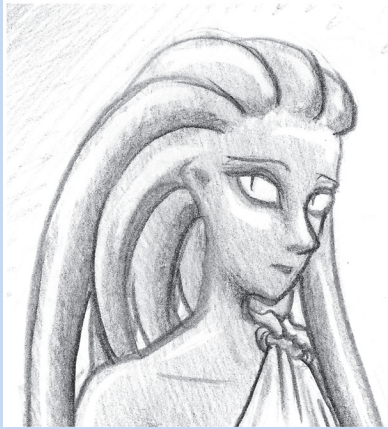
The four guards posted outside do not hesitate to fire on any interlopers they discover. They shoot to kill and use their comlinks to inform the other guards of any interference. Likewise, the guards on the inside seek to quickly identify any unfamiliar being and shoot trespassers. If the characters fight their way through the facility, the guards will not flee, and they will fight to the last. Should the characters try to get them to surrender, require a Very Difficult *intimidation* roll, and even then it is only successful if it is clear that the battle is going the party's way.

Guards: All stats 2D except: *Dexterity 3D, dodge 4D+2, blaster 4D+2, Perception 3D, Strength 4D, brawling 5D+1.*
Move: 10. Equipment: Comlink, blaster rifle (5D)

The Plan

The characters should take some time to consider their options in rescuing the captured slaves. There are unlimited options with the tools at the players' and gamemaster's disposal. The stats and setup in the setting give the GM a general understanding of how NPCs may react, what options may be available to characters, and how the various components of the setting operate. This provides a setting for the gamemaster, and not a script. The ultimate goal for the players is to rescue the slaves. The NPCs have conflicting goals but are generally aligned in their desire to keep a watch out for law enforcement or other interlopers, and to stop such interlopers from interfering. Allow the NPCs to react naturally to whatever plan the players develop.

The players should consider that they have the opportunity to use guile, stealth, bribery, force, or any other means of attempting to gain a foothold. Brute force with a direct frontal assault puts the players at a disadvantage. There are simply too many slavers and guards to bash down the front door. However, it is very likely that a fight may break out at some point. Encourage the players to consider their options and remember that liberating the slaves and escape is their primary objective, not the elimination of every living slaver in the factory.



Soccori Omu

Type: Former slave

DEXTERITY: 4D Dance 5D,

KNOWLEDGE: 2D+2 Alien species 3D+2, culinary arts 5D+2, willpower 4D+2

MECHANICAL: 2D+1 Beast handling 3D, musical instrument operation 3D+2,

PERCEPTION: 4D Persuasion 5D

STRENGTH: 2D Stamina 3D+2

TECHNICAL: 2D Security 2D+1

Character Points: 5

Fate points: 1

Move: 10

Possessions: None

The only life Soccori Omu ever remembers is one of servitude. Usually serving as a domestic slave, Soccori has been traded, sold, and bought again several times in her life.

Now that she has had a taste of freedom, she knows that she will never turn back to her old way of life. Being kind and gentle with other sapient beings, she is still strong, resilient, and quick to learn she will employ all her resources in the final struggle for freedom.

Ending the session

If everything has gone well, the slaves have been freed, and the characters have returned to their ship, then the characters should have a warm reception back at Ioari Savat's home. Savat praises the characters on their bravery, ethical conduct, and concern for disadvantaged beings in the galaxy. He promises to help relocate and

find safe employment for all of the slaves freed from the factory. Soccori has requested a short time off to meet her family, and the Donaria family has gladly agreed. Soccori wishes to continue with the life that she has begun, but also strongly desires to meet the family she no longer remembers. But life is promising. Soccori has her freedom, family on a nearby planet, and friends at the ranch. At the ending of the adventure award the 7-14 character points if they played well resolving all problems in character and with good cooperation. Reduce the reward to 5-12 if they argued, metagamed, and or did not resolve the problems in character. Award them an additional 5 character points if they were able to escape from the facility without resorting to combat to liberate the slaves.

What comes next?

Though this is the end of the planned adventures in the Kiltiri Sector, the setting is still rich for more adventures of the gamemaster's own devising. Perhaps Ioari Savat has become so impressed with the characters' handling of the situation on Omari that he asks for their help in another philanthropic mission. Soccori's mother, who has been absent in the adventure is already on an undercover project for Savat, and her activities provide for an easy hook for future engagement with the characters. Alternatively, Savat may serve as a patron for this band of free traders who could certainly use the financial assistance. This does not preclude the notion of the players taking other cargo and carrying on their own activities in the Kiltiri sector. Also, the characters have made several contacts on most of the planets in the Kiltiri sector. They may have further run ins with Neeja. Their continued activities through the Bostik station can be monitored by the meddling docking official providing a low-threat minor antagonist for even their future legal activities. Further, the Kiltiri Sector is large and diverse, and the characters have only begun to scratch the surface of this segment of the galaxy. Far more adventures dealing with pirates, rival free traders, and even a movement of freedom fighters hoping to undermine an oppressive regime are out there just waiting for the crew of *The Eveleigh* to encounter them.

What if...

The gamemaster should take time to work with players and consider what they might do, and encourage them to roleplay without railroading them on this adventure. We explore some of the "what ifs" in the section below.

What if Engvir rolls so exceedingly well, or the players roll so exceedingly poorly that Engvir loses the characters in the city streets?

The gamemaster always has the option of fudging die rolls

to keep the characters in the loop. However, this is far from the only resort to keeping characters on Engvir's trail. It should now be apparent to the characters that the tabbik shop owner was lying to cover for his patron. The characters may return to apply pressure to the owner with either physical threats, or the much less brutish option of threatening to turn the shop owner over to the local authorities for aiding and abetting a criminal suspected of kidnapping. In any case, the shop owner will buckle under the pressure and give an indication that Engvir lives quite nearby and will disclose enough information for the characters to catch him at his residence.

What if the characters lose in a direct fight with the slavers in the abandoned machine shop?

Most of the slavers are armed with non-lethal weapons. While some may shoot to kill, most of them are equipped to capture or disable. If the players are captured it is not the end of the line. You may end the adventure describing their last sights and sounds as they descend into unconsciousness. In the next session, begin on board the slaver's ship imprisoned in the cargo hold. Fortunately, this is the same slaver who bought Soccori. Having tasted freedom she does not so easily give it up, and she does not play the role of damsel in distress. The slaver mistakenly believes she is not a threat, and gives her work to do on the ship, hoping to get the most out of her before she is resold. Give at least one scenario where the characters are helpless, but seeing an interaction with Soccori and the slaver. Soccori then takes the initiative to free the players from their bonds, and all of them must work together to fend off the slaver's crew, commandeer the ship, and make their way to freedom.

* * *

POLAR ICECAP

FREE ANASTASIA
[New York]

MARIA CITY
[Harrisburg]

VALIKAYA CITY
[Philadelphia]

ALIX CITY
[Baltimore]

KAPITOL CITY
[Washington]

TATIANA CITY
[Richmond]

UNITED ROMANOV STATES OF AMERIKA

URSA

TSAR'MERIKA

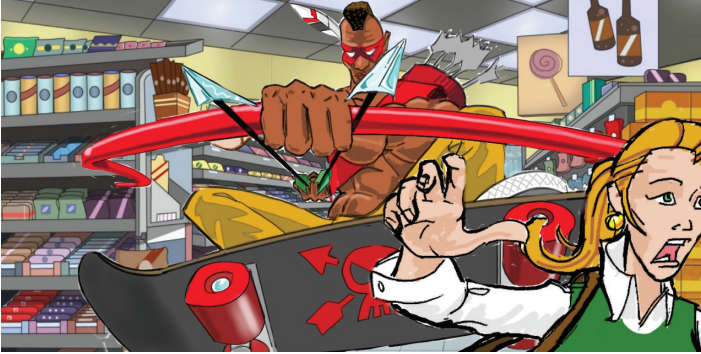
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SCRATCH-AND-KILL: CONVENIENCE STORE CRACKDOWN

A Mighty Six Supers Adventure!

Written By: Paul Hosek & John Searle



Premise: “Winstant” scratch-and-win lottery cards are transmitting subliminal instructions to unsuspecting citizens. These unfortunate victims then go on to commit acts of random destruction. The whole ploy is being perpetrated by none other than Dr Nihilus (Nihilus), or perhaps the evil mastermind or organization of your choice.

The purpose of this dastardly plan is to test a version of optically delivered mind control patterns on a limited number of randomly selected subjects. If successful, the next phase will involve deployment in advertising, internet dissemination and as a tool to achieve global domination.

Power Level: This story is intended for a group of 2 to 5 heroes of around 100 Power Points each, or a single or duo of 150 PP or more. It is intentionally “street” level, and introduces the group to a misguided vigilante named Bow-Hawk.

Opener: This scene should take place preferably while the hero is out of costume, going about their daily routine. If the hero does not have a mundane alter ego, find some reason for the character to go to one of the local “24/7/365” chains of gas bar and convenience stores. Perhaps one of the character’s friends or minions needs to stop in for a snack, coffee, or a restroom break, to by a cell phone or to pick up some milk on their way back from the office. The hero might be inside or waiting outside. Regardless, there

is a long lineup of people waiting to pay and there is one guy at the front playing his dozen or so scratch and win cards despite the surly crowd behind him.

Suddenly the man announces that he’s won \$20 and demands to be paid. The clerk patiently reminds him that there are other customers waiting to be served and that he’ll receive his winnings after he helps the next customer. The middle-aged lottery winner straightens up suddenly, turns around, leaving his winning ticket on the countertop and exits the store. The rest of the line then proceeds at its usual glacial pace. The cashier may mutter something about “nutjobs” and carry on his pleasant, corporately scripted patter of “Good morning, welcome to 24/7/365, my name is Wayne, how may I serve you today?”

Later, just as the hero or their compatriot get to the front of the line, or just before they give up on waiting and start to leave, the “nutjob” with the winning ticket returns to the store, this time driving his Fort ValueLine 150 pickup into the storefront at full speed, taking out a gas pump as well.

The gas pump begins spewing gasoline and covering the asphalt in an ever expanding puddle of highly flammable liquid (I think you know where this is going). Nearby are helpless pedestrians, too stunned by the events to take cover, they gawk at the large pickup now poking halfway through the store’s front window.

The hapless gawkers include:

- A young mother out jogging with her sporty three-wheel baby stroller, with sporty baby boy inside.
- An elderly man, with walker, shuffling past the convenience store
- Three pre-teens with skateboards perfecting

their front-side ollies in the small parking lot of the store

Anyone in the store must make a passive Perception check against 10 to see the truck coming. Failure means they remain in the path of destruction. If they’ve succeeded then an Athletics or Dodge roll

against 10 is required to avoid the pickup, which is directed straight at the lineup or take 4D damage from the impact. Regardless all must take at least 2D from the shower of shattered glass and debris, falling potato chip stands and exploding cans of pop. The result is at least half a dozen injured/dead people lying on the store's floor.

The driver, the scratch-and-win lottery winner, one Walter Ewing, will calmly exit the vehicle and level a loaded shotgun at the closest target and fire. His next shot will be at the gas-pump now spewing gasoline, which will then ignite. The following round it will explode inflicting 6D of damage, each standard square of distance (1.5m) reducing the blast damage by 1D. The innocent civilians listed above will all be within 1D standard squares away from ground 0, placing them in danger. Their stats are listed below.

Walter has five shells in the shotgun's magazine and about a dozen more in the pockets of his trenchcoat. When he's empty, he will calmly reload and begin shooting again.

Hopefully the heroes have interceded at this point, either trying to shield or rescue the nearby pedestrians, head off the pickup before it crashes into the store or deal with Ewing once he starts shooting. At some point, the controversial anti-hero "Bow-Hawk" makes his entrance. He will burst in from the back, or race through the flames or some other surprising or suitably melodramatic action, introducing himself to the melee.

He will be on his skateboard, arrows leveled and shouting at Ewing to "Drop 'dat gat, foo!" (trans: put down your firearm you unwise person)

Walter will calmly level his shotgun at Bow-Hawk and fire. Bow-Hawk will not hesitate to use lethal force against him, plugging him full of razor sharp arrows unless the heroes can stop him. Bow-Hawk will no doubt interpret any interference as an attempt to aid the perpetrator and will begin fighting the heroes as well, using lethal force.

At this time several police cars will arrive, a bullhorn will begin shouting:

"Masks (or other derogatory term for supers in your

game world) inside the store, come out with your hands up! We have the building surrounded, there's no escape!"

Prior to this, Bow-Hawk had already made the connection between the winners of the "Winstant" scratch-and-win cards and various random acts of violence throughout the city. He has spent much of the night and all morning going from one 24/7/365 store to another and stealing all of their scratch-and-win tickets at "bow point". One brave clerk attempted to retaliate and is now in hospital with life threatening injuries (an arrow through his shoulder pinned him to the "employee of the month" wall).

The police have been hot on Bow-Hawk's tail since then. Also, they've been dealing with multiple strange calls of homicidal citizens taking out 24/7/365's all over town. Now that the heroes and Bow-Hawk are together in the store, the frazzled police units are assuming they're collaborating and are prepared to shoot first and ask questions later. Bow-Hawk's first response is to make a break for it while shooting trick arrows all over the place to Dazzle the cops (and maybe any PCs in the way as well). Of course this draws fire from the units (a total of 6 officers), who will in all likelihood also target the heroes or anyone else who looks like a potential combatant. All in all, a steaming hot mess.

Exiting, Bow-Hawk will shout, "Ain't got no time fo this jive! Lay-ta suckas!" (trans: I must now leave you, unfortunate people for whom I have little to no respect). He will then skate to the nearest 24/7/365 store to take out the scratch and winners there. What's a hero to do?

Save the civilians outside the store: this can be done in a variety of creative ways, I leave this to the ingenuity of the PCs and GM. Speedsters can zip people out of harm's way, energy users can try to contain the fire-blast. Possibilities abound.

Stop the pickup truck: in order to act against the pickup, the hero must make a Passive Perception check vs 10 to see it coming, unless they were expecting it. If they don't see it coming there won't be time to react. Slowing or stopping the pickup without

destroying it requires applying Lift or TK or similar maneuver against the Lift rating of the pickup (27). Every point above this value reduces the amount of damage it inflicts by one pip. Thus, applying 39 (27 plus 12 pips for the damage) would essentially stop the truck in its tracks, harming no-one.

Destroying the truck is another option. It has a Body of 13 plus a Durability of 5. Using the Breaking Stuff rules in *Mighty Six*, inflicting 44 points of damage would total the truck, stopping it cold. 57 points of damage would vaporize it instantly. Penalties from Denting it and so forth can be applied to the subsequent damage it inflicts on the customers. Half the damage will be inflicted on Ewing but he can add the vehicle's Durability of 5, and another 6 from the airbags, to his Soak.

Take out Ewing: his stats are at the end of the adventure but he should be pretty easy to deal with, and if not, Bow-Hawk will take care of him. Killing or Incapacitating him while he's driving the truck will not stop the truck's inertia. It will still crash with its accompanying effects.

Those with the appropriate Powerks may try to deal with him using mind altering abilities. While he's under the Winstant effect, PCs must overcome a TN of 20 to break its hold on him if using Mind Control, Mind Blast, Inception or other suitable alternative. Talk to Ewing: if under the Winstant mind control, he will not speak, only mindlessly fire shells at whomever is talking. Once Incapacitated or worse, if he survives, he will be able to talk, but will be unable to remember anything beyond winning 20 bucks.

Take out Bow-Hawk: easier said than done. Bow-Hawk will stay and fight only if he believes the heroes are under the influence of the Winstant effect, and he will if they interfere with him in any way. If he doesn't stay, he will use his trick arrows to escape, or try to defeat the heroes, in order to continue his quest. It will never occur to him to ask for help (he works alone, yo).

Talk to Bow-Hawk: also easier said than done. Bow-Hawk doesn't know the meaning of the word parlay. He is a man of absolutes, one is either for him or

against him, but the right approach might get his attention. An Influence or similar Skill roll against a TN of 20 might get him to stop and listen to reason. The TN is 15 if the speaker is obviously of African or Aboriginal/First Nations descent.

Once engaged in conversation, Bow-Hawk will explain that since yesterday evening, four winners of the Winstant scratch-and-win lottery in town have turned into a cold-blooded killers, either shooting up stores, or arming themselves and physically assaulting other customers. One was shot dead by police not fifteen minutes earlier in a more rundown, economically disadvantaged neighborhood than this one. He rightly suspects that it has something to do with Winstant scratch and wins but he doesn't know how or why. Regardless, he's on a one man mission to rid the city of this scourge, and then go on a hunt for the party responsible to practice some fancy archery on their ass.

Take out police: not recommended but if the heroes must, let the chips fall where they may. There should always be some very serious repercussions for harming or (heaven forbid) killing police officers. Legal action, police and press vendettas and bad karma should be the very least. Also, there might be some personal demons to wrestle with afterwards.

Talk to police: an Influence vs 10 is required to convince the police that the heroes are not there to harm anyone. This TN rises to 20 if Bow-Hawk (or anyone else) starts taking pot shots at them or uses any obvious Superks against them.

Thereafter, the police have just about the same information that Bow-Hawk does about the shooting spree at 24/7/365 stores. The only difference is that they have not made the link to the Winstant lottery, and this may be a useful piece of information for them. They can then send units to every convenience store in the region to collect the tickets before anyone else "wins".

Follow Bow-Hawk: Bow-Hawk will head four blocks south to another 24/7/365. He will try to take out any followers if there is any reason to believe that they might be trying to stop him (such as failing an

Influence Roll). This should make for some interesting running battles through the streets of your local city. Bow-Hawk has a major blind spot when it comes to looking out for the safety of bystanders. Exploding arrows, flash-bangs causing traffic accidents and tear gas are strategies he might employ to throw the players off, lookie-loos be damned. Once there he will deal with the situations at the other stores (see below).

Head to other 24/7/365 stores: The nearest is at the corner of 45th and River (four blocks south). There are at least a dozen other stores in town. About half of them are currently engaged in some drama. Police units are all occupied with multiple armed stand-offs. Two situations involve people with fire-arms, the others are baseball bat or knife or flame wielding glassy-eyed psychos attacking anyone in sight, and setting fire to the store.

Examine the Winstant lottery cards: the cards are your standard tic-tac-toe style of game, scratch three O's or X's and win a variety of prizes ranging from a free game to \$1000. Anyone trying the cards will find that until a winning combination is scratched, nothing will occur. Once three in a row appear a strange thing happens; they feel woozy.

They will then need to make a Will/Stability check against 20 or fall under the influence of the card. You see, there is a dermally absorbed and inhaled toxin released by the scratched surface. It is rapidly introduced into the player's circulation after scratching the winning combo, making them susceptible to the card's insidious subliminal suggestions. The watermarked patterns decorating the card instruct the now chemically vulnerable player to engage in wanton acts of destruction, particularly against the customers, employees and property of 24/7/365 stores. If a PC falls under the card's effect, this is exactly what they will do. The effect lasts for one Scene after which they have no recollection of their actions.

Using appropriate Skills or abilities could also glean this information. A TN of 20 against various Science or subspecialty rolls or anything else the players might suggest is a reasonable challenge. Things like Science/

Chemistry, Forensics, Psychology, Medicine perhaps and so on.

A Computer, Investigation or Research (TN 10 to 15) might determine that the cards were distributed from a local warehouse using a separate parcel delivery service. Trying to determine where the cards were manufactured or originated from draws up dead ends; empty shell corporations, blind internet links and prerecorded telephone messages leading nowhere. Materials analysis yields the blandest, most unhelpful data. The materials are all from local chemical and paper manufacturers who dealt with a non-existent shadow corporation "Winstant Inc", which paid for manufacture and delivery electronically. No paper or electronic trail is left behind.

If a TN of 40 or more is achieved during investigation rolls, lead the characters to an abandoned warehouse in the shipping district of town. It's an inventory repository. The warehouse of course has heavy security (surveillance, electrified fences, motion detectors, but the inside is completely empty. Empty save for a large explosive device which will incinerate the warehouse and everything else around it in a one block radius (12D damage). Detecting the bomb requires an active or passive search using appropriate Skills or Powerks against a TN of 20, disarming it requires a TN of 30.

If the bomb is disabled, expert analysis (TN of 20 to 30 depending on approach) will yield similar dead ends: the materials are locally produced, untraceable even against psionic attempts (unless you want the group to find the perp, then by all means create a trail of evidence linking Dr. So-and-so, or organization X.Y.Z. to the crime.)

Using Pre or Post-cognition or similar Powerks should yield only the above information. The perpetrators have taken great care to hide their identities against just such detection during the creation process and all that might be gleaned is that somewhere, a secret high-tech facility produced these scratch-and-kill cards.

Suggested Character Point Rewards (to be divided amongst team members):

For each person saved from Ewing's attack: 1
 For each police officer killed:-5
 For stopping Ewing without harming him: 1
 For talking down Bow-Hawk: 1
 For taking down Bow-Hawk: 1
 For successfully teaming up with Bow-Hawk: 2
 For successfully teaming up with the cops and Bow-Hawk: 3
 For each subsequent convenience store situation successfully handled without bloodshed: 1
 For rounding up all of the Winstant cards: 3
 For finding the warehouse: 1
 For defusing the bomb in the warehouse: 3
 For causing the GM to laugh uncontrollably: 1, to tears: 2, to incontinence: 3.

Dramatis Personae

Bow-Hawk aka Geoffrey Hawk-Feather

25 year old Geoffrey Hawk-Feather is the child of a Cherokee Viet Nam veteran and an African American nurse who'd looked after his father while he was recovering from PTSD. An only child, Geoffrey proved to be both a physical and intellectual prodigy. Tragically at the age of 9 his parents were killed during a terrorist attack by one of the city's most notorious villains (insert your own here). That's when everything changed.

Accepted by neither his Cherokee people, nor his mother's extended family, Geoffrey became a ward of the state and inevitably started getting into trouble. His physical prowess manifested as an exceptional aptitude for skateboarding, and at numerous camps for troubled youth took every single archery trophy. When he was old enough to be considered an "emancipated minor", Geoffrey took to the streets and quickly carved out a niche for himself as a rapid and reliable delivery boy for local drug traffickers. He didn't enjoy the thought of working for such scum, but the income and protection it afforded allowed him to continue his studies into engineering, science and martial arts. Soon he was ready to take his long boiling vendetta against crime and injustice to the mean streets of (your city).

Bow-Hawk is actually very knowledgeable and articulate, but affects a '70's style "street" patois in an attempt to disguise his identity. He is reckless and ruthless and is responsible for the deaths of several

members of (your city's) criminal underworld. His calling card is a red feather, preferably a white feather soaked in his victim's blood. He has no compunction against lethal force (no one showed his parents any mercy did they?).

Non-Super NPCs

Unless otherwise listed, assume all Attributes to be 2D

Walter Ewing

Walter Ewing is a single, recently unemployed calling center manager. Having used up his last resources on scratch-and-win cards he was hoping for a miracle. He got one.

He is slightly overweight, balding and dressed in a rumpled suit and tie, grey, with a tan overcoat. He happens to have a loaded shotgun in the back of his pick-up "just in case".

MIGHT 2D+1

Block: 7, Dodge: 6, Parry: 7, Soak: 7

Skills: Athletics/Raquetball 3D, Business 3D, Influence/Intimidate Interns 3D, Rifle 4D, Tech/Computers 4D

Police Officer

MIGHT 3D

Block: 12, Dodge: 9, Parry: 12, Soak: 9 (12 with ballistic vest)

Skills: Athletics 3D, Brawl 4D, Dodge 3D, Guns 4D, Influence/Command 3D, Law/Police Procedures 3D, Melee/Baton 4D

Store Clerk

Block: 6, Dodge: 6, Parry: 6, Soak: 6

Skills: Business 3D, Medicine/Veterinary: 3D

Elderly Gentleman

MIGHT 1D+2, MOVES 1D+1

Block: 5, Dodge: 1, Parry: 5, Soak: 5

Skills: Games/Bridge 4D, Knowledge/History 3D
 Complications: Elderly, Lame

Skaterboys

MIGHT 1D+2, MOVES 3D

Block: 5, Dodge: 12, Parry: 5, Soak: 5

Skills: Athletics/Skateboard 4D, Crime 3D, Dodge 4D,
Knowledge/Pop Culture 3D

Sporty Mom

MOJO 3D

Block: 9, Dodge: 9, Parry: 6, Soak: 6

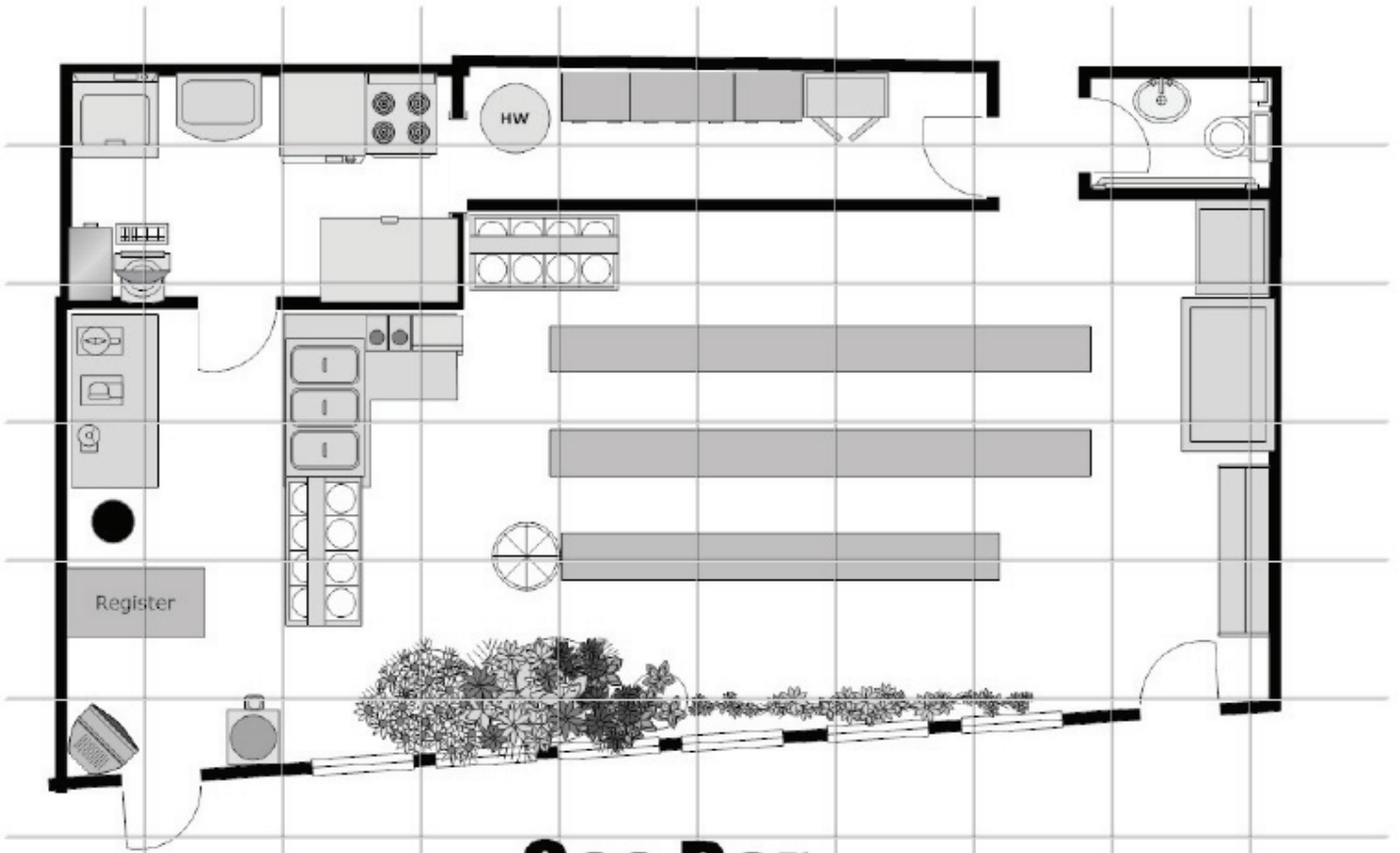
Skills: Athletics/Running 3D, Brawl: 3D, Business: 4D,
Dodge: 3D, Influence: 4D

Perks: Attractive, Wealthy

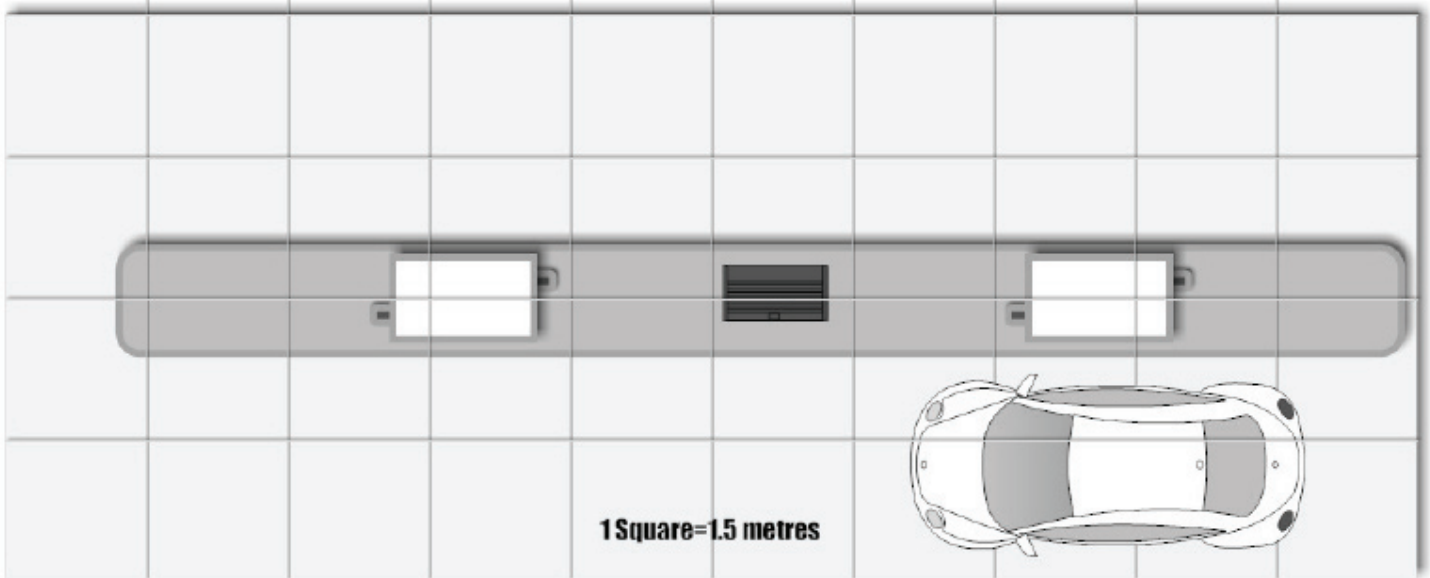
Complications: Dependents, Absolutely No Free Time
For Anything

Convenience Store Patrons

No stats. They're scenery, bleeding, panicking and
shrieking, but scenery nonetheless.



Gas Bar



HERO: BOW-HAWK

PLAYER: _____
 ORIGIN _____
 DESCRIPTION: See Text

CHAR POINTS

HERO POINTS

POWER POINTS!

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PERKS:	COMPLICATIONS
Determined, Gadgeteer Bend It Like Robin Hood Blindshot, Deadshot Martial Artist, Spike Costner Split, Quickdraw Lightning Reload	Brash, Notorious, Calling Card, Secret ID

MIGHT: 4D

BRAWLING
LIFT
MELEE
STAMINA

MIND: 3D

INVESTIGATION
INTUITION
PERCEPTION
TECH 9D

MOVES: 4D

ATHLETICS 8D
DODGE 8D
THROW
STEALTH
Archery 10D

MOJO: 2D

INFLUENCE
WILL

INITIATIVE
4D+5

BASIC DAMAGE
4D

BLOCK
12

SOAK
12

PARRY
12

DODGE
25



TRADEMARK QUOTE:
"Outta da way foo!"

WEAPON:

TYPE	SKILL	DMG	RNG	OTHER
Bow	10D	6D+1	30m	See below

INJURY TRACK

STUN!	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
WOUND	<input type="radio"/>	<input type="radio"/>					
INCAPACITATE	<input type="radio"/>						
MORTAL WOUND	<input type="radio"/>						
DEATH	<input type="radio"/>						

POWERKS

POWERKS	COST	AMPS	LOOK AND COMPLICATIONS
Super Pace (skateboard)	20	11x	220 m/R (440m/R)
Super Fast	20	+5 init, +1 pass. def, 1 free non-attack Action/R	2x Pace, +1D flurry bonus
Current Trick Arrows	66		
Armor Piercing (Negate Soak)	15		Negates 3 points of target's Soak
Flash-Bang (Dazzle)	15		Stamina vs 4D or suffer -12 to any vision based rolls
Explosive (Energy Burst)	25		4D damage in 4m radius
Paralyzer (Trap)	5		Moves vs 4D or be paralyzed for 1R
You ma bl+@# now! (Mind Control)	5		Mojo/Will/Resolve vs 3D or obey Bow-Hawk

TURN THIS PAGE
OVER FOR GEAR
AND OTHER NOTES
TRUE BELIEVERS!
*NUFF SAID!

RESOURCES



POWER SOURCES AND INVENTIONS

Invention/Trick Arrows: 120 PP/ currently 66 points in the pool

OGI

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