



STORMHAVEN™



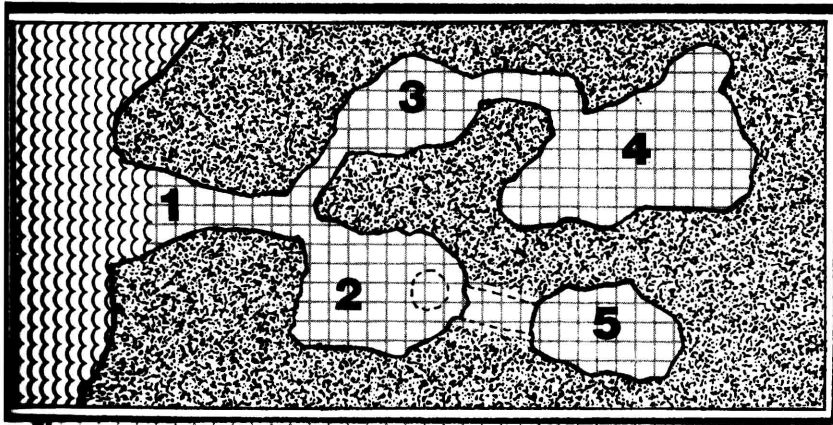
a game master scenario
package for modern
role playing adventures
by Michael A. Stackpole

Stormhaven contains
one 56 page book of person-
alities, ground descriptions,
and scenarios; one 8 page
book of maps and floor
plans; character stats for
MSPE and Espionage!; and
23 Cardboard Heroes made
for use with this package!

Character conversions
by George MacDonald for

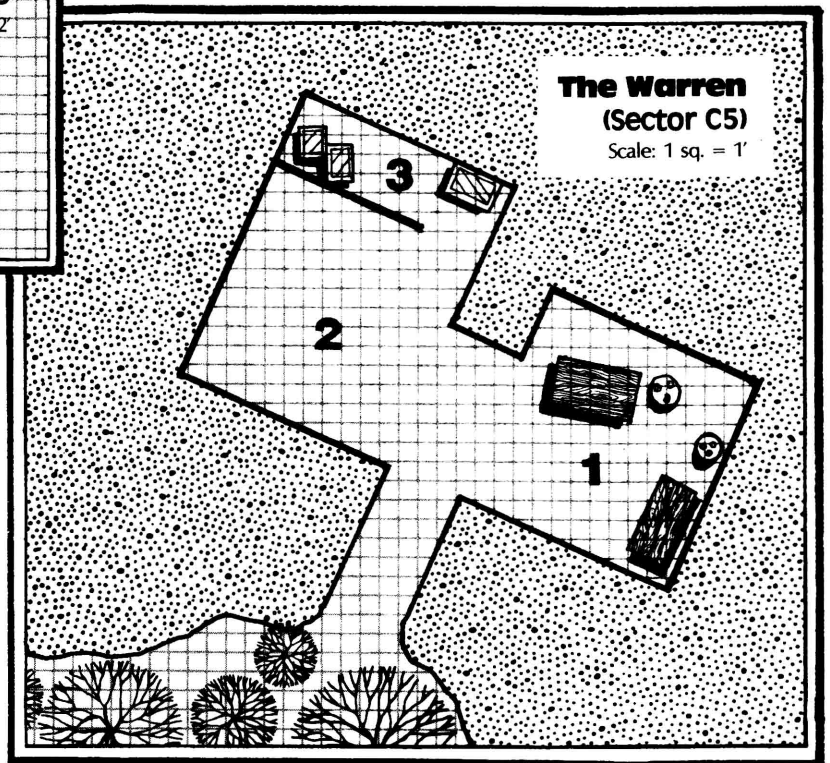
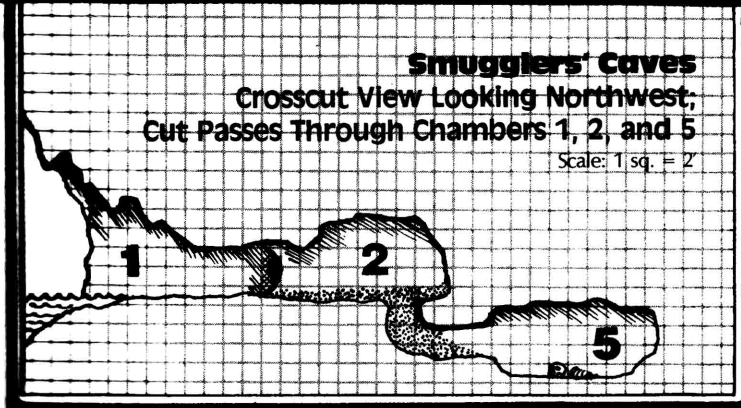
ESPIONAGE!
The Secret Agent Role Playing Game

Produced by 



Smugglers' Caves
(Sector B1)

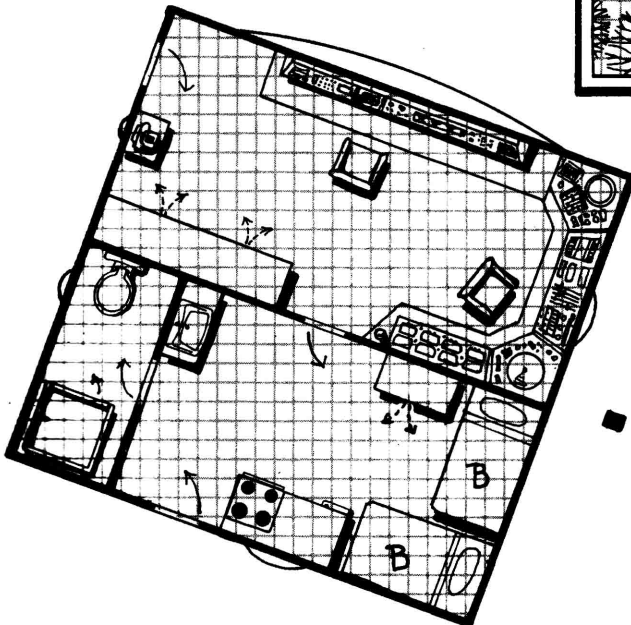
Scale: 1 sq. = 2'



Tiger Command Post #3
(Sector A2)

Scale: 1 sq. = 1'

Other Command Posts on Savage Island have the same basic interior layout. Directional facing changes so the large window faces out onto Lake Champlain.



PERSONALITIES, DESCRIPTIONS, AND SCENARIOS FOR

STORMHAVEN

AND ENVIRONS

WRITTEN BY: Michael A. Stackpole
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ESPIONAGE! CONVERSIONS BY: George MacDonald

— CONTENTS —

I. Introduction	3
II. History of the Island, Family and Companies	4
III. The People of Stormhaven	6
IV. Island Security	15
V. Descriptions and Floor Plans	17
VI. Scenarios for Stormhaven	35
VII. Stats of Personalities	44



PRODUCED BY



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Dedication

To Walter Gibson and Lester Dent, of course.

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I. INTRODUCTION

Stormhaven is a scenario setting for contemporary role-playing adventure games. As the designer of *Mercenaries*, *Spies*, & *Private Eyes*, the adventure may reflect my own preferences for what makes a good adventure, but still the work is not dependent on any one game system. While set in the United States, it will provide material for mercenary, spy, and detective adventures. All characters should be able to find one or more of the scenarios offered suitable to take part in. The loose threads and scenario suggestions should also provide many different starting places for home-grown adventures involving the people and places described below.

NOTE: *This adventure should be read carefully before playing. Please be sure to familiarize yourself with the various situations, locales, and characters contained inside before attempting to use this adventure.*

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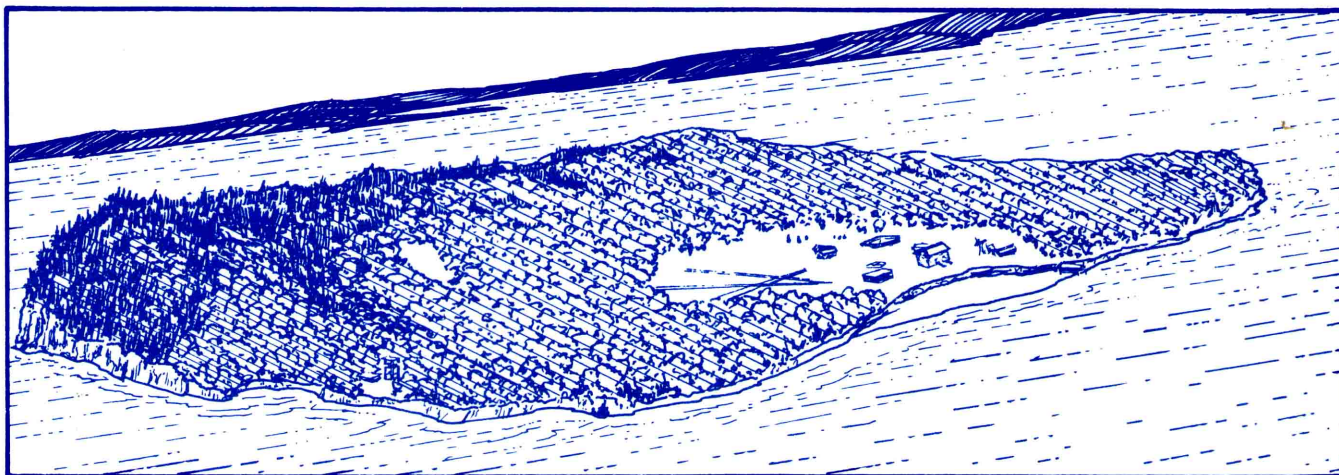
Stormhaven is the name of the manor house on Savage Island. The owner of the house and island is an

industrialist who experiments with and creates new technology in the basement lab connected with the building. The island itself has a very tight security network to make stealing any of the inventions difficult.

Stormhaven itself is very beautiful, and life there is rich in style and circumstance. Kenneth Allard often opens his home to visitors and business compatriots. He has a superior staff, including a chef hired away from a very expensive French restaurant in Paris. No guest has ever found reason to regret a visit to Stormhaven.

For best play, the Gamemaster should familiarize himself with the material which follows. Non-player characters who are described in the text should be played out according to their personalities. The stats for the characters are in the back of the booklet for easy reference and to accustom you to think of them as people first and statistics later. Stats are included for MSPE and *Espionage*, and room is left for your additions when playing other systems.

Read on and have fun with Stormhaven.



II. HISTORY OF THE ISLAND, FAMILY, AND COMPANIES

Stormhaven was built upon Savage Island, a large island in Lake Champlain located north of Burlington, Vermont. The island is privately owned, and there is no land bridge connecting it with either Vermont or New York. The island, at least for tax purposes, is considered to be part of Vermont.

The island surface is wooded with pine, maple, oak, and birch. There is a central meadow which narrows towards the south where Stormhaven is located. The island now has an airstrip, and the southern beach has been built up with imported white sand.

The island has had a colorful history. The Indians who lived in the area used it as a camping place while hunting and fishing in the summertime. A hill on the western edge of the island has a megalithic structure that some claim to be an altar. Lines on the stone have been translated as either plow scars or Ogam, the script of the ancient Celts. Most people believe the structure was raised by Horace Savage, the first owner of the island back in the days of the Republic of Vermont. He was a farmer, and the island still bears his name.

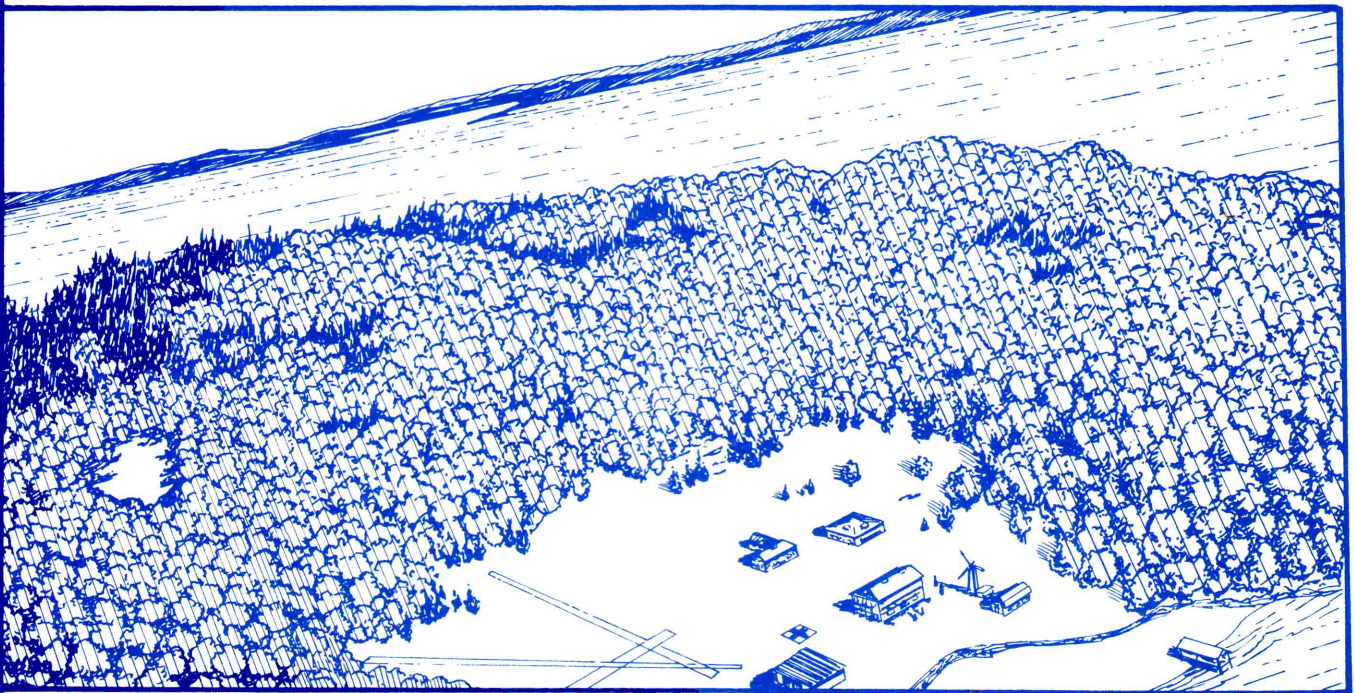
Kenneth Allard's grandfather purchased the island at the turn of the century. During Prohibition the family did not live on the island, and the island was used by smugglers as a stopping point for shipments of liquor imported from Canada. The smuggling ended when the

bodies of several smugglers were discovered in the caves at the southwestern end of the island. They had been slain by tommygun fire in a gang-style killing.

In the late 1960's, Kenneth Allard had Stormhaven built as a retreat. Once it was completed, he left New York and settled on the island. His son, Kevin, remained in New York to work on the business. His daughter, Marjorie, lives at Stormhaven when she is not at college.

The citizens of Chittenden Bay did not much like the appearance of Kenneth and the security guards. To help offset the xenophobia, Kenneth made certain that all supplies were bought in Chittenden Bay, or at least shipped there. On the Fourth of July, he had a massive open house celebration on the island during which he presented a check to the town for a new library. This did a great deal to legitimize the Allards in the eyes of the town, and the Fourth of July celebration has become a yearly affair.

In general the townspeople like the people of Stormhaven. There is a large field near the lakefront that is kept clear to be used as a landing area for Allard Technology helicopters. Tom Hunter, the man who owns what passes for a marina, always holds 50 gallons of aviation and boat fuels in reserve for AT crafts. He's also been known to refuse rental of boats to "suspicious-looking" characters who might be looking to attack the island. (In uncharitable moments, certain citizens of



Chittenden Bay allow as how he only wants to prevent his boats from being shot up.)

The Allard Family

The money Kenneth Allard has grew out of very old money. The first Allard fortune was made by Kenneth's grandfather, the man who purchased Savage Island and built a house on the eastern end of it. That house was called Nightwatch but was abandoned when the elder Allard had to move west for health reasons. He had made his fortune in lumber and kept it through shrewd mining investments.

This money passed into the hands of Kenneth's father, the world-famous aviator. After spending time galavanting around the world and spending more time lost in the jungle of the Yucatan, he came back to the northeast and started Allard Aviation. He managed to foresee the crash of '29 and saved his fortune. He spent some time at Nightwatch, and in 1930 his son, Kenneth, was born there.

Kenneth Allard was educated in as many of the best schools his father's money could make available. He entered Harvard and completed an undergraduate study in engineering. It appeared to anyone concerned that he would step from college directly into his father's business and be set for life. But blood will out and Kenneth, like his father before him, took off to adventure.

Kenneth's adventures took him all over South America and Eastern Asia. He hunted for lost Incan gold in the jungles of the Amazon basin and for yetis on Everest. Other adventures took him into Communist China and war-torn Korea. If not for two women, the exciting, carefree life of a freelance pilot probably would have claimed him.

In 1955 Kenneth's mother became gravely ill. Kenneth returned to the U.S. to be with his family. She recovered, but Kenneth had fallen for the nurse they hired to care for his mother. In 1958 they were married and Kenneth began Allard Electronics (AE). AE started out selling radar units to Allard Aviation, but Kenneth quickly moved into the consumer market, producing televisions, toasters, and other consumer items. Recently, home computers have been added to the list of their products.

In 1960 Kevin Allard was born and in 1962 his sister Marjorie was born. Two years later their mother died and Kenneth mourned her passing for the next few years. Since that time scandal sheets have connected him with a number of society women and Hollywood starlets, but nothing serious has developed.

In 1970 Kenneth moved to Stormhaven and has lived there since. He works in the basement lab and often has technicians and scientists move to the island for the duration of their research projects. The staff on the island

is paid very well, and not many employees called to work at the island protest very much.

Allard Technologies: a Corporate History

Since the early days of aviation, the elder Allard had ensured that Allard Aviation was a leader in its field. It produced a great many planes for the government and specialized in cargo and passenger planes. Many pilots praised the Allard planes. They claimed the Allard plane could fly even when it had been hit repeatedly by enemy fire and had enough holes in it to be used as a strainer.

In 1958 when Kenneth Allard began Allard Electronics, he offered a deal to Allard Aviation (AA), his father's corporation. AE would provide AA's radar and other electronics equipment. After extensive testing of the AE product, a deal was struck. Kenneth quickly turned the profits from that deal around and branched out into consumer goods.

By 1973 both companies were in good shape and Kenneth's father was preparing to retire in Sun City, Arizona. The two Allards engineered a merger between



their companies and Allard Technologies (AT) was born. The merger meant increased government contracts and an air fleet which greatly reduced shipping costs for the consumer products.

Allard Technologies is fully as large as IBM, with factories and plants in many parts of the world. AT

consumer products are priced reasonably and are highly rated by consumers. Unless a character has spent the last ten years in a closet without the benefit of modern communications devices, there is no way he or she would be ignorant of AT.

III. The People of Stormhaven

The descriptions of the people to follow should give you some insights into their personalities and how they would react to situations. Their stats are provided in the back of the booklet, and under a skillful GM, the stats will not really be needed in the course of an adventure.

Kenneth Allard

Born: 7/7/1930 on Savage Island at Nightwatch.

Hair: Thinning, salt and pepper.

Eyes: Blue.

State of Health: Very good; he's not soft and looks younger than his 53 years.

Kenneth's history has been pretty much told in the family history. He's an individual who likes to make his own way in the world and does not suffer from complacency. He enjoys his work, his family, and his friends.

Kenneth loves to entertain and often invites friends to vacation at Stormhaven. He is an affable host who prefers to keep business talk separated from socializing. He drinks in moderation, enjoying wine with meals and Irish whiskey on most other occasions. He does not smoke. He enjoys discussing history, politics, and any book he has read.

Kenneth runs or swims each day, bowls occasionally, and serves as his own pilot. Kenneth can pilot anything from a prop plane to an autogyro. Kenneth maintains an autogyro in the basement lab and flies it around Savage Island on pleasant summer days.

Kenneth is fluent in Japanese, French, German, and his native tongue, English. He knows enough of Hong Kong Chinese slang to make himself understood.

Marjorie Allard

Born: 3/4/1962 in New Haven, CT.

Hair: Long, dark brown.

Eyes: Blue.

State of Health: Marjorie is in excellent condition and health. She is a very pretty woman.

After the death of her mother, Marjorie was raised by Anna Barry, the woman who takes care of the Allard household. Marjorie is well educated. She attended a

private school in Vermont and has been away at Wheaton College outside Boston for the past several years.

In the summer she returns to Stormhaven to vacation and entertain friends. She is an accomplished pianist and seamstress. She enjoys swimming, riding, and tennis. She is working towards a degree in journalism and has been doing research on the Lake Champlain monster.

Marjorie is pleasant and outgoing, though she does not handle compliments well. She is fluent in English, German, and Cantonese Chinese. She flirts with Captain Warde and Pierre the chef; with most others she is more well-mannered. She is well-liked around Stormhaven.

Jennifer Renwick

Born: 8/3/1962 in Chittenden Bay.

Hair: Shoulder length and naturally blond.

Eyes: Blue.

State of Health: Jennifer is a tall, strongly built woman. She is very athletic and not hard to look at.

Jennifer Renwick was orphaned at age 8 when a plane crash in the Catskills killed her parents. She was raised by her grandfather, a recluse who had retired to Vermont from the engineering firm he had created and still owned in New York. He passed away during her junior year in college and left her heir to a large fortune.

Jenni has lived most of her life in Chittenden Bay and met Marjorie during the summer of 1972. They became fast friends and were nearly inseparable after that. They managed to team up for tennis and got to the State Women's Doubles Finals before they were defeated.

Jennifer is a frequent visitor to Stormhaven and has been accorded "family" status. She has a room that adjoins Marjorie's room and frequently stays overnight on the island rather than return to her grandfather's home in Chittenden Bay. She is fluent in English, French, German, and Japanese, as her grandfather insisted on her learning those tongues.

Jennifer has studied hard and has already earned her degree in engineering from the University of Vermont. In the fall she is going to work for her grandfather's firm in New York despite the fact that his will left her a great deal



BURLINGTON — Island Girls Storm Into Women's Doubles Finals (photo by Barb Armata/Wally Johnson Photo Service). Marjorie Allard (l.) and Jennifer Renwick (r.) beat Judy Stone and Jeannie Morrissey 6-4, 6-1 at the Burlington Tennis Club during the Women's Doubles Competition held yesterday. Finals will be held next Saturday when the happy-go-lucky pair will face the redoubtable Kerin Stackpole and the amazing Wendy Hill. et

Considerations for the Chestnut Ave. Ball Club Memorial will be accepted at

in Men's Division, Jim Hillcrest plans another journey out West to the Phoenix

Tennis and Squash Club of Rutland is holding its annual dinner and jo

of money. She is quite easy to get along with and has a sharp wit and inquiring mind. She'll play tennis with anyone at the drop of a hat, and many players have regretted an off-the-cuff challenge.

Currently, she is uninvolved romantically.

The Staff of Stormhaven

The descriptions of the staff members to follow vary in detail according to need. Many of the people here are going to have mere cameo roles in most scenarios. They are detailed to provide the Gamemaster with more than just a name so the characters can live rather than act like a piece of cardboard.

Captain Benjamin Warde — Security Chief

Born: 3/30/1930.

Hair: Black and cut short.

Eyes: Green.

State of Health: Excellent, the man is at the peak of fitness. Physically he's twenty years younger than his actual age.

Ben Warde and Kenneth Allard went to the same prep school but barely knew each other. Ben was there on a scholarship and had to work to help defray the cost of his education. He did not travel in the same circles as Kenneth. While Kenneth graduated and went on to Harvard, Ben was appointed to West Point.

Ben graduated early to serve in the Korean conflict. In Asia he met Kenneth again and they struck up a friendship. On one occasion Kenneth saved Ben's life by flying a helicopter into a "hot zone" before UN or North Korean forces could close in for a kill.

Warde was shipped to Germany around the same time Kenneth returned to the States to be with his mother. When Kenneth established Allard Electronics, he needed someone with experience to head up his security division. He called upon Ben, who immediately resigned his commission and accepted Allard's offer.

Warde designed the Tigers security system and the concept of having an elite security force to troubleshoot and bolster morale of the regular security officers. Time and time again the Tigers have proven their worth to Allard Technologies, from stopping minor employee thefts to successfully evacuating and destroying the AT plant in Tehran after the fall of the Shah of Iran.

Ben Warde is an interesting, entertaining man. He is intelligent, handsome, very much a gentleman, and a natural leader. He enjoys Chess, Go, and other strategy games. He is masterful at cards and is quite a good bowler (it was for him, in fact, that the bowling alley was added to Stormhaven). However, in an emergency he is all business.

Ben keeps himself in top condition, refusing to be worse than Tiger standards would allow. He designs the guidelines for the tests to become a Tiger, while Kenneth designs the test to be given to the Tiger's leader. None of the Tigers have seen fit to complain about Ben's continued stay at the top. His people in plants everywhere are fiercely loyal and trust him completely.

Richard and Anna Barry

The Barrys are both 60 years old. Richard was born in London and hired from there to work on an estate in Hong Kong. There he met Anna who was also a servant on the estate. She was a Christianized halfbreed, small and shy, yet she struck Richard as having the strongest will he had ever seen. As they worked together, Richard learned that

Anna knew of only two ways to do anything: her way or the wrong way. To his dismay, he found she was right.

Kenneth Allard was a frequent visitor to the estate employing the Barrys. They remember him as the only guest to treat them like human beings. He impressed them by trying to learn a smattering of Chinese and practising with chopsticks until he could use them like a native — to the derisive laughter of other guests.

The owner of the estate was slain in 1957 and the Barrys informed Kenneth that they were at liberty. He immediately hired them and they have worked for him since that time. After the death of his wife, Kenneth entrusted the care of his children to them. Unable to have children of their own, they considered this a sacred trust, and they have done an admirable job of raising them.

Richard is tall and thin, his hair falling back in a widow's peak which is lightly dusted with grey. He speaks with a slow British accent while working, his facade cracking when in the midst of a hot poker game or while watching soccer on TV. He is imperturbable and handles emergencies with a calm efficiency that has caused Ben Warde to suggest him as a replacement for any of the Tigers on the island. He has a passion for mystery novels, very spicy Chinese food, and building ships in bottles.

Anna is a quiet mountain of strength. She supports everyone in the household. She is a matriarch whose nod of approval is worth more than a paycheck, whose reprimanding stare will force the Tigers to retreat to their barracks. If something is scheduled at Stormhaven, it happens with her approval or not at all. With her everyone gets a second chance to do things her way, but they never get a third.

Anna is small and ageless. Her black hair is cut to her shoulderblades and often worn up. She paints in what moments of quiet she can catch. She very much enjoys listening to Marjorie play the piano and often asks Marjorie to help her in making clothing for herself.

The Household Maids

Eileen O'Casey, 51 years old, white female. She stands five and a half feet tall and can be described as a beefy matron. She's a native of Ireland who came to the U.S. after WWII and worked for Kenneth's father. She joined the Stormhaven staff in 1973. She's the second-in-command and she guards the other maids from the Tigers like an older sister.

Cathy Brown, 23 years old, white female. She is a red-haired with freckles, five feet, eight inches tall, slim and pretty. She is from Ohio and has dropped out of college. She worked on the Ambulance Rescue Squad at her school and has a basic knowledge of injury treatment.

Sheila Gray, 25 years old, white female. Her hair is short and brown; she stands five foot seven inches tall and



Top to bottom: Angela Getty, Sheila Gray, Virginia Jones, and Patricia LaValley.

is rather chunky. She is a native of North Carolina; she came north to ski and decided to stay. She constantly complains about her weight, and if not for her moth-flame attraction to Pierre and the "imperfect" pastry, she'd do something about it. She is very courteous and plays up her Southern accent.

Virginia Jones, 24 years old, black female. Her hair is black, and she's five feet and eight inches tall, slender and very pretty. She is working at Stormhaven to earn money to continue her studies. Currently she is taking an electronics correspondence course. When she leaves, she is planning to return to college and earn a Master's in Artificial Intelligence.

Stable Staff

Jean Crowe — Stable Master

The Stable Master is 33 year old Jean Crowe, a black man who is a native of Haiti. His hair is short and black, his build is slender. He has a melodious yet commanding voice. Kenneth hired Jean away from an estate on Haiti where Kenneth had prevented the master of the estate

from beating Jean. Jean had refused to saddle a horse for the master, claiming the animal was too sick to be ridden, and he was willing to take a beating to prevent the horse from being mistreated.

Jean speaks English with a French accent and is fluent in French and Pidgin. He believes in Voodoo. He is quiet and intelligent, a hard worker who loves his job and the animals he works with. Though offered other jobs, he refuses to leave Stormhaven out of loyalty to Kenneth.

The Stable Boys

Phillip Marston, a 19 year old white male, about five and a half feet tall. His hair is light brown and he sports a very light moustache. Phil is a native of Vermont and was a bit of a delinquent. He disliked school and left at age 16 to work as an auto mechanic. He got into trouble for stealing a horse treated cruelly by an acquaintance of Kenneth's. Kenneth investigated the situation and got the boy released to his custody on Stormhaven. Phil has calmed since then and Jean likes the boy's gentle style. Phil is sensitive about his height, but he has stopped fighting about it. (There were these Tigers who made comments, you see. . . .)

Chico "The Rat" Martinez, 17 year old Puerto Rican male. He stands a slender five foot, eight inches tall,



From left to right: Chico Martinez, Philip Marston, and Jean Crowe. The stable staff looks on in apprehension as Ben Warde's horse comes back riderless after Randall Harker and he went out together on a routine patrol along the eastern edge of the island. This would be an excellent way to introduce the characters to the "Tiger Trap" scenario (description begins on page 37).

is a native of New York City, and has black hair. The Rat was a loner in NYC who attached himself to the Allard Technologies headquarters. He often guarded Kenneth's limo and disturbed Kenneth by showing up to do the job at places Kenneth visited socially. Finally Kenneth cornered Chico and asked him how he knew Kenneth's schedule. The Rat showed Kenneth the trash bin and a number of other places where information was virtually leaking out of the corporation, including doors opened to cool the place in the summer that gave access to the computer center! Kenneth hired Chico and brought him to Stormhaven for the summer. Ben Warde wanted to see the kid in action — perhaps to groom him as a Sabertooth.

Culinary Staff

Pierre de Lyons — Head Chef

Born: 5/27/1945 in Nice, France.

Hair: Black, medium length with a white forelock.

Eyes: Brown.

State of Health: Good. Pierre walks with a limp because his right leg is a half an inch shorter than his left leg. The condition has existed since birth and Pierre uses a cane.

Pierre is a Frenchman who has been retained as the cook at Stormhaven. The previous cook left to get married and she recommended Pierre very highly. An offer was made and Pierre left a very successful restaurant in Paris to come to Stormhaven. No one at Stormhaven has regretted his decision.

All the food consumed on Savage Island, with the exception of the frozen meals eaten in the Command Posts, is prepared here. Chef Pierre oversees the efforts of his subordinates as they prepare the food for the Tigers. Pierre himself creates the meals for the "family" and has enlarged his concept of "family" to include the house staff. This insured his acceptance and position in the household.

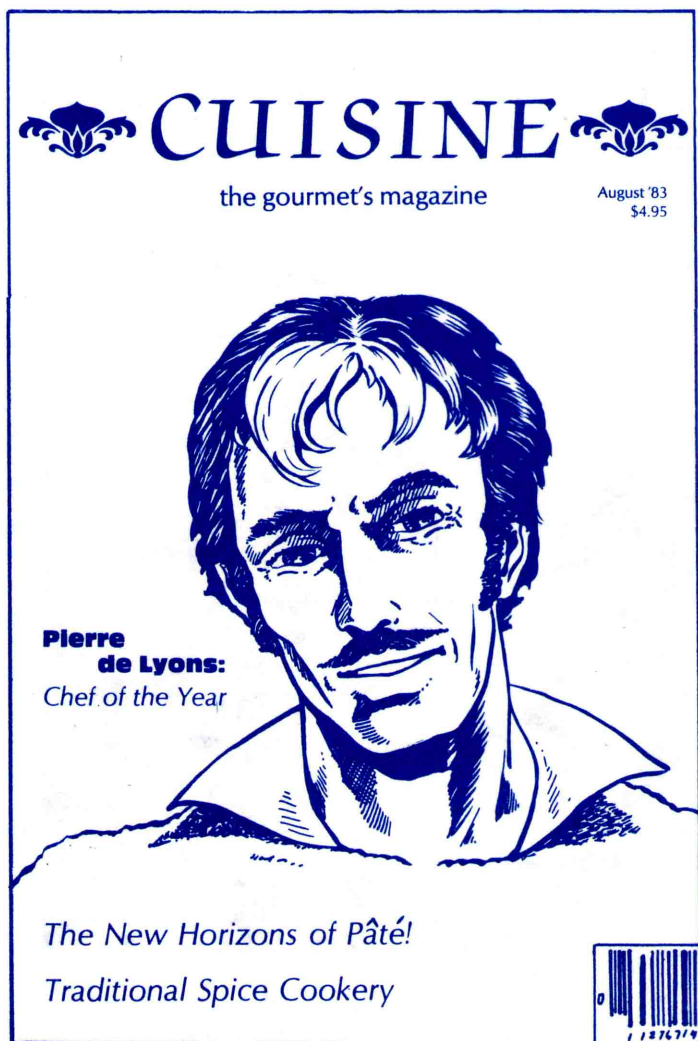
His staff includes two assistants, both women, one of whom is the pastry chef. He also commands Tezukio Maruyama, the gardener's son, who washes pots and pans. While meals are being served, he is nominally in charge of Richard and Anna Barry, but he never pushes them too far. He prefers his charges to do what he asks of them because they like the work, rather than have them comply out of fear for their jobs. Towards this end, he often pitches in and helps others with their work.

Pierre has initiated one practice that has made him quite well-loved by everyone connected with Stormhaven. His orders for desserts are always double what they should be. Half of any supply of cakes, pies, cookies, or pastries are declared "cosmetically imperfect" because of some imagined flaw in their color, texture, or shape. While the desserts cannot be served, and Pierre begs to have them removed from his kitchen, they have an incredibly high mortality rate (especially when a Tiger patrol rolls through the kitchen searching for coffee).

Aside from being a Cordon Bleu chef, Pierre is an excellent skindiver. His free time in the summer is spent diving in Lake Champlain. Often the whole household waits in anticipation of the "treasures" he brings back.

Pierre's diving is one of the reasons he came to Stormhaven. Pierre owns an old family diary written during the time of Samuel de Champlain's exploration of the lake. It tells of a great boatload of golden artifacts traded to the French by the Indians. The boat encountered a rough storm in the lake and sank. The incident was kept quiet to prevent the King from being angry. Pierre correctly believes that his diary is the only commentary on the incident that currently exists.

Pierre is the unquestioned master of the kitchen. He is likable and a flirt. For obvious reasons he would prefer to dive alone, but for safety reasons and to avoid suspicion, he will allow others to join him. Accompanied, he will dive near the area where he thinks the ship is, but not close



De Lyon's international reknown drew Allard's attention.

enough to jeopardize the treasure. When not diving or cooking, he watches French-Canadian television and voraciously reads Westerns.

Angela Getty — Chef

Angela Getty is second-in-command in the kitchen. She is a 30 year old white female who is a bit plumper than she might like to be. She is a native of New Mexico who specializes in American, New England, and Mexican cuisine. She does the cooking for the Tigers; her food is good and made in large quantities. While personable, she is distant. She has not yet gotten over the tragic loss of her husband. He was lost without a trace about two years ago while flying a private plane from Miami to Bermuda. (Talk about an open area for expansion!)

Patricia Lavalley — Assistant Chef

The assistant chef, and pastry chef, is Patricia Lavalley. She is a 22 year old white female with long brown hair. Her eyes are blue, she stands five feet and four inches tall, and she can accurately be described as petite. She is also beautiful and she knows it. She is a genius and well skilled in many things, including cooking.

She never took umbrage at Pierre's declaration of imperfection in her desserts. She began to make everything as identical as possible, while constantly raising the quality of the pastries. Pierre now has to agonize over which desserts to declare imperfect, and she loves it. It has become a little game they play.

The Tigers refer to her as the "Siberian Tigress." She was sought after when she first arrived, but the Tigers quickly learned she had a heart of ice and a killer instinct. She was able to use them and forget them with frightening ease. The true target of her affections is Kevin Allard. He knows this and tries to stay away from her as much as possible. Still, he finds her very attractive and is weakening.

The Gardening Staff

The gardening staff is made up of the Maruyama family. The senior Maruyama is Sukio. He is the same age as Kenneth, and they met in the Orient in the late 1940's. Sukio had been a pilot in the Imperial Japanese Air Force and he became Kenneth's partner in a number of flying exploits. In 1970 his first wife died and he came to America with his five year old son, Tezukio, to work at Stormhaven.

His wife is Dr. Sunso Maruyama. She worked for Allard Technologies in Japan; her doctorate is in the genetic management of botanical hybrids. She was assigned to Stormhaven in 1973 to work on a research project. During her stay she fell in love with Sukio. Two years later when she was 27 years old, they were married. Despite the fact she travels a great deal, they are very happy. She spends all of her free time at Stormhaven.

Tezukio is a fairly normal 17 year old male. He has been taught Japanese and is fluent in it. He is also fluent in English. While he does well in technical subjects, and has a real affinity for electronics, he would rather be a science fiction author. His father does not approve of this, but he will not prevent his son from trying to write. Tezukio works as an assistant to his father and as the pot and pan washer to earn his own money. He is paid on his own, not as part of his father's wages.

The Guests

The following people are all friends of the Allards and are guests at Stormhaven from time to time. Many of the scenarios revolve around one or more of the guests. There is enough room at the estate to house all of them if you choose to have all of them visiting at one time. Picking and choosing the guests you find most interesting and using them during a scenario will probably be the most effective way of playing.

David Marley

Born: 11/3/1960.

Hair: Brown, short.

Eyes: Hazel.

State of Health: Fair. David is rather thin and out of shape because his studies do not offer him much time for recreation. Still, he is wiry and plays tennis.

David is currently in his second year at Harvard Law. He met Marjorie during his undergraduate days at Brown and they dated for a short time. They are no longer dating, but they are still friends. David has a standing invitation to visit Stormhaven, and he often retreats here from his studies.

Aside from his friendship with Marjorie, David has another reason to visit Savage Island. During Prohibition his grandfather was a Treasury agent in charge of stopping the flow of illegal liquor into the States from Canada. During a search of Savage Island, Hamilton Marley disappeared. His family was certain he was murdered, but underworld figures told Federal agents that Marley was in Brazil. They said that he had been bought off.

David is certain that his grandfather's skeleton can be found in the caves at the southwestern corner of the island. He feels he can identify the body by a gold ring his grandfather wore. In the past, David has searched the caverns without finding the filled-in tunnel to chamber #5.

When David is not preoccupied with the search for his grandfather, he enjoys playing chess with Captain Warde or gambling with the Tigers. He is an accomplished guitarist, having mastered classical as well as popular

music. David is well liked at Stormhaven, and many people there would like to see him find his grandfather's ring to clear his family's name.

Etienne Demasse

Born: 8/24/1960 in Montreal.

Hair: Black, styled and of moderate length.

Eyes: Brown.

State of Health: Good. He's handsome and slender — male model material.

Etienne works in the International Division of a bank in Boston. He worked with Kevin Allard a couple of times on business before managing to get himself introduced to Marjorie. They have been seeing each other casually for about six months. This is the first time Etienne has visited Savage Island.

Etienne is more interested in the island than he is Marjorie. He knows the island was used as a smuggling base during Prohibition and he would like to see it used again for that purpose. Etienne has an interest in moving drugs and jewels from Quebec through Savage Island to a connection in New York City. Etienne has never been charged with a crime, but the Royal Canadian Mounted Police has a file on him.

Etienne enjoys tennis and water skiing. He is an experienced caver and he will use that as an excuse to investigate the caves at the southwestern end of the island. His spelunking experience will tell him that the sand in the interior of the caves had to be imported and he might wonder about it, but he probably would not see any reason to mention it to David. (The importance of the sand is discussed when the caves themselves are discussed.)

During his stay, Etienne will want to make at least one trip to Montreal to confer with his smuggler friends. He will allow others to accompany him, but he will ditch them for two hours while he talks.

Rachel Swenson

Born: 12/15/1951 in Colorado.

Hair: Blond, falls to mid-back though often worn up.

Eyes: Ice blue.

State of Health: Very good. Rachel is tall and leggy, a pretty woman who would prefer to be more full busted than she is.

Rachel is a Vice President with a company that supplies Allard Technologies with computer chips and other electronic elements for their products. She has been invited to Stormhaven under the pretense of working out the details of a deal between the two companies.

Since her first meeting with Kenneth two years ago, Rachel has been attracted to him. She is afraid to make her feelings known because she worries he will believe



she is trying to compromise him or gain secrets from him. Rachel is very strong willed and is an effective, hard worker. She also believes, unfortunately, that it is her competence that scares men off.

Away from business Rachel enjoys tennis and swimming. She has a keen interest in art, specifically the Impressionists. She is witty and likable, quite capable of making small talk, and a passable pianist. This is her first visit to Stormhaven, and she has not realized the real significance of the invitation. Never before has Kenneth invited a business associate from outside Allard Technologies to Stormhaven for more than the time it will take to discuss business.

Seamus Cromwell

Born: 10/31/1950 in Dublin.

Hair: Red.

Eyes: Green.

State of Health: Fair. He's thin and a bit on the soft side.

Seamus Cromwell is an Irishman who teaches folklore in Dublin. While any other Irishman would change his last name to rid himself of any connection with Oliver Cromwell, Seamus keeps it. It is an old family name derived from Crom's Will. Seamus is one of the last in a long line of priests of Crom Cruich. His sole reason for living is to bring about the return to this earth of his god.

Seamus had been involved in a sacrifice — animal — at Stonehenge. He was arrested but the charges were dropped and Seamus has been trying to live the charges down. His coming to Savage Island is to conduct a sacrifice on the western altar to bring about the return of Crom Cruich. Barring the arrival of any more suitable sacrifices, he would like to use Marjorie Allard.

Seamus is a nervous individual. Many people would describe him as "bookish." When reciting an anecdote or telling a story, however, he warms up and becomes entertaining. Kenneth heard him read at a reception in Dublin in years past and extended an invitation to visit at that time. This has been the first time he has been able to make it to Stormhaven due to his teaching duties.

He has a family title, Earl of Kilkenny, which is kept secret. Also secret is his identity as a priest of Crom.

Count Vlad Tepescu

Born: 5/1/1424 or 4/7/1940 in Wallachia.

Hair: Black, gentle grey at the temples.

Eyes: Black.

State of Health: Remarkable. The Count is powerfully built and strong beyond his years. He has a lean, feline nature about him.



photograph by Barb Armata

ABOUT THE AUTHOR: "Tuatha de Danaan: Tales and Songs of the Early Irish" is Seamus Cromwell's fifth book since he received his Master's Degree in Irish Folklore from the University of Dublin in 1973. The Irish native, born in Kilkenny in 1950, has done much to foster the resurgence of interest in the Cycles of Irish heroes. His immensely popular books and educational television series have been the catalyst for much renewed interest in Arthurian and Celtic legends.

"Tuatha de Danaan" deals with the earliest Cycle of Irish folktales, and concerns itself with the battle between the Tuatha and the Fomors for the domination of ancient Ireland. Beginning with the mutilation of Nuada the Silver-Handed, and contin-

who had been a friend of Kenneth's father. He said he was the son of Kenneth's father's friend and wished to renew their family's friendship. Both men grew to like each other and the Count has been a guest at Stormhaven regularly.

The Count could be one of two people. He could be Prince Vlad of Wallachia, the long undead individual known as *Dracula*. If this is the identity you choose for him, you'll have to be careful in playing him. Kenneth Allard does not know Vlad is a vampire and that Vlad was his father's friend. Kenneth does have his suspicions, but he has no reason to confront the Count. The Count will feed upon small animals living in the woods or he will fly to Vermont to feed. In the subdued sunlight and cloudy conditions of Vermont, the Count will have no problem wandering around during the



day. For obvious reasons the Count will be reluctant to go very deeply into his background.

If you are not inclined to have him be a supernatural character, he will truly be the son of a Rumanian Count who knew Kenneth's father. This Count would be reluctant to go into his background because he is a member of a secret organization working to overthrow the government of Rumania. They wish to reestablish the rule of royalty in Rumania, and are currently involved in negotiations for arms and support from the CIA.

Either Count is tall and always a gentleman. The Count speaks with an eastern European accent and has a keen knowledge of history. The Count is an engaging conversationalist and blames a nasty ulcer for his only picking at dinner offerings.

Lady Victoria Burke-Jones

Born: 1/1/1942 in Birmingham, UK.

Hair: Black and styled short.

Eyes: Green.

State of Health: Good, she is pretty and looks younger than her years.

Lady Victoria comes from a fine family in the Midlands. She has spent much of her life travelling in the upper social circles of Britain and the continent. Kenneth Allard met her five years ago at the Cannes Film Festival but this is the first time she has been able to visit.

Lady Victoria is a Soviet agent. She has been ordered to visit Allard in the hopes that she might be able to steal some top secret electronic components being developed for the US government. If she cannot obtain the components she is supposed to work with agents to obtain the items.

Lady Victoria seeks to present the image of a flighty social butterfly. She will urge other guests to accompany her to Montreal for a night's sojourn without a second thought. Her act is quite good, and no one would think of her as a spy because she seems too scatterbrained.



IV. ISLAND SECURITY

The laboratory and secret work being performed at Stormhaven by Kenneth Allard created a need for ultrahigh security. Guards could also be used to perform a number of other tasks, from lifeguarding on the beach to flying to the mainland for supplies. The guards would have to be very good and very loyal. They would have to be the best people available.

Under the guidance of Ben Warde, Allard Technologies had established an elite corp of security personnel called the Tigers. Tigers were the security troubleshooters; they were the people who had to keep their heads about them when everyone else was losing theirs. Tigers are selected from all Allard Technologies' security personnel through a battery of physical, mental, and situational tests. Only the best of the Tigers get to serve on the island.

On the island Tigers wear seasonal skintight uniforms. In the summer the uniforms are dark green with black and light green tigerstriping. In the winter the suits are insulated and colored white with light blue striping. Members of the Tigers stationed elsewhere are known for wearing tee shirts or scarves with the appropriate seasonal coloration as a sign of comradery with their island brothers. Every member of Allard Security wants to be a Tiger, and every Tiger wants to work on the island.

On the island at any one time there are usually 24 Tigers and 2 officers. The twenty-four Tigers are broken down into two squads. Each squad has one Sergeant, two Corporals, and nine Privates. These ranks bear no resemblance to their normal rank in Allard Security. Each squad is further divided into three teams, each with one noncommissioned officer and three men. The officers on the island are one lieutenant and Captain Ben Warde.

There are certain skill areas the Tigers must have to be considered for island duty. Each Tiger must be trained with a clip pistol or revolver, assault rifle, and submachine gun. Tigers should also have one or more of the following optional skills – the number in parenthesis indicates the number of Tigers on the island who will have that skill. The skills are: *Aircraft Maintenance* (2), *Helicopter pilot* (3), *Prop plane pilot* (3), *Ambush* (6, including all NCOs and officers), *Horsemanship* (all have it or learn it), *Martial Arts or Pugilism* (all must have one or the other; the higher the experience, the more likely to be selected), and *Ship piloting* (3).

Tiger teams are assigned to the four Command Posts on the island in a regular but random fashion. Any teams not at a Command Post are divided up to work at various jobs around the Security Center and Stormhaven. The list of Tiger assignments under normal conditions is as follows:

4 teams at Command Posts.

1 NCO in Communications Center.

2 Tigers working in the Hangar.

2 on horseback patrol of the island.

1 acting as lifeguard if needed, off duty otherwise.

2 off duty or on leave.

The officers are on call at all times and are often patrolling the island on horseback.

On normal duty the Tigers are armed with air pistols and tranquilizer darts. Each dart contains two doses of "knockout drops." Tigers will use the pistols on summer campers or similar visitors if the uninvited guests will not leave on request. Heavy weapons are only brought out in an emergency.



Tigers have been given a strict protocol for dealing with an emergency. The first order of duty for the Tigers is to safeguard the island by keeping invaders off the island. They all know that a concerted attack means the invaders are playing for keeps, so the Tigers are not afraid to kill if need be. By the same token, the shadow moving through the night could be a guest on the island or some kid who swam over from Vermont on a dare. They do not shoot blindly.

The second line of defense is to protect Stormhaven and Kenneth Allard. Tigers will not shy from holding a gun to a guest or even Marjorie if the situation seems to call for it. They would all prefer to apologize later than fail in their duty. All guests are warned to stay put if the security klaxon sounds.

The third line of defense is to make certain that nothing leaves the island in the event of a successful break-in of the basement. Kenneth and his daughter have both agreed that they will not be held hostage and the Tigers are not to negotiate with kidnappers. While the Tigers would prefer to capture any intruders, they will kill as opposed to have a secret escape the island.

The Tigers only take orders from officers or Kenneth Allard. No one else can countermand orders and they have a complex code-word system worked out to prevent false orders.

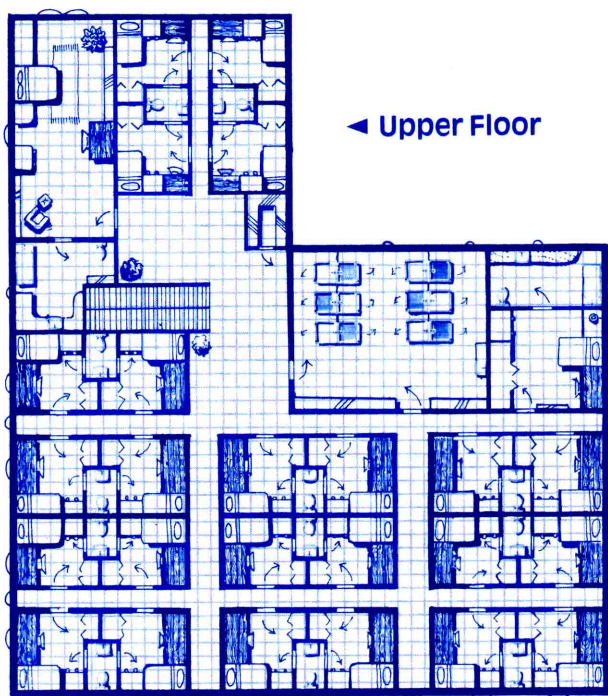
The hitch for an Island Tiger is one year in length. Teams are rotated every two months, the Lieutenant being changed during the spring of each year. Captain Ben Warde has always headed the Tigers, and a change is not expected soon.

The salary for an Island Tiger is very generous. Privates are paid \$5,000 a month, Corporals earn \$6,000 a month, and Sergeants make \$8,000 a month. The Lieutenant earns \$10,000 a month and Captain Warde is rumored to earn over \$15,000 a month. In addition to salary, all living expenses, travel, and insurance are paid for. Tigers also earn a "bribe bonus." If they are approached and turn in the briber, they receive a bonus figured upon the size of the bribe and the identity of the person offering the bribe.

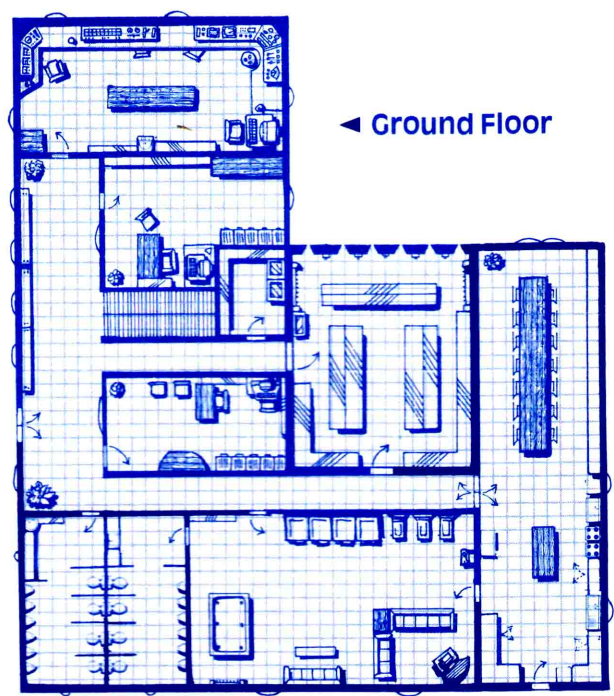
The Tigers take their jobs seriously. While being polite about it, they will easily ask a guest to sit still and shut up in an emergency. They will use force to ensure their areas of concern are not jeopardized. Tigers will report to their superiors anyone who asks many questions, or questions that extend beyond the bounds of "normal" curiosity.

Off duty the Tigers are affable and interesting. Many have military backgrounds and special interests they pursue in their off hours. They make no practice of fraternizing with guests, but such interaction is not forbidden. Only Captain Warde will ever be invited to any social functions at Stormhaven, but the Tigers have the general run of the place when not on duty.

Floor Plan of Tigers' Security Center.



◀ Upper Floor



◀ Ground Floor

North ▲

Scale: 1 sq. = 3'

Video game machines

Pinball games



V. DESCRIPTIONS AND FLOOR PLANS

For ease of description and security, Savage Island has had a grid superimposed upon it. This grid is the grid used by the Tigers to describe areas on the island. Grid designations will be used to identify the location of points of interest.

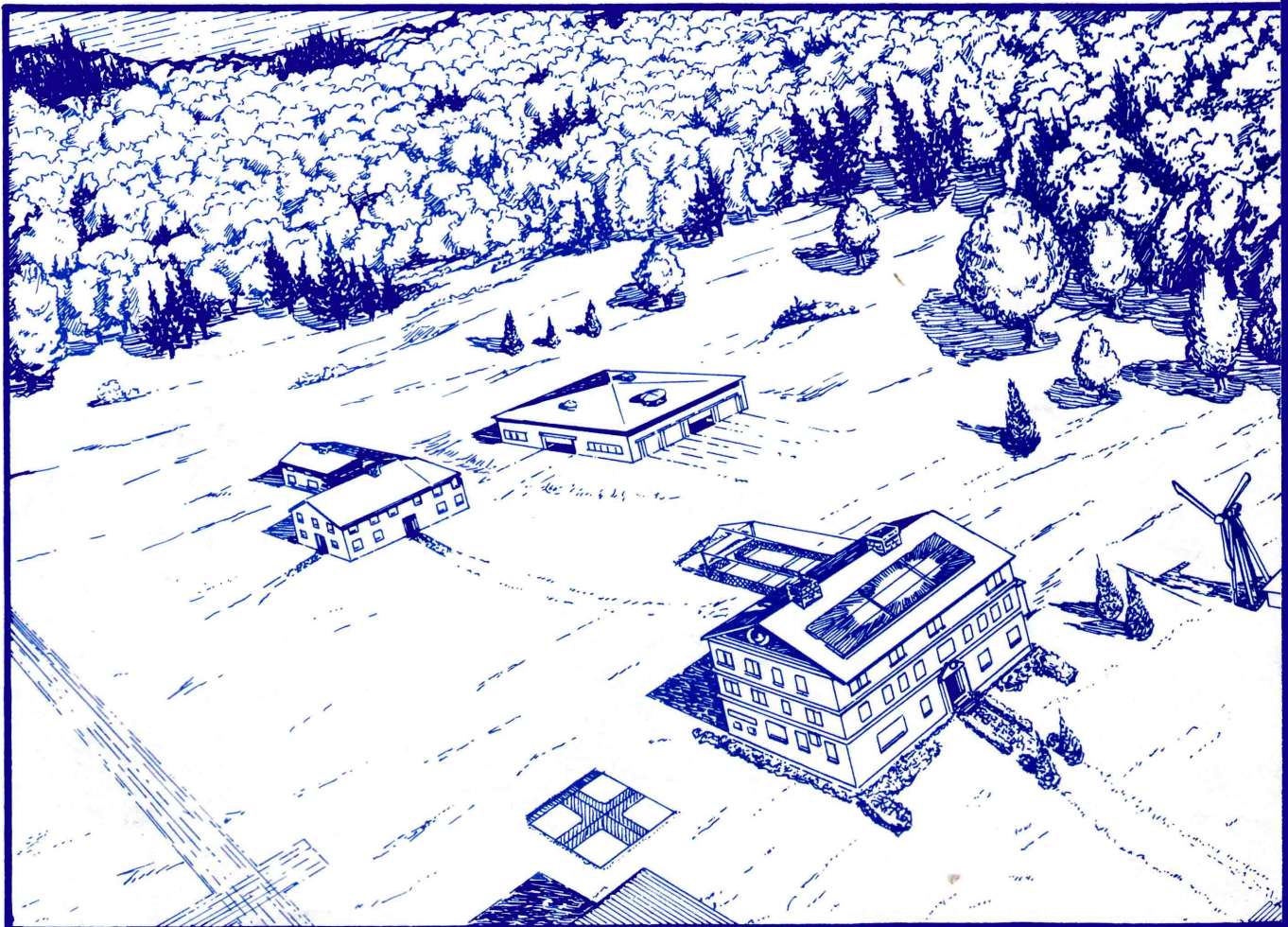
The island itself is made of granite with about twenty feet of topsoil covering it. There is a horseshoe-shaped ridge running from east to west along the northern edge of the island to a height of 100 to 300 feet. The edge of the island, except for where it slopes to the beach on the southern side, is about twenty feet above the level of the lake and forms a granite cliff. The interior of the ridge slopes down gently into a meadow which narrows towards the beach. It is in this narrow area where the buildings built by Kenneth Allard are placed.

The island is lightly forested with stands of pine, birch, maple, and oak. Low scrub bushes, tall grasses,

and other brush grow wild on the island and nothing has been done by way of landscaping to destroy the natural beauty of the place. Several horse trails lead around the island as well as to the Command Posts and the Altar, but no roadways have been developed or paved.

The island was provided with electricity back in the 1920's when a cable was hung from Chittenden Bay to Nightwatch. While this cable still stands, it carries no power. When Kenneth Allard built Stormhaven he ran new cables below the lake and underground into his buildings. These cables carry power, phone, and telegraph lines into Stormhaven, and very few individuals know about them (specifically, Kenneth and Kevin Allard, Ben Warde, and the Vermont Power Company officials in Burlington).

There is not much on the island in the way of wildlife because of the difficulty in managing it. Field mice and rabbits live on the island, and two pairs of foxes were



introduced to control them. Various birds nest on the island during the warmer months, but nothing larger than those creatures lives on the island. This is providing you discount the rumors of the Lake Champlain monster living in a cavern beneath the island. . . .

Structures

Nightwatch (Sector H5): Nightwatch is the old house on Savage Island. It was built by Kenneth's grandfather and was where Kenneth was born. It was a large house, the interior finely crafted in wood and plaster. It had paintings on the walls and ceilings, with trim in gold leaf. It was a fantastic house and the envy of many who visited it.

It was abandoned from 1910 to 1929, until Kenneth's father returned there after the gangsters had been slain in the smuggler's caves on the island. Kenneth was born at Nightwatch and his family split their time between Nightwatch and New York. When the war came, the Allards moved back to New York for business reasons and the house has not been lived in by any of the Allards since.

For adventures in the 1980's, the house should be treated as an overgrown building that is a mere shadow of what it had been. Other than occasional exploration by guests or the Allard children, it has been untouched. It has no furnishings, but the interior is still beautiful.

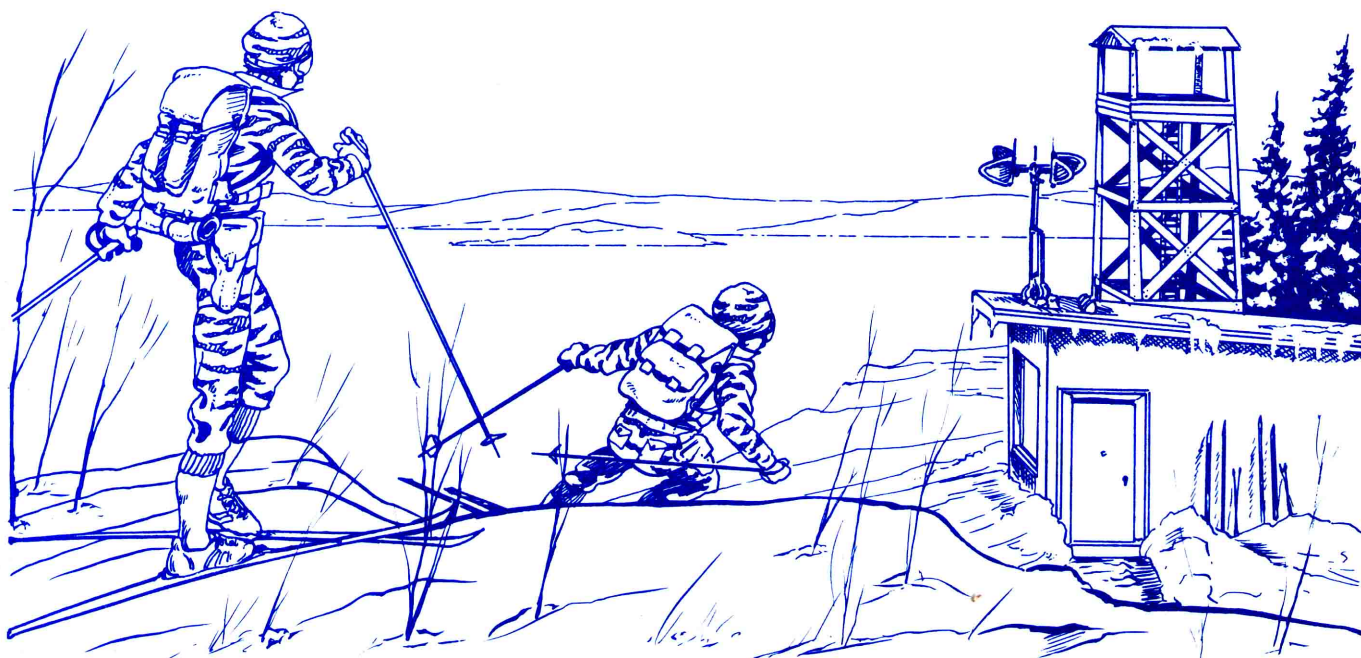
Gamemasters should feel free to develop Nightwatch into either a haunted house or to roll back the years to when it was in its prime. Nightwatch was added as an area for expansion by Gamemasters or for another adventure to be produced later.

Command Posts (Sectors G6, H2, A2, and B6): The Command Posts are simple wooden/plasterboard structures used to house the Tigers during their stays at the posts. Each building is divided into two rooms. The back room contains four bunks, a kitchenette (stove and refrigerator combination), shower, and toilet. The front room contains a communications center with radar, TV and infrared monitor screens, a phone, and a radio. There is a weapons locker with four M-16 assault rifles, 4 Ingram Mac 10s, and 4 Browning 9mm pistols. There are 2000 rounds of ammunition for each M-16 and a total of 4000 rounds of 9mm ammo contained in another locker beside it. The drugs and darts for the air pistols the men carry are also stored in this ammo locker. The locker is kept locked with an electronic lock; the Tigers know the combination.

Each of the buildings has a big window looking out at the lake. Outside each building is an observation tower that rises to a height of 25 feet. The cameras for the monitors are located throughout the quadrant assigned to the Command Post. The radar dish is located on the top of the Command Post itself.

Each Command Post is staffed by one Tiger team. They stay at any one Post for two days before being rotated to another Post. Food is packed in once a week by the patrols.

The Altar (Sector A4): The altar is situated on the most heavily forested hill on the island. The thickly-grown pines hide the altar itself from sight of anyone on the island, and jealously guard it from casual observers on the lake. The only path up to it is a granite streambed where the soil has been washed away by rain and spring runoffs. The hill itself rises to a height of 350 feet and



slopes sharply into the lake. The last fifty feet of the hill on the western side drops off in a granite cliff. The trees on the hill are stunted and twisted because of the shallow



Looking west towards New York state. The altar is a curious landmark for which the island is known.

depth of soil on the hill. The lake can be seen easily from the eastern side of the hill.

The altar itself is constructed of five stone slabs arranged as a rectangular box placed lengthwise on a north-south axis. The top slab of the altar is eight feet long, four feet wide, and eight inches thick. The stone is cut with blood grooves and is very weathered. The top of the slab is four feet off the ground and there is a six inch overhang of the top slab on all sides.

The edge of the top slab is carven with lines some people claim to be Ogam. The message translates as "We offer to you, oh (name obscured), devourer of the sun, this gift to (word obscured) your fight. Win and reign." Sensible people, of course, believe the marks are just plowscars.

If you wish to play the altar as an ancient Celtic artifact, the altar will be set above a barrow. Digging down will reveal a tomb carved out of granite containing a body, or what is left of it. Around the neck of the body will be a solid gold torque, or neckring. It should provide psychometric characters with interesting visions. It is priceless and proof that the Celts actually did make it to the New World.

If you don't want to include that sort of weirdness in your campaigns, the body can be that of Horace Savage's indentured Irish servant. It should greatly embarrass any character who shoots his mouth off before Carbon 14 dating comes back on the body. Still, where the man got the torque would be an interesting mystery to solve.

If you do choose to run a strange campaign, the tomb could also lead to an entrance to the realm of faery. In fact, you might use it to bring some color into your campaign, say a Colour Out of Space?

Smugglers' Cave (Sector B1): The cave was originally formed by glacial action a long time ago. The cave was significantly enlarged during the 1920's while it was being used to smuggle in liquor from Canada.

Chamber 1 is the entrance to the cave and is really just a split in the rock. The floor is covered with water to a depth of 3 feet to 4 feet at high tide and 2 feet at low tide. This was the original cave. The other chambers were hollowed out by gangsters.

Chamber 2 was the storeroom for the hooch and is covered to the depth of 1 foot with sand. The lakebottom sand was brought in by the gangsters to obscure the hole in the back of the cavern. This hole in the floor is about 3 feet in diameter, drops down for 3 feet, then goes northeast for 8 feet. The tunnel is over half-full of sand and completely undetectable from chamber 2.

Chambers 3 and 4 were where the gangsters stayed when they were on the island, and where they were eventually killed. The walls of these chambers are scarred with bullets. Broken pieces of wood and garbage that have floated in here are all that is to be found in this room. The floor does not have sand on it.

Chamber 5 is lower and smaller than the other chambers. In the 1920's, it was being built for use as a storage area for more valuable merchandise when Hamilton Marley, David Marley's grandfather, discovered the smugglers. He was slain and entombed there. The smugglers hid the body and sealed off the cave with sand. While Marley's body has decayed, the gold Marley family signet ring is intact and rests on the right hand of the body.

Hamilton Marley was slain on 6/13/1925. The gangland slaying of the smugglers took place on 5/4/1929 and ended the criminal use of the island. The Allards moved into Nightwatch two months later.

David Marley, in all the time he has searched for his grandfather's body, has never wondered why one of the chambers (#2) was covered with sand while the others were not. Etienne Demasse has noticed the singularity since he's familiar with what's normal in caves, but has not followed it up with action nor has he commented on it to anyone else.

The Air Field and Facilities (Sector D2): When Stormhaven was built, Kenneth Allard had a series of airstrips laid in to make travel to and from the island easy. Along with the strips, a hanger/garage and helipad/lift to the lab were needed.

The three airstrips, running northwest-southeast, east-west, and north-south to account for wind direction, are little more than flat areas in a meadow. They are not paved and never cleared in winter, since it is easier to outfit the planes with skis than it is to pave the airstrips.



Each spring, after the earth dries out, the strips are steamrollered to flatten them.

The hanger/garage is mostly a large warehouse structure. Stored here are the helicopter, the steamroller, a prop plane, and two jeeps with winch attachments. What passes for an office is in the northeast corner of the building and some fuel is stored behind it, but the structure is empty for the most part. It is built of steel girders and corrugated tin panels over a concrete floor.

The helipad is made of poured concrete panels. The northwest corner is hinged and that section is the roof for the lift to the lab below. Any time a shipment of heavy equipment is coming in to the lab, it is placed on the lift and lowered. Because this is a sensitive and potentially vulnerable operation, all the Tigers not at Command Posts hover around nervously, armed with M-16's and live ammo. The lift can only be operated from inside the lab or from the autogyro. The concrete slab is backed with a steel plate and will tilt up to the edge to allow the lift plate full movement.

A more thorough description of the equipment lift and security for it can be found with the description of the basement lab in Stormhaven itself.

The Security Center (Sector E3): The Security Center is a two-story tall structure. The top floor is used to house the Tigers and is broken down into 14 apartments. Each of the men has one roommate, while the Captain and Lieutenant each have their own apartment.

The main floor contains the mess hall, communications room, armory, game room, and Captain Warde's office. The mess hall is a small room, needing to feed only 14 men at a time since Tigers at the Command Posts don't eat here. The hall also contains full kitchen facilities even though the meals are made at Stormhaven. The kitchen here is stocked with supplies the men can use to make snacks whenever they please. The Communications room is where trouble at the Command Posts is reported, and where all radio communication with incoming aircraft is handled.

The armory contains enough ammo, M-16's, Ingram Mac 10's, Mk 4 vests, and pistols to arm all the Tigers on the island. The room is strongly built and reinforced, as it is assumed to be a potential target of attack. It has narrow windows and two sets of locking doors. If the Tigers are besieged and have access to this room, their supplies should be considered infinite in terms of ammo and replacement weapons.

The game room contains video games, poker and billiards tables, and a large-screen television. Off-duty Tigers can often be found in here, especially in the dead of winter.

Captain Warde's office is a neat, orderly room outfitted with desk, chairs, file cabinets, and other furnishings common to offices. It remains neat because he rarely uses it. In fact, he only uses it when greeting new Tigers coming onto the island.

The Tennis Courts (Sector E2): The tennis courts are two full-sized courts made of clay that are lighted for nighttime use. They have a roof, high enough to prevent too much interference with play, that keeps the rain off the courts. The roof is constructed of lexan to allow the sun through during the summer. The courts are surrounded by a ten-foot high chain link fence. Gates are in the north and south walls and may be locked from the Security Center. The fence may also be electrified from the Security Center.

The Windmill (Sector E2): The windmill stands about 25 feet high and is hitched up to an electrical generator. It is a remnant of an experiment conducted on Savage Island during the gas crunch. It produces about 25% of the energy needed to run Stormhaven, and is generally thought to be the only source of energy if the power lines get cut.

The Stables (Sector E1): The stables currently contain twelve horses while having room for twenty animals. There is a small exercise yard to the east of the stables, but it is rarely used. There is a tack room where the gear is stored for the animals.

Six of the horses are used by the Tigers. Some Tigers have brought their own horses during their stay, hence the need for the extra room. The other six horses belong to or are assigned to various members of the Allard household or visitors. In an emergency those six horses can be commandeered by the Tigers.

The Stable building itself is two stories tall. The western half of the building contains the tack room and grain storage area. The second story of the structure is used to store hay. The eastern half of the building is where the stalls are.

Jean or one of the stable boys will report any abuse of an animal to Kenneth Allard. While no guest has ever been sent off the island for their treatment of animals, their access to the animals has been cut off.

The Beach (Sector D1, E1): The beach was built up with sand imported from the Burlington beaches. Access to the beach comes from a wooden staircase set against the granite wall of the island edge. The staircase is thirty feet high and slopes down at a 45° angle. It is kept in excellent repair.

The eastern end of the beach holds the boat house. It is a building much like a car garage where the two motor launches are kept. The larger one, *Tigershark*, is used by the Tigers for patrolling or rescue operations. The second boat, *Champie*, is used for waterskiing, fishing, or running to Chittenden Bay to drive off to Burlington or someplace else. The building is equipped with davits for taking the boats out of the water during the winter.

The Warren (Sector C5): The Warren is the name given to a small set of rooms dug out of the ridge. It was dug out in 1928 and is the place where the gunmen who killed the smugglers stayed before and after the murder. No one currently on Savage Island knows it exists, and the entrance is overgrown with brush.

The only individual who knows that it exists is a prisoner in an upstate New York prison near the lake. He's old and serving time for a murder, but not the murder of the gangsters. That murder has never been solved.

The Warren has three rooms and must be entered through a 4 foot square entrance. The first room is 12 feet square and rises to a height of 6 feet. This was used as an eating and planning area. The second room is of the same dimensions as the first and was where the killers slept. The third room is a narrow extension of the second room and was used to store supplies.



Russian spy hidden at mouth of The Warren waiting for the Tiger patrol to pass by before going to a clandestine rendezvous with Lady Victoria.

The Basement Lab

The lab where all work takes place on Savage Island was designed to be bombproof and impossible to break into. The walls are 4 feet thick, formed of concrete and reinforced by a two inch steel plating. The same goes for the roof except over the lift where it is a mere 4 inch thick steel plate. The plate slides into the roof while the concrete landing slab above tilts to the side.

The floor of the lab is 30' from the surface of the island.

There are only two ways to enter the lab. Most large equipment enters or leaves the lab via the lift. Individuals may enter by the lift, but this is highly irregular. Most individuals enter through the elevator in Stormhaven.

The elevator normally serves only the house. There is, however, a locked panel in the elevator that will allow people to go to the lab. If the panel is opened, it reveals an LED display with eight digits above a phonelike number pad. Without entering the proper code, the elevator will go no further than the basement of Stormhaven.

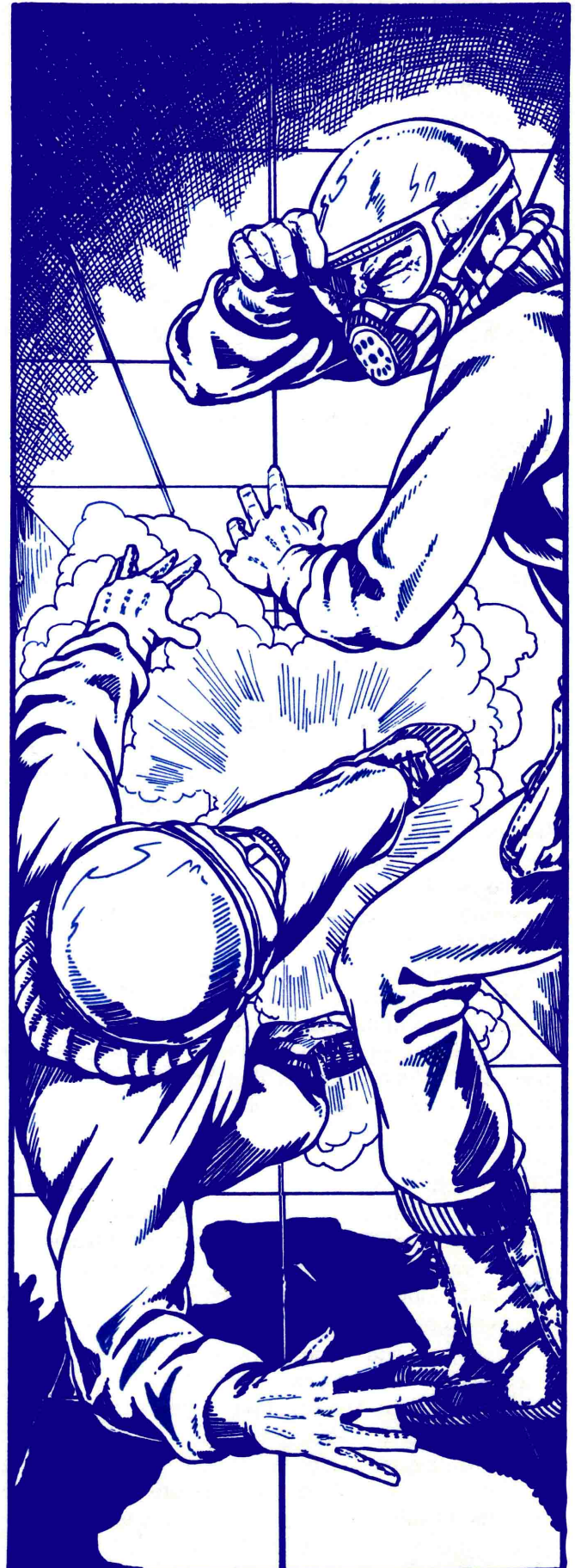
The system used to work the code is really very simple. When the elevator reaches the basement, it flashes a number on the display. The person then enters the difference between the number offered and a predetermined code number. If the number entered is correct, access to the lab is allowed and the elevator moves down. For example, assume the code number is 5000. The display reads the number 3389. The correct number to enter would be 1611. If the displayed number is higher than the code number, the absolute value will be enough to allow further passage in the elevator.

Once the elevator reaches the lab corridor, another code number must be entered to disable the anti-intruder devices in the corridor. The elevator doors will open, but anyone stepping from the elevator before entering the difference between the number they input before and another code number will trigger the anti-intruder devices.

The elevator is equipped with weight sensors, carbon dioxide sensors, and movement sensors to make certain no one leaves the lab through it. If nothing is detected, the elevator will return to servicing the house.

The corridor from the elevator to the lab is 10 feet square and runs 140 feet in length. It slopes on a 10% grade from the lab to the elevator. If the correct code has not been entered on the elevator panel, the following things will happen.

1. Silent alarms will be sounded in Kenneth's office, room, and the lab; the Security Center; Allard Technologies Headquarters in New York; and whatever office Kenneth might be at currently. Vermont and New



York State police and the Coast Guard are also notified. They all realize this notification is a courtesy, not a call for help. The Tigers prefer to help themselves.

2. Two 6 inch thick steel panels will drop into place. One will seal off the elevator, the second will seal off the end of the lab. Both can be lifted only from the lab or Security Center.

3. One foot square panels will slide open in the ceiling and movement scanners will drop down to scan the corridor. The scanners are about the size of a spaghetti box. They are mounted on posts like the top of a T. They monitor the movement of air; moving very slow will render them useless. Ten points of damage will also destroy them.

4. If the scanners detect movement, a floor panel a third of the way up from the elevator will slide open and a stainless steel gattling gun with a speaker above it will rise up to a height of four feet. It announces, "Halt. You are trespassing on private property. Lay all weaponry at the base of the back wall. Assume a prone position with your heads in this direction. Failure to comply will result in violence."

If the intruders comply, a team of Tigers will be sent down in the elevator to capture them. Using a code number known only to Kenneth, Kevin, Captain Warde, and the NCO of the team (who will be told only as he goes down), the Tigers will access a corridor above the security corridor. A mechanism will be triggered to raise the rear wall and tip the floor's cargo of weapons into a dump room. The Tigers will enter the corridor from ceiling panels, keeping the intruders well covered at all times.

The gun in the middle of the hallway is an air cannon. It will shoot a cloud of hypodermic darts loaded with knockout drops (four doses) towards the intruders if they do not comply. It might be possible to avoid the first cloud of twenty or so darts, and a die roll of some sort might be appropriate for those dodging. Bulletproof vests will not offer any protection against the darts, though thick clothing might stop a few.

The cannon will take 30 points of damage to destroy. It has 100 darts per clip and cannot reload while above the floor.

5. If the scanners still detect motion after the clip is spent and 30 seconds have passed, the next level of defense will be triggered. The scanners will withdraw into the ceiling, the lights will be extinguished (indirect overhead lighting), and four rockets will be fired from a ceiling panel halfway down the corridor. Two are gas rockets and two are concussion bombs. The firing may be staggered to save on rockets and prevent overkill.

The concussion rockets will act like concussion grenades. They each do 5 dice damage that acts like a punch. The gas rockets will act like two doses of knockout drops for the next 4 hand-to-hand rounds before they dissipate.

6. If the motion detectors sense any movement upon their return, the whole corridor will be electrified; treat anyone affected as if they were shot with a Tazer.

7. If anyone can survive all that, they will have to deal with the robot Friday.

Ultimately, the corridor will not be opened for use until the intruders have been dealt with. If worse comes to worse, the Tigers will be sent in with MK 4 vests, riot helmets, and assault rifles.

Friday

Friday is the name of a robot prototype built for military uses by Kenneth Allard. The robot design was turned down, but the prototype still exists. Friday acts in the dual capacity of lab assistant and security guard for the laboratory.

The robot stands about three feet tall. Its head is a smoky plastic disk shaped like two saucers facing belly to belly and has a diameter of a foot and a half. There are a number of clear plastic lines all over the disk where the laser beam from Friday's optical scanning system can pass freely. Friday's head is supported by a 3 inch high, 6 inch diameter cylindrical neck above his conical body which tapers from 1 foot in diameter at the top to 2 feet at the base. There is a small dish antenna designed for sound pickup. He has two arms and a "belly button" in the middle of his body.

The motor that drives Friday and powers his hydraulic arms is located in a one foot tall space in the bottom of his body. Also kept there are the rechargeable batteries that will allow him to function at full capacity for 24 hours. His top speed is 5 miles per hour, and he has a trailer hitch which will allow him to pull a cart with up to 250 pounds on it.

The central chamber in Friday contains the firing mechanism for a .22 Long Rifle caliber machinegun. It will fire up to 50 bullets/missile weapon round through his "belly button." Friday has 2000 rounds stored in that area, the spent shells being ejected out a port in his back. He sights with his laser and cannot shoot anything twelve feet above his head. If the gun jams, Friday is not capable of fixing it.

Friday's arms are set on a rotating collar at the top of his body. While the arms themselves are 180 degrees apart, Friday's "shoulders" can be rotated to allow him access to anything around himself. The arms, normally about 12 inches in length, can telescope up to a length of 3 feet or down to 6 inches and do not articulate at the elbows. They end in pincers that are capable of generating upwards of 250 pounds of pressure per square inch or delivering a tazer-like shock. Friday can shock 4 times before his batteries would be depleted. By telescoping his arms, Friday can negotiate stairs less than 1 foot higher than the previous landing or step.

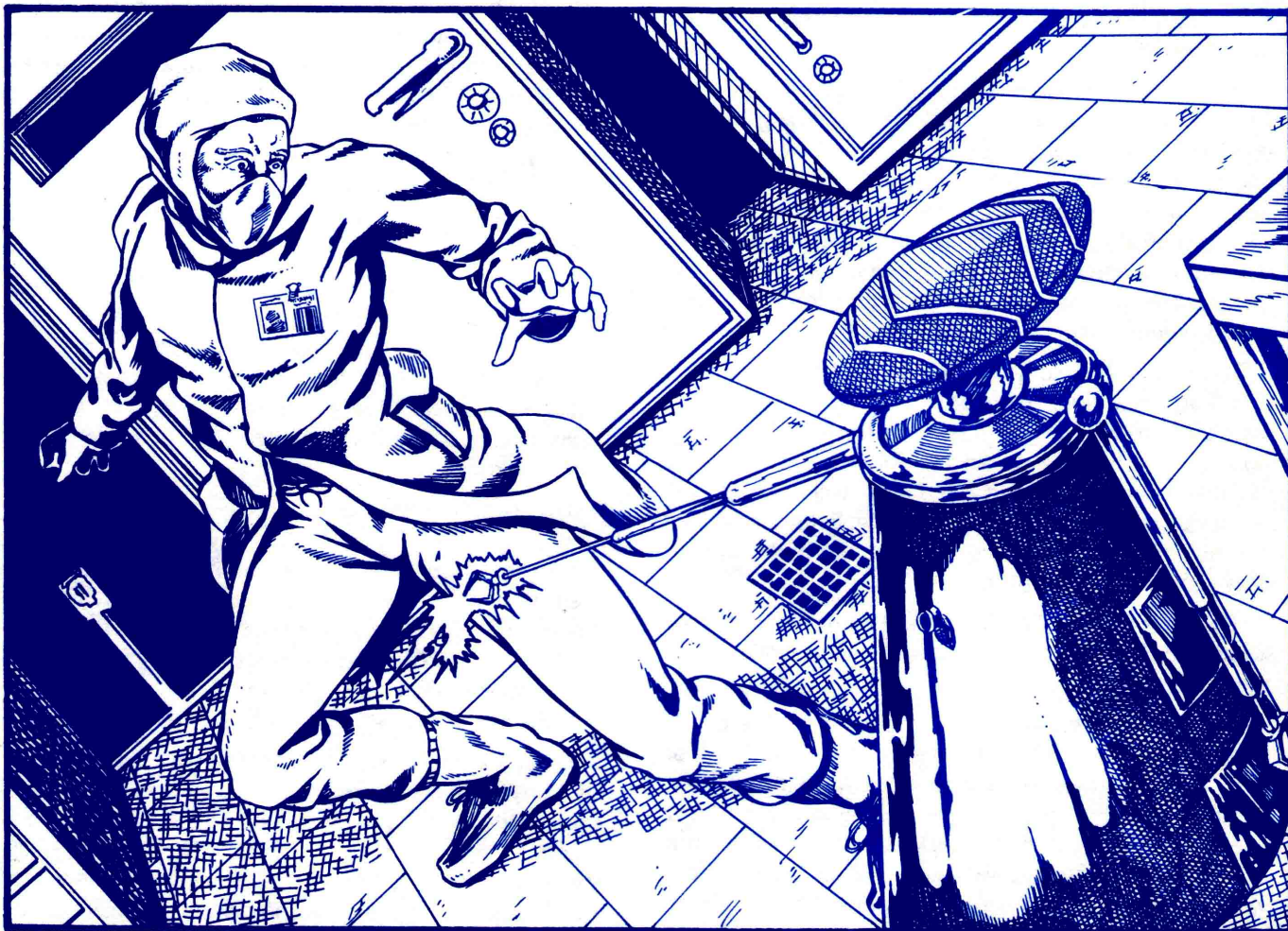
The topmost section of Friday's body contains his circuitry. He stores information and programming in bubble memory and receives his programming by plugging himself into the computer in the lab. His voice (receptors and speakers) and optical interpretation circuitry are kept here also. The work done on him is highly advanced, and the robot would be virtually priceless if stolen.

Friday has a sophisticated system for recognition of people. His laser scanner is capable of reading the bar codes on the ID badges everyone must wear in the lab. He reads them the same way the codes on store goods are read, by measuring the width of the black and white lines in the code. He correlates the name on the card with the general dimensions of the person. He also introduces himself by saying, "I am Friday. What is your name?" When the person answers, Friday has their voiceprint and can respond to their verbal orders after checking against his memory.

If the coded name on an individual does not match the general description of the person or the voiceprint is not available to match, Friday will request information to insure their identity. If confirmation of authorization is not available, Friday will target them and advise them to do nothing while he trips an alarm. He'll trip the alarm, a photoelectric cell system scattered around the lab, with his laser. This should not take more than a second. Any movement, other than breathing or the raising of hands, will cause Friday to shoot.

Friday's normal duties include moving equipment, fetching tools, and moving dangerous isotopes in the lab. He recharges via a 40' long extension cord that can be plugged into any wall socket. The cord has a small cart and is attached to his trailerhitch when he is recharging. The computer cable for updates is kept at the computer.

On the whole, Friday is a courteous machine who greets everyone and is capable of making small talk. He



Friday the Robot, built as a military prototype, helps out in the lab and is also capable of dealing with intruders. Friday is quite capable of telling the difference between lab technicians and intruders masquerading as lab techs. If the voiceprint identification does not correspond to the laser-read bar code ID badge, Friday has several methods to deal with the imposter, from the exotic tazer to the more mundane machinegun housed in his chest area.

will notice changes in appearance, such as haircuts, weight loss, or hair color change, and comment upon them. Friday has a sense of humor and a bank of jokes that Kenneth updates from time to time. Kevin added a complete baseball history data set to Friday to needle his father. Every time Kenneth identifies himself, Friday announces, "You sound like a spy. Who won the 1936 World Series?"

Friday is useful as an aide. If there is ever a break-in at the lab, however, Friday will shoot on sight all unidentified individuals.

A. Shower Area and Locker Room (12' × 10'): All street clothes are left in here and sterile clothing is put on before entering the lab. Each locker contains a bar-coded name tag for the individuals authorized to work in the lab. Showers are not required before entering or leaving the lab, but they are fairly common.

The small corridor leading into the lab contains an ultraviolet light to disinfect anyone entering or leaving the lab.

B. Project Storage (20' × 22'): This is a lockable room, the lock being a device similar to the elevator lock, where equipment and projects may be stored while being worked on. The lock is difficult to break and will set off alarms if damaged. Among the prototypes in this room is a suit, similar to the diver's wet suit, designed to maintain its outer surface at the air temperature, effectively rendering an individual invisible to infrared tracking devices.

C. Communication Center (12' × 14'): The Com center links the lab with the outside world. Through this center communications are available via phone and cable networks. The lab computer can access the house computer through the center, but the house computer cannot access the lab computer. This is a hardware problem, not a clever security program. If this area is ever destroyed in an attack, the lab will be cut off.

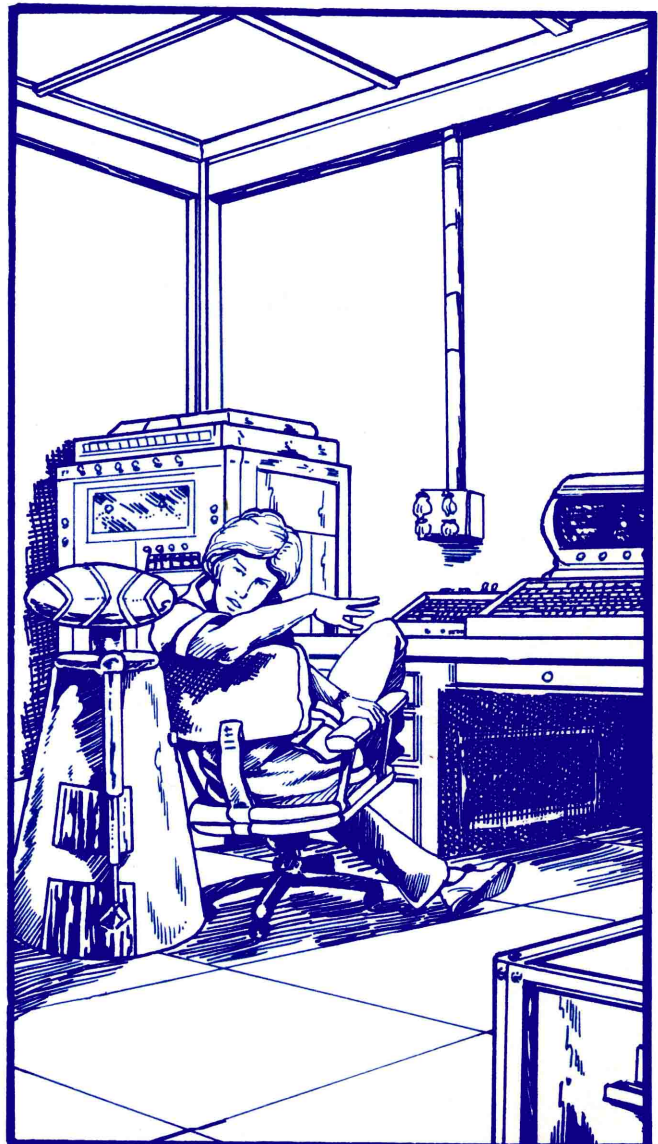
D. Computer Room (12' × 20'): The computer room contains one large computer, a 5¼" floppy drive, and three hard disc drives. All of the terminals scattered around the lab are linked back into this machine, as are all of the testing devices that need to dump information directly into the computer.

All the information in the machine is classified and security coded. The codes will be difficult, but not impossible to crack, requiring at least a 4th level IQ saving roll to break into any one program. While there are many research programs involving the processing of data from instruments,

there are also bookkeeping and inventory programs that will probably seem useless to most characters. Still, that information could be invaluable to a competitor and might fetch a high price if obtained.

E. Locker Area (2' × 10'): These lockers contain the body suits used by people working the biolab. The suits are disposable and are destroyed after use.

F. Machine Shop (20' × 54'): The machine shop was originally used for the tooling and creation of parts or equipment for experiments. All of the machines are computerized and run from the equipment control room. The nature of the products merely depends upon the program written to design them. Often the specifications are given to Friday and he does the rest.



COMPUTER ROOM. Friday discussing computer hardware with Rachel Swenson, VP of Nova Cybertech Labs.

There is a large mechanized crane setup for the movement of very heavy equipment.

Part of the machine shop has been taken over for analysis equipment. The equipment would give the lab a Forensics rating of 5. The equipment includes things like electron microscopes, centrifuges, spectrographic analyzers, and other chemical analysis machinery.

G. Equipment Control Room (12' × 10'): The small room contains a computer terminal and controls for the machines in the shop. The walls are opaque up to 4 feet from the floor. From that point to 10 feet high, the windows are made of glass. The room is roofed and semi-soundproofed. The glass is not bulletproof.

H. Autogyro and Lift (20' × 20'): The autogyro is a combination between a plane and a helicopter. It is stored with the blades and wings in an up position on the lift. They are not fixed into place until they are on the surface so the autogyro can pass through the lift shaft unbroken. The autogyro is stored on the lift and moved into the machine shop whenever the lift is needed for equipment. The autogyro had been Kenneth's father's craft, and was given to Kenneth to mark the merger between the two companies.

The lift is a steel platform lifted up to a height of 30 feet by the scissorlike action of two sets of legs. The lift is driven by two electric engines. The roof is set to open whenever a sensor on it detects the rise of the platform or an object on the platform nearing it.

The lift platform also serves to hide a safe in the lab. The safe is made of titanium and is sunk into the floor beneath the platform. Only Kenneth Allard, his father, and Ben Warde know it exists. The lock on it is electronic and it will take a 5th level IQ saving roll, modified by Safecracking to get the safe open under the best of conditions. A laser may be used to burn through it, but powering a laser powerful enough would be difficult.

The safe contains all of the financial records for AT, industrial secrets and other important documents, some jewelry, and papers outlining the true extent of AT and Allard family holdings. The contents of the safe are priceless as a whole, though the jewelry would probably fetch \$50,000.

I. Power Station and Generator (20' × 20'): The lab is powered by an industrial prototype of a geothermal generator. The generator is not hitched up to power the house in the event of an emergency, though it will provide power for the elevator. The generator is very reliable and supplies nontraceable energy for the lab. (If the energy used was from the powerlines, the lines would be vulnerable. Enemies could cut the power or determine

something about experiments just by monitoring the amount of power being used at Stormhaven.)

J. Electronics Workshop (20' × 14'): The electronics workshop contains a wealth of tools and parts to be used in the construction of prototype computer boards or other electronic gadgetry. Friday was primarily built in this room. The supplies include resistors, capacitors, computer chips, soldering guns, LEDs in assorted colors, and testing equipment.

K. Biological Lab (10' × 40'): The biolab is a recent addition to Stormhaven. AT turned its attentions to life sciences with the opening up of gene engineering. Kevin Allard is behind the additional focus of AT and is currently interviewing people to work on projects. One of the reasons that Stormhaven was chosen for such work was because, as an island, it can be isolated in the event of an accident.

Currently there is nothing being worked on, though the lab is fully outfitted and supplied. Entry into the lab is through an "airlock" doorway like the one allowing access into the lab as a whole. People entering and leaving must undergo ultraviolet light disinfection and never will both doors open at once.

Stormhaven Basement Level

The elevator that services the house will allow easy and full access to the basement. There are also two sets of stairs into the basement, one running down from the kitchen and a second set running down from beneath the front hall stairs. There are no secret entrances into or out of this level. The disc room is the only room with restricted access.

All doors on this level are metal fire doors. The interior walls are all soundproofed and should be treated as 1 inch of plasterboard. The notable exceptions to this rule are the walls around the Gun Shop and Shooting Range. Those walls are reinforced with ballistic cloth and will stop upwards of five dice of damage.

A. Computer and Disc Room (16' × 10'): This room is where the two hard discs and mainframe of the Stormhaven computer are stored. This room is also where the phone and other communications cables come into the house. This room can only be entered through a secret panel in the Darkroom. The secret panel will operate only while both the normal and red light are on — a situation not normally encountered in the darkroom.

Destruction of this room will cut off all Stormhaven from the outside worlds for all but radio contact. All of

the terminals, except for the terminal in Kenneth's room, feed into this computer and will be useless. Kenneth's terminal has a switch which connects it to this computer or the lab computer.

The computer in here contains a great deal of general information. It can also be linked to larger computer networks throughout the country. This machine is most often used for word processing, household record-keeping, notes, and other forms of electronic mail.

B. Darkroom (12' × 16'): The Darkroom is outfitted for the development and processing of black and white or color photographic film. There is a light above the outside door which is turned on to warn people away from entering while film is being worked on. The room contains two sinks, two enlargers, and cabinets containing chemicals, paper, and other items needed when working in a dark room.

The west wall has a tall closet used to hang aprons and lab coats. A switch inside the closet will open the secret door and allow access to the computer room. This will only work when both the red light and the normal white light are on in the Darkroom. The switch will then activate the mechanism to open the secret door.

C. Movie Theatre (30' × 36'): The Theatre has seating for 36 people, arranged in three rows of twelve seats, the sixth and seventh seats divided by an aisle five feet wide. The floor slants down towards the screen and actually dips about five feet below the foundation at the screen end of the room. The seats were taken from an old theatre that was being demolished and have been repaired and reupholstered to match the deep reds and purples which warmly decorate the theatre.

The triangular room at the northwest end of the room is the projection booth. There are two large projectors in the booth so films can run continuously without breaks

during reel changes. Richard Barry often acts as the projectionist, though Kenneth, Ben Warde, and Chico have all learned how to work the machinery.

The movies screened in this room vary. Kenneth has collected a large library of classic films, storing them in a special cabinet in his office. The Tigers occasionally show films of their own, though where they get classics like "Women Wrestlers versus the Aztec Mummy" is a riddle no one has been able to penetrate. Guests who make films often bring samples of their work to be shown, and the rumor that Kenneth surprised his daughter on her birthday with a secret showing of "Return of the Jedi" has not totally been discounted.

D. Trophy Room (18' × 44'): This room contains many pieces of Allard family memorabilia. The walls are hung with the typical photographs of Kenneth or his father standing with notable people. Kenneth's father is pictured with Czar Nicholas II, Kenneth is shown standing with several Presidents, and Marjorie has a photograph of herself standing with a Senator she interned with a couple of summers past. The room also boasts a wall full of Allard Technologies awards and several trophy cases filled with everything from public service awards to athletic trophies for members of the family.

Kenneth actually hates the whole idea of a trophy room. He maintains it only because he remembers the pride he felt when his father placed a Little League Baseball Trophy Kenneth had won on the mantle beside all of the Allard Aviation awards displayed. The baseball trophy is located in one of the cases.

The room itself is furnished with two couches, an easy chair, several coffee tables, and a dry bar located along the western wall. The door next to the bar leads into the Gun Shop.

This room is rarely used. Kenneth usually makes the room a very short stop when touring businessmen around, and has used it to intimidate a few business people.



E. Gun Shop (10' × 18'): Kenneth stores his personal collection of firearms in this room. Each gun has a trigger lock and is locked away in a cabinet that is most difficult to break into. His collection of handguns is fair sized and includes some fairly exotic target pistols. His best rifles are a Colt Sauer Grand African and a Safari 77 specially designed to his personal specifications.

All of the pistols may be used on the Shooting Range. Ammo for the gun in this Gun Shop is contained in a locked cabinet in the Shooting Range. When someone wants to try them, Kenneth arranges a shooting area to be set up on the island.

This room also contains equipment for loading ammunition and working on guns. Only Captain Warde ever uses this equipment.

F. Shooting Range (54' × 18'): The Shooting Range contains three alleys for gunfire. The backstop is located at the western end of the Range. The cabinet containing ammo for Kenneth's guns is located in the northeastern corner of the room. Hooks on the eastern wall are where earmuffs are hung.

The targets used are paper and vary from "bullseye" targets to human or animal silhouette targets. The range can be fitted with machines that will turn a silhouette target towards the shooter for several seconds and then withdraw the target. These machines are most used by the Tigers when they practice, but guests have been known to make use of them from time to time.

G. Bowling Alley (72' × 14'): This room contains two bowling alleys. They were added to the Stormhaven

plans because of Ben Warde's passion for the game. While Ben refused a room in Stormhaven in favor of being with his men, he does make liberal use of the alleys when time presents itself. Both alleys are fully automated right down to a laser scanner for scoring. (Note: each bowling pin weighs 3.5 pounds and will be worth 2 dice plus 2 in combat if used as a club. They may be thrown, but only at double the thrown weapon disadvantage.)

H. Generator Room and Heating Plant (30' × 28')

This room contains an emergency generator which will operate if power is cut off from the mainland. The emergency generator will operate via the windmill under normal circumstances, and is shifted over to running on electricity from the lab's geothermal generator.

The house is heated by hot water baseboard heating. The hot water is heated in solar panels atop Stormhaven and kept in a huge storage tank, the top of which can be seen in this room. There is a smaller hot water heater which runs on electricity to be used as a back up on the shorter winter days when no water can be heated through the panels.

This room also contains the circuit box for Stormhaven.

I. Laundry Room Area (28' × 20'): The corner of the basement near the Generator room is where the laundry machines are kept. Two partitions block the view of the washers and dryers, two each, and allows lines to be strung up for hang-drying sheets, jeans, and other things. Laundry for staff and guests are done here. Eileen O'Casey is in charge of the laundry.



J. Kitchen Storage and Wine Cellar (32' × 28'): All of the dry and canned food stuffs for the island are stored here. Most of the supplies kept here are used to feed the Tigers, and a freezer in the northwest corner is devoted to frozen food for the Command posts alone. Sacks of rice, flour, and other quickly consumed items are found here, as well as a whole host of canned items used to stock the Tiger galley.

The Wine Cellar has been lauded as the best in New England. Richard Barry has taken great care to insure that all of the wines are very good, and that the cellar is stocked well enough to handle large banquets or a meal where several different wines are called for during the course of the evening. Richard also keeps track of the preferences of the various guests and, with enough warning, tries to insure that some of their favorite vintage is available.

Stormhaven Ground Floor

A. Foyer (14' × 14'): The floor of the foyer is lower than the front porch of Stormhaven, forcing guests to step down three steps onto the white and black marble checkerboard floor. The foyer is lit from above by a beautiful crystal chandelier. Across from the doorway are the stairs running up to the second floor and a corridor heading deeper into the house. Doors to the Study/Library and Sitting room/Music room are to the west and east respectively. The walls of the foyer are painted with a pastel green from the ceiling to a height of three feet. From that point down, they are white, with white wooden trim bordering the color change.

B & C. Study/Library (23' × 24' and 10' × 30' respectively): The Study/Library is decorated with dark wood paneling, dark earthtones in the carpeting, and dark leather furnishings. The fireplace is located in the western wall and is done in black marble. Above it hangs a painting of a northern woodlands scene, and the statuary in the room are western bronzes. The walls are lined with bookshelves from floor to ceiling.

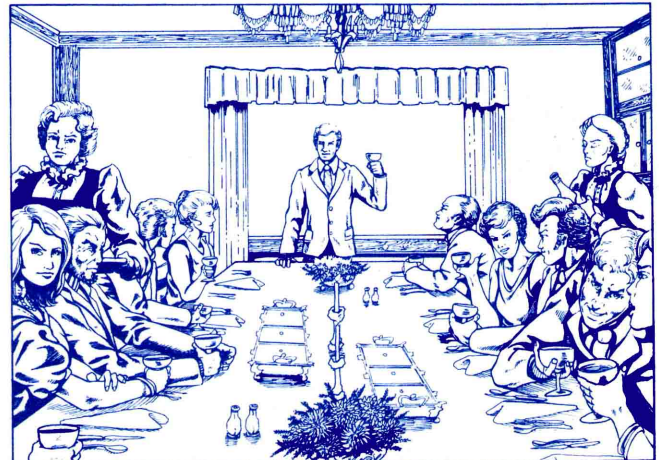
The collection of books, started by Kenneth's grandfather, contains many rare and old volumes. The respect for old books has been passed through the generations of Allards, and both Kenneth and his father have added to the collection. Kenneth is always keeping an eye out for another book to add and is eagerly waiting for a Gutenberg bible to go up for auction.

D. Dining Room (26' × 18'): The Dining Room is lit by a gold and crystal chandelier. The wallpaper is white and worked with a golden Fleur de Lis pattern. The carpet is a rich goldenrod color. The furnishings are mahogany and

include the table which seats between twelve and sixteen, a cabinet where the silver and china are kept, a sideboard with shelving where the wines and aperitifs are kept, and lastly an antique cart used to hold dessert and coffee.

Dinner follows a fairly rigid schedule. The guests are expected to dress for dinner. Drinks are served promptly at 6:30 pm in the Study/Library. Kenneth and other members of his family, show up at 6:45 pm. Kenneth is late because he works up to the last minute and checks in the kitchen to make sure everything is proceeding on schedule. The guests are seated beginning at 7:30 pm and the first course is on the table by 7:45. Dinner finishes with dessert, coffee, and drinks by 9:30, though guests may linger in conversation until later.

This routine varies only in the case of a Grand Banquet. A Grand Banquet, the staff's name for the event, is held for visiting politicians or other important people and generally features a twelve course meal with wines between the courses to cleanse the palate. These occasions are rare, require formal attire, and have made Stormhaven legendary in the annals of gourmet feasting.



From left: Renwick, Cromwell, O'Casey (s.), guest, Swenson, Kenneth Allard, guest, Burke-Jones, Brown (s.), DeMasse, Marley, Marjorie Allard.

E. Kitchen (34' × 34'): The kitchen at Stormhaven is outfitted like a restaurant kitchen. There is a two basket deep fryer, two large soup kettles, a grill, three ovens (one used exclusively by Pierre), four sinks, a walk-in cooler, a six burner stove, two pressure steamers, and an overhead rack to hang up all the pots and pans. There are also two tables used for food preparation and large storage bins for things like flour, sugar, corn starch, and other frequently used items.

For the most part, the menu at Stormhaven is a collaboration between Pierre and Anna. Pierre submits a suggested menu to Anna for approval. The only time she does not approve a menu is when a guest cannot eat something (like a Jewish guest being served pork or a Catholic being served meat on a Lenten Friday) or the guest has hinted strongly about a dish he would like to

have Pierre prepare. The latter happens rarely, and only with people who have visited before or who tasted Pierre's cooking in Paris.

During the winter one of the soup kettles is kept full of soup throughout the day for anyone who wants a warm snack. A full urn of coffee is kept fresh throughout the day for much the same reason. Pierre refuses to have a soda fountain in his kitchen, but the walk-in cooler is kept well stocked with soft drinks and beer.

F. Ballroom (34' × 42'): The Ballroom is decorated to seem as if it was stolen from Versailles in France. The walls and ceiling are covered with classical murals and goldleaf trim. There are five chandeliers suspended from the ceiling, the largest in the center and the four smaller chandeliers radiating out towards the corners of the room. The ceiling rises up through the second floor to form a floor for the third floor of the mansion. There is no access to the Ballroom from the second floor. The floor is made of wood and is kept in excellent condition.



THE GRAND MASQUERADE. Organized each April 1st as a charity ball, every attendee pays \$1000 as the "entry fee" for the Best Costume Contest. The prize for this contest is to have the honor of being the individual to hand the check to the representative of the charity itself. "Entry forms" are hard to come by and much sought after.

The Ballroom is seldom used. Once a year, on April first, there is a charity ball/masquerade held here, but other than that the only service it sees is the occasional dinner for fifty given for highly placed personnel in AT or visiting dignitaries. Anything less than such a gala occasion is not worth the effort needed to prepare the room for use.

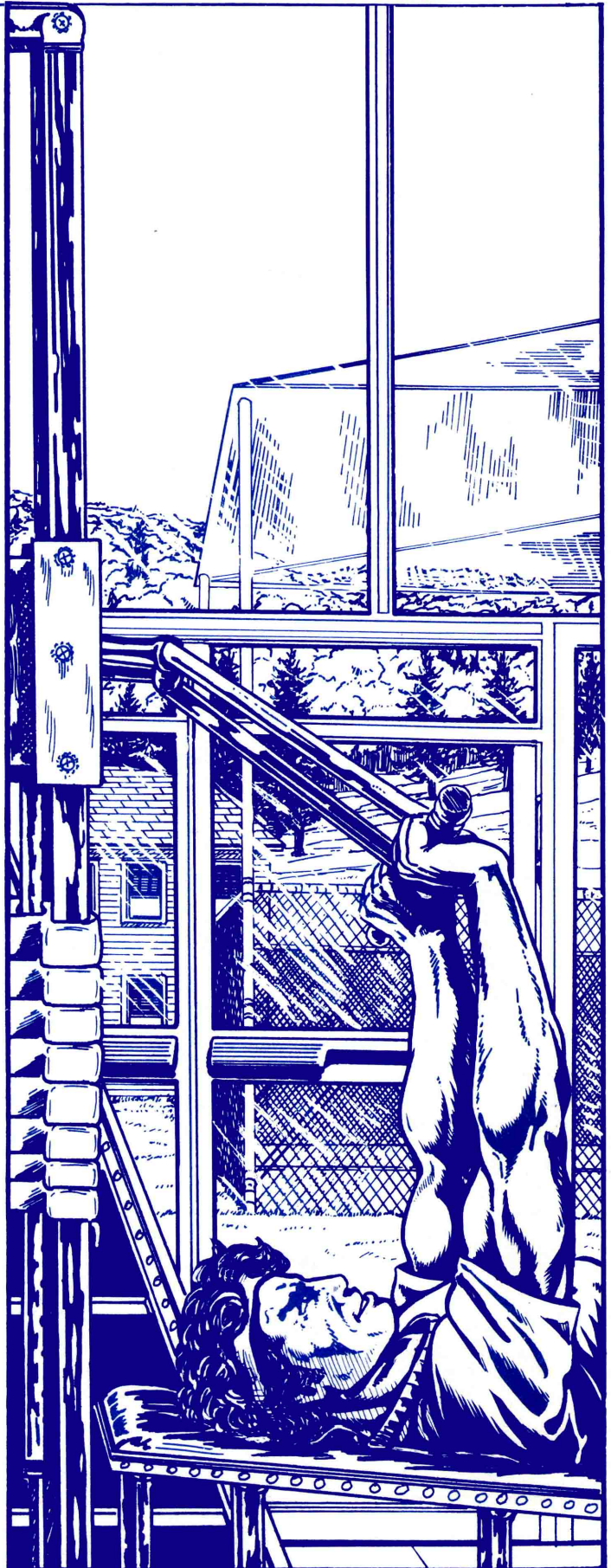
G. Recreation Room (20' × 24'): This room contains a host of technological entertainment machines for family and guest use in relaxation. The pine paneled room boasts a complete wet bar, wide screen TV with cable and movie channels available, an Allardvision video game with an extensive library of cartridges, and several of the arcade games which have not yet been converted to home video yet. A powerful stereo system and fair collection of records completes the equipment in the room. For obvious reasons, the room is soundproofed.

H. Solarium (14' × 24'/38'): The Solarium, like the Ballroom and the Greenhouse, extends to a height of two stories. The north and east walls are made totally of thermopane glass and offer a view of most of the Tennis Courts. The room contains a Universal Weight Training machine (several different weight training stations in one machine), two electronically monitored bicycles for riding in place, a Treadmill, and a hot tub. The Solarium is carpeted with a green indoor/outdoor carpet and music may be piped in from the Recreation room next door.

I. Patio (52' × 14'): The patio is a cement and flagstone affair complete with lawn furnishings and a brick barbeque on its western edge. Though Pierre hates the concept of barbeques, the summer does see a few dinners prepared and served on the patio. Angela Getty does the cooking on these occasions while Pierre fills in preparing food for the Tigers. (Once a Tiger complained about the food so Pierre sent raw meat and cornflakes to them for their next meal.)

J. Greenhouse (28' × 56'): The Greenhouse rises to a height of two stories and extends beyond the foundation of the house. Most of the plants grown in here are tropical in nature, the Greenhouse looking much like a slice of jungle from Southeast Asia. The southernmost part of the Greenhouse has been transformed by Sukio Maruyama into a Japanese garden. It is a peaceful haven within Stormhaven. While in the garden meditating or just drinking in the peaceful beauty of it, no one is to be disturbed except in the most dire of emergencies.

The only entrances to the Greenhouse come through the Solarium or the large set of doors in the eastern wall of the structure. The large double doors allow for free



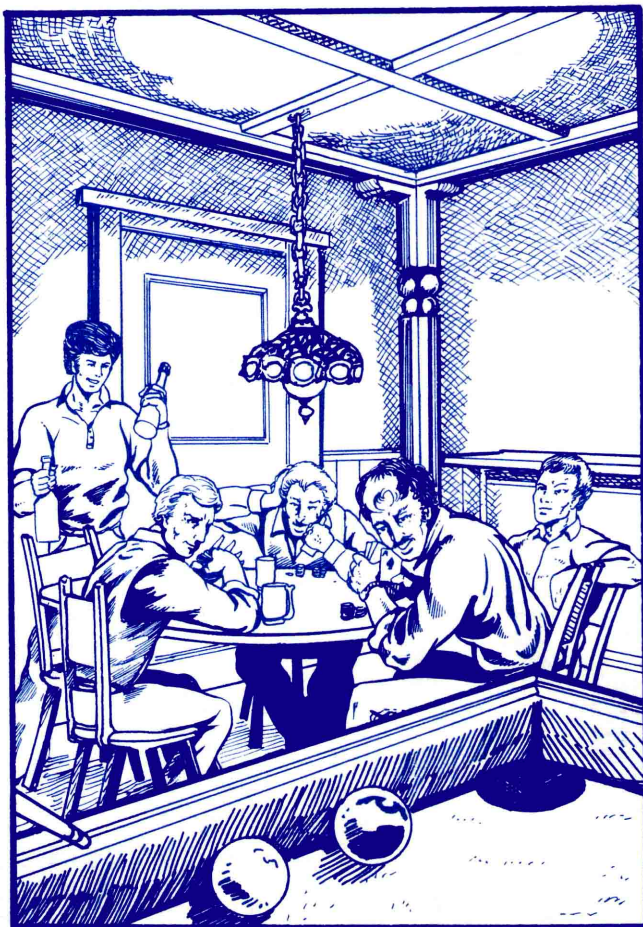
Guests are free to use the Solarium. Tennis courts and the Tigers' security center are beyond.

movement of plants and fertilizer without having to mess up the house.

K & L. Music / Sitting Room (14' × 22' and 10' × 30'):

The Music room is so named because of the Grand Piano kept in it. Both of the Allard children were given music lessons and can play quite well. When Marjorie is away at school, the piano sees little use. Whenever she is at Stormhaven though, she plays about two hours a day, the times varying with her mood.

The Sitting room is where unannounced visitors, which are quite rare, are kept while the appropriate member of the household is summoned to deal with them. Because visitors are rare, the room is seldom used. It is decorated with colonial furnishings, still life paintings, and Mrs. Allard's vase collection. The room is quite beautiful, and it is wrongly believed that Kenneth keeps the room as a memorial to his dead wife.



GAME ROOM. From left: Kenneth Allard, Martinez, Richard Barry, Sukio, and de Lyons. Notable by his absence is Ben Warde who has trouble finding others to play cards with.

M. Kenneth Allard's Business Office (26' × 26'):

Kenneth's office is a darker version of the Study/Library. Bookshelves dominate most of the walls. The books on the shelves run from technical manuals and reports to encyclopedias and modern novels. The southeast corner of the room has a built-in cabinet where Kenneth's films are kept. The wall next to the cabinet has two large portraits. One of these is of his parents while the other is of his late wife.

Kenneth's desk is a massive affair made of oak. It is fully 10 feet wide and 4 feet deep. On it rests a computer console, a bank of phones, and photographic portraits of his children. From the pictures you can see the strong resemblance Marjorie bears to her grandmother, while the Allard nose has clearly been passed from father to Kenneth and on to Kevin.

Using the computer Kenneth can cause the portrait of his parents to rise and reveal a television screen. The screen is used to display information from the computer, watch the news and other programs, or screen test films and tapes of Allard products in development. The video tape player for this is located in a low cabinet beneath the portraits.

Kenneth's desk contains nothing of great value. There are no secret files kept in his desk; all the secret files are kept in the safe of the lab. His top drawer does contain a pair of 1911A .45 caliber automatics. They are antiques that had belonged to his father. The elder Allard gave them to his son just before Kenneth went adventuring. They are loaded and ready to use. Beneath his chair, hidden under a secret panel in the wooden floor, is a third .45 caliber pistol and about one hundred rounds of .45 ammunition.

N. Game Room (26' × 26'):

The game room looks as if it were stolen from a Depression-era speakeasy. The room has a pocket billiards table as well as a regular billiards table, a wet bar, and a round poker table. Low slung stained glass lights, rack of pool cues, and a couple of brass spittoons help add to the atmosphere created by the "antiqued" wallpaper.

Kenneth will entertain guests and play them at pocket billiards if they wish, though this usually happens only with people who are close friends of Kenneth. The room really sees action on Thursday nights when Kenneth, Pierre, Sukio, Richard, and the stable boys play poker (the table had been donated by Tigers who did not like the idea of supplementing Ben Warde's salary with their own money). Kevin will join the game if he is around. Only on very rare occasions, and with permission of the whole group, will a guest be allowed to play.

Stormhaven Second Floor (Servants' Quarters)

The second floor of Stormhaven is not as large as the ground or top floors. The Ballroom, Solarium, and Greenhouse lay claim to much of the area of the second floor. The accommodations, for the most part, on this floor are also not as nice as those on the top floor. The rooms really come in two flavors: a room and a suite.

The rooms are all along the front side of the house and share the bathroom at the eastern end of the hallway. Each room is furnished with a bed, a desk, a chair, an overhead light and a reading lamp, a standing closet (movable), and a dresser. The rooms are carpeted in a brown/gold. The employees are allowed to decorate the rooms to suit themselves, though major alterations like shelves and such must be approved by Anna.

The suites, which vary in size according to the salary of the individual living in the suite all have a bedroom, sitting room, and bath (shared in the case of the assistant chefs). The three largest suites have an additional room.

Suite A houses the Maruyama clan. Tezukio's room has a vast collection of science fiction books, a typewriter, and a file cabinet in addition to the furnishings of the servant "rooms" described above. The filing cabinet contains his stories and the rejection slips he has earned. The sitting room has an oriental flavor to it. A mat beside the door is where the shoes of any visitor are kept during a visit. The Maruyama's bedroom is simply appointed and the repository for many books owned by the couple.

Suite B is home to Angela Getty. It is simple and efficiently put together. She keeps a picture of her husband beside her bed. Her hobby is latchhook rugs, and a few of her better works are displayed on the walls of her sitting room.

Suite C belongs to Patricia Lavalley. Her bedroom has been decorated in scarlet and black satin, a vanity table neatly laid out with a legion of cosmetic products. Her sitting room is carefully decorated and generates the atmosphere of a cozy, homey nest with an undercurrent of sensuality.

Suite D is currently unoccupied and is often used to house AT personnel coming to work in the lab. It shares a bathroom with Suite E.

Suite E is home to Jean Crowe. It is spare except for a few travel posters from his native Haiti, some horse pictures, and a statue dedicated to a voodoo loa.

Suite F is Pierre's abode. The spare room is where Pierre relaxes and works on locating the lost French treasure. He has charts of the lake posted on the walls; his diary and such is hidden in a shoebox in his closet. His sitting room is neat and used for entertaining, while his bedroom is rather spartan.

Suite G is where the Barrys live. Richard has claimed the smaller of the rooms for his "shipyard" and place to store his library of mystery novels. Anna makes use of the larger room, keeping half of it as a sitting room and using the corner near the bedroom as a bit of an office. When she has spare time she paints, her equipment being stored in the closet opposite her desk. Two of her paintings adorn the walls of this room: one is a still life of a bowl of fruit, the other is a portrait of Richard working on one of his boats. The pictures do show talent.

The front rooms are home to the following people:

H: Philip Marston

I: Chico Martinez

J and K are currently vacant

L: Virginia Jones

M: Sheila Gray

N: Cathy Brown

O: Eileen O'Casey

These employee rooms are decorated appropriately for each servant.

The last room on this level (P) is the Employee Recreation Room. It is located above and is, for all practical purposes, identical in description and design to the ground floor Recreation Room.

Stormhaven Top Floor

The top floor of Stormhaven is where the Allards and most of their guests live. If there is room, AT personnel visiting to work in the lab will be given a room on this floor. Like the second floor, there are two types of accommodations on this level of the house, Guest Suites and Family Suites.

The Guest Suites (*Rooms A-F*) are simple and functional. Each consists of a bedroom, a sitting room, a massive closet, and a bath (E and F share a bathroom). The sitting rooms are furnished with a couch, desk (complete with Stormhaven stationery), two chairs, carpeting, and several paintings. The bedrooms all have a king-sized bed, two dressers, two nightstands, two reading lamps, and spare blankets in the closet.

Count Tepescu is usually placed in D. David Marley stays in E and Etienne would probably be put in F. Lady Victoria would be placed in B which leaves A for Seamus.

G-K: Family Suites: Marjorie and Jennifer have similar rooms in the northwest corner of the house (*Rooms G and H respectively*). Their rooms share a bathroom. Marjorie's room, generally, is a mess. Papers litter her desk and are jammed into every drawer. Posters, stuffed animals, and gingerboard woodwork around the room

are items she has outgrown but never really had the heart to tear down or throw out. No one but the maid, Anna, or Jennifer ever see the inside of her room, so she really does not feel a need to keep it clean.

Jennifer's room is, on the other hand, quite neat and orderly. It does not look as lived in as Marjorie's room, for obvious reasons. Still it does have pictures of her family, friends, and places she has been. The walls have a couple of posters from far away places, her decorating done at a much older age than Marjorie's decorating.



GUEST ROOM. Looking south from sitting room.

Marjorie's room does have a set of French doors which lead to the balcony. The balcony overlooks the tennis courts. Marjorie used to use the balcony as a makeshift observatory during a time when she was interested in astronomy.

The centermost suite (I) is used by Kevin or Kenneth's parents whenever either party visits. In the event of a scheduling conflict, like Christmas, Kevin is roomed in K. This centermost suite has a balcony and access to it through a set of French doors, a dressing area opposite a massive closet, and a sitting room furnished with some older family items like the desk used by Kenneth's father in business. This room also has a folding stairway in the closet which allows access to a flat deck on the roof. The deck is small and allows one to easily look out over the lake or the island.

The largest of the Family Suites (J) is the one belonging to Kenneth Allard himself. Consistent with his office and Study/Library, this suite is wood panelled and decorated with leather furnishings. It has a private wet bar, a door into the elevator, a large bathtub, a huge wardrobe, and dressing area as part of the bedroom. There is a secret passage behind a tapestry in the east wall that allows him access to the last Family Suite.

In the sitting room, Kenneth has a desk. On it there is a terminal which will access the house or the lab computer depending upon a setting of a switch hidden in the base of a lamp on the same desk. To the left of the desk Kenneth has a printer for the computer.

The last Family Suite (K) is where Rachel will be housed during her visit. She will not be notified of the secret passage from her bedroom to that of Kenneth Allard. Other than the secret passage, the difference between her suite and the Guest Suites is that the sitting room is outfitted with a typewriter and a bank of phones. This suite is often used by visitors who need to keep in touch with their business while on vacation. It is referred to as a Family Suite because family members are housed in it from time to time.

L. The Gallery (22' x 34'): The Gallery occupies the area at the head of the stairs and the room east of the stairs. It holds many fine pieces of artwork.

On rare occasions the gallery will be used to show work by a new artist. When that happens, a number of gallery owners or art collectors will be invited to visit and stay for a weekend. In the past the only artists to have this good fortune have been friends of the Allard family or an artist Kenneth has decided he likes and would like to help.

M. Sewing Room (15' x 15'): This room is used by Anna and Marjorie's case also for studying. The room is absolutely off limits to anyone when Anna and Marjorie are working on a new creation.

VI. SCENARIOS FOR STORMHAVEN

Getting characters onto Savage Island for an adventure is not as difficult as might be imagined. Obtaining an invitation to visit the island is possible, especially if a character is known as an expert in an area of study. For instance, assume the adventure to be run involves Seamus Cromwell. If a character has skills or special interests which coincide with the interests of another guest, an invitation would be logical. And once a character has gotten one invitation to Stormhaven, others are to be expected. Kenneth will also make the invites for the character and a "guest" in many cases.

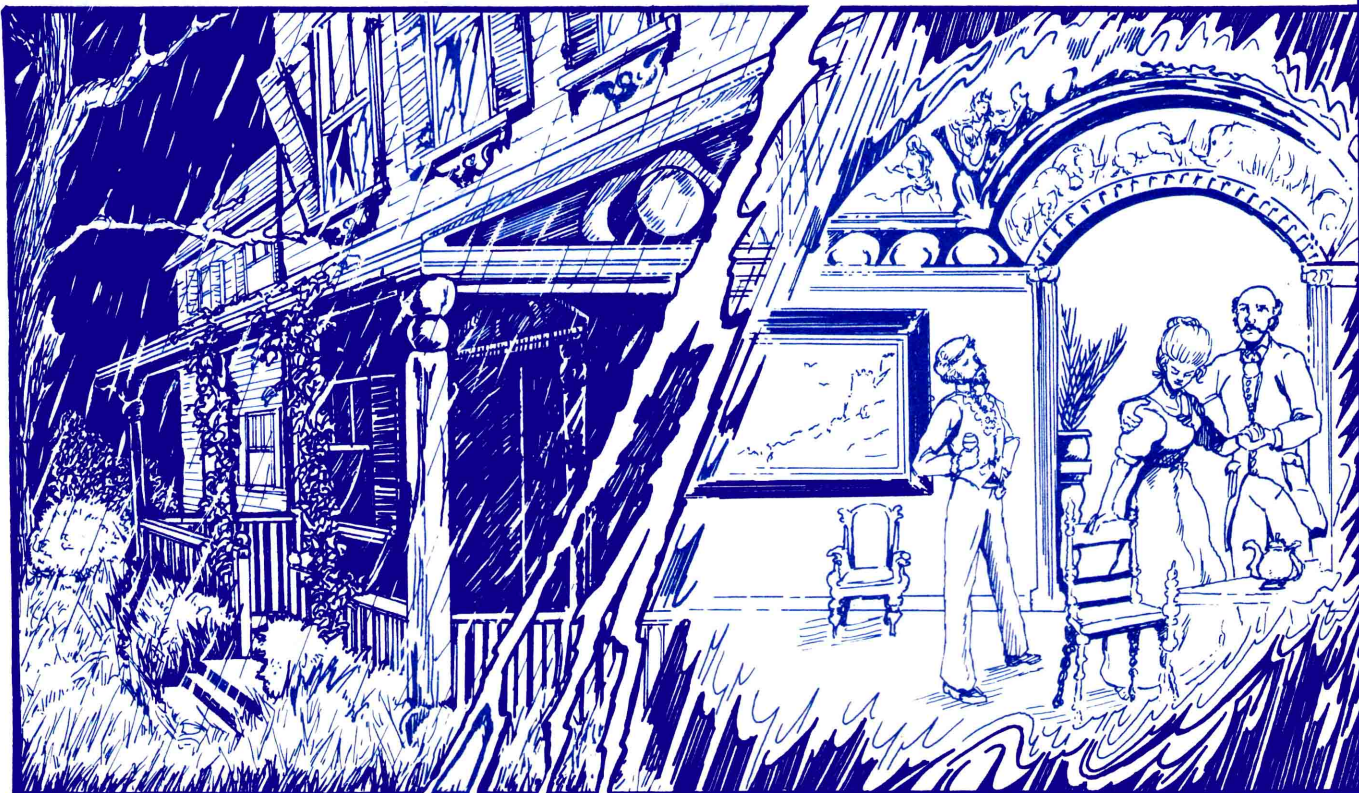
The possibility of characters being marooned on the island is a bit far fetched, though in certain scenarios it is probably the way to go. The wind has been known to die on the lake while people have been sailing. Getting stuck on the island by bad weather after running aground is a viable way to get onto the island.

Oddly enough, it is possible to drive to the island after January when the lake freezes over. Such actions are actively discouraged by the Tigers. In the winter

the citizens of Chittenden Bay do erect their ice fishing shanties to impede the progress of people trying to drive to the island.

The easiest way to get onto the island is through invitations due to ties with the Allards within the background stories of the characters. Anything from having attended the same music teacher as one of the Allard children to having been an old army buddy of one of the Tigers could get permission for a visit to the island. Gamemasters should be creative in forging the connections between characters and people on the island, working as closely with the character's background as possible.

Slipping onto the island secretly will be difficult without some knowledge of how the island is set up. It is not impossible to get on the island unobserved, and several of the scenarios presented below assume someone has been able to get on the island unnoticed. Covert entry or overt assault, however, is likely to result in scenarios with lots of shooting and fighting, and this should be kept in mind by the players and the Gamemaster.



NIGHTWATCH. The original Allard dwelling on Savage Island. Built around the turn of the century, it is the birthplace of Kenneth Allard. Nightwatch was abandoned at the coming of World War II. In its prime, Nightwatch was regarded as one of the most lovely mansions in all of New England.

Scenario #1: Crom's Sacrifice

This scenario is simple and direct. There is a potential for gunplay by the characters, and the gunfire will not be returned by their targets. This adventure would be best if approached as an atmosphere piece. It is set during the summer and Seamus Cromwell is a guest at Stormhaven.

Seamus Cromwell will make an effort to bring Crom back to rule the temporal world. To accomplish this, he must sacrifice a human being on the altar at midnight on June 21st. He has selected Marjorie as his sacrifice.

The weather in the week before the sacrifice will begin to get strange. It will build in intensity, and on the day of the sacrifice the wind will howl like a banshee while ball lightning will caper about, exploding into trees. It will get dark very early in the day and nasty rainstorms should scourge the island.

By eight on the evening of the sacrifice, reports should begin to filter into Stormhaven about some large humanoid creatures wandering around Chittenden Bay and the island. These would be proto-Fomors, servants of Crom, who have come to stop people from interfering with the sacrifice. Each of them would stand about twelve feet tall, be massively built, have burning red eyes and blackened fangs about four feet long. Talons and horns should be added at the discretion of the Game-master. It is also possible that one or more of them would be able to work magic on some level, though magic should be reduced to "special effects" unless the characters are capable of handling it.

Aside from the strange weather, there might be other warning signs of something strange happening. Tabloids would probably carry the predictions of psychics about a



cataclysm that will end the world. Characters with psychic abilities might pick up "bad vibes" or have garbled prophetic dreams. Shifts in the magnetic field of the Earth would be more physical evidence of something strange going on, and bizarre ghostly images on a television or the hissing voice over a radio might foreshadow the coming trouble.

Characters could enter the adventure in one or more of the following ways. For some reason they feel drawn to the island, disturbed by the strange aura haunting the island. They could also be vacationers in Chittenden Bay who are fleeing the monsters and look upon the island as a haven. Lastly, the characters could be guests or summer employees at Stormhaven during the adventure.

The proto-Fomors should tie the Tigers up long enough to make the characters the only people who can save Marjorie. If they fail, it is up to the Gamemaster to determine if Crom returns to the world or if Seamus is mad and all of this adventure was some mass delusion brought on by hidden psychic powers Seamus wields unconsciously.

Scenario #2: Tiger Trap

This scenario is a spy-type adventure. The actions required of the characters must be carried out with the utmost secrecy, stealth, and care. If the characters start a shooting battle, their foes will shoot back with deadly effect. The objective of this mission is to capture and rescue people on Savage Island. Dying, for anyone, is not to be desired.

The characters for this adventure will have been hand-picked by Kevin Allard and Captain Ben Warde. Each of the characters should be thought of as part of a team and should have some skill needed for the mission that is not duplicated by any other characters in the team. This will make each person vital and help emphasize the importance of staying alive.

All of the characters will receive an invitation to a meeting at some motel on the edge of "town." Characters from far away places will receive airfare to the meeting location. If there is no central meeting place convenient for use in your game, i.e. all of the characters in your game are from vastly distant locations, the meeting will take place in Burlington, Vermont at the Raddison Hotel on the lake. From the bar, Savage Island can be seen in the distance.

A room will be used for the briefing of the characters. They will be introduced to Kevin Allard and Captain Ben Warde. Warde's right arm is in a sling. Kevin explains that each of the team members was recommended as being very good in their part of the operation, and all of them are known for discretion (this should, as far as Allard Technologies is able to determine, be a prerequisite for selection to the team).

The briefing Kevin gives them is simple. Lieutenant Randall Harker, the current second-in-command of the Tigers, managed to adjust the computer scoring program for the testing of the Tigers. It selected as top, and suitable for island duty, 24 men who are loyal to Harker. Over the past year, the teams rotating into service on the island have been Harker's men. With his coming to the island a month ago, all of the Tigers on Savage Island were his men with the exception of Captain Warde.

Harker shot Warde in the shoulder with a Walter GSP target pistol (5 shot clip, 22LR caliber, does 1 die damage per bullet). Harker is very good, and since Warde dropped into the lake and did not surface, Harker assumed that Warde had been killed. Harker had reported to AT headquarters in New York that Warde had been injured in an accident and could not be found. Only Kevin and the people in the room know of Warde's survival, the Captain having swum to Chittenden Bay and escaped to Burlington.

Harker, as near as Kevin can determine, has been getting classified information out of the computer in Stormhaven to sell to rival companies or foreign nations. Kevin has managed to limit the access of the Stormhaven computer to files on the island, but he is afraid Harker may be able to break into the computer in the lab. Kevin also does not know what information Harker was able to access before they shut his machine down.

Allard Technologies cannot bring Tigers in to solve the problem on the island for several reasons. First and most important, they are unsure of the number of bad Tigers. If AT Tigers are used to retake the island, any number of Tigers involved with the operation could betray their fellows and the mission. There is a slight fear that Tigers would be especially brutal with their traitorous brothers, and Warde would like as many of the traitors taken alive as possible. Lastly, Warde is afraid that many of the Tigers would prefer to save Kenneth Allard than prevent information from leaving the island. While saving the life of Kenneth is devoutly desired, preventing the information leak is of the utmost priority in this case.

Allard Technologies will supply information and equipment for Operation Tiger Trap. Each character will be outfitted with the following:

- 5 concussion grenades
- 1 Webley Tempest air pistol
- 1 Crossman air rifle
- 24 hypodarts usable in either gun
- 1 handgun of the player's choice
- 100 rounds of ammo
- 1 walkie-talkie

Special equipment, like lockpicks or plastic explosive, will be supplied to the team member most able to use it.

Captain Warde will supply the team with a comprehensive briefing on the security set up on the island. He will give them a map of the island and Stormhaven. He

will not reveal secrets like the secret passage above the security corridor to the lab, Friday the robot, or the codes for the elevator. He will tell them about anything else and will be available for consult via the radio (though Harker may manage to jam it if the Gamemaster needs him to do that). Captain Warde cannot talk about "the Warren" or chamber 5 of the caves since he does not know they exist.

The mission priorities are given to the team members as follows:

1. Capture Harker and any of the renegade Tigers.
2. Prevent any information from leaving the island.
3. The rescue of staff, family, or guests.
4. If the missions looks impossible, the clean and unnoticed escape of the team.

The selection of guests is up to the Gamemaster, though the vampire Count could cause some interesting incidents for Harker to deal with.

Surviving the sojourn to the island is worth \$10,000 to all survivors (a \$10,000 insurance policy paying off to the heirs of those who die). An additional \$10,000 will be paid to each survivor if the mission is a success. There may well even be bonuses if the mission is brought off especially well or if any character shows exceptional bravery, skill, or discretion. All survivors will be offered a

job with AT as a "Sabertooth." A Sabertooth will receive an annual salary of \$45,000 to retain their services when needed. A Sabertooth will be a combination of internal affairs investigator and special agent for AT.

There are several things that a good team might want to look into while trying this assault. First they might want to try and detect the connection between all of the Tigers currently on the island. The connection could be very obvious or it could be subtle and difficult to ferret out. An easy connection is that all of the Tigers were students at the same military prep school or all of their fathers served at the same base in the army, bringing the men together as children. A more difficult connection would be something along the lines of all the wives or girlfriends of the Tigers belong to a social organization or are all related. If you really want to make it obscure and messy, have all the wives be disciples of Crom and combine this scenario with the first scenario.

Once the connection is discovered it should be simple to clean up the other Tigers, if there are any others out there operating within Allard Technologies. Discovery of this connection and capture of any other Tigers will also be rewarded and highly thought of by Allard Technologies.

All Gamemasters should try to describe the Tigers or other people being dealt with in this scenario the way



they would be described if seen on the street. At no time would a man walking down the street be described as “strength of 10 and a dex of 12.” He might well be described as a wimp who looks small enough to be quick, and this non-statistic form of description should be used at all times when playing a scenario, especially one where your foes should be a mysterious quantity.

The Adventure Point rewards for this scenario should be tied first to the degree of planning that goes into the assault on the island. If a well-planned assault goes smoothly and accomplishes all of the objectives listed above, the reward should be high. If the players decide to assault the island with no planning and rely on gunfire to keep them ahead of their enemies in death tolls, the reward should be low. Consideration should definitely be given to a group that plans and is able to change the plan to suit the situation as it changes. Adaptability is good.

Randall Harker

Born: 6/5/1954 in Atlanta, GA

Hair: Black, cut short

Eyes: Hazel

State of Health: Very good, typically Tiger even without computer enhancement.

Randall Harker is a second generation American born of British stock. His grandfather entered the military upon his arrival in the US, being assigned to the West. He seemed to have been running from or trying to forget something that took place back in Europe. He met a woman in the Arizona Territory and settled down at Hayden’s Ferry. His son entered the military through West Point and made the mistake of marrying a woman who loved the pomp and dash of West Point more than she loved him.

Randall was produced by that union and raised by his mother while his father was off advising in Viet Nam. While Randall followed his father’s footsteps to West Point, his mother’s contempt for the military led him to resign from the army in 1980 after his duty in Germany was ended. He accepted a job with Allard Technologies and from that point plotted the takeover of Savage Island to build himself a little empire.

Scenario #3: Quarantine Death

This scenario involves two mysteries that have become intertwined on Savage Island. It requires Lady Burke-Jones to be a guest at Stormhaven and may occur at any time during the year. Having a full moon would be nice for part of the adventure, but can be done without if need be. Characters may be on the island as guests or may have gotten to the island by sailing or walking depending upon the condition of the lake at that time of

year. No matter how they get to the island, no character will be allowed to leave for reasons that will be made obvious shortly.

Background:

Of general knowledge on the island is the story of a prison breakout from the Upstate New York Correctional Center. The center is across the lake from Savage Island. The prisoner was discovered in/on the lake, dead from drowning/exposure depending upon the conditions of the lake.

What really happened:

James Pearson, a citizen of Poughkeepsie, was a mildly paranoid person. He believed he was being pursued by a secret organization called MARMOT. He assaulted a man who he claimed was following him and was sentenced to two years in the center.

In the center, James befriended an older criminal in for a life sentence. The older con told James all sorts of stories about his criminal life, including the tale of the murder of the smugglers on Savage Island on 5/4/1929. He told James about the Warren and joyfully recalled how safe he felt there.

During his stay James reported another con to the guards, James believing the man to be a member of MARMOT. The guards searched the man and discovered a number of illegal substances on him. Because of James, the con earned a stay in solitary confinement. The con plotted his revenge, securing some very bad LSD for this purpose.

James also agreed to take part in a medical testing program. He was injected with live bacteria from a tropical disease and was told to wait for the onset of symptoms. While the disease was incubating, the con slipped James the LSD. Not only did the drug cause serious mental problems for James, amplifying his paranoid tendencies, it also mutated the disease. James, feeling hunted and trapped, escaped and headed for the only place nearby where he could feel secure. He headed for the Warren.

On the night he escaped, there was a brutal storm. The storm made visibility virtually zero, and he managed to slip onto the island undetected. He raced through the woods and somehow managed to discover the hidden entrance to the Warren. He also found the Warren occupied.

The four men in the Warren swarmed over him. They knocked him out and put him in/on the lake to die. They returned to the Warren and continued to monitor their electronic devices. Little did they know that in touching him, they had touched their deaths.

The Disease:

The disease was profoundly changed by the LSD. It became a disease which increased the production of certain pigments by the body, overwhelming the systems



meant to deal with the pigments. The disease's symptoms are much like the symptoms of the Porphyrias and are noted below.

The disease has two forms. The first is the violent form. It has an incubation period lasting a minimum of two weeks up to a full month. When it takes hold, a mild fever will build for a full day before the final, fatal assault of the disease begins, with death resulting in about two hours. The second form of the disease is a milder carrier form. In carriers the disease is not deadly, though the symptoms make life very difficult to live.

The violent form of the disease has a swift course once its incubation period is over. The victim has a fever and some body aches for the day before the final attack. The victim might believe he has a nasty cold coming on. The final attack will feature stomach pain, vomiting, back and limb pain, confused and abnormal behavior, and seizures into a coma. Some boils may develop on the victim, and some may even be scratched open during the final attack. The skin of the victim will darken and their death will be very painful.

The carrier version of the disease has more subtle effects. The pigment will build up making the skin of the victim very sensitive to light. Even brief exposure to bright light, the sun, or a spotlight will cause intense pain. The person will also begin to act irrationally, clearly losing his mind as the disease progresses. This form will also have an incubation period of two weeks to a month.

Because the disease is literally new, it should take some time to have it identified and treatable. With the biolab facilities in the lab, it would be possible for a person to produce a serum or vaccine for the disease. The trick will be getting into the lab in the first place as Kenneth is not going to allow just anyone into the lab at their request.

Who Is In the Warren?

The four men in the Warren are KGB agents. Their electronics equipment is there to collect data from listening devices they hope to be able to secrete in Stormhaven. It is at their behest that Lady Victoria has chosen to visit Stormhaven. She knows they are there and has worked out a system for contacting them by writing a note to them and hiding it in the hollow of a tree during one of her afternoon rides.

Aside from the electronics equipment in the Warren, the agents have armed themselves with four AK-47 assault rifles and four Stechkin pistols. They have about 200 rounds of ammunition for each gun. They are living on canned rations and have enough food to last them three months.

The four men are named Anatoli, Gregor, Igor, and Josef. Gregor has the carrier form of the disease, while the other three are infected with the virulent form. All of them have passed the two week incubation period.

The Immediate Situation Under Investigation

On the night before the characters arrive, or on their first evening at Stormhaven, something very odd happens. The Tigers discover a dead man on the Tennis Courts. The area around him suggests that his death was not pretty, that he thrashed about before he died. Lying next to his body is a note on Stormhaven stationery saying, "Meet me at midnight at the Tennis Courts."

It is obvious that the man died of some disease or poison, anything but natural causes. Initial radio calls to the mainland and a search of the Stormhaven computer will reveal no known illness with symptoms displayed by the dead man. Because of this outbreak of a new disease, Stormhaven is immediately quarantined and a helicopter is being flown in to take the body away to a hospital for an autopsy.

The Mysteries to be Solved

The mysteries to be dealt with in this scenario are defined by the following questions. The Gamemaster should keep the questions in mind, and even reveal some of them to the players if they do not seem to be getting into the swing of things. It would be best to introduce the questions through a NPC, like having Kenneth ask any of the questions aloud.

1. Who was the man who died?
2. Why was he on the island?
3. What killed him?
4. If he died by a disease, is it contagious and can it be cured?
5. Where was he staying, or did he just recently arrive on the island?
6. Did he have any accomplices other than the note writer, and are they infected?
7. Who wrote the note?

The goals for the scenario include answering the above questions. If answered quickly enough, the capture of the Russian agents and Lady Victoria should be accomplished. It is also possible for a character to use the lab to determine the nature of the disease and create a cure. This latter course of action is likely to be overlooked, should not be easy, and should be highly rewarded if successful. Talking Kenneth into opening the lab up to an outsider is a grand accomplishment in itself (trying to force his opening of the lab will result in the Tigers taking quick offense and action).

The Clues

THE BODY

The body is of a caucasian male, six feet tall, and weighing 175 pounds. He looks to have been about 35 years old. His face and hands are ruddy; a few boils are broken and have bled lightly. His clothes are not badly worn and he appears to have made an attempt to remain neat (clean shaven) despite his condition.

THE AUTOPSY

The autopsy will have to be performed either in the lab or on the mainland to obtain the information marked with an asterisk (*). This information is sophisticated and can only be gained through using technological devices designed for blood analysis and other procedures. Any information not marked with an asterisk is information obtainable with simple tools and observation. Saving rolls to get this information, and their difficulty, is up to the individual Gamemaster to decide on in a case by case basis.

Aside from boils, the body appears relatively normal for a 35 year old male. The body does have a scar from an appendectomy. There is also a scar on the left thigh which looks like a well healed bullet wound. The stomach contents are partially digested and are of well preserved food or survival rations. *Microscopic examination of swabs from the lesion reveal a bacteria of a type previously unknown.

PERSONAL BELONGINGS

The personal items of the dead man could be investigated easily at Stormhaven, or the information can be called back to the island from a Forensics lab on the mainland. If there are characters with skills needed to search the clothes, let them do it. If not, call a report back in or have the characters question, by the phone, the examiner.

His clothing was casual, fairly new though dirty and unusual only in that the tags had all been removed. He had no personal identification on him at the time of his discovery. His only jewelry was a cheap digital watch.

Caught in the thick wool socks he was wearing beneath some hiking boots, there is a nettle. The nettle only grows in a couple of spots on the island and is generally located beneath stands of birch. There is a stand of birch right near the Warren, and the nettles actually help conceal the entrance. Anyone from the island will recognize the nettle as native to the island, but probably will not be able to indicate where they could be found.

THE NOTE

The note is on Stormhaven stationery. Such stationery is supplied to every guest and member of the household. No count is kept on how many sheets are given to any one person, so counting the total supply in the house would not help detect the identity of the note's author. The only fingerprints on the note are those of the dead man.

The writing on the note was done with a pencil and is printed to avoid identification by handwriting comparison.

*Chemical analysis of the paper will reveal a small spot on the paper to be of mink oil. This will be of import as Lady Victoria keeps her riding boots waterproof by applying mink oil to them on a regular basis. The gloves she wears as she does this are the same gloves she wore when writing the note, and the right glove will bear faint graphite stains on the edge of it. Both the gloves and the mink oil are located in the closet in her room.

THE DEAD MAN'S IDENTITY

A fingerprint identification of the man may be obtained by Ben Warde if someone suggests he run the prints through the Stormhaven computer and link it into a Federal crime computer in Boston. If this is done, the following ID will come back:

Marzov, Anatoli

Age: 35 Height: 6' 0" Weight: 195 lbs.

Occupation: Soviet Attache to U.N. Mission in New York

Last seen: (Date three weeks previous)

Current Location: (unknown)

Suspected of being KGB operative.

Where This Goes From Here

The scenario can take many turns from this point, and the Gamemaster should be able to stay one step ahead of the players by watching where they are heading. The NPCs in the scenario will act within character, and it is up to the Gamemaster to make certain they remain in character. Below is some added information on the NPCs that should help the Gamemaster in role playing.

Lady Victoria will stay very cool but interested in the investigation going on. She will flirt with any of the investigators. She will not do anything stupid like try to get rid of her gloves or murder anyone. Ultimately she assumes she can ask for political asylum and spill her guts to the CIA or someone, insuring her survival in the long run. Even with this option open, she will try to conceal her identity until actually captured and presented with hard evidence.

Gregor will begin to act mad and run around at night. Once he leaves the Warren, he will not return. He will find shelter in the woods or anywhere he can stay clear of the sunlight. Possible hiding places might be the Boathouse, the Hangar, or in the thickly wooded area near the altar. If anyone gets close to discovering him, he probably will attack, yet will flee howling from anyone with a bright light.

Josef and Igor will stay in the Warren until they die or are captured. Both of them assume Anatoli and Gregor to be dead. They will fight with their weapons if a capture attempt is made, destroying as much of their equipment as possible first. If one dies from the disease, the other might consider surrender to save his own life, but the chances of this are not very great.

Rewards

Successfully locating the Warren will be worth a \$1000 check from Kenneth Allard to each of the characters involved. Capturing any of the agents will be worth \$1500 per agent apprehended. The exposure of Lady Victoria will result in a \$5000 reward to the characters involved with her capture. This involvement in espionage of an international level will also make the characters known to at

least three intelligence agencies: the CIA, MI6, and KGB. Note: Only characters actively involved in the discovery and capture of the KGB agents will get these rewards. Just happening to be on the island at the time of the capture is not worth such notoriety or rewarding.

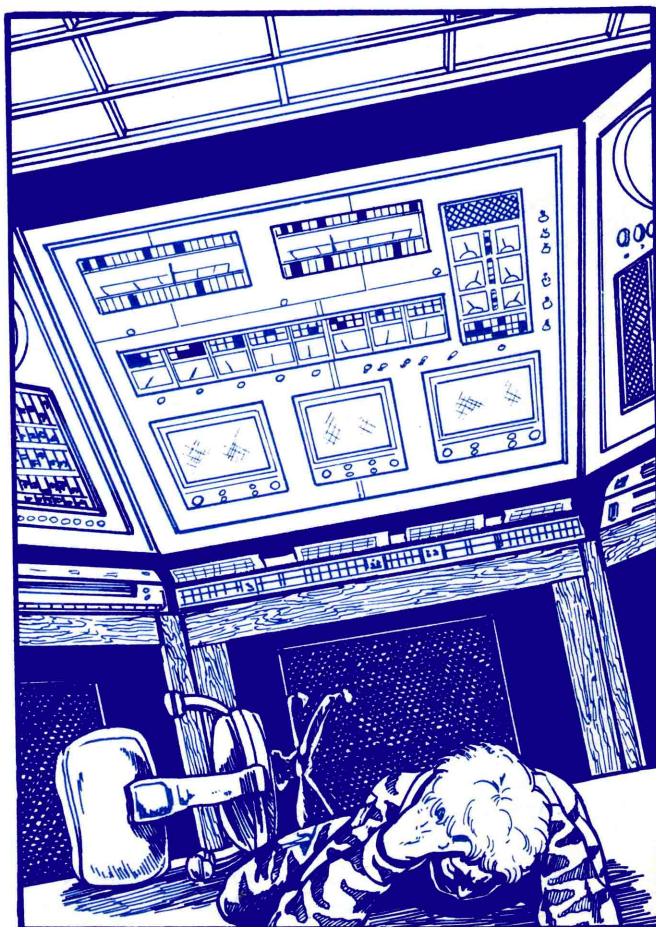
Discovery of a cure for the disease will result in two charisma points being added to the character(s) directly involved in the research. Each character will also receive a \$5000 award from the United States Disease Control Commission (USDICCO). Note: Only characters actively involved with the lab will get this reward; just being in the group on the island will not garner this type of recognition and remuneration.

If the characters do not have anyone who can create a cure for the disease, USDICCO will create a cure and it will be supplied to the people on the island at Allard Technologies' expense.

Other Scenarios Suggested by Personalities on the Island

Pierre and the de Champlain Treasure:

When Pierre finally locates his treasure, he will discover that Stormhaven can be as much a prison as it



can be a paradise. Because the Tigers monitor things coming onto and going off the island, moving the treasure around to sell it will be difficult. Pierre could hire the characters to salvage the treasure and move it onto the island. Or the characters could be hired by an underworld figure to determine where the treasure Pierre is selling was obtained.

David and his search for Hamilton Marley:

David could finally discover his grandfather, vindicating his family name and justifying his search. In finding his grandfather and claiming the family signet ring for his very own, he could also discover a gold pocket watch in the sand. The watch would have been from one of the killers, and the crystal has a thumbprint from the killer. It just so happens, of course, that the killer back then is currently a highly placed senator or presidential aide who is beyond reproach. While he has grown past his early beginnings and has successfully hidden his past, the discovery of the body is bound to make him suspicious and worried.

David, hot to pursue his grandfather's killer, hires the adventurers to track down the owner of the watch and the print. Or the killer could hire them to off David before he can stir up trouble.

The Assassin and the Count:

An interesting scenario could crop up if you allow both Counts to exist. If Dracula is mistaken for the human Count Vlad and an assassin tries to kill him, it could make for fun as the vampire turns the table on the hunter. Also imagine the problem for Dracula if a bullet rips through him while he is with others and he has to explain why he is not destroyed. . . .

Friday and the Phantom of the Lab:

One of the scientists cleared to work in the lab on Savage Island has died, or so it seems. Because of his death, no one thought to remove his voiceprint from the list of authorized lab access personnel. Suddenly a great deal of information developed in the lab begins to appear in the hands of rival corporations.

The search for the leak is extensive, but no one seems to be able to discover who is removing the information or how it is taken. Friday reports no unauthorized personnel have been in the lab. The situation is a mystery which is paralyzing AT.

The scientist had a breakdown while working on the island. He discovered the code to allow access to the corridor above the security corridor and has been living there. He believes AT is the center of a huge conspiracy to take over the world. In selling off their secrets, he is stopping the destruction of the world as we know it.

The characters could be hired as investigators to come in and look around, especially if they became Sabertooths



from the second scenario. They also could be hired to find the man by a corporation that wants all the information the man has for itself, at a very reduced price.

Angela Getty's husband returns from the Bermuda Triangle:

This scenario could be almost anything. Her husband could have been captured by outer spacers or Atlanteans if you want to mess with that sort of thing. He also could have gone down in a storm and been picked up on a Russian trawler. Once they learned who her husband was, they kept him and worked him over until he became a willing agent. His mission is to infiltrate Stormhaven and steal secrets. Characters, as guests or secret agents assigned to watch him, could interact and try to figure out why he

is acting strangely. And imagine the fun if a CIA hit team tried to get onto the island to kill him without clearing it with the Tigers. . . .

Etienne and his smuggling:

Etienne could arrange for his compatriots to use the smugglers' caves to bring drugs into the States. Immediate suspicion could be thrown onto David, and would explain his preoccupation with the caves. Characters could be smugglers and run into trouble with the Tigers, or they could be lawmen secretly coming onto the island because they believe the Tigers and Kenneth Allard are working with the smugglers (after all, what other explanation could be used to make sense of the smugglers being able to use the caves with impunity?).

VII. STATS OF PERSONALITIES

Permission is granted to photocopy this section for personal use only.

Name: **Kenneth Allard**

ST 13 IQ 19 LK 13 CON 14 DEX 14 CHR 13 SPD 12
HTH Adds: 4 Missile Weapon Adds: 1 Level: 7

Physical description: 6', 150 lbs., white male. He is in excellent physical condition for a man of half his 52 years. Hair is salt and pepper, eyes are blue.
Languages: Japanese, French, German. *English* is his native tongue.

Skills: Computer 2; Prop Plane Pilot 4; Chic 3; Private Jet Pilot 3; Helicopter Pilot 4; Autogyro pilot 3; Horsemanship 2; Clip Pistol 5; Pugilism 4; Rifle 4; Bowling 3; Revolver 4; Bureaucracy Mastery 3; Gambling 6; Electronics 7; SI World History 3.

Education: BS Engineering.

Notes: _____

Name: **Marjorie Allard**

ST 11 IQ 14 LK 10 CON 11 DEX 10 CHR 12 SPD 10
HTH Adds: 0 Missile Weapon Adds: 0 Level: 2

Physical description: 5' 8", 120 lbs., white female. She is in excellent condition and health. She is slender and athletic. Her hair is long and dark brown. While playing tennis or working, she wears it up. Her eyes are bright blue and she has accurately been described as very pretty.

Languages: Cantonese Chinese and German. *English* is her native tongue.

Skills: Revolver 1; Photography 1; Prop Plane Pilot 1; Tennis 3; Self Defense 1; Chic 1; Computer 1; Research 1; Piano Playing 2; SI clothing creation 2; SI Lake Champlain monster 1.

Education: BA Journalism.

Notes: _____

Name: **Jennifer Renwick**

ST 13 IQ 15 LK 9 CON 13 DEX 13 CHR 12 SPD 14
HTH Adds: 2 Missile Weapon Adds: 0 Level: 2

Physical description: 5' 11", 135 lbs., white female. She is tall and strongly built. Her blond hair is shoulder length. Her eyes are blue, and she is very attractive.

Languages: German, French, and Japanese. *English* is her native tongue.

Skills: Tennis 4; Cross Country Skiing 3; Chic 1; Computer 2; Research 1; Fast Driving 1; Horsemanship 2; SI New York Yankees 2; SI Laser Technology 1; SI Horses 2; OS Backhoe Operator 1; OS Ski Patrol 1.

Education: BS Engineering.

Notes: _____

Name: **Pierre de Lyons**

ST 12 IQ 14 LK 9 CON 10 DEX 11 CHR 12 SPD 13
HTH Adds: 0 Missile Weapon Adds: 0 Level: 2

Physical description: 5' 7", 130 lbs., white male. He is a fairly handsome man to look at. His hair is black with a white forelock. His eyes are brown. His physical conditioning is good. His right leg is a half an inch shorter than his left leg, causing him to walk with a limp and to use a cane.

Languages: English. *French* is his native tongue.

Skills: Alarm Neutralization 2; Underwater 3; Lock Picking 2; Seduction 3; Forgery 1; Martial Arts (Bo-jitsu with cane) 4; SI nautical navigation 2; SI French colonial history 2; SI western novels 1; OS chef 8.

Education: BA Cuisine, Master's degree Cordon Bleu.

Notes: _____

Name: **Benjamin Warde**

Title: Captain (U.S. Army, retired)

ST 14 IQ 20 LK 16 CON 17 DEX 16 CHR 13 SPD 15
HTH Adds: 10 Missile Weapon Adds: 4 Level: 8

Physical description: 5' 11", 175 lbs., white male. Captain Warde is in excellent condition, looking and feeling twenty years younger than his 53 years of age. His hair is black and cut very short. His eyes are green.

Languages: Korean, German, Arabic. *English* is his native tongue.

Skills: Knife Fighting 3; Brawling 3; Assault Rifle 5; SMG 5; Clip Pistol 7; Revolver 5; Horsemanship 4; Martial Arts (Aikido) 5; Bowling 5; Gambling 4; Go 3; Chess 4; Ambush 5; Leadership 6; ECM 4; Gunsmithing 4; Tactics 5.

Education: BS Engineering.

Notes: _____

Name: **David Marley**

ST 13 IQ 16 LK 17 CON 15 DEX 11 CHR 10 SPD 8
HTH Adds: 6 Missile Weapon Adds: 5 Level: 3

Physical description: 5' 8", 140 lbs., white male. He is of average height and weight. His hair is brown and cut stylishly short. His eyes are hazel. He is not in the best shape of his life due to his intensive studies.

Languages: French. *English* is his native tongue.

Skills: Pugilism 2; Gambling 3; Chess 2; Tennis 1; Prop Plane Pilot 2; Clip Pistol 1; Chic 1; Bureaucracy Mastery 2; Computer 2; Research 3; *Lawyer 1*; SI Baseball 2, Guitar

3; SI Prohibition Era History 2.

Education: BA Pre-Law. Currently in Harvard Law so the skill Lawyer above should be used cautiously.

Notes: _____

Name: **Etienne Demasse**

ST 14 IQ 13 LK 8 CON 15 DEX 26 CHR 16 SPD 7
HTH Adds: 15 Missile Weapon Adds: -1 Level: 4

Physical description: 6' 1", 140 lbs., white male. He is slender and good looking – male model material. His hair is black and styled to a moderate length. His eyes are brown. He is very quick and looks it.

Languages: German, English. *Quebec French* is his native tongue.

Skills: Seduction 2; Research 2; Tennis 2; Water Skiing 2; Clip Pistol 3; Rifle 2; Fencing 3; Confidence 1; Computer 1; SI caving 3; OS smuggling 2.

Education: BA Accounting.

Notes: _____

Name: **Dr. Rachel Swenson Ph.D**

Title: Vice President (of parts supplier to AT)

ST 11 IQ 16 LK 12 CON 11 DEX 13 CHR 13 SPD 14
HTH Adds: 1 Missile Weapon Adds: 0 Level: 4

Physical description: 5' 11", 135 lbs., white female. She is tall and slender, with beautiful legs. She is a bit less full chested than she might like to be, but still quite attractive. She is in good health and is athletic.

Languages: Japanese, German. *English* is her native tongue.

Skills: Tennis 2; Fast Driving 1; Horsemanship 1; Underwater 1; Electronics 3; Gambling 2; Computer 2; Martial Arts (Karate) 2; Downhill Skiing 1; SI Impressionist artwork 3; SI painting 1.

Education: Ph.D Digital Electronic Engineering.

Notes: _____

Name: **Seamus Cromwell**

Title: Earl of Kilkenny (the title is not commonly known outside his family).

ST 12 IQ 13* LK 12 CON 9 DEX 13 CHR 11 SPD 9
HTH Adds: 1 Missile Weapon Adds: 0 Level: 4

* Latent Psychometric

Physical description: 5' 8", 130 lbs., white male. He is a thin, almost gaunt man of average height. His hair is flaming red and thick; his eyes are green and full of deviltry. He looks out of shape and is, without having gotten fat. He has often been described as bookish.

Languages: *Bilingual: English/Irish* for native tongues.

Skills: Chic 1; Revolver 2; Soccer 1; Secret Identity (Priest of Crom Cruich); SI Crom Cruich 4.

Education: BA Irish Literature. Master's degree Irish Folklore.

Notes: _____

Name: **Count Vlad Tepescu**

Title: (Prince of Wallachia, Lord of the Undead)

ST 30 IQ 19 LK 18 CON 18* DEX 14 CHR 14 SPD 14
HTH Adds: 26 Missile Weapon Adds: 6 Level: 12

* Only wood will hurt him; treat all non-wood damage like hand to hand damage.

Physical description: 6', 175 lbs., white male. He is a handsome gentleman who appears to be aging quite gracefully. His black hair is touched with white at the temples. He is strongly built and is quite handsome. His movements are vaguely feline. He has a nice smile and is apparently bothered by a nasty ulcer.

Languages: English, German, Latin, French, Turkish. *Romanian* is his native tongue.

Skills: Secret Identity (Vampire); Rifle 1; Chic 5; Fencing 7; Knife Fighting 5; SI Romanian Royalty 10; SI Romanian History 10; SI Romanian Folklore 8; SI European Wines 5; SI Theatre History 5; SI Torture Methods of the Middle Ages 5; SI Renaissance Art 5.

Notes: _____

Name: **Count Vlad Tepescu**

Title: Count of Wallachia

ST 12 IQ 13 LK 12 CON 18 DEX 14 CHR 14 SPD 12
HTH Adds: 2 Missile Weapon Adds: 0 Level: 4

Physical description: 6', 175 lbs., white male. The Count is a man who appears to be growing old gracefully. His black hair is tinged with white at the temples. He is strong and his movement is fluid. He complains of an ulcer.

Languages: English, French. *Rumanian* is his native tongue.

Skills: Secret Identity (Leader of Rumanian Counter-Revolutionary Militia); Rifle 5; Chic 5; Fencing 3; Knife Fighting 1; SI Rumanian Royalty 5; SI Rumanian History 5; SI Rumanian Folklore 2; SI Rumanian Counter-Revolutionary Militia 4; SI Renaissance 5.

Education: Attended various universities in England and France but never got a degree. He studied history.

Notes: _____

Name: **Victoria Burke-Jones**

Title: Lady

ST 12 IQ 13 LK 13 CON 13 DEX 12 CHR 16 SPD 13
HTH Adds: 1 Missile Weapon Adds: 1 Level: 4

Physical description: 5' 7", 130 lbs. Her hair is styled short and is black. Her eyes are green. Her figure is quite easy to look at and belies her forty odd years of age. She appears to be in good health.

Languages: French. *English* is her native tongue.

Skills: Chic 3; ECM 1; Horsemanship 2; Fast Driving 2; Secret Identity (KGB agent); Confidence 3; Gambling 2; Seduction 4; Electronics 1.

Education: She attended several schools on the continent but never got any degrees.

Notes: _____

Name: **Prototype Island Tiger**

ST 13 IQ 13 LK 14 CON 12 DEX 14 CHR 10+ SPD 12
HTH Adds: 5 Missile Weapon Adds: 2 Level: 2+

Physical description: Athletic and in good shape. Intelligent with college degrees. Most have military backgrounds.

Languages: *American English mostly*; Japanese, Vietnamese, Arabic, German, and/or French, depending upon background.

Skills: Either Clip Pistol or Revolver 2+, Assault Rifle 2+, SMG 2+, Aircraft Maintenance 1+, Helicopter Pilot 2+, Prop Plane Pilot 2+, Ambush 2+, Horsemanship 1+, Either Martial Arts or Pugilism 2+, Ship Pilot 1+, and other individualized skills.

Education: BA, some Masters.

Notes: _____

For Scenario #1:

Name: **prototype for proto-Fomor**

ST 36 IQ 4 LK 9 CON 48 DEX 20 CHR -15 SPD 18
HTH Adds: 32 Missile Weapon Adds: 0 Level: 1

Physical description: 12', 350 lbs. These creatures stand

about twelve feet tall and are massively built. They are grotesque, some missing eyes, ears, or noses and all of them bearing horrible burn scars and other deformities. Some have tusks, tails, or horns. The sight of one will cause chills to run up the spines of characters seeing them.

Languages: *Irish* is their native tongue. Vocabulary is limited.

Skills: SI mayhem 5; OS wanton destruction 5; SI cruelty 3; SI desecration of all that is Holy 4. (Some proto-Fomors may be outfitted with Magic at whatever level the GM wishes to supply them. For them the magic is an innate skill, the IQ minimum can be waived.)

Education: Training at the King school of the Macabre.

Notes: _____

For Scenario #2:

Name: **Randall Harker**

Title: Captain (U.S. Army, retired)

ST 13 IQ 13 LK 14 CON 15 DEX 16 CHR 14 SPD 14
 HTH Adds: 7 Missile Weapon Adds: 2 Level: 4

Physical description: 6', 155 lbs., white male. He is tall and lithe. His hair is black and worn short. He sports a pencil thin moustache. His eyes are hazel. He is in very good condition; his admission to the Tigers would have come even without the computer cheating.

Languages: German. *English* is his native tongue.

Skills: Ambush 2; Tactics 3; Pugilism 2; Horsemanship 2; Leadership 4; Clip Pistol 3; Assault Rifle 3; SMG 4; ECM 2; SI target pistol 5; SI vampires 2.

Education: BS Engineering.

Notes: _____

For scenario #3:

The KGB agents used in this scenario do not need a great deal of statistics. For the most part, they should only be seen when being captured or after they are dead. The following statistics should suit them perfectly. If the Gamemaster discovers the need for more numbers, or if the Gamemaster wishes to expand upon these stats, he is encouraged to do so.

KGB Agent (mk1)

IQ 13 CON 11 DEX 13
 HTH Adds: 2 Missile Weapon Adds: 0 Level: 1-3

Languages: English, Chinese. *Russian* is native.

Skills: Assault Rifle 4; Clip Pistol 3; ECM 4; Electronics 3.

Notes: _____

Espionage Conversions for Stormhaven

Name: Kenneth Allard

VAL	CHA	Cost	Cost	Skills	Roll
13	STR	3	3	Computer Programing	13
14	DEX	12	4	Fam. w/Air Vehicles and Horses	
14	CON	8	3	Fam. w/Firearms	
12	BODY	4	7	Combat Vehicle Operation	14
19	INT	9	24	+3 w/All Small Arms	
15	EGO	10	5	+1 w/Pistols	
14	PRE	4	5	Bureaucracy	13
14	COM	2	13	Gambling	16
7	PD	4	2	Japanese, fluent conversation	
3	ED	0	2	French, fluent conversation	
3	SPD	6	2	German, fluent conversation	
6	REC	0	15	Electronics	17
28	END	0	5	Culture	13
26	STUN	0	4	Bowling, Professional Skill	13
			4	World History Knowledge	13

CHA Cost = 62 98 Skills + 62 CHA = 160 Total Cost

50+ Disadvantages

CV = 5 5 Dependent NPC, Marjorie Allard (11—)

PHASES: 5 Rugged Individualist (Common)

4, 8, 12 100 Experience

160 Total Points

48 • STATS OF PERSONALITIES

Name: Marjorie Allard

VAL	CHA	Cost	Cost	Skills	Roll
11	STR	1	2	Fam. w/All Pistols	
10	DEX	0	1	Fam. w/1 engine Light Planes	
11	CON	2	3	Computer Programing	12
11	BODY	2	2	Library Research Knowledge	11
14	INT	4	2	Photography Professional Skill	11
12	EGO	4	4	Tennis Professional Skill	13
12	PRE	2	3	Culture	11
12	COM	1	3	Piano Professional Skill	12
2	PD	0	3	Clothing Creation Professional Skill	12
2	ED	0	1	Lake Champlain Monster Knowledge	8
2	SPD	0	3	Cantonese, fluent conversation	
4	REC	0	2	German, fluent conversation	
22	END	0			
21	STUN	0			

CHA Cost = 16

29 Skills + 16 CHA = 45 Total Cost

CV = 5

PHASES:

6, 12

Name: Jennifer Renwick

VAL	CHA	Cost	Cost	Skills	Roll
13	STR	3	5	Tennis, Professional Skill	14
13	DEX	9	3	Fam. w/Skis, Horse, Backhoe	
13	CON	6	3	Culture	11
12	BODY	4	3	Computer Programing	12
15	INT	5	2	Library Research Skill	11
13	EGO	6	3	Combat Vehicle Operation	12
12	PRE	2	3	Yankees Knowledge	12
12	COM	1	2	Laser Knowledge	11
3	PD	0	2	Knowledge about Horses	11
3	ED	0	2	Ski Patrol Knowledge	11
3	SPD	7	2	German, fluent conversation	
6	REC	0	2	French, fluent conversation	
26	END	0	2	Japanese, fluent conversation	
25	STUN	0			

CHA Cost = 43

34 Skills + 43 CHA = 77 Total Cost

CV = 4

PHASES:

4, 8, 12

50+ Disadvantages

5 Biting Wit (common, annoying)

2 (3) Will not pass up a tennis game (uncommon)

20 Experience

77 Total Points

Name: Benjamin Warde

VAL	CHA	Cost	Cost	Skills	Roll
14	STR	4	5	Fam. w/All Firearms, Knives	
16	DEX	18	32	+4 w/all Firearms	
17	CON	14	10	+2 w/Pistols	
12	BODY	4	14	Aikido, +½ Multiple (4D6 Throw)	
20	INT	10	1	Fam. w/Horses	
15	EGO	10	7	Combat Vehicle Operation	14
25	PRE	20	9	Gambling	14
14	COM	2	6	Bowling Professional Skill	15
6	PD	2	5	Strategy Games (Go, Chess), Professional Skill	14
3	ED	0	6	Ground Tactics Knowledge	15
4	SPD	14	9	Gunsmith	14
6	REC	0	9	Electronics	14
34	END	0	2	Korean, fluent conversation	
31	STUN	0	2	German, fluent conversation	
			2	Arabic, fluent conversation	

CHA Cost = 98 119 Skills + 98 CHA = 217 Total Cost

CV = 5

PHASES:

3, 6, 9, 12

- 50+ Disadvantages
- 5 Fanatic about keeping himself in good shape (common)
- 5 Monitored by KGB (8-)
- 3 (5) Can't pass up a strategy puzzle (common)
- 154 Experience

217 Total Points

Name: Pierre de Lyons

VAL	CHA	Cost	Cost	Skills	Roll
12	STR	2	3	Security Systems	12
11	DEX	3	1	Fam. w/Scuba	
10	CON	0	5	Lockpicking	12
10	BODY	0	7	Seduction	13
14	INT	4	3	Forgery	11
12	EGO	4	9	+3 w/Cane (1-handed club)	
12	PRE	2	3	Nautical Navigation Knowledge	12
12	COM	1	3	French Colonial Knowledge	12
2	PD	0	2	Western Novels Knowledge	11
2	ED	0	9	Chef, Professional Skill	18
2	SPD	0	2	English, fluent conversation	
4	REC	0			
20	END	0			
21	STUN	0			

CHA Cost = 16 47 Skills + 16 CHA = 63 Total Cost

CV = 4

PHASES:

6, 12

- 50+ Disadvantages
- 8 Driven to find treasure in Lake Champlain (Common, Irrational)
- 3 (5) Flirt (Common)
- 2 Experience

63 Total Points

50 • STATS OF PERSONALITIES

Name: David Marley

VAL	CHA	Cost	Cost	Skills	Roll
13	STR	3	7	Gambling	13
11	DEX	3	3	Chess Knowledge	12
15	CON	10	2	Tennis Professional Skill	11
12	BODY	4	1	Fam. w/1-engine Light Planes	
16	INT	6	2	Fam. w/Pistols	
13	EGO	6	3	Culture	11
10	PRE	0	3	Bureaucratics	11
10	COM	0	3	Computer Programing	12
5	PD	2	4	Library Research Knowledge	13
3	ED	0	1	Lawyer Professional Skill	8
2	SPD	0	3	Baseball Knowledge	12
6	REC	0	4	Guitar Professional Skill	13
30	END	0	3	Prohibition History Knowledge	12
27	STUN	0	2	French, fluent conversation	

CHA Cost = 34 41 Skills + 34 CHA = 75 Total Cost

CV = 4
PHASES:
6,

50+ Disadvantages
8 Must clear family name (Common, Irrational)
17 Experience

12

75 Total Points

Name: Etienne Demasse

VAL	CHA	Cost	Cost	Skills	Roll
14	STR	4	3	Seduction	12
23	DEX	48	3	Library Research Knowledge	12
15	CON	10	3	Tennis Professional Skill	12
12	BODY	4	1	Fam. w/Water Skiing	
13	INT	3	8	+1 w/All firearms	
11	EGO	2	5	+1 w/Pistols	
16	PRE	6	6	+2 w/Saber	
16	COM	3	3	Persuasion	12
3	PD	0	3	Computer Programing	12
3	ED	0	4	Carving Professional Skill	13
4	SPD	7	3	Smuggling Professional Skill	12
6	REC	0	2	English, fluent conversation	
30	END	0			
27	STUN	0			

CHA Cost = 87 44 Skills + 87 CHA = 131 Total Cost

CV = 8
PHASES:
3, 6, 9, 12

50+ Disadvantages
5 Monitored by RCMP (8—)
2 (4) Monitored by Capt. Ward (11—)
69 Experience

131 Total Points

Name: Dr. Rachel Swenson

VAL	CHA	Cost	Cost	Skills	Roll
11	STR	1	3	Tennis Professional Skill	12
13	DEX	9	3	Combat Vehicle Operation	12
11	CON	2	3	Fam. w/Recreational Vehicles	
11	BODY	2	7	Electronics	13
16	INT	6	5	Gambling	12
13	EGO	6	3	Computer Programing	12
13	PRE	3	5	Karate (3D6 Punch, 4D6 Kick)	
14	COM	2	4	Impressionist Art Knowledge	13
2	PD	0	2	Painting Professional Skill	11
2	ED	0	2	German, fluent conversation	
3	SPD	7	2	Japanese, fluent conversation	
4	REC	0			
22	END	0			
22	STUN	0			

CHA Cost = 38 39 Skills + 38 CHA = 77 Total Cost

50+ Disadvantages

CV = 4 5 Aggressive (Common)

PHASES: 3 (5) Positive her aggressiveness scares men off (Common)

4, 8, 12 19 Experience

77 Total Points

Name: Seamus Cromwell

VAL	CHA	Cost	Cost	Skills	Roll
12	STR	2	3	Culture	11
13	DEX	9	2	Fam. w/Pistols	
9	CON	-2	5	+1 w/Pistols	
9	BODY	-2	5	Church of Crom Knowledge	14
13	INT	3	2	Soccer Professional Skill	11
11	EGO	2	4	Irish, with no accent	
11	PRE	1			
10	COM	0			
2	PD	0			
2	ED	0			
3	SPD	7			
4	REC	0			
18	END	0			
20	STUN	0			

CHA Cost = 20 21 Skills + 20 CHA = 41 Total Cost

CV = 4

PHASES:

4, 8, 12

52 • STATS OF PERSONALITIES

Name: Count Vlad Tepescu (Normal Version)

VAL	CHA	Cost	Cost	Skills	Roll
12	STR	2	6	Fam. w/Firearms, Melee Weapons	
14	DEX	12	9	Culture	15
18	CON	16	20	+4 w/Rifles	
13	BODY	6	6	+2 w/Saber	
13	INT	3	6	Rumanian Culture Knowledge	15
11	EGO	2	6	Rumanian History Knowledge	15
14	PRE	4	6	Renaissance History Knowledge	15
14	COM	2	5	Rumanian Counter-Revolutionary Militia Knowledge	14
2	PD	0	2	English, fluent conversation	
4	ED	0	2	French, fluent conversation	
3	SPD	6			
6	REC	0			
36	END	0			
27	STUN	0			

CHA Cost = 53 68 Skills + 53 CHA = 121 Total Cost

CV = 5
PHASES:
4, 8, 12

50+ Disadvantages
8 Monitored by CIA (11—)
8 Hunted by Rumanian Secret Police (8—)
8 Fanatic about re-establishing monarchy in Rumania (Common, Irrational)
47 Experience

121 Total Points

Name: Count Vlad Tepescu (Dracula)

VAL	CHA	Cost	Cost	Skills	Roll
30	STR	30	6	Fam. w/Firearms, Melee Weapons	
14	DEX	12	3	Culture	15
18	CON	16	20	+4 w/Knives and Swords	
15	BODY	10	6	+2 w/Saber	
19	INT	9	11	Romanian Culture Knowledge	20
15	EGO	10	11	Romanian History Knowledge	20
30	PRE	30	6	European Culture Knowledge	15
14	COM	2	6	Theater History Knowledge	15
15*	PD	14	6	Torture Knowledge	15
15*	ED	16	6	Renaissance Art Knowledge	15
4	SPD	16	2	German, fluent conversation	
10	REC	0	2	English, fluent conversation	
50	END	7	2	Latin, fluent conversation	
50	STUN	11	2	French, fluent conversation	
			2	Turkish, fluent conversation	

CHA Cost = 183 91 Skills + 183 CHA = 274 Total Cost

* Dracula can only take BODY from wood attacks. His PD and ED are used only against the STUN of any other types of attacks.

CV = 5
PHASES:
3, 6, 9, 12

50+ Disadvantages
30 He has this problem with blood . . . other people's blood.
194 Experience

274 Total Points

Name: Victoria Burke-Jones

VAL	CHA	Cost	Cost	Skills	Roll
12	STR	2	5	Culture	13
12	DEX	6	3	Fam. w/Firearms	
13	CON	6	3	Electronics	11
12	BODY	4	1	Fam. w/Horses	
11	INT	1	5	Combat Vehicle Operation	12
11	EGO	2	5	Gambling	12
16	PRE	6	7	Seduction	14
16	COM	3	5	Persuasion	13
2	PD	0	2	French, fluent conversation	
3	ED	0			
2	SPD	0			
5	REC	0			
26	END	0			
25	STUN	0			

CHA Cost = 30 36 Skills + 30 CHA = 66 Total Cost

- 50+** Disadvantages
 5 Seemingly very flighty (Common)
 8 Monitored by KGB (11–)
 3 (5) Monitored by CIA (8–)

CV = 4
 PHASES:
 6, 12

66 Total Points

Name: Proto Formor

VAL	CHA	Cost	Cost	Skills	Roll
36	STR	42	6	Mayhem, Professional Skill	15
20	DEX	30	6	Wanton Destruction, Professional Skill	15
48	CON	116	4	Cruelty Knowledge	13
48	BODY	116	5	Desecration of Holy Things	14
4	INT	–6			
4	EGO	–12			
30	PRE	30			
0	COM	–5			
10	PD	3			
10	ED	0			
4	SPD	10			
17	REC	0			
96	END	0			
62	STUN	0			

CHA Cost = 324 21 Skills + 324 CHA = 345 Total Cost

CV = 7
 PHASES:
 3, 6, 9, 12

54 • STATS OF PERSONALITIES

Name: Randall Harker

VAL	CHA	Cost	Cost	Skills	Roll
13	STR	3	3	Fam. w/Firearms	
16	DEX	18	1	Fam. w/Horses	
15	CON	10	5	+1 w/Hand to Hand Combat	
12	BODY	4	16	+2 w/Firearms	
13	INT	3	5	+1 w/Sub-Machine Guns	
11	EGO	2	3	Combat Vehicle Operation	12
22	PRE	14	5	Electronics	12
14	COM	2	4	Ground Tactics Knowledge	13
5	PD	2	5	Stealth	12
3	ED	0	2	German, fluent conversation	
4	SPD	14			
6	REC	0			
30	END	0			
27	STUN	0			

CHA Cost = 72

49 Skills + 72 CHA = 121 Total Cost

50+ Disadvantages

CV = 5

5 Monitored by US Army (8—)

PHASES:

2 (4) Monitored by Capt. Ward (11—)

3, 6, 9, 12

64 Experience

121 Total Points

Name: Everyone Else

VAL	CHA	Cost	Cost	Skills	Roll
8	STR	−2	23	Any Area Knowledge, City Knowledge, Culture Knowledge, Familiarities, Knowledge, Languages, Professionals Skills, or Sciences that fit their listed conceptions.	
8	DEX	−6			
8	CON	−4			
8	BODY	−4			
8	INT	−2			
8	EGO	−4			
8	PRE	−2			
8	COM	−1			
2	PD	0			
2	ED	0			
2	SPD	2			
4	REC	0			
16	END	0			
16	STUN	0			

CHA Cost = −23

23 Skills + −23 CHA = 0 Total Cost

CV = 3

PHASES:

6, 12

Name: Tigers or KGB Agents

VAL	CHA	Cost	Cost	Skills	Roll
13	STR	3	6	Fam. w/Firearms, Melee Weapons	
11	DEX	3	8	+1 w/Firearms	
13	CON	6	4	Commando Training (4D6 Punch, 15— Hold)	
12	BODY	4	1	Fam. w/Horses	
10	INT	0			
10	EGO	0		Each Character has 1 of the Skills below	
13	PRE	3	3	Aircraft Maintenance, Professional Skill or,	12
10	COM	0	3	Fam. w/Flying Vehicles or,	
3	PD	0	5	Stealth or,	11
3	ED	0	3	Fam. w/Boats and Ships or,	
3	SPD	9	3	Ground Tactics Knowledge	12
6	REC	0			
26	END	0			
25	STUN	0			

CHA Cost = 28 22/24 Skills + 28 CHA = 50/52 Total Cost

CV = 4

PHASES:

4, 8, 12

Name: Friday, The Robot

VAL	CHA	Equipment
10	STR	.22 Cal MG, OCV 4, -1/2", 2000 Rnds
0	DEX	1D6 K Damage, -1 STN ×
—	CON	
10	BODY	1D6 K Pincers, OCV 4 or
—	INT	5D6 Normal Energy Tazer w/4 charges
—	EGO	
—	PRE	Friday cannot be Stunned or Knocked Out. When Friday takes 10 Body,
—	COM	he ceases to function.
5*	PD	
5*	ED	Move 4" per phase, may not move non-combat
3	SPD	
—	REC	
—	END	
—	STUN	

OCV = 4

DCV = 0

PHASES:

4, 8, 12

Weapons used in Stormhaven not listed in Espionage!

Name	Caliber	OCV	RNG MOD	Damage	STN MOD	Shots
Air Cannon (Autofire)*	.177 Darts	8	-1/2"	1 pip (4)	-1	100
Concussion Missiles	—	4	-1/3"	7D6 Exp	—	2
Gas Missiles	—	4	-1/3"	4D6 Gas	—	2
Electrified Floor	—	—	—	5D6 Normal	—	—
Webley Tempest Air Pistol*	.177 Darts	+2	-1/1"	1 pip (2)	-1	1
Crossman Air Rifle*	.177 Darts	+2	-1/2"	1 pip (2)	-1	1

Statistics (Cont.)	STR MIN	SIZE	Made in	Notes
Webley Tempest Air Pistol	4	4	USA	CO2 cartridge has 50 charges
Crossman Air Rifle	5	8	USA	CO2 cartridge has 20 charges

* The darts for these weapons are filled with doses of knockout drug. The number of doses is listed in parentheses after the damage of the weapon. The dart must penetrate any armor the character is wearing to have the drug take effect.

Each dose of knockout drug will do 1D6 STUN per Segment for 1/2D6 Segments. This is taken directly off of a character's STUN total; the character gets no defenses.

Example: Kenneth Allard is hit with an air pistol dart. Because the dart holds 2 doses of knockout drug, Kenneth will take 2D6 STUN for 1D6 Segments. The 1D6 rolls a 3, so Kenneth will take damage for 3 Segments. On Segment 1 the 2D6 roll is 8, on Segment 2 the roll is 3, and on Segment 3 the roll is 6. Kenneth has taken a total of $8 + 3 + 6 = 17$ STUN and is well on his way to being unconscious.

If a character goes $4 \times$ REC under his STUN, he can lapse into a coma from an overdose of the knockout drug. The character can no longer take recoveries once he has taken over $4 \times$ REC. A Paramedic Roll will bring the character back and allow him to take recoveries once an hour.

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MAPS AND FLOOR PLANS OF

STORMHAVEN

AND ENVIRONS

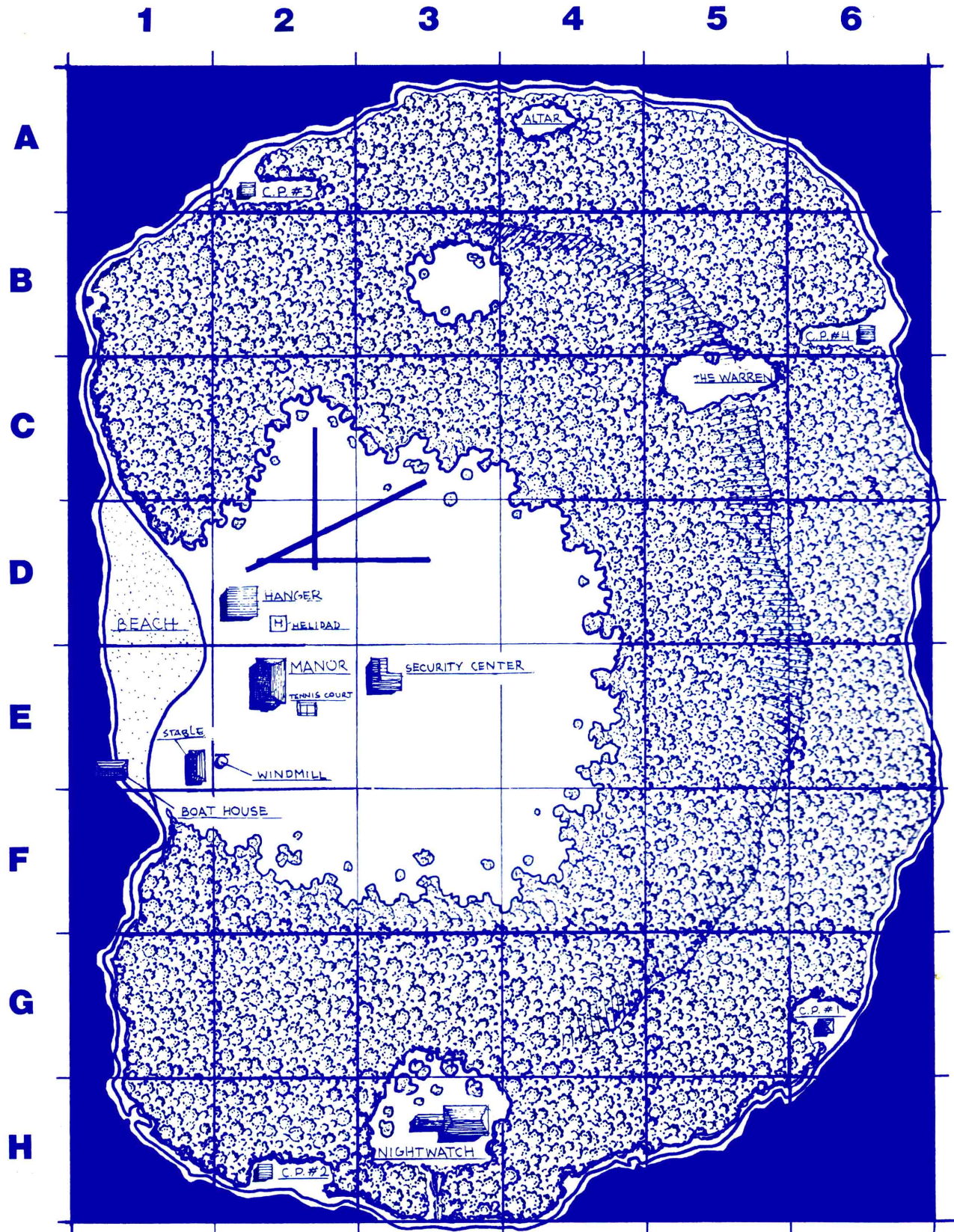
DESIGNED BY: Michael A. Stackpole
MAPS REALIZED BY: Steven S. Crompton
and Liz Danforth

— CONTENTS —

I. Overall Map of Savage Island	2
II. Stormhaven	
A. Basement Laboratory	3
B. Basement	4
C. Ground Floor	5
D. Servant's Floor	6
E. Upper Floor	7
III. Key to All Maps	8

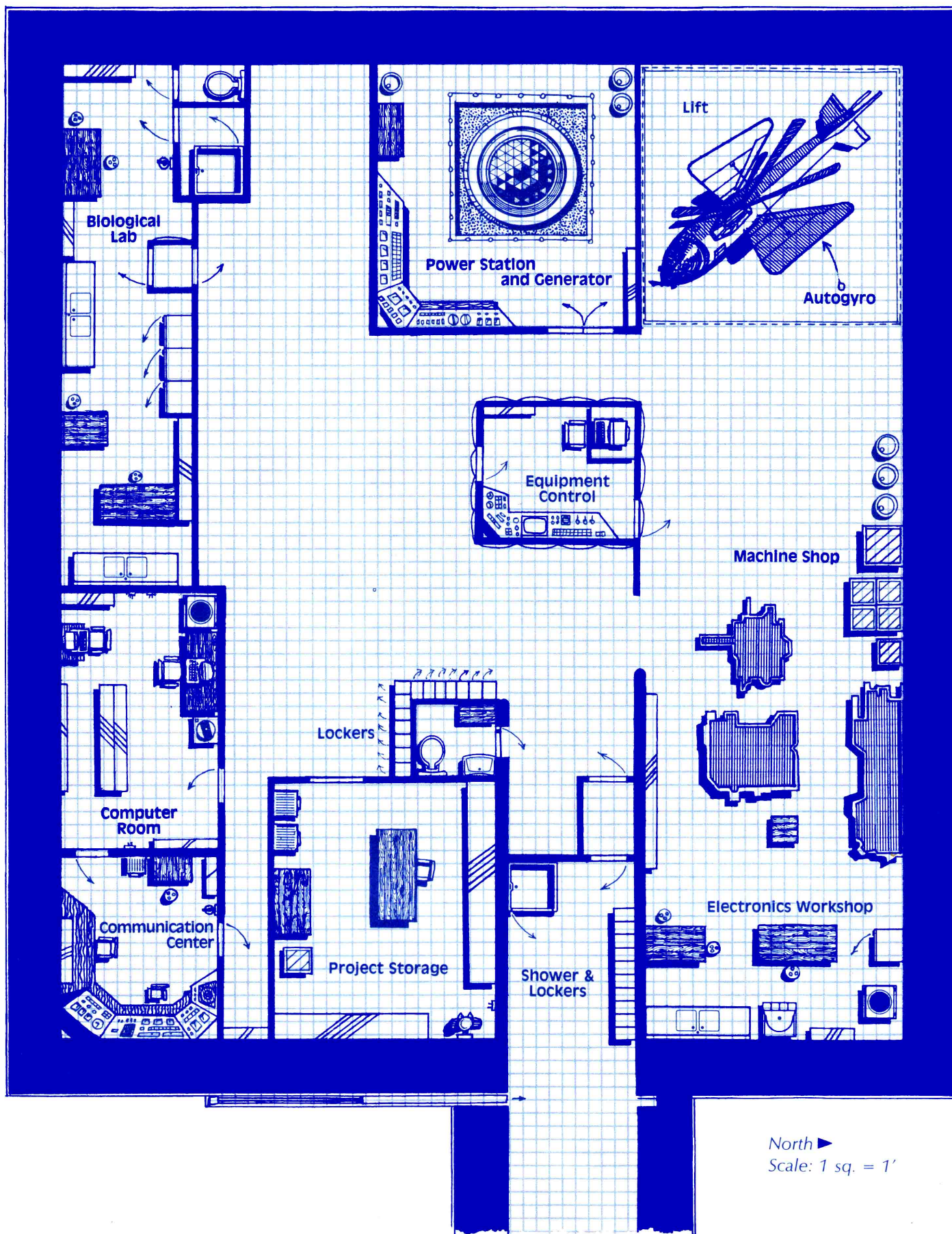


SAVAGE ISLAND

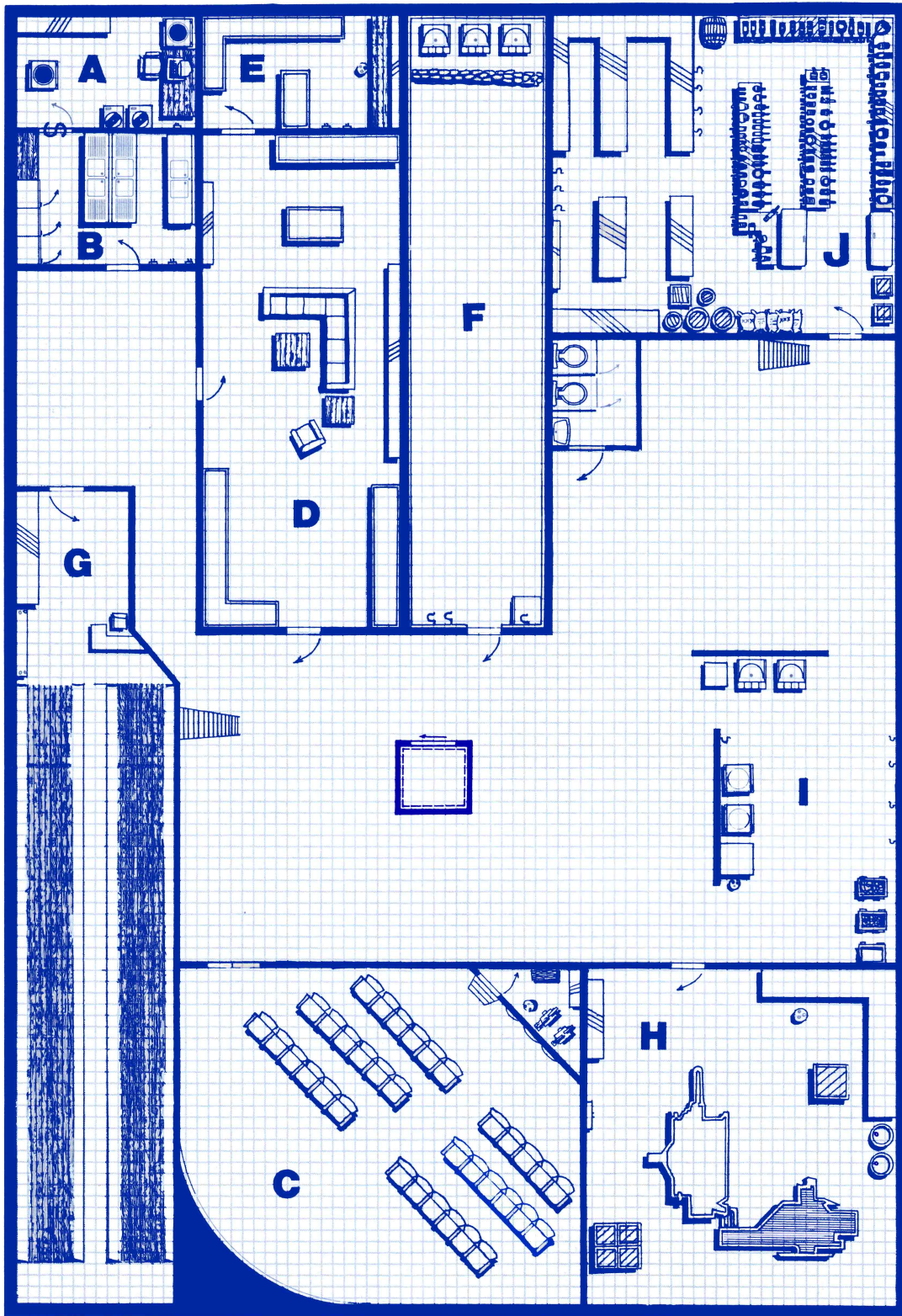


North ►
Scale: each sector 400' on a side.

STORMHAVEN: Basement Lab



STORMHAVEN: Basement Level



Reference Key:

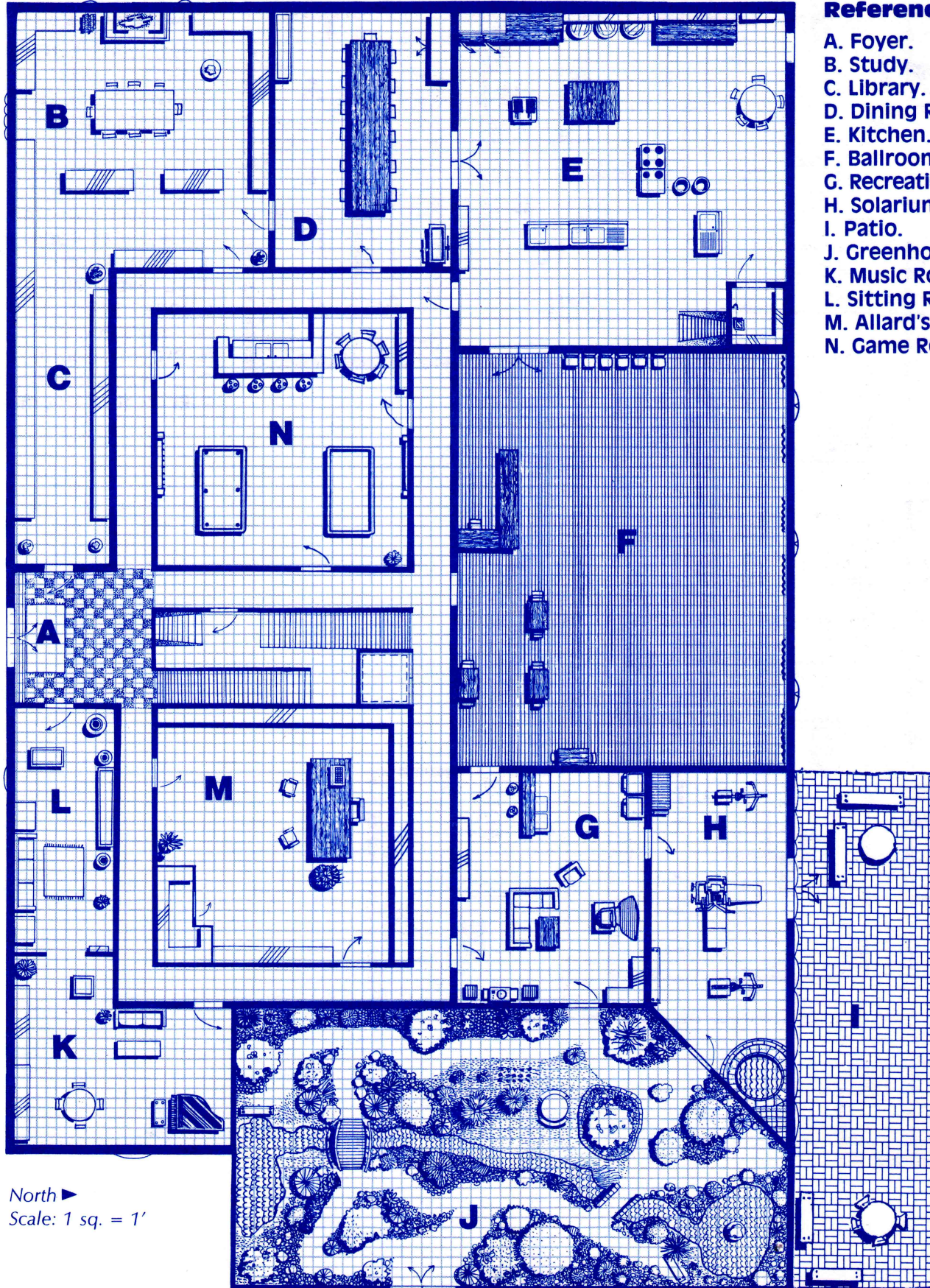
- A. Computer and Disc Room.
- B. Darkroom.
- C. Movie Theatre.
- D. Trophy Room.
- E. Gun Shop.
- F. Shooting Range.
- G. Bowling Alley.
- H. Generator Room and Heating Plant.
- I. Laundry Area.
- J. Kitchen Storage and Wine Cellar.

North ►

Scale: 1 sq. = 1'

STORMHAVEN: Ground Floor

5



Reference Key:

- A. Foyer.
- B. Study.
- C. Library.
- D. Dining Room.
- E. Kitchen.
- F. Ballroom.
- G. Recreation Room.
- H. Solarium.
- I. Patio.
- J. Greenhouse.
- K. Music Room.
- L. Sitting Room.
- M. Allard's Office.
- N. Game Room.

North ►
Scale: 1 sq. = 1'

STORMHAVEN: Servants' Floor



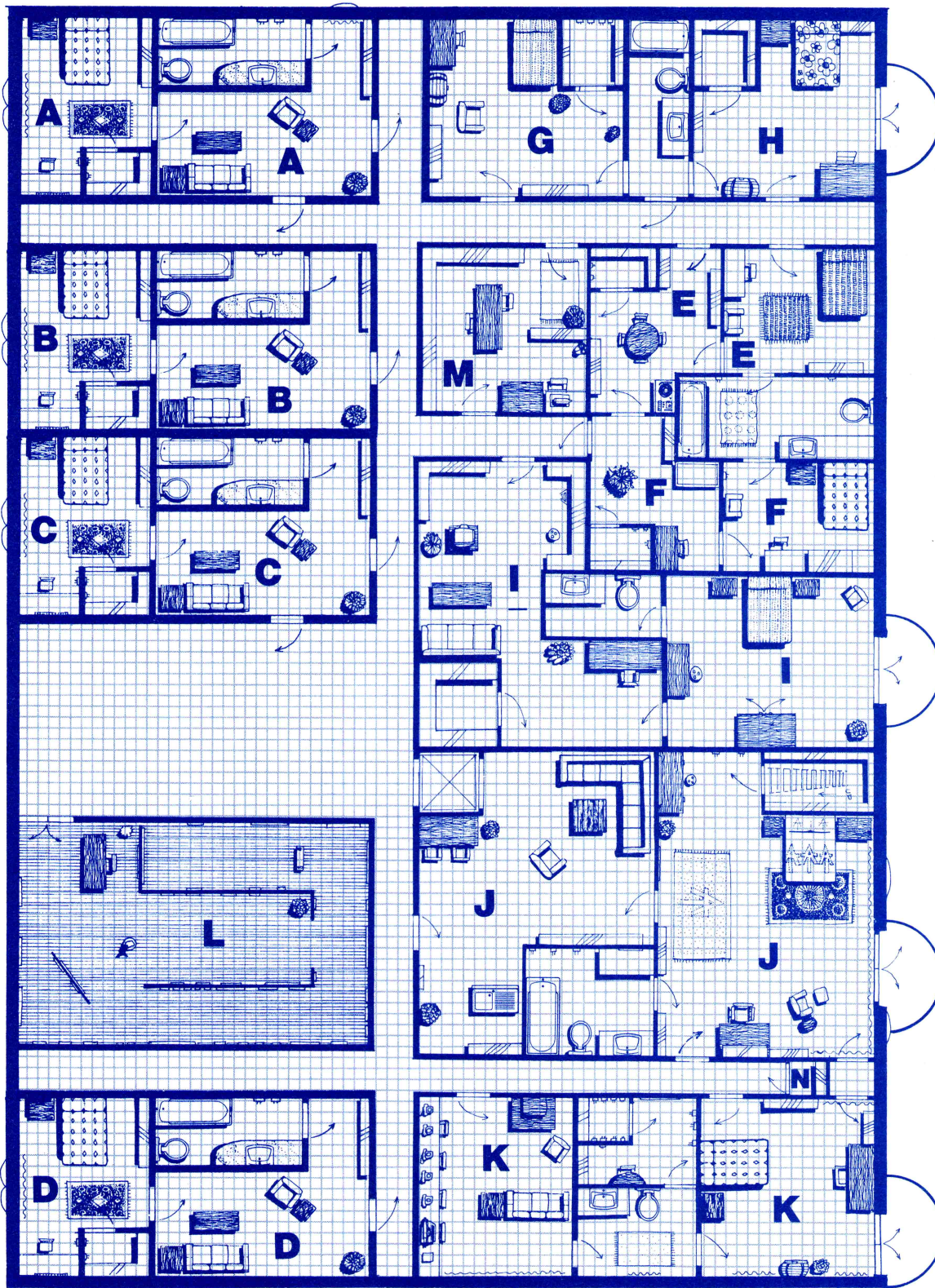
Reference Key:

- A. Maruyama's Suite.
- B. Getty's Suite.
- C. Lavalley's Suite.
- D. Vacant Suite.
- E. Crowe's Suite.
- F. De Lyons' Suite.
- G. Barry's Suite.
- H. Marston's Room.
- I. Martinez's Room.
- J. Vacant Room.
- K. Vacant Room.
- L. Jones' Room.
- M. Gray's Room.
- N. Brown's Room.
- O. O'Casey's Room.
- P. Recreation Room.

North ►

Scale: 1 sq. = 1'

STORMHAVEN: Upper Floor



Reference Key:

- A. Guest Suite.
- B. Guest Suite.
- C. Guest Suite.
- D. Guest Suite.
- E. Guest Suite.
- F. Guest Suite.
- G. Jennifer's Room.
- H. Marjorie's Room.
- I. Family Room.
- J. Kenneth's Room.
- K. Family Room.
- L. Gallery.

North ►

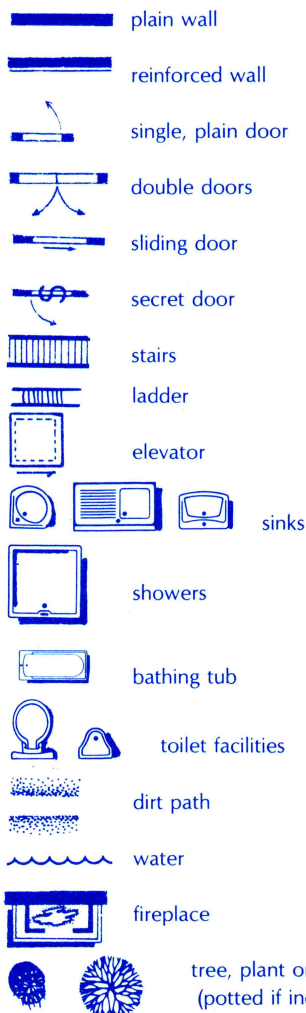
Scale: 1 sq. = 1'

Key to All Maps

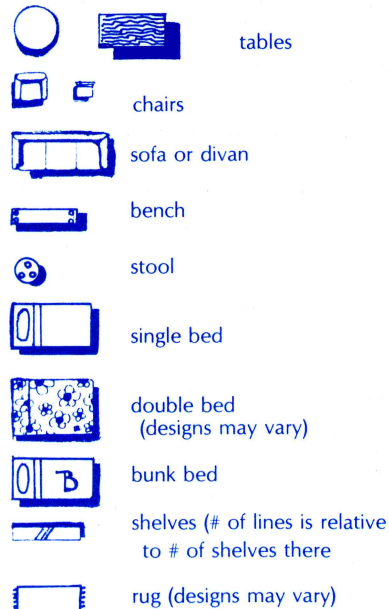
This key is reasonably comprehensive for all the maps in the text of Stormhaven and the map booklet. However, because of the detail which is included in the maps, some variation exists. However, if you read the text associated with the map, any details or symbols not already understood should be clarified by the reading.

To prevent creating a map too crowded to be read, some small objects may not always be represented in maps, especially if the object is the sort which is quite common. Some maps specifically show telephones in certain places, for example, but this does not mean some other room which shows no telephone will not have one. The GM is urged to consider these things, and if a telephone, TV, fire extinguisher, or bedside lamp is a logical thing to be in a certain vicinity, let it be there whether it is marked on the map or not.

Basics



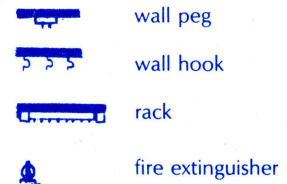
Common Objects



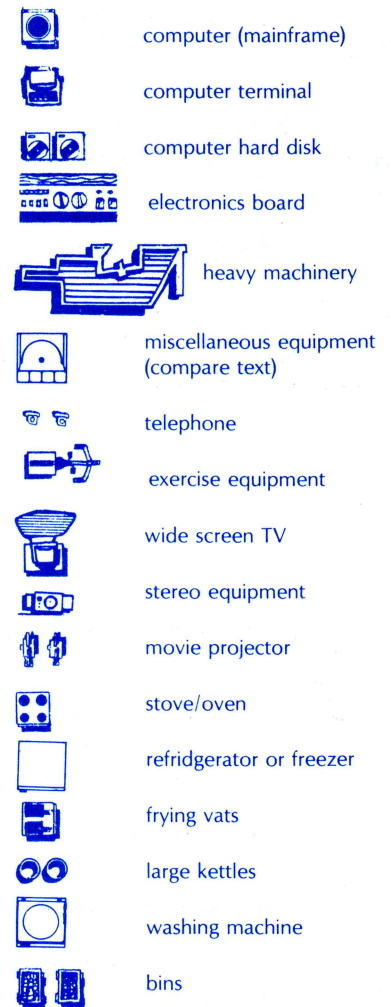
Containers



Wall Fixtures and Accessories



Machinery and General Equipment



Count Tepescu

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Friday

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Tiger 3

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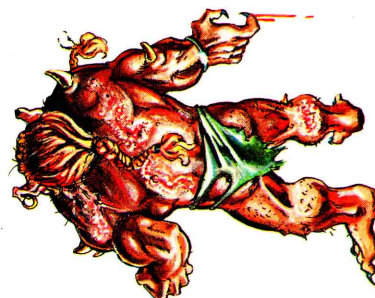
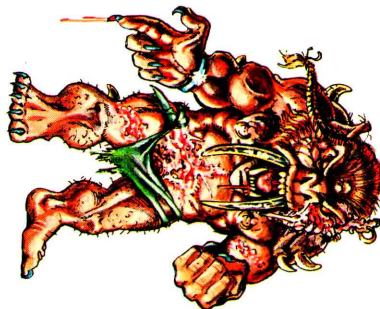
Tiger 10

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Tiger 11

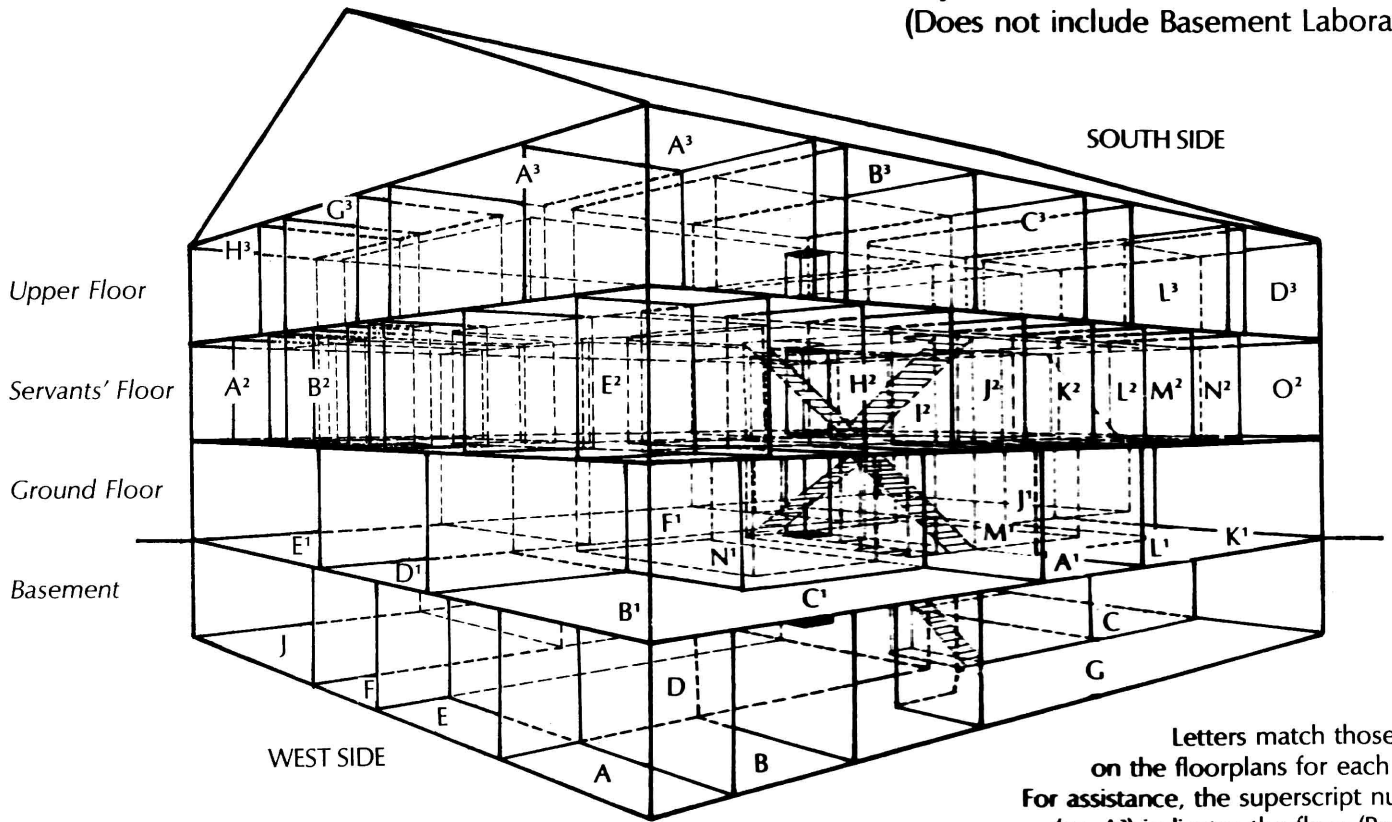
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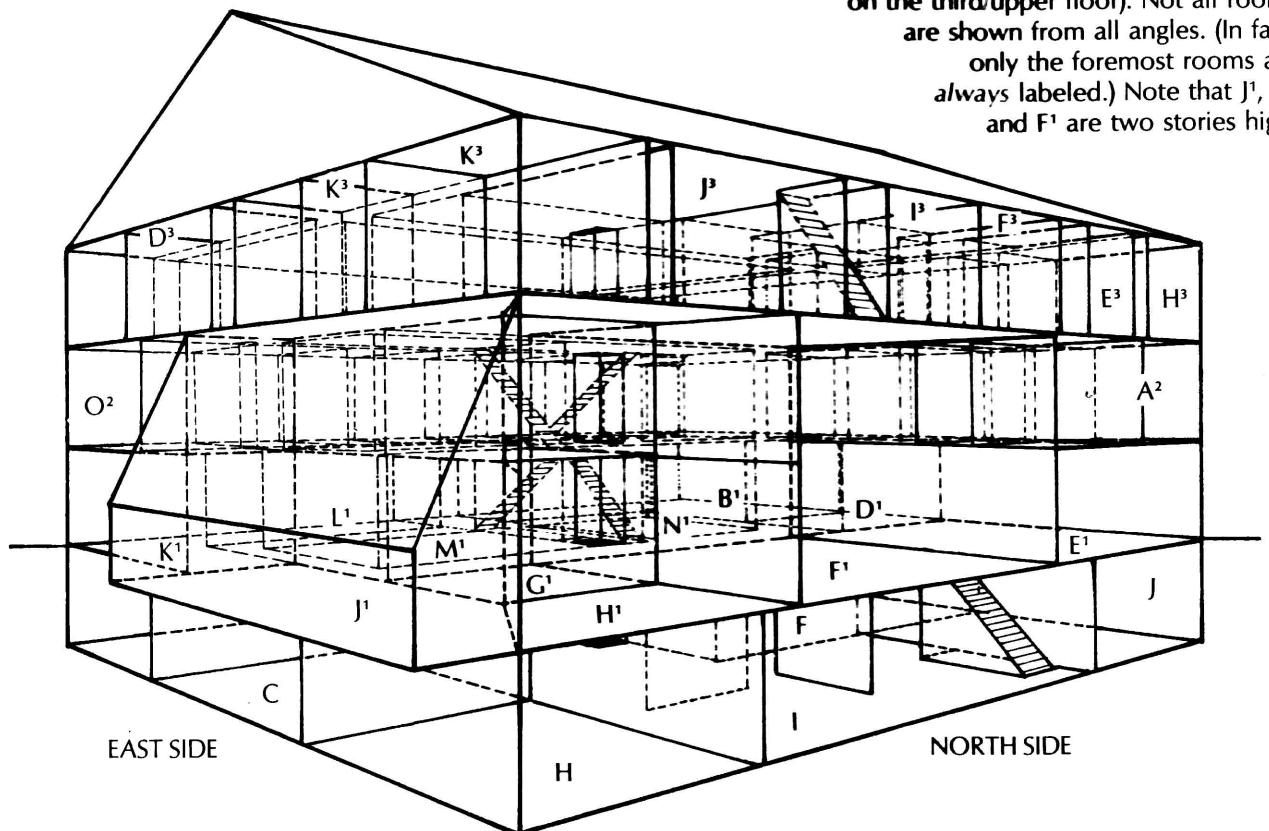
Proto-Formor

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Cutaway View of Stormhaven Mansion (Does not include Basement Laboratory)



Letters match those used on the floorplans for each level. For assistance, the superscript number (as: A³) indicates the floor (Room A on the third/upper floor). Not all rooms are shown from all angles. (In fact, only the foremost rooms are always labeled.) Note that J¹, H¹ and F¹ are two stories high.



Thunder shatters the stillness of the night while hulking monsters walk Savage Island . . . well paid mercenaries stalk the renegade Tigers in a race to prevent the theft of confidential industrial secrets . . . a KGB officer is found dead of a strange disease, clutching a note that suggests a unsuspected spy lurks inside *Stormhaven* . . .

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