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Issue #4
Winter 1995

ADVENTURES UNLIMITED

THE GAMES MONSTERS PLAY BY MARK FREIN 4



You never know what you're going to encounter on a TransEgo jump. They warned you that you'd have to share body with your friends, but they didn't tell you anything about the strange and violent games you'd be asked to play. And who are those people watching the game, anyway?

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Working aboard a rum runner during Prohibition was not a job for the faint of heart. Arrests, storms at sea, and double-crossing mobsters were all in a day's work. But nobody warned the crew about the *thing* in the hold – and the terrifying impact it would have on their lives.

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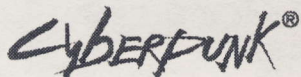
A successful roleplaying adventure has many components: action, puzzle solving, roleplaying, investigation, exploring uncharted territory, and good old fashioned treasure hunting. This issue's Designer's Forum offers tips on choosing the right mix of elements for your players.

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>>>> With conversion notes for Shadowrun.

OUR CENTERFOLD



Our centerfold, designed for use with 25mm scale figurines, contains a series of vehicle cut-outs that can be used with the *Road Warriors* adventure.

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The Ghoul Queen, by Ed Lee, is one of the quest cards found in *Everway*, a new fantasy roleplaying game from Wizards of the Coast.



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Adventures of Distinction is a new column that spotlights adventures – both forgotten favorites and hot new releases – that we think are worthy of special praise. This first column looks at great ideas found in a classic D&D™ adventure, plus adventures for *Ars Magica* and *Shadowrun*, and looks at how you can incorporate these ideas into your own gaming.

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The Games Monsters Play

BY MARK FREIN

This short adventure for the Khaotic™ game takes the player characters on a TransEgo jump to the city of Kaleido. The characters are sent on a simple reconnaissance mission, but find themselves inside a host who is participating in a strange contest between two teams of Spawn.

The reward for winning the game is great – the victors win an assignment to a prestigious Earth base via Isabella Bayne's TransAnima device. If the characters can manage to finish in a host who wins, they will be privy to information that can lead ISES to the Spawn base.

Behind the Scenes

Elena, a fairly high-ranking progeny, is a gameswoman. She enjoys watching contests of all sorts – especially violent ones. She also happens to be a recruitment officer for TransAnima soldiers.

Elena has brought her job and her interests together by organizing a competition for certain TransAnima appointments. Only a few Spawn are "chosen" through Elena's contests. She usually handpicks the teams she expects will win, but she enjoys the spirit of fair competition.

Elena always awards winning team members with a Trans-Anima

appointment, regardless of what her other two committee members (a gator and a verm) say. Though the PCs' host is a member of the underdog team, the game is not fixed and Elena will be pleasantly surprised by an underdog victory.

Notes For the Game Master

Because of the nature of TransEgo jumps, the GM running a Khaotic adventure must always be flexible. The PCs' actions can pose many challenges for GMs, especially if the PCs move out of the first host body or use psi-powers to gather information and affect their surroundings.

This adventure proceeds along a set plotline, but should accommodate most of the things that the PCs might do. Motivations and background knowledge are given for each NPC the PCs might meet (this information will be very important when dealing with certain psi talents).

My playtesters enjoyed the seriousness of their mission, and the struggle to win the game without obvious use of psi-powers, but they also liked the antics of the incompetent Spawn on their team. At one point, I had the two dumber cybor brothers beating each other over the head with the sticks to "see what the sticks do." My take on Khaotic is that it can incorporate high adventure as well as some slapstick. It was especially fun to see the players make efforts to sound as stupid as they imagined (correctly) Org to be.

There is little that the PCs can do to seriously jeopardize this adventure, although their actions could change the plotline or outcome. The only possible problem area would be if the PCs use mental probes on Elena before the stickball game is over. She is the only NPC who, before the interviews, knows the details of the TransAnima mission and Earth base.

Elena's Cunning is as high as it is to reflect her calculating and shrewd intellect – and to prevent PCs from taking over her mind too easily.

The Jump

The Games Monsters Play begins with the PCs (as members of a TransEgo jump team), listening to an ISES agent brief them before a TransEgo jump. The agent tells them that they are to perform a simple recon mission. They should attempt to gather any information relevant to the resistance effort.

The agent advises the PCs not to do anything that would call attention to themselves, and to jump back if they are in danger. He also tells them to use

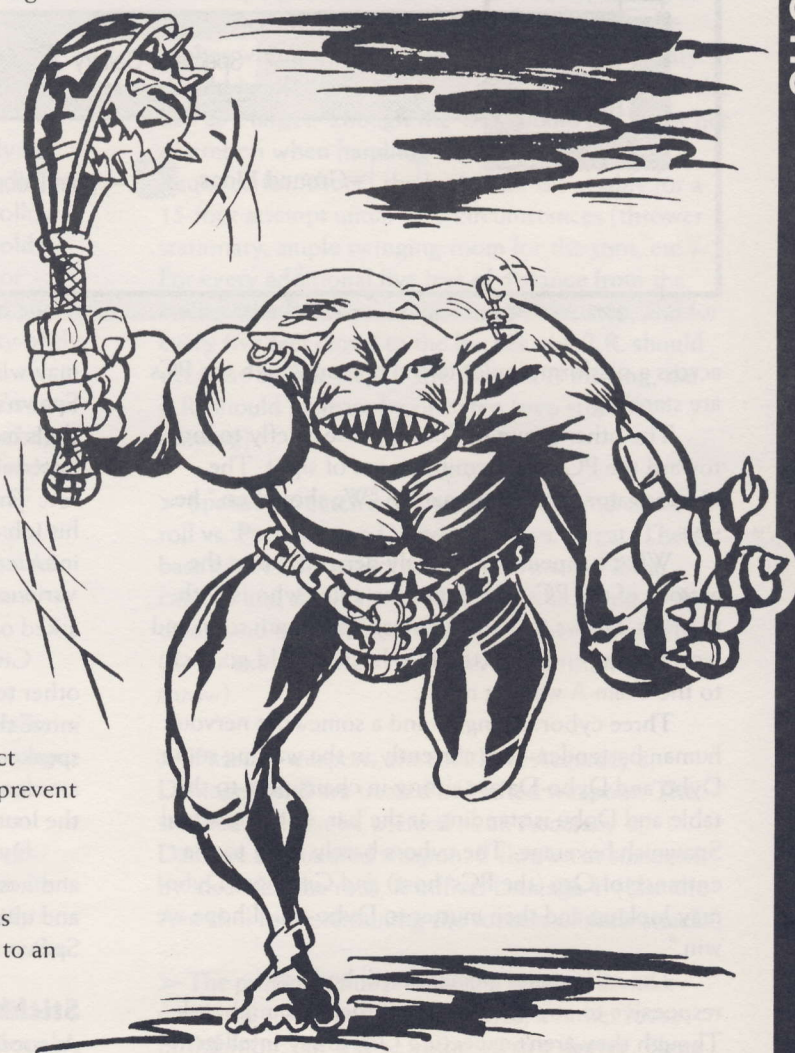
their discretion when it comes to taking risks – they, as a team, should decide when the benefits of information-gathering outweigh possible dangers.

When the briefing concludes, the PCs are taken to the TransEgo device and hooked up for the jump. The TransEgo technicians give thumbs-up to the PCs and engage the device.

When the PCs come to – either as Boss or Crickets – they find themselves in the body of a Spawn (a hulking harvester, to be precise). They are standing on a concrete walkway looking down on what appears to be a concrete-floored gymnasium. Standing next to them is a nodding gator.

The gator says, in growling English, "I know, by grace of Isabella, that we will win," and continues to nod his massive, snap-jawed head.

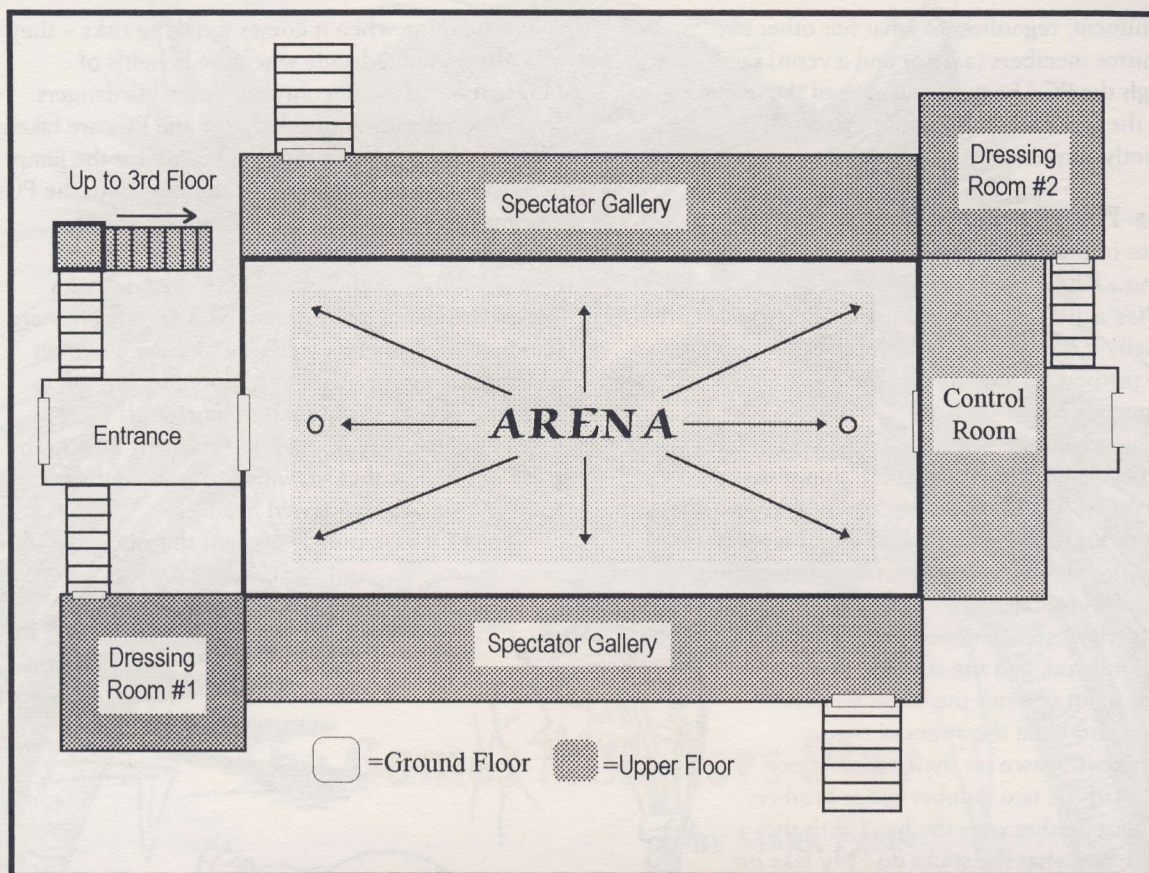
The PCs have only a moment to respond or to



begin psychic explorations before the gator raises a hand and points across the gym. "There," he says, "is the enemy." Across the large room can be seen three other Spawn (two garou and another gator) walking



KHAOTIC



across a platform similar to the one on which the PCs are standing.

The other group of Spawn pause briefly to look toward the PCs, then continue out of sight. The nearby gator snuffs indignantly. "We should go," he says.

What happens next largely depends upon the actions of the PCs. Geseppo, the gator who is with the PCs, knows that the "contest" will begin soon and feels that he and Org (the PCs' host) should go back to the Team A waiting room.

Three cybor siblings – and a somewhat nervous human bartender – are currently in the waiting room. Dybo and Dybo-Da are sitting in chairs next to the table and Dobu is standing at the bar, drinking a foul Spawnish beverage. The cybors barely react to the entrance of Org (the PCs' host) and Geseppo. Dybo may look up and then mutter to Dybo-da: "I hope we win."

The other team members will be fairly responsive to any questions that the Boss might ask. Though they aren't expecting Org to say intelligent-sounding things, they themselves are probably not perceptive enough to notice that anything is amiss with Org if he does. If the Boss makes no effort to talk in a Spawn-appropriate manner, or if the Boss tries to pry information out of the others, the CM

may wish to require a skill check against the listening Spawn's Cunning. A number of Charm and Cunning skills may come into play: Question, Sincerity, Entertain, Leadership, Acting, and Lie.

The human worm, Gregor, is simply trying to do his job – and stay alive. He has a small selection of intoxicating and non-intoxicating beverages and various snacks. He nervously answers any questions asked of him (see his NPC profile for information).

Give the PCs some time to interact with the other team members and assess the situation, then move them along with the sound of the intercom speaker snapping on and the following announcement: "Descend the staircase to the left of the lounge and wait. The contest begins shortly."

Dybo and Dybo-da will be somewhat confused and hesitant. Dobu and Geseppo will look around and ultimately follow the instructions. All the other Spawn will follow whomever leaves first.

Stickball, Monster Style

As soon as the Boss follows (or leads) the other Spawn down the side stairway and into the holding area, the voice of Elena mutters out from an intercom box on a wall:

"The first contest will begin shortly. Pay attention. (Pause). You will be provided with equipment with which you can move an object across the arena to an elevated metal repository. You must put the object into the repository to score a point. The first team to score eight points wins. (Pause). You may make any kind of physical contact as long as that contact furthers the game. Your team will be penalized for aggressive physical contact not associated with the movement of the object or defense of the circle. There will be a short rest break after one team scores four points."

When the voice stops, a panel next to the main arena door slides open, revealing five metal rods with large, spoon-shaped ends. The rods are four feet long and approximately one-and-a-half inches in diameter (a big, heavy object for a human, but well within the capacity of most Spawn). At the base of each rod is a grip made from a rubber-like substance.

The Spawn of Team A will, for the most part, be confused by the progeny's speech and the "equipment." Geseppo, the gator, will probably be the first of the Spawn to grab a rod unless the Boss beats him to it. The three cybors eventually follow Geseppo's lead, but may or may not end up holding the rods by the rubber grips (right-end up). For comic effect, the GM may want to have Dybo and Dybo-da experiment with the clubbing-quality of the rods on each other's heads.

One minute after Elena finishes her address to the contestants, doors at each end of the arena begin to open slowly in garage-door fashion. The members of Team B become visible across the arena. They are all holding their rods properly. They immediately step into the arena, led by the two garou. It should be obvious to the PCs that Team B is much more competent than the Spawn surrounding them.

The arena has a concrete floor and funnel-shaped "buckets" at each end. These hang from hollow metal tubes extending from the back walls, and are about ten feet off the ground. The openings of the tubes are slanted down at a 45-degree angle to allow for more direct shots.

A similar metal tube with an open end hangs from the ceiling. The internal machinery of the arena is, of course, not visible but consists of a delivery system for moving the "ball" from the buckets to the overhead drop tube.

An observation box is located along one of the longer walls of the arena. Three overseers – a female progeny, a verm, and a gator – sit inside it.

As soon as the main arena doors have completely opened (this will take about 15 seconds), a volley-ball sized, studded metallic ball drops from the overhead drop tube to the floor, landing on the

concrete with a scraping thud. Elena leans forward in the observation box and shouts: "Begin!"

What follows can be handled by the GM as a fairly open, combat-like affair between the two teams. The GM should note the following points:

➤ To ensure that the Spawn contestants use the handling rods to move the ball, it has been electrically charged. Anyone holding the ball without use of the shielded rods will experience great discomfort. The shock does no permanent damage but does render a victim unable to move or concentrate. To hold onto the ball without dropping it, a contestant will have to make Willpower roll vs. Great (and will only be able to move at a slow walk if successful).

➤ Scooping the ball with the rods is easy, as long as the Spawn are holding the rods correctly (by the rubber-wrapped hafts). The Aim skill (or Dexterity/2) should be used whenever the rod is used to throw the ball at a target. Though the GM should use his or her discretion when handling the difficulty and Roll Required for "shots", the basic R.R. is Passable for a 15-foot attempt under easy circumstances (thrower stationary, ample swinging room for the shot, etc.). For every additional five feet of distance from the bucket, the R.R. should increase by one step, and for every five feet closer to the bucket, the R.R. should decrease by one step. If the thrower is moving, the R.R. should increase by one step (two steps if running).

➤ Spawn can catch a thrown ball with a rod on a Parry roll vs. Passable or a Dexterity roll vs. Great. These base catch rolls reflect a ball thrown toward the catcher and should be modified by the speed of the throw and other factors such as catcher movement (if, for example, a catcher is trying to "intercept" a throw).

➤ If used as weapons, the rods have Accuracy 8, Damage 3 and are treated as Hafted weapons. The studded ball can be wielded as an Accuracy 6, Damage 2 Unarmed weapon. If thrown at someone by means of the rods, it inflicts Damage 4. (Use the Aim skill for determining the success of such attacks).

➤ The progeny's rule prohibiting physical contact unrelated to the game is, of course, a rather loose prohibition, but will be enforced to a degree. Elena will be observing the entire contest and intervenes if Spawn are clearly fighting without regard to the progress of the game. She uses her psychotronic pistol if necessary. She wants to enjoy the contest and thus will interfere rather reluctantly.

Whenever the ball is put into the bucket, a bell rings and Elena flicks a switch to mark the point on the wall scoreboard. The ball then rattles up the tubes and soon appears again, dropping from the overhead delivery tube.

As soon as one team scores four points, Elena pauses the game by holding the ball in the drop tube. She stands up and announces a short break. The doors at both ends of the arena open, and the teams get a chance to regroup inside the waiting areas.

The break lasts for about five minutes, but don't rush the players. Give them a chance to interact with the other Spawn and discuss game and mission strategy. When the doors open again after the break, the game will resume and play will continue until one team scores eight points.

Note: One of several nice things about the Khaotic system is that the GM is free to handle NPC actions and interactions without rolling tons of dice. The GM can decide what the NPC Spawn are doing during the course of the game without needing to do much work. To take a few of the contestants out of sight and mind, simply have them engage for a time in a pile-up or scramble for sticks or the ball. Even if the ball squirts out, the wrestling Spawn will take some time getting untangled.

Post-Game Interviews

When one team wins, Elena stands up, applauds and congratulates the victors. She then dismisses the losers.

If the PCs are on the losing team when the game ends, they will have to think fast. If they leave the building, they will find themselves in a Spawn district in Kaleido. This adventure will then be effectively over and the GM will have to take it from there.

If the losing team refuses to leave the arena or continues to battle the winning team, Elena opens up with her psychotronic pistol while Noippino calls the barracks to summon ten cybor patrol soldiers. The soldiers will arrive within ten minutes.

We can presume, however, that the PCs will be on the winning team. After the losers have left, Elena leans over the edge of the box and studies the winning team members. If Team A has won, she will seem somewhat puzzled and surprised, yet curious. If Team B has won she will be smiling smugly.

She then says: "We, the contest committee, shall interview each of you to determine tactical and command ability. We shall also brief you on your mission assignment."

She surveys the group and picks the Spawn who showed the most sensibility during the contest. This may or may not be the PCs and could be a difficult choice for Elena (and the GM) if the PCs moved around in different hosts.

Elena points at this first interviewee and says, "Proceed up to the red door on the third floor. The door is above your lounge. Noippino will meet you there."

If the PCs are the first chosen and follow the progeny's orders, they will meet Noippino at the open red door on the third floor. The gator silently leads them down the third-floor hallway and shows them into the committee lounge where the progeny and verm are waiting.

If the PCs are not the first team member chosen, they are instructed to go back to their lounge. It will be about fifteen minutes until the next Spawn is called. After Elena makes the first choice, she will simply ask each Spawn to send up another who has not yet been interviewed. The cybors will choose each other to go next, but the order of the interviews is otherwise up to the GM.

During each interview, the committee will investigate three "areas" of qualification. They wish to determine the non-physical strengths and weaknesses of each team member. Noippino begins the questioning, focusing on leadership, bravery, and loyalty. Kuna, the verm, asks the next set of questions, all relating to ingenuity and tactical cunning. The progeny is last, and gives some details of the TransAnima appointment to gauge the interviewee's combat "personality."

The GM should improvise the interview to suit his or her own tastes, but some possible questions are provided below.

When all the team members have been interviewed, the team will be dismissed. They are to report to the barracks in four days to await their TransAnima jump.

The sooner the PCs end their mission and return to Earth, the sooner ISES can act on the information. ISES directors will probably argue about exactly where the Spawn base is. News clippings from Australian bush towns will eventually show a large number of unexplained disappearances and a few grisly, unsolved murders.

As a follow up, the GM may wish to send the PCs to Australia to investigate the "base" – but that is another adventure altogether.

The Gator's Questions

The gator Noippino wants to judge the soldier's loyalty, strength of will, and leadership ability. His tone throughout will be direct and even confrontational.

➤ Your unit is assaulting a human village. A grenade explodes in your midst, killing your gator sergeant. Everyone is confused and injured. What do you do?

➤ Your unit is assaulting a human village. You see a sniper aiming at your gator sergeant. What do you do?

➤ Your gator sergeant has ordered you to execute a verm deserter. What do you do?

➤ Fights between unit members are bad. Two members of your unit are fighting and the sergeant is not there. What will you do?

➤ A unit member tells you how much he hates the sergeant. How do you respond?

The Verm's Questions

Kuna wants to assess the cunning of each Spawn. He will quickly grow impatient with stupid answers, then sigh and remark, "This one should be appointed to the barracks. Sending him on assault missions, or even giving him a guard posting, will be useless."

➤ Most humans are smarter than you. How do you imagine that you can beat them?

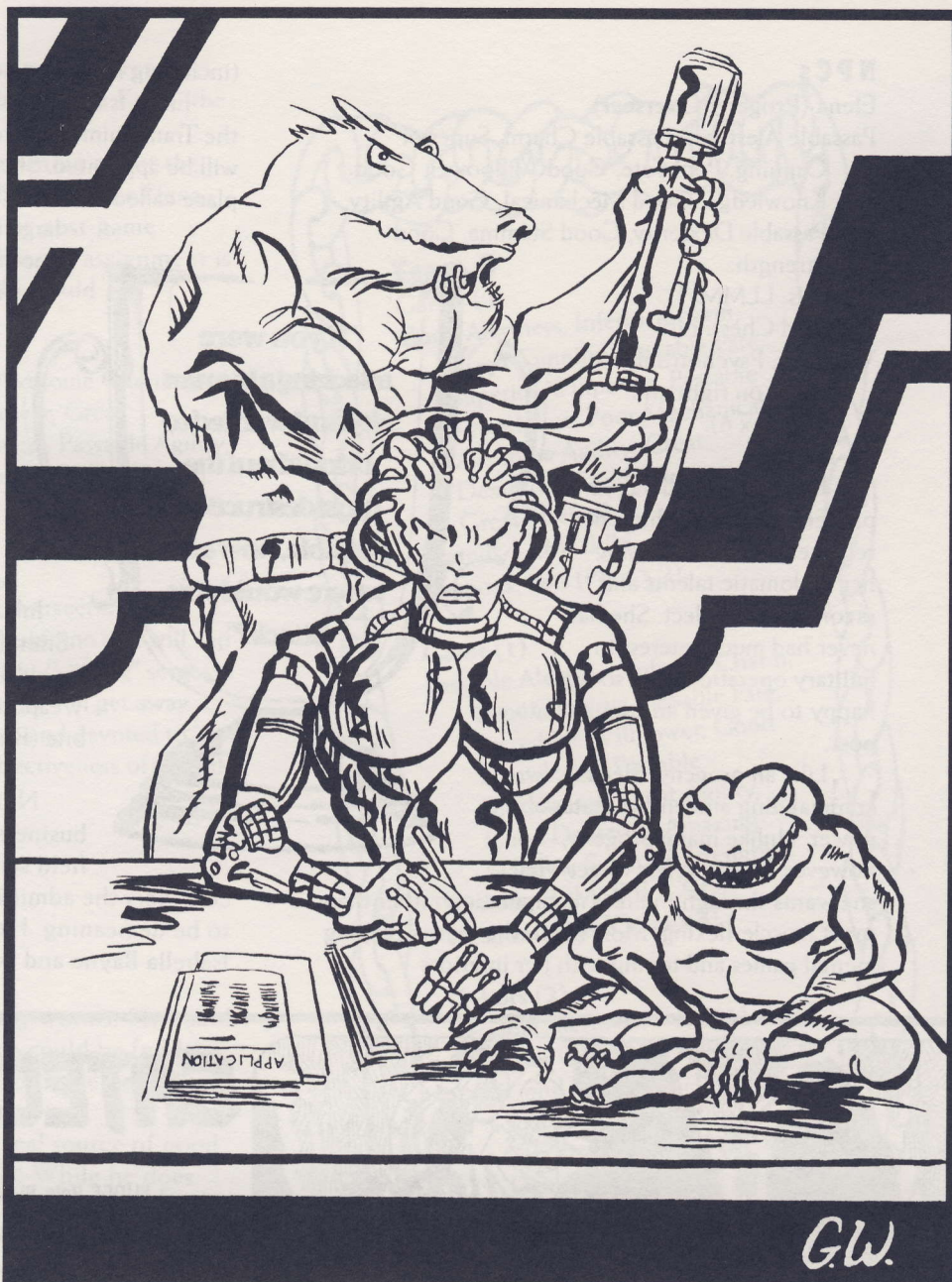
➤ If you were attacking a human city and wanted to bring about the most destruction possible, how and where would you attack?

➤ You are hiding in the forest, watching a unit of ten human soldiers in their camp. How would you go about killing most of them while keeping yourself alive?

The Progeny's Questions

Elena wants to give the new soldiers some information about their assignment and get a feel for their personalities. After the interviews are over, she will write a short brief on each of them. The briefs will eventually be given to the progeny in charge of the Earth base. What Elena has to say should be of critical interest to the PCs. It will be invaluable to ISES since it locates the base in the Australian outback.

➤ You will be sent to Earth. How do you feel about a TransAnima assignment? You can never see



your family or friends here in Kaleido again. The only way back is death.

➤ The place you will be is very different from here. It is a hot, dry place, in the center of a large island. You will raid human communities from your underground base. You must be careful, however. There are small towns and villages close to the base. Some soldiers have disobeyed orders and have killed humans from those places without being told to do so. If too many humans disappear from their villages, the humans will become suspicious. Can you be careful?

➤ Eventually, we will send forces from the base to attack cities on the coast of the large island. Many Spawn may perish but we will destroy a great number of human worms.

NPCs

Elena (Progeny Overseer)

Passable Alertness, Passable Charm, Superior Cunning, Poor Fate, Good Willpower, Good Knowledge, Good Mechanical, Good Agility, Passable Dexterity, Good Stamina, Good Strength.

Wounds: LLMMH

Armored Chest: HH

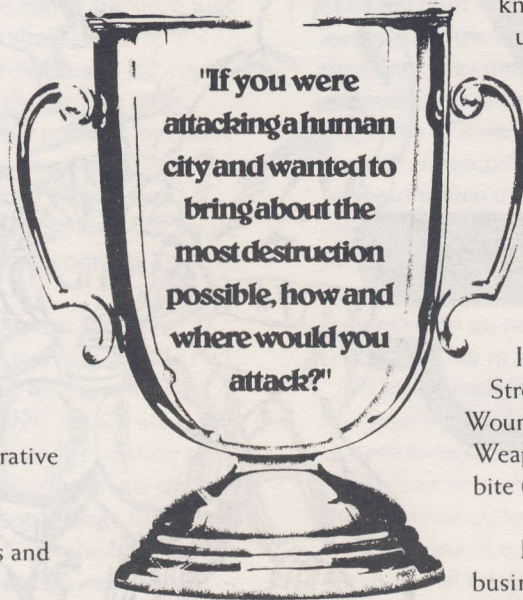
Weapons: Psychotronic pistol on right arm (Good x 6).

Elena is a middle-aged progeny who has achieved relatively high status using her diplomatic talents and razor-sharp intellect. She has never had much interest in military operations and so was happy to be given an administrative post.

Like all progeny, Elena is commanding and enjoys status and power. Unlike many progeny, however, Elena prefers to get what she wants through indirect manipulation rather than overt muscle-flexing. Most of all, she enjoys playing mental games and toying with her inferiors

(including Noippino and Kuna from time to time).

Elena is the primary source of knowledge about the TransAnima base to which the victorious Spawn will be appointed. She knows that the base is in a place called "Australia" and that it already has a fairly large contingent of Spawn. She knows that Isabella Bayne plans to use it as an experiment in larger-scale terrorist operations.



Noippino (Gator Sergeant)

Good Alertness, Inferior Charm, Poor Cunning, Passable Fate, Superior Willpower, Good Knowledge, Passable Mechanical, Superior Agility, Good Dexterity, Inhuman Stamina, Superior Strength.

Wounds: (L)(M)HHCCDD

Weapons: retractable claws (Good x 3), bite (Passable x 4).

Noippino is all business and his business is war. He has served as a field sergeant in the army and considers the administrative job he currently holds to be demeaning. He is sickeningly loyal to Isabella Bayne and constantly preaches the gator



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doctrine of Bayne's god-like nature. He respects Elena (of course) but looks down upon Kuna, the "miserable" verm.

Noippino knows almost nothing about the nature of the Australia posting until after Elena divulges information to the first post-game interviewee. He does know that the assignment is a prestigious one and wishes he could go.

Kuna (Verm Overseer)

Good Alertness, Poor Charm, Awesome Cunning, Passable Fate, Good Willpower, Great Knowledge, Great Mechanical, Passable Agility, Good Dexterity, Poor Stamina, Poor Strength.

Wounds: LLMM

Weapons: none.

Kuna is an up-and-coming overseer in the Kaleido hierarchy. He detests Noippino and will slip in sarcastic remarks about the "jaw-flapping" sergeant during the interview if he thinks he can get away with it. Kuna is cold, calculating, and devoted to increasing the organizational effectiveness of Kaleido and the Spawn army.

Gregor (Human Bartender)

All Passable, except Fate (Good).

Wounds: LLMMH

Weapons: none.

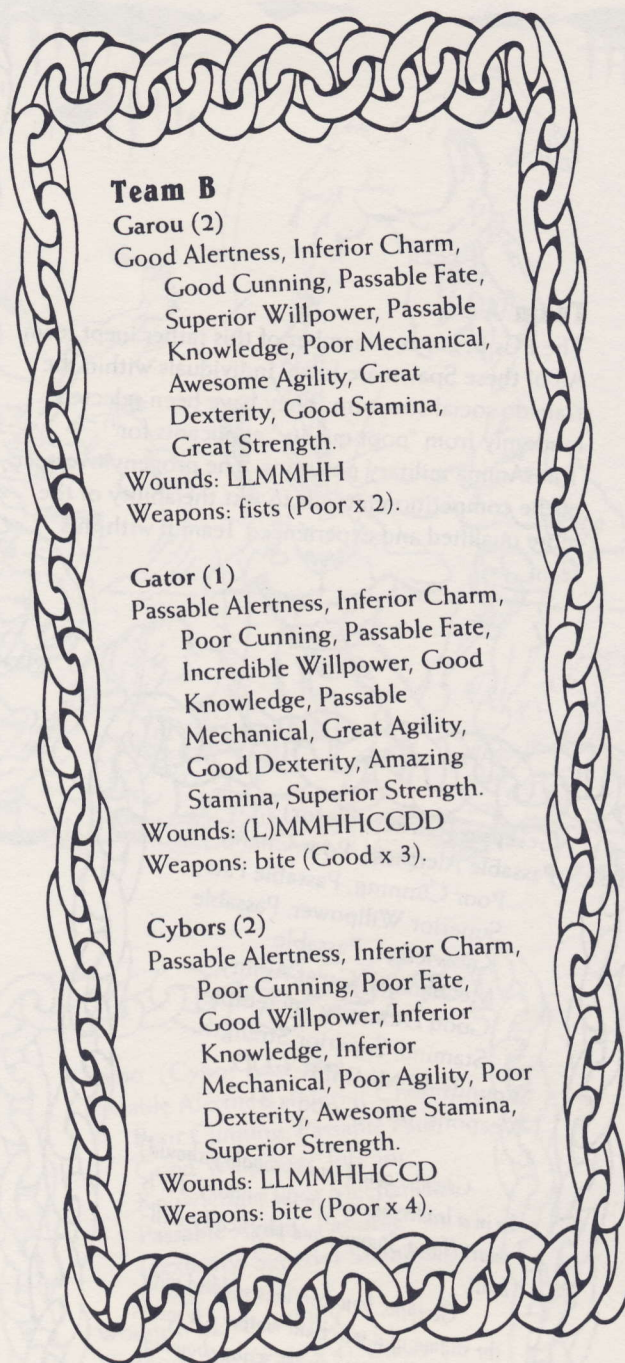
Gregor is luckier than many worms. He could be doing hard, heavy labor. He could be fodder for Bayne's experiments. Instead, he serves drinks to Spawn at Elena's arena.

Gregor could be the first real source of good information the PCs run across. While he does not know any details of the Australian mission, he does know the basic facts of the contest: that it is a competition for TransAnima positions; that the game consists of using sticks to carry and throw a "charged" ball; and that there are post-game interviews.

Team B

These Spawn are already soldiers in the army and have been hand-picked by Noippino, the gator overseer. They are not necessarily more mentally or physically powerfully than Team A (though the garou are, of course, quite cunning), but they are much better organized.

The gator leads the group, with the garou being the quick element and the cybors being the tough-guys. All of the team members understand the basics of the Stickball game before play begins, and they will employ the following simple strategy: the tall and strong cybors stand in front



Team B

Garou (2)

Good Alertness, Inferior Charm, Good Cunning, Passable Fate, Superior Willpower, Passable Knowledge, Poor Mechanical, Awesome Agility, Great Dexterity, Good Stamina, Great Strength.

Wounds: LLMMHH

Weapons: fists (Poor x 2).

Gator (1)

Passable Alertness, Inferior Charm, Poor Cunning, Passable Fate, Incredible Willpower, Good Knowledge, Passable Mechanical, Great Agility, Good Dexterity, Amazing Stamina, Superior Strength.

Wounds: (L)MMHHCCDD

Weapons: bite (Good x 3).

Cybors (2)

Passable Alertness, Inferior Charm, Poor Cunning, Poor Fate, Good Willpower, Inferior Knowledge, Inferior Mechanical, Poor Agility, Poor Dexterity, Awesome Stamina, Superior Strength.

Wounds: LLMMHHCCDD

Weapons: bite (Poor x 4).

of their team's bucket, preventing easy access to it and blocking shots; the garou try to track down the loose ball and run it to Team A's bucket; the gator attempts to direct traffic from the middle of the arena floor and either defends or attacks, depending on the situation.

Since the PCs are not likely to interact much with the members of Team B, only stats are given below. In general, the Team B Spawn are ruthless and aggressive (of course). They become very panicky if they seem to be losing the contest.

Team A

The PCs begin as a member of this rather inept team. All of these Spawn are lowly individuals within the Kaleido social structure. They have been selected randomly from "poor quality" applicants for TransAnima military positions. The progeny overseer of the competition intends to test the ability of the more qualified and experienced Team B with this team.

Geseppo (Earnest Gator)

Passable Alertness, Poor Charm,
Poor Cunning, Passable Fate,
Superior Willpower, Passable
Knowledge, Passable
Mechanical, Great Agility,
Good Dexterity, Incredible
Stamina, Superior Strength.

Wounds: LLMMHHCCDD

Weapons: Bite (Good x 3).

Geseppo could (and probably should) be in a leadership role in the military. He is smart (for a Spawn) and physically well-built.

Geseppo, however, was saddled with the stigma of a merchant mother. He wears the painted pattern on his scales showing himself to be a "shopkeeper." Strangely enough, Geseppo does not seem affected by his low status. He has entered into the competition less to prove himself than to get a shot at seeing the "place of the evil humans" (Earth). His curiosity about Earth could possibly be played upon, perhaps even leading him to desert Bayne's army when and if he transfers to Earth.

Org (Innocent Harvester, 1st Host)

Poor Alertness, Poor Charm,
Inferior Cunning, Poor Fate,
Good Willpower, Inferior
Knowledge, Inferior
Mechanical, Passable Agility,
Passable Dexterity, Inhuman
Stamina, Incredible Strength.

Wounds: (L)(M)HHCCDD

Weapons: Claws (Inferior x4).

There's not much to say about Org. He's a friend of Dybo-da's (they go drinking together). Dybo-da convinced Org that the "fight for the army" would be fun. Org's village was happy to see him try for a TransAnima posting, since few harvesters have distinguished themselves in the military. Actually, Org is perfect for a game like Stickball. He is built like a tank but can also jump!

Dobu (Cybor Low-life)

Poor Alertness, Inferior Charm,
Passable Cunning, Feeble Fate,
Good Willpower, Poor
Knowledge, Inferior
Mechanical, Poor Agility, Poor
Dexterity, Superior Stamina,
Superior Strength.

Wounds: LLMMHHCC

Weapons: Bite (Poor x 4).

Dobu has never been lucky. His is smarter than the average cybor, but he has made consistently poor life choices. He blew his one chance at upward movement in the army by angering a gator sergeant. He harbors resentment against all gators and will be reluctant to follow or cooperate with Geseppo.



Dybo-da (Cybor Low-life)

Inferior Alertness, Inferior Charm,
Feeble Cunning, Good Fate,
Passable Willpower, Pathetic
Knowledge, Poor Mechanical,
Inferior Agility, Inferior
Dexterity, Awesome Stamina,
Awesome Strength.

Wounds: LLMMHHCCD

Weapons: Bite (Poor x 4); Claws
(Great x 3).

Dybo-da is dumb, even for a cybor. He is gullible and feeble-minded. He is here simply because his brothers told him to come. He does not even understand that they are involved in a competition. Dybo-da is, however, powerfully built and quite daunting to behold.

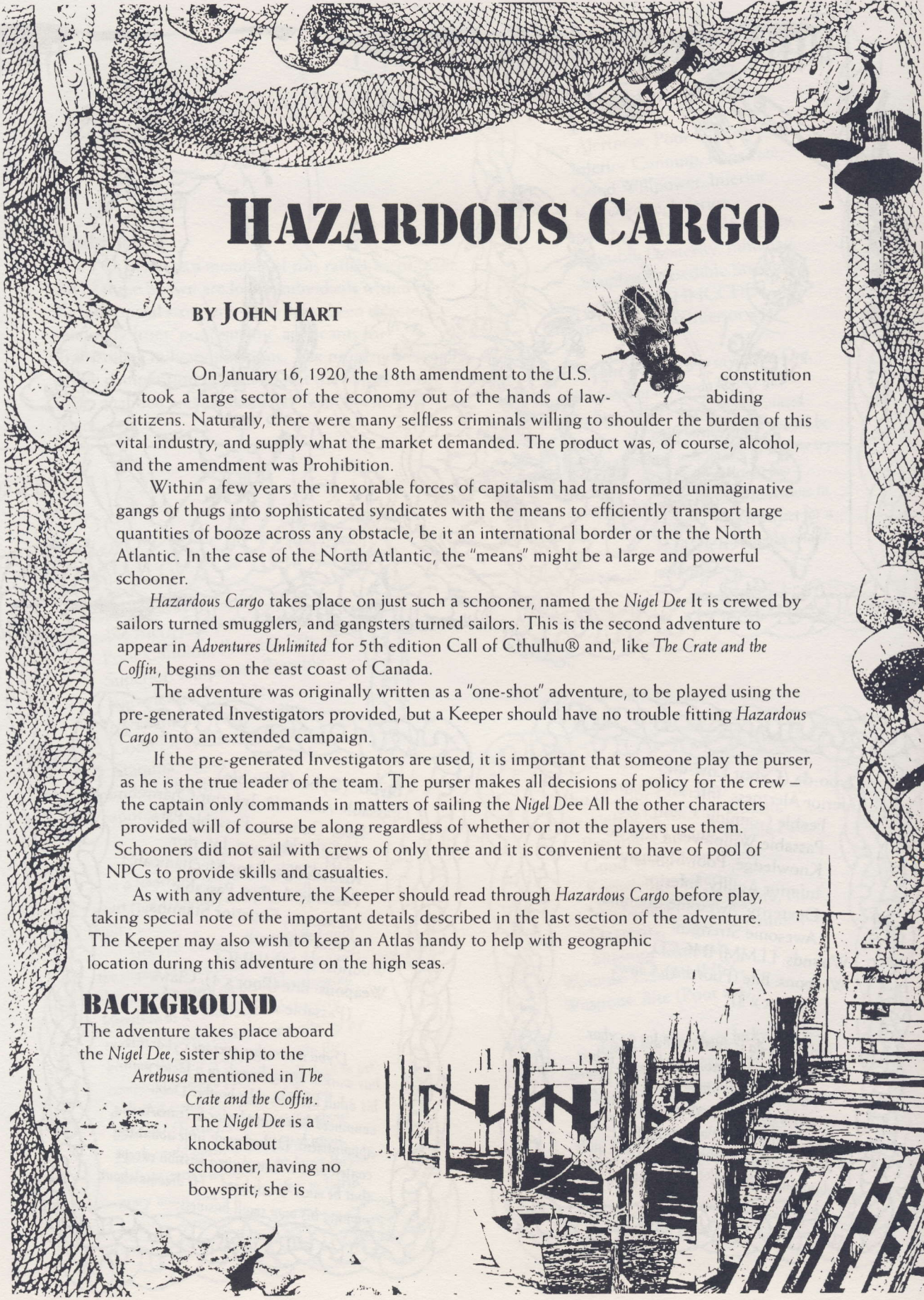
Dybo (Cybor Low-life)

Passable Alertness, Inferior Charm,
Poor Cunning, Passable Fate,
Good Willpower, Inferior
Knowledge, Poor Mechanical,
Passable Agility, Passable
Dexterity, Superior Stamina,
Great Strength.

Wounds: LLMMHHCC

Weapons: Bite (Poor x 4); Claws
(Passable x 3).

Dybo is a rather average cybor. He has worked toting barrels in a factory all his adult life. His elder brother Dobu convinced him to apply for a TransAnima appointment. Dybo knows little about the contest or the TransAnima mission except that he must "work hard." He dreams about owning his own small business.



HAZARDOUS CARGO

BY JOHN HART



On January 16, 1920, the 18th amendment to the U.S. constitution took a large sector of the economy out of the hands of law-abiding citizens. Naturally, there were many selfless criminals willing to shoulder the burden of this vital industry, and supply what the market demanded. The product was, of course, alcohol, and the amendment was Prohibition.

Within a few years the inexorable forces of capitalism had transformed unimaginative gangs of thugs into sophisticated syndicates with the means to efficiently transport large quantities of booze across any obstacle, be it an international border or the the North Atlantic. In the case of the North Atlantic, the "means" might be a large and powerful schooner.

Hazardous Cargo takes place on just such a schooner, named the *Nigel Dee*. It is crewed by sailors turned smugglers, and gangsters turned sailors. This is the second adventure to appear in *Adventures Unlimited* for 5th edition Call of Cthulhu® and, like *The Crate and the Coffin*, begins on the east coast of Canada.

The adventure was originally written as a "one-shot" adventure, to be played using the pre-generated Investigators provided, but a Keeper should have no trouble fitting *Hazardous Cargo* into an extended campaign.

If the pre-generated Investigators are used, it is important that someone play the purser, as he is the true leader of the team. The purser makes all decisions of policy for the crew – the captain only commands in matters of sailing the *Nigel Dee*. All the other characters provided will of course be along regardless of whether or not the players use them. Schooners did not sail with crews of only three and it is convenient to have a pool of NPCs to provide skills and casualties.

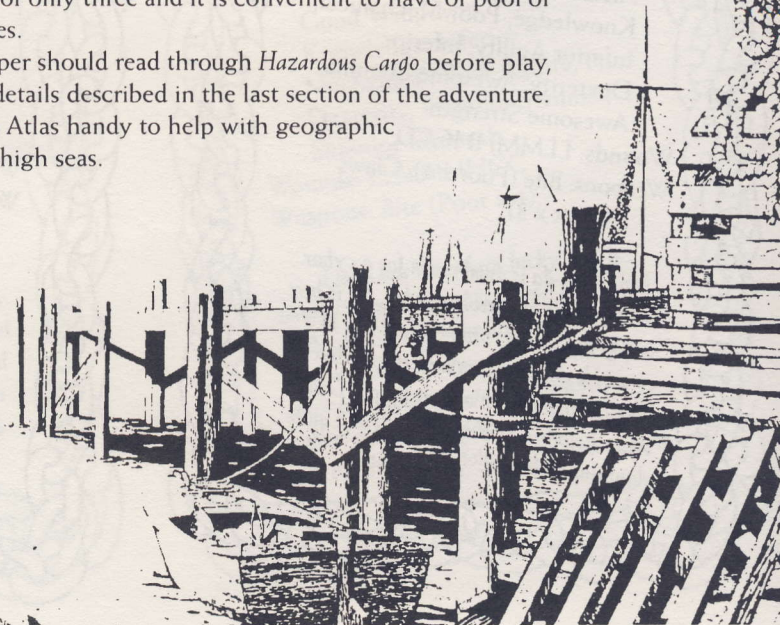
As with any adventure, the Keeper should read through *Hazardous Cargo* before play, taking special note of the important details described in the last section of the adventure. The Keeper may also wish to keep an Atlas handy to help with geographic location during this adventure on the high seas.

BACKGROUND

The adventure takes place aboard the *Nigel Dee*, sister ship to the

Arethusa mentioned in *The Crate and the Coffin*.

The *Nigel Dee* is a knockabout schooner, having no bowsprit; she is



infamous for her speed, having outrun Canadian Coast Guard steamers on more than one occasion. She is also sturdy in rough weather. Since her new gasoline engine allows her to be steered even in the most chaotic of seas, she is well able to survive anything she is likely to face (any sort of weather that is... Cthulhu is a different matter).

The *Nigel Dee* is assigned to the profitable St. Pierre run, transporting Jamaican rum, fine French wine, and Irish and Scotch whisky from the town of St. Pierre to the discriminating drinker in Canada. (Miquelon et St. Pierre are a group of small islands that remained French after the rest of the French possessions were lost to the English; as such it was the perfect point for the transshipment of cargoes of alcohol.)

STARTING PLAY

It is the evening of September 24, 1927. This afternoon the *Nigel Dee* left St. Pierre with the tide, destined for Yarmouth with fifty barrels of good Jamaican rum and ten cases of French wine in her hold. This is the last St. Pierre run of the season; after No Nose takes possession of the booze in Yarmouth, the purser will receive in exchange a load of Canadian bonded whisky, and she will run between Yarmouth (or the vicinity) and Eastport Maine (to a convenient cove a few miles away).

At this time of the year hurricanes are becoming distressingly frequent. As a result, foreign vessels will deliver cargo only rarely to St. Pierre; the risks inherent in sailing there are not always offset by the profitability of the run.

Unfortunately, the *Nigel Dee* has made one too many St. Pierre runs this year. The wind is beginning to rise, and telltale clouds are appearing on the horizon. Unless the Captain fails a Shiphhandling roll, however, the crew will have no difficulty preparing for the approaching storm.

By midnight the winds are about 65 knots (75 mph), with waves as high as 50 feet. If the crew successfully prepared the ship for the storm, nothing worse than a stack of dories being ripped from their lashings and washed overboard occurs before 3 am. The Investigators spend the first hours of the storm below, bracing themselves in their bunks to avoid being battered to death against the deck or the sole. Those on deck must continually guard against being thrown overboard by the thigh-deep waves that occasionally pass over the deck.

The Keeper may use the following incident to emphasize the very real threat the hurricane poses (the Keeper can also improvise other mishaps that will instill in the players the proper fearful respect for the North Atlantic):

The captain is struck by a piece of flying debris, knocking him unconscious. Without his hand at the

wheel, the ship swings broadside to the waves, viciously increasing the motion of the schooner and allowing waves to pass over her every few seconds. Before the first mate can take the wheel, a fair amount of damage could be done, including:

- Man Overboard! *Don't even bother, lads, he's gone.*
- The main boom breaks loose. Almost 70 feet long, and close to two tons in weight, it may well kill someone before a combination of Shiphhandling, Strength and Luck rolls gets it back under control.
- A hatch comes loose. This is unlikely to be noticed immediately, it's just too dark. Anyone making a Shiphhandling roll will, however, sense the danger. A new cover must be improvised; heavy canvas is a good start, then an hour of difficult nailing of boards in the dark will complete the job to the Captain's satisfaction.
- The engine dies. Until it is started again with Operate Heavy Machinery, the *Nigel Dee* must be under sail only. This is the way it was done before engines, but before engines many more ships found a home on the murky bottom.

BAD TO WORSE

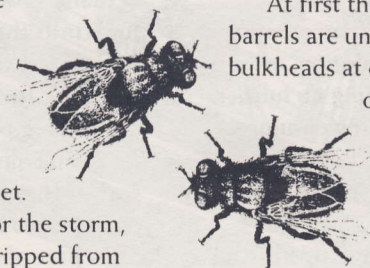
At about 3 a.m. yet another upsetting event occurs. Though the wind is so loud that the Investigators must shout to be heard a yard away, and though there are so many creaks and groans coming from the *Nigel Dee* that the ignorant would be convinced she was breaking up, a new sound is felt and heard by all. One of the partitions holding five barrels in their stall-like section of the hold breaks, releasing the five 120-pound barrels to roll up and down the length of the hold.

At first this is only a minor nuisance, since the barrels are unlikely to batter their way through the bulkheads at either end of the hold. But soon the scent of rum becomes almost overpowering to those below as the fiery liquor is whipped into a mist by the movement of the barrels. Moments later an intolerably alien howl originates from the hold. Not even the greenest (literally) landlubber aboard can convince himself that that sound had anything to do with the natural order of things: "SAN rolls all around boys (o/1d2) and an extra tot of rum for the cold."

Whatever is in the hold begins to charge back and forth. Judging by the sound, it is a cross between a bull and a medicine ball, and it may indeed bash its way up through the deck or out through the side of the hull. Something must be done.

The thing is in fact a miniature shoggoth; it was in a strange aluminum canister hidden in one of the barrels. The barrel shattered, and then the canister broke, freeing the thing.

The shoggoth is rapidly being dissolved by the



almost pure alcohol atmosphere in which it is trapped. The shoggoth, in its death throes, is fairly blind and will not immediately notice a human presence in the hold. A flashlight will not invite attack – though it will allow the bearer one good look at a shoggoth. (SAN roll: 1D6/1D20). A lamp, however, will give the shoggoth a chance to attack before it expires.

If an Investigator retains enough of his faculties to do more than scream and flee, he will also notice that at least ten barrels are now loose, bounding back and forth dangerously, and that several have been smashed.

Should the Investigator(s) take a shot at the shoggoth, or should a carried lamp be smashed by a shoggoth attack, the alcohol fumes in the hold will ignite in a fuel-air explosion of impressive magnitude. Above, the flash is bright enough to be seen through every tiny crack and opening in the deck, as well as through the bulkheads below. Much of the caulking between the deck planks is blown out in loops of coarse rope, admitting a steady rain below.

Any victim caught in the hold when this occurs must make three Luck rolls. The first roll is to determine whether the victim survives the heat and flame. A failed roll means he is incinerated; the dead man need

make no further rolls. At the same time, the explosion blows a hatch into orbit, endangering the *Nigel Dee*. A second roll determines whether the victim is blown out of the above-mentioned hatch; a failed roll sends him flying 50 feet into the air. The third roll determines whether the victim lands in the sea and is lost, or lands on deck. If the lucky guy makes the third roll, he rides a tongue of fire 50 feet into the air, only to land utterly unscathed in a wave that just happens to be rolling across the deck at that moment.

The shoggoth is incinerated in the explosion, or melts on its own in four combat rounds, doing no further harm. If an explosion occurs, (fortunately) the ensuing fires will be extinguished by the leaking deck. Unfortunately, much bailing will be necessary: "*Man the pumps boys! No sleep tonight.*"

If the players are as exhausted as the Investigators, allow them to go on to Yarmouth, battered but alive. Otherwise, make them work for their landfall.

When the Investigators get around to cleaning up the mess in their hold, they find the remains of a barrel that never had rum in it, and a shredded aluminum cylinder of unique manufacture. The cylinder shows absolutely no markings of any sort: no machining marks, seams, or closures. It is a very safe inference that the barrel contained this aluminum cylinder rather than the rum for which the purser paid. On the barrel are a string of numbers that identify it as part of the rum shipment; before the barrel lost its terrifying contents, there was nothing to make it stand out from its fellows.



NO NOSE

On the Yarmouth wharf, No Nose waits patiently. He had every confidence that the Captain would pull the *Nigel Dee* through the storm. No Nose is the local agent and contact. He makes all arrangements at this end of the *Nigel Dee*'s runs, and handles all correspondences with the crime syndicate in Boston.

When No Nose sees the storm-scarred *Nigel Dee* he is visibly disturbed; when he hears the strange tale told by the Investigators he is even more so. He will silence any strident voices, hand out a surprisingly large amount of money to the "boys," then tell them to get hotel rooms and get drunk and forget about it: "*No talking: it never happened, understand?*"

No Nose takes the purser off for a little talk. He extracts the whole story in the privacy of his Packard, then repeats the No Talking order. He then contacts Boston for instructions. He treats the situation as very serious.

Carpenters, riggers, and the like descend upon the ship and within a few days she is ship-shape again. In the meantime, Boston has called back.

ORDERS ARE ORDERS

The crew have spent as much or as little of the surprising bonus No Nose gave them as befits their natures, and had a much needed rest.

No Nose calls the purser to another private meeting, and gives him the news: Boston believes the incident was a failed hit and that the strange canister was part of a device intended to cause a massive explosion on board the ship. They have no easy answer for the bizarre creature in the hold (if anyone actually saw the shoggoth). The Investigators are to look into the situation and handle it. Anyone who has no interest in this type of work can stay on the dock and look for a new job. Anyone who goes along will get double pay for as long as the job takes.

Since many in the crew started out doing this sort of thing, it is unlikely they will refuse. The purser does not have the luxury of making a choice: he is part of the syndicate and will not be allowed to leave it.

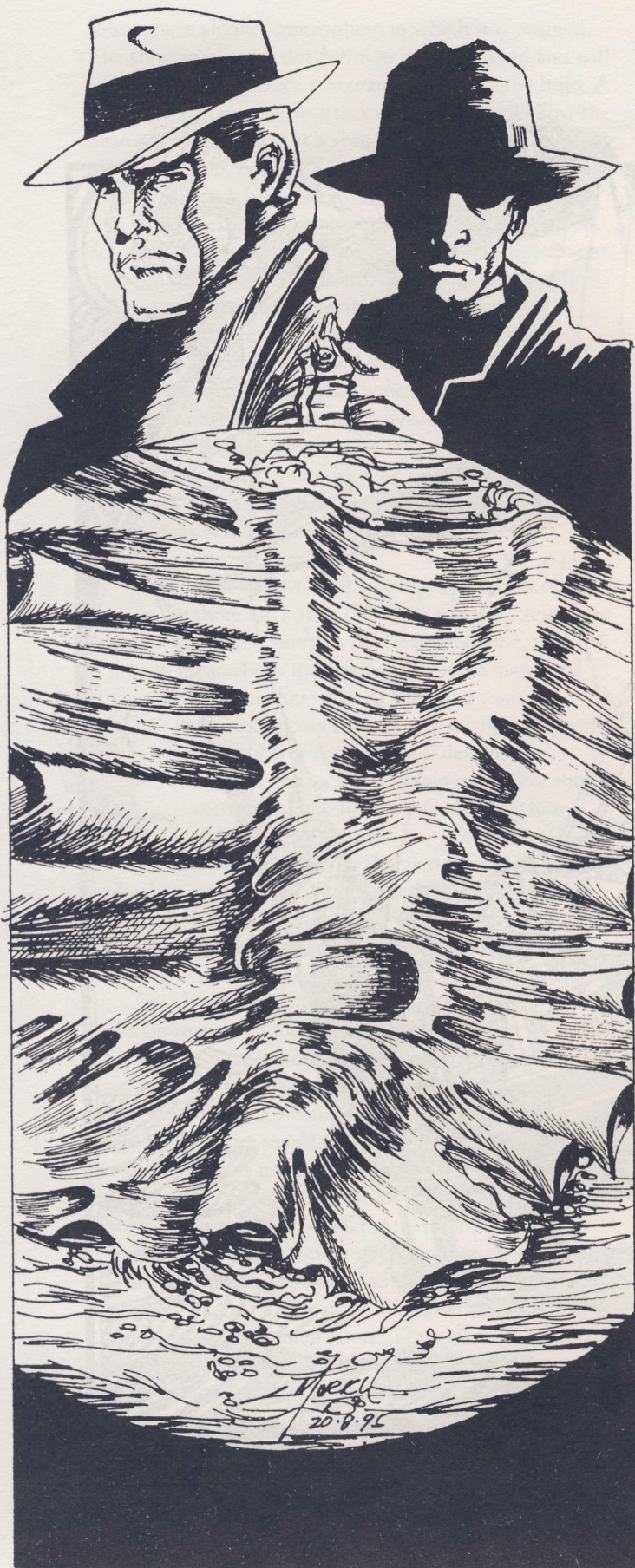
No Nose will check any leads in Yarmouth, so it is up to the Investigators to follow the back-trail. The first stop is St. Pierre. It will take a week or so to make the journey.

MARCEAU ET PETAIN CO.

The purser met with only one agent to purchase the rum: M. Marceau, of Marceau et Petain Co. The warehouse is on the harbor front, at the end of a wharf that the company owns; the *Nigel Dee* can tie up there if the Captain wishes.

The warehouse is a large blue wooden building. Sliding doors at the front are partially open, revealing





men working inside among thousands of barrels, casks, tuns, cases, and any other conceivable form of alcohol packaging. Observant Investigators notice two things out of the ordinary. The presence of an armed guard, and the subdued manner of the longshoremen.

In the office, the Investigators are met by M. Petain, who politely greets them and asks their reason for coming. M. Petain is known to the Investigators as the junior partner and bookkeeper of the firm. M. Marceau has always handled customer relations in the past.

M. Petain will be very distressed to hear of the incident that occurred during the storm, and will look away thoughtfully for a moment. He will provide the following information if asked specific questions:

- The reason he is handling customers is that his brother-in-law, M. Marceau, has vanished.
- M. Marceau vanished the morning of September 24, the day the *Nigel Dee* sailed.
- The last to see M. Marceau was his wife, and, presumably, whoever abducted him. (Petain assumes that his brother-in-law was abducted). He will not provide the wife's address.
- Marceau et Petain bought 220 barrels of Jamaican Rum from the three-masted-schooner *Lucy* of Kingston, Jamaica. The rum they sold to the *Nigel Dee* was from this shipment. If the Investigators recorded the markings from the empty barrel, those markings will corroborate this statement.
- Several other rum-runners bought rum from this shipment, specifically the *Arethusa*, the *Faye Coulstring*, and the *Catherine Deveau*. By telegram, the Investigators can learn from No Nose that all three ships made their crossings in safety.
- Thirty four barrels from the *Lucy* remain in the warehouse. The Investigators may examine them, though they may not open them without buying them first. The barrels contain nothing but rum.

THE OFFICE AFTER DARK

A nocturnal visit to Marceau et Petain will involve eluding tommy-gun-toting guards outside and passing the locked doors – not an impossible task for certain party members. Still, if bad luck should befall the intrepid Investigators, they will be held at the local gendarmerie until fines (bribes) are paid.

M. Petain will consider any such incursion to be evidence supporting his supposition that the Investigators were involved in his brother-in-law's disappearance. He has enough sway in the area to make things very difficult for the Investigators: soon they will be forced to leave the island.

A successful midnight search can reveal:

- Information that corroborates the details of M. Petain's story (accounts, ledgers, etc.).

- M. Marceau's home address may be found by anyone who can read French.
- A successful Spot Hidden on the paperwork reveals that between September 17 and September 18 M. Marceau's handwriting changed subtly.
- If anyone thinks to check the records, the 17th was the day the rum was purchased from the *Lucy*.
- A successful Accounting roll gives the name of the purser from the *Lucy*: Benjamin Smith.

VISITING MME. MARCEAU

A green two-story house, the residence of M. and Mme. Marceau is as simple as the others around it; evidently the island's new wealth has yet to be manifest in the inhabitants' dwellings. The only suggestions that business has been good for Marceau et Petain are a neat picket fence and an imported rose bush.

Assuming the Investigators have come to her door at a decent hour, Mme. Marceau answers their knock in a few seconds. Obviously very troubled and anxious, she doesn't seem to have slept much lately. Even so, Mme. Marceau is still very beautiful, and more than one Investigator may guess that it was M. Marceau who built the fence and planted the roses – and why.

Sophia Marceau speaks French, of course, but will switch to poorly pronounced English if she must. She wants to know who the Investigators are and why they have come to her door. She fears they are here to tell her that her husband has been found dead.

Once introductions are over, Sophia will provide what information she can if she believes the information may help her poor Marc. She can tell them:

- Her husband gave absolutely no hint that something was wrong, or that he might be going away.
- His business has been doing well, though not at anyone else's expense, or so she believes. She cannot think of any competitor who would have reason to stoop to kidnapping or assassination.
- Everything seemed normal with her husband before his disappearance. (A Psychology roll reveals that Mm. Marceau is not quite being honest on this point, though aggressively pursuing the matter will only bring an end to the interview.)
- If the Investigators noticed the handwriting change that occurred between the 17th and the 18th and ask about any personality changes, the truth will come out: M. Marceau became less "affectionate" after that date. Mme. Marceau is quite mystified as to what it may mean, though perhaps the change in behavior offers a tiny hope to her that her Marc's disappearance has meaning.

A successful Persuade or Credit Rating roll convinces Sophia that the Investigators are sincerely interested in helping to find her husband, and she will

allow them into Marc's study. Very little in the way of business-related material is here, though it is immediately apparent from the writings that the missing man is a poet of some talent. There is, however, a single clue of great value here: a Spot Hidden roll finds Marc's journal on the floor behind his waste-basket. The last entry (in French) reveals that, on the evening of the 17th, he went to meet a man named Benjamin Smith at the waterfront office. The handwriting for this final entry has not yet changed.

Shortly after leaving the home of Mme. Marceau, the Investigators see M. Petain in the street. He is obviously very unhappy. Should he chance to see the Investigators he gives them a look of great suspicion. M. Petain is on his way to his sister's home to tell Sophia that her husband's body has been found. Investigators who spy on the scene see M. Petain knock and Sophia come to the door. The two exchange a few words, then Sophia wails in misery and faints into M. Petain's arms. He carries her into the house and closes the door.



THE BODY

If the Investigators return the way M. Petain came, they quickly detect signs of excitement in town, and see concerned townspeople walking toward the docks. Soon the gendarmes pass them. If the Investigators follow, they find a small crowd gathering around the entrance to the warehouse. Within it, there is a body under a tarp. A pool of sea water has formed around the tarp and the powerful stench of rotting flesh fills the air.

The Investigators may examine the body if they wish; a ship's captain commands enough respect in the community by virtue of his status that no one will think such an act inappropriate.

M. Petain has identified the corpse as his brother-in-law by its clothes; little else is recognizable. Fish have eaten all of his exposed flesh, and there are barnacles on the bones. An Idea roll by the captain or first mate provides a good guess at how long the body has been in the water: roughly three weeks, or since M. Marceau's disappearance.

If the Investigators do not look at the corpse, or fail to make an accurate estimate of the time of immersion, the doctor soon arrives and makes the pronouncement for all to hear.

The Investigators can learn from conversation around them that the body was pulled up from the middle of the harbor by a fisherman, just half an hour ago.

BENJAMIN SMITH

By now, the Investigators should have heard the name Benjamin Smith at least once if not twice: as the man who sold the rum to Marceau et Petain, and as the last man to see M. Marceau before his handwriting and his behavior towards his wife changed. Certainly Mr. Smith should be investigated.

One route is to ask the harbormaster for information about Smith's ship, the *Lucy*. The same information may be gleaned from the gendarmes, or from people near the harbor that are likely to come into contact with sailors.

M. Drouin, the harbormaster, will react to mention of the *Lucy* with the statement, "The *Lucy*? She's the one that lost her purser – that black man, Ben Smith."

On further discussion M. Drouin reveals that the captain reported the disappearance of his purser on the 19th of September, the day the *Lucy* was to sail for Jamaica. A thorough search found nothing, and it was decided that the man must have been killed or abducted, as there was little chance that a black Jamaican man could have hidden on an exclusively Caucasian French island. The *Lucy* sailed on the 23rd – five days late.

M. Drouin also recalls that the *Lucy* sailed out of Kingston on her trip to St. Pierre, and that, after stopping in several American ports to pick up cargo, her captain intended to return to Kingston.

The official report made to the gendarmes, and to French customs (namely, the harbormaster), was that Ben Smith disappeared on or about the night of the 17th of September: the same day that the rum was sold to Marceau et Petain, that Marceau and Smith met after hours, and that M. Marceau's handwriting changed.

There is nothing more to be learned at St. Pierre. Mindful of the value of the ship for which he is responsible, the purser should urge the party onward. The sooner the mess is clearer up, the sooner the *Nigel Dee* can return to its usual business.

Benjamin Smith accompanied the deadly barrel up from Jamaica, sold it to M. Marceau, and promptly disappeared. Jamaica is the next logical goal.

BOUND FOR THE CARIBBEAN

The journey from St. Pierre to Jamaica takes three to four weeks and is uneventful unless the Keeper wishes to add more unfortunate events of his or her own design.

Kingston is Jamaica's capital city, as well as a busy port. When the *Nigel Dee* sails into the harbor, the crew sees a great number of cargo vessels of all sorts, from steel freighters to wooden schooners. Obviously, the *Lucy*, if she is in port, can't be spotted among the hundreds of vessels here.

As a foreign ship just entering port, the *Nigel Dee* must drop anchor in the harbor and wait to be approached by a boat belonging to the port authorities. These authorities will be the best first contact the Investigators will make, and can point them in the proper direction.

Less than an hour after dropping anchor and sending up a flag signaling her status, a launch with a crew of two approaches. Coming alongside, the officer on board, a middle-aged, uniformed man of obvious British origins, welcomes the Investigators to Jamaica, and asks what brings North Atlantic fishermen so far south.

The captain and purser know the ritual: a small bribe ensures a very perfunctory inspection of the ship, access to the port and the right to go ashore. The British officer, Lieutenant Blake, is willing to answer reasonable questions, and in fact is quite favorably disposed towards the Investigators, being a frank admirer of their ship.

The Lieutenant knows of the *Lucy*, and, although she has just last week left port for destinations unknown, her owners may be found at a small warehouse owned by Green Light Lines, located near the public docks. The Investigators are welcome to tie up their vessel there if they wish, for only a nominal fee.

GREEN LIGHT LINES

Following directions that almost anyone at the dock can provide, the Investigators find that the Green Light Lines warehouse is similar in layout to the one owned by Marceau et Petain, though painted green rather than blue.

The main doors of the warehouse are closed, but the person-sized door to the left is ajar. Upon entering, the Investigators find themselves in a dimly lit space that is filled to the rafters with bundles, boxes and barrels, all exuding scents that combine to make an intriguingly exotic whole.

A pretty black girl of about four skips out of the back to see who has come. A moment later the Investigators hear a deep, resonant voice: "*Lucy! Come back here!*"

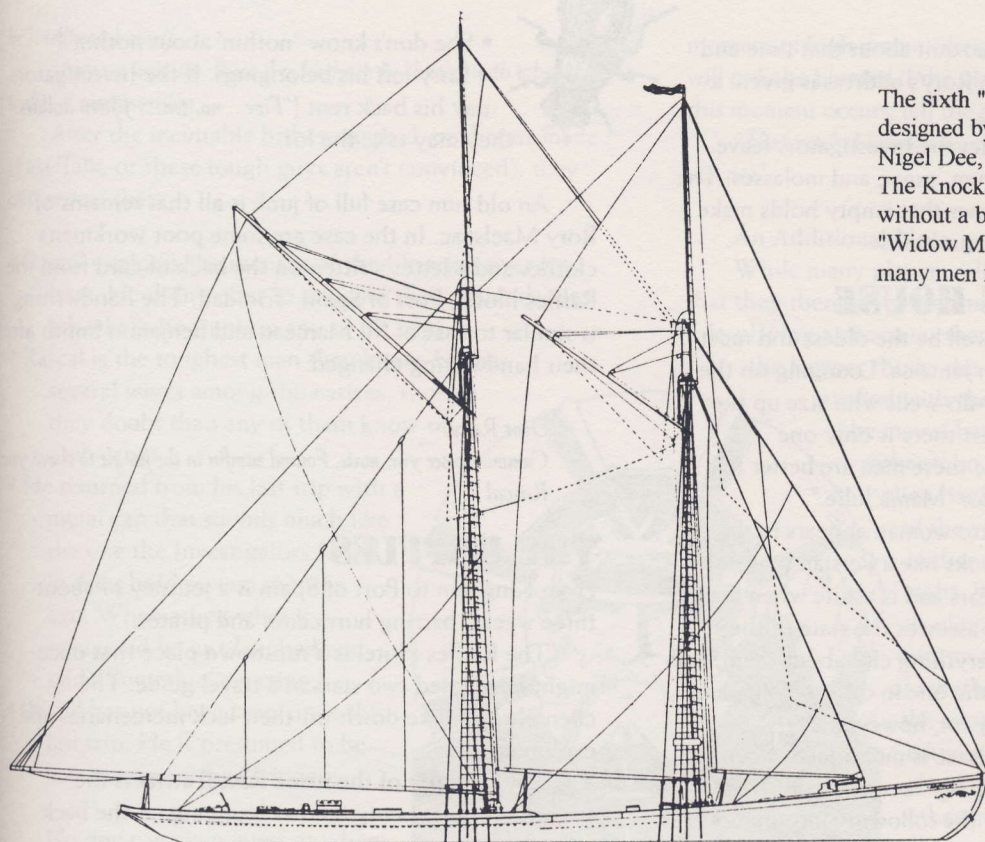
The speaker steps into the light. He is Isaak Smith, a large, handsome Jamaican man. Behind him are the other members of his family. "*Can I help you gentlemen?*"

Isaak will not reveal the following information, but it will govern his actions, and the players may learn much of it through inference:

- The *Lucy* is the only vessel of the Green Light Lines.
- Those members of the small company not at sea are engaged in acquiring profitable cargoes here in Jamaica, and selling those cargoes she picks up abroad.
- The company has taken several harsh blows in the last few months. Isaak and the others are both afraid of further losses and concerned about competition from other lines.
- Green Light Lines is the only Jamaican company owned by blacks. Isaak is afraid that missing workers may have been killed by white competitors.

Isaak is polite but wary. If the Investigators approach directly and begin to ask questions about missing pursers and sources of cargo, they will be rebuffed. On the other hand, judicious use of Persuade skills and a good cover story (or even a good telling of the truth) will reveal some very suggestive things:

- The company's purchasing agent, a fellow named Jimmy, vanished around the time the *Lucy* sailed for



The sixth "Knockabout" schooner designed by Tom McManus, Nigel Dee, was built in 1908. The Knockabouts were built without a bowsprit—the deadly "Widow Maker", from which so many men fell to their deaths.

Length	121'
Beam	26' 6"
Loaded Draught	15' 6"
Foremast Overall	105'
Mainmast Overall	123'
Total Sail Area	10,800 sq. ft.
Displacement Empty	180 T
Displacement Loaded	270 T
Power	1x85 HP Gasoline Engine

St. Pierre. At first it was supposed he had left with the ship, though no one could imagine why.

- Red Hook Cane provided the rum the *Lucy* carried, as well as the molasses and the yellow sugar. Green Light bought the rum on July 2nd.
- Green Light often does business with Red Hook. Although there may be some who would like to discredit Green Light, sabotaging a barrel would be more likely to harm Red Hook than anyone else.
- Neither of the missing men (the purser Benjamin Smith or the purchasing agent Jimmy) were ever found.

One of the men who sailed to St. Pierre is in the warehouse. His name is Peter. He will reveal, though with discomfort at speaking ill of the dead, that Benjamin seemed "different" during the voyage. He describes him as having been uncharacteristically aloof, and even sharp.

Red Hook owns a sugar cane plantation in the country, and a refinery near town. Peter will take the Investigators there if things have been going well during the interview, otherwise directions will be given.

If asked, Isaak can provide samples of Jimmy and Ben's handwriting, both from years ago, and from the days before each disappeared. Each clearly shows the same kind of change that was seen with M. Marceau's.

AT RED HOOK

Red Hook's premises at the edge of town are built in an old stone fort from the previous century. The stench of

molasses being refined from cane and fermented into rum fills the air, strong enough to make the eyes water.

Red Hook does not expect to receive visitors unannounced, so the Investigators will be met by the first person to notice them: the foreman, William Jones.

William is a bald, perspiring Welshman of late middle age. He is very friendly and will answer any questions, provided the Investigators are willing to sample some of the rum currently under production. William's demeanor quickly turns sour if anyone badmouths his rum. As always, the information is given in response to specific questions:

- It's difficult to open a rum barrel and close it again. They are not made to open at the end at all, but to be broached at the bung. Besides, taking off the iron hoop would immediately spill five gallons of rum everywhere — a shameful waste.
- Red Hook has a cooper who builds the barrels. The cooper could not have hidden anything inside any of the barrels, since William himself oversaw the whole production and filling process. But if someone came to the shop early, before filling took place, such clandestine activity might be possible.
- Nothing untoward has occurred here for a long while.

If the Investigators insist, William will check his records. If the date July 2nd is provided, he will snort in minor surprise, mostly at himself for having forgotten something. Pulling out a short file, he relates that a

laborer named Rory MacIsaac quit about that time and never collected his final pay. Rory's address is given: a boarding house in Kingston.

William will try not to let the Investigators leave without selling them some rum, sugar, and molasses. The purser readily agrees; he knows that empty holds make no money and often lead to questions.

THE BOARDING HOUSE

Mama Julie runs what may well be the oldest and most run-down boarding house in Jamaica. Lounging on the front porch are several ne'er-do-wells who size up the Investigators brazenly. Unless there is only one Investigator, the boys decide these men are better left alone. One of them shouts for "Mama Julie."

An immensely fat mulatto woman appears in the doorway, clothed in what looks like a Persian tent. Julie was a prostitute for many years and is astute when it comes to men. She expertly assesses the state of the Investigators' wallets and everything else about them, and decides that the purser is the one in charge. Whatever he wants he will pay for, however.

If Rory MacIsaac is mentioned, Mama Julie sneers: "That boy owes me three weeks' rent." She can provide the following information:

- Rory disappeared some months ago. Why should she care exactly when?



- She don't know "nothin' about nothin'."
- Rory left his belongings. If the Investigators pay his back rent ("Five... no, ten... fifteen dollars.") they may take the lot.

An old rum case full of junk is all that remains of Rory MacIsaac. In the case are some poor workman's clothes and a letter written on the back of a card from the Raffles Hotel, Port of Spain, Trinidad. The handwriting is similar to that of M. Marceau and Benjamin Smith after their handwriting changed.

Dear Rory,
Cummin to see yue, mate. Fownd sumfin in the jungle to show yue.
Rascal

THE RAFFLES

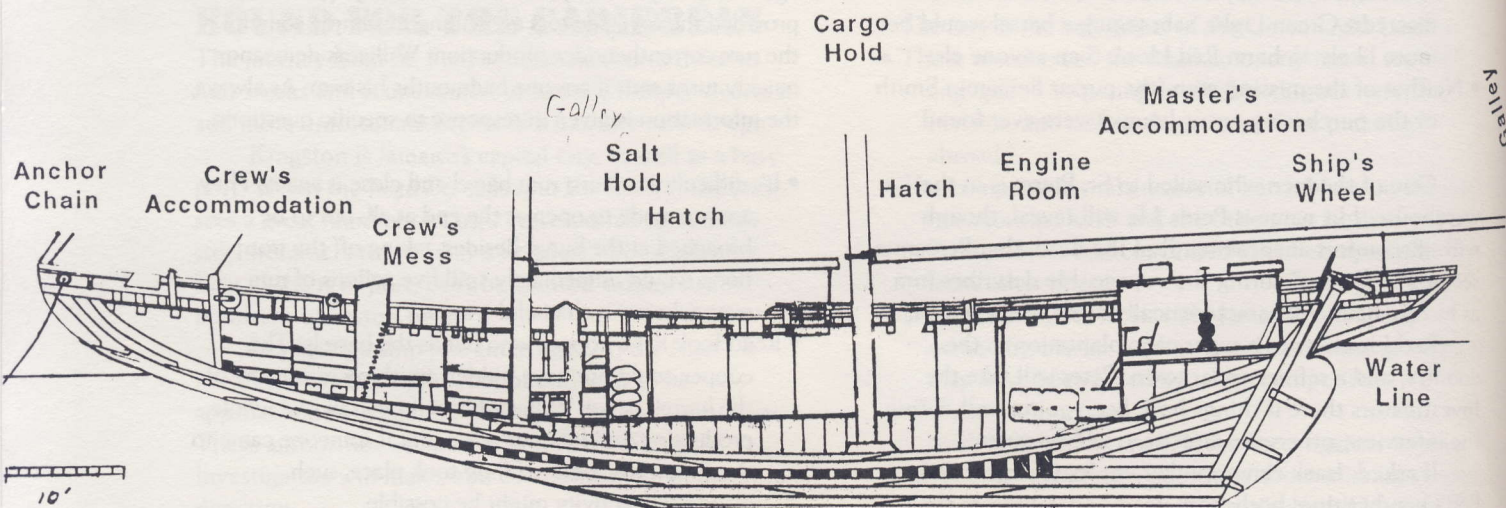
From Kingston to Port of Spain is a journey of about three weeks, barring hurricanes and pirates.

The Raffles Hotel is a run-down place that once might have rated two stars in a travel guide. The clientele look like down-on-their-luck mercenaries and explorers.

Any mention of the name Rascal attracts the attention of two hardy fellows lounging on the back verandah.

"Rascal? Yeab, we know him."

"Naah, we won't tell you about him. If he wants you to know



he'll tell you himself."

"Anyone irritatin' Rascal is likely to be shittin' teeth when they wake up next morning."

After the inevitable bribes are paid, or threats made (Fast Talk, or these tough guys aren't convinced), they can reveal that:

- Rascal explores the mouths of the Orinoco river by boat. He didn't offer to tell, and they didn't dare to ask where he went on any of his trips.
- Rascal is the toughest man they know. He has several wives among the natives, though they doubt than any of them know of each other.
- He returned from his last trip with a metal can that sounds much like the one the Investigators found in their hold several months ago. When asked what it contained he just laughed and said, "Somethin' amazing."
- Rascal has not been seen since this last trip. He is presumed to be somewhere in the Orinoco.

No one can even guess at where Rascal found the cannister: the Orinoco enters the Atlantic in a vast delta with dozens of mouths and hundreds of islands and streams within. Only a flat-bottomed boat could navigate it, and only for as long as the natives tolerate the interloper.

REVELATIONS

The pattern may be obvious to the Investigators, though they may not understand (or believe) the bizarre circumstances. At every step of the way, the canister was accompanied by someone who later disappeared. Judging by the changes in handwriting that took place, each time the cannister changed hands, a change seems to have occurred in the person who would be responsible for it during the next part of its journey.

There seems to have been one guiding force in charge of the barrel, disguised as a number of different individuals. "Rascal" brought the cannister to Kingston, where as "Rory" he placed it in a rum barrel and saw to it that Green Light bought it. Then he became "Jimmy" and watched out for it until it was on board the *Lucy*. "Benjamin" took care of the thing until he passed it on to "M. Marceau," who kept it safe until it was turned over to the purser of the *Nigel Dee*...

Important note for the Keeper

At no time should the player who is running the purser be advised that he or she is the enemy. It will be a

moment of high drama when this revelation comes, and it will only be blunted if the player knows in advance. When this moment occurs, tell the player something like this:

"The wretched animals have finally discovered you. What do you do?"

An Additional Note

While many players relish the chance to "discover" that they themselves are the enemy, some may object to role-playing a character that they were not (in effect). If the Keeper thinks the purser player will not be satisfied with the above explanation, he or she may substitute a mind-snatching rather than a body-snatching alien. The alien has been jumping into the minds of the victims, "taking over" their bodies as well when the time is right. When the adventure comes to its climax, the Keeper simply informs the purser player (regardless of whether or not the player realizes the situation yet) that the enemy has taken over the purser, and that the character must either flee or kill the other Investigators.



THE EXPLANATION

The characters who have accompanied the cannister, from Rascal through to the *Nigel Dee*'s purser, have played host to an alien being. Who or what it really was is

immaterial; during the course of this adventure, it has the skills and attributes of the purser, and can do nothing that he can not. Should the players running the purser character so choose, this alien may simply slip away before the others can discover its true form.

Losing the alien in Port-of-Spain incurs a Sanity penalty of 2d6 when the players finally do figure things out. Should they figure it out in time to shoot the purser down, the decisive player receives a Sanity award of 2d6. The others receive 1d6.

If the purser's player is the first to hit upon the truth of the mystery, he or she will probably elect to slip away in the crowd. Such clever deduction and faithful roleplaying right to the end warrants a round of applause. Stand and give the player one when it's too late for the others to catch the purser.

If the players must have an explanation, the enemy was a great serpent-man scientist, who had developed both a highly improved version of the spell Consume Likeness, and had rediscovered a process to make shoggoths. He was taking his prize to a friend in the Arctic, and once he lost it, decided to return home to Trinidad.

DRAMATIS PERSONAE

Captain Walt McNeal, sailor

STR 13	DEX 15	INT 14
CON 16	APP 10	POW 17
SIZ 12	EDU 14	

SKILLS: Boat 60%; Bargain 15%; Credit Rating 65%;
Listen 75%; Navigate 90%; Operate Heavy
Machinery 10%; Persuade 65%; Psychology 50%;
Spot Hidden 75%; Shiphandling 90%.

WEAPONS: Rifle 40% (2d6+3; 7 rounds).

Matt "Glasses" Forbes, purser & gangster

STR 11	DEX 15	INT 17
CON 14	APP 12	POW 18
SIZ 10	EDU 13	

SKILLS: Accounting 85%; Boat 25%; Bargain 65%;
Climb 60%; Navigate 30%; Spanish 60%;
French 70%; Persuade 80%.

WEAPONS: Handgun 90% (1d10+1; 7 rounds);
Knife 85% (1d4+2).

Jack McManus, first mate

STR 17	DEX 16	INT 13
CON 12	APP 11	POW 14
SIZ 15	EDU 10	

SKILLS: Boat 75%; Bargain 65%; Climb 75%; Law 25%;
Listen 65%; Mechanical Repair 30%; Navigate 50%;
Operate Heavy Machinery 40%; Psychology 40%;
Spot Hidden 60%; Shiphandling 50%.

WEAPONS: Shotgun 50% (4d6; 11 shells in extended
magazine); Punch 75%.

Charley Burgess, engineer

STR 13	DEX 16	INT 15
CON 17	APP 11	POW 14
SIZ 12	EDU 6	

SKILLS: Boat 65%; Climb 80%; Listen 45%; Mechanical
Repair 65%; Navigate 20%; Operate Heavy
Machinery 70%; French 55%; Spot Hidden 45%;
Shiphandling 35%.

WEAPONS: Rifle 85% (2d6+3; 7 rounds);
Punch 75%.

George Parker, sailor



STR 12	DEX 13	INT 14
CON 17	APP 13	POW 15
SIZ 16	EDU 9	

SKILLS: Boat 65%; Climb 75%; Navigate 25%; Sneak
70%; Swim 75%; Throw 60%; Shiphandling 25%.

WEAPONS: Rifle 80% (2d6+3; 7 rounds); Fist 75%;
Club 50%.

Alfred Rich, gangster

STR 12	DEX 16	INT 14
CON 13	APP 17	POW 15
SIZ 10	EDU 10	

SKILLS: Cook 65%; Climb 65%; First Aid 65%;
Hide 80%; Pick Lock 75%; Sneak 85%;
Spot Hidden 95%.

WEAPONS: Rifle 50% (2d6+3; 7 rounds)
Knife 85% (1d4+2).



Parry Prior, gangster

STR 16	DEX 17	INT 13
CON 15	APP 10	POW 12
SIZ 14	EDU 8	

SKILLS: Dodge 65%; Drive Auto 45%; Fast Talk 75%;
First Aid 60%; Hide 45%; Listen 65%; Mechanical
Repair 40%; Sneak 65%.

WEAPONS: Thompson SMG 75%; Knife 60% (1d4+2).

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Getting the Balance Right

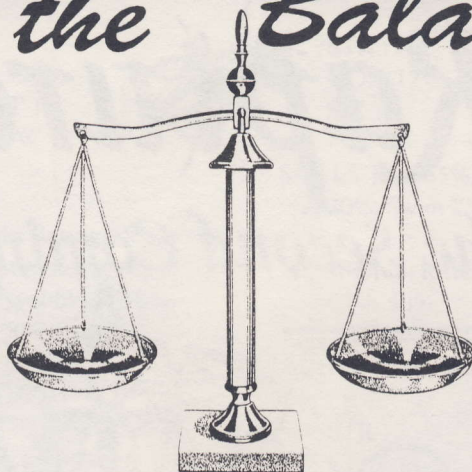
BY LISA SMEDMAN

In the beginning, there was a dungeon. In the first room, the designer placed a trap. In the second room, a monster. In the third room, a treasure, and in the fourth room, another monster. The fifth room was empty, but the sixth contained a really big monster – and some treasure. Before creating the seventh room the designer rested, for something seemed to be missing...

Many years ago, when asked to describe a typical roleplaying adventure, the standard reply was: "Enter the dungeon. See the monster. Kill the monster. Take the treasure." These early adventures often contained rooms that were designed in jack-in-the-box fashion: the monsters in them stayed put until the player characters opened the door. Never mind the explosions down the hall, or the screams of their fellow monsters being interrogated next door. And never mind the fact that there was nothing in the dungeon for the really big monster to eat, let alone a source of drinking water.

Adventures soon matured, as designers began paying attention to the ecology of the dungeons they were creating. Big monsters fed upon little monsters in a complex food chain, and rival factions of humanoids fought for control of cavern resources. Soon adventures moved out of the dungeon and into the wilderness – and from there into the big, bad city.

Today's roleplaying game industry offers an enormous variety of landscapes for the gamer to explore. Adventures can be set in space, in a dangerous and dirty future city, on alternative Earths of the 1890s or 1920s, in worlds filled with vampires and werewolves who prey



upon mere mortals, in Tolkien's Middle Earth or fantasy worlds created by other authors, in the wild west, or in a future ravaged by World War III or populated by rampaging robots. The genres that these games are based upon range from high fantasy to gritty cyberpunk, from pulp thriller to modern slasher, from western to space opera, from cartoon super heroes to realistic espionage.

Each of these genres demands a different style of adventure. Some may emphasize action, while others stress puzzle solving and investigation. Some are light-hearted spoofs in which the object is to entertain and amuse the players, while others demand great realism (and thus extensive research, on the part of the designer).

Some adventures strive for a sense of wonder by introducing a richly textured world filled with strange new magical effects, while others present a black and barren landscape in which the emphasis is on mere survival. Still other adventures emphasize roleplaying by focusing on complex social situations, creating a "landscape" out of the political maneuverings of rival vampire clans, or exploring the complexities of communicating with an alien race.

Choosing the Mix

Before sitting down to design an adventure, a designer must know the

audience that he or she is writing for. If the adventure is for your own gaming group, ask them to rate the relative importance (and enjoyment level) of the elements described below. If the adventure is being written for professional publication, study the adventures already published for that gaming system to see which of these elements it seems to be stressing.

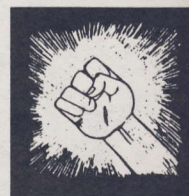
The typical adventure contains a mixture of many of these elements. Getting the balance right is the tricky part.

Action

This element includes not only combat, but all kinds of physical challenges that put the characters' lives in danger. It emphasizes the game mechanics, and usually involves a series of die rolls.

To keep combat fresh, try arming the opponents with new types of weaponry or magic that the player characters will not have encountered previously. Since these items will probably fall into the characters' hands, it's best to limit them in some way. One-shot weapons or limited-charge magical devices can help to maintain game balance.

If the action is a physical challenge, make it interesting by using a combination of different skills tests. Instead of just having the characters climb a cliff or jump a chasm, complicate things by adding a blinding rain storm, stinging insects, sabotaged equipment, or an accomplice who suddenly reveals a debilitating phobia.



Puzzle Solving

A puzzle usually takes the form of a stand-alone obstacle that the characters must overcome before they can proceed toward their goal. A typical example is a magically barred door that will only open if a riddle is solved, or a trap that will go off unless the correct sequence of actions is performed.

In designing a puzzle, be sure to include more than one clue for the characters to discover. Be sure to also prepare a rationale that explains why less subtle methods (dynamite, for example) won't work.

Puzzle solving is usually of a one-shot nature; once the puzzle is solved the characters need not concern themselves with it further. A more complex adventure will include a number of puzzles with interconnected solutions; the answer to one provides a clue to the next.



Investigation

This element is a thread that winds its way through an entire adventure. The characters are trying to find the answers to a number of inter-related questions: the "five Ws." *Who* is acting behind the scenes? *Where* is the person or object the characters are seeking? *When* will an event take place? *What* is really going on? *Why* did a particular event occur and what is its connection with other events?

An investigative adventure should *not* be designed on the fly; the entire story needs to be carefully worked out in advance. The designer must then decide whether the clues will be divulged verbally by the characters encountered, through physical evidence that can be observed and manipulated, or by documentary evidence that must be uncovered by research.



Roleplaying

This element encourages players to speak "in character" and to think as their character would. It emphasizes social interaction and can explore many differing themes: political struggle, diplomatic missions, the preservation (or destruction) of religious hierarchies, interaction with deities (or their modern equivalent, the corporation), trade missions, or romantic rivalries.

In the roleplaying adventure, language becomes important and the non-player character becomes the focus. The designer must develop a distinctive "voice" for each one in the adventure. This is done through pre-written dialogue (including specialized slang) and instructions to the game master regarding a character's gestures and body language.

Careful thought must also be given to the society as a whole. This type of adventure typically includes detailed descriptions of social customs, religious and moral beliefs, economic systems, laws – even such mundane, day-to-day details as food preferences and clothing styles. It also includes the penalties for breaking cultural taboos – something the player characters are almost certain to do.



Exploration

The unknown is a tempting lure for characters. It typically takes the form of uncharted territory – a blank spot on the map to be filled in. This area might be as small as a cavern under a haunted house – or might span a continent or star system. It could even be abstract – a journey into a spirit realm or dream world, for example.

If the exploration takes place in the concrete, physical world, the



emphasis is usually on mapping. If it takes place in an imaginary landscape, there is less need for exact plotting; scenes can shift with a dreamlike quality.

In either case, the explorative adventure emphasizes discovering the area's resources. These might take the form of new creatures or races, ancient ruins, secret strongholds, magical portals, worm holes through space, or natural resources (anything from minerals to herbs, from potable water to magical energy fields).

Whatever form this "treasure" might take, it must be something the player characters have not previously encountered. Without some novel item to discover, the characters might as well have been tramping about in their own back yards.

Treasure Hunting

This element differs from exploration in that the item being sought is already known to the characters. The area in which it lies might also be familiar. The emphasis is instead on finding a precise location. This holds true whether the landscape in which the treasure is located is a fantasy world – or a virtual reality.

Treasure hunting adventures usually start with a "map" of some sort. This might be a legend, a rumor, a schematic of a database, or a physical map that isn't quite complete. The object is for the player characters to puzzle out the treasure's precise location, given the clues at hand.

The treasure hunt can be made more interesting if the item sought turns out to be not as originally described or anticipated. It may fulfil the general description, but has unexpected side effects or features. Alternatively, it might be guarded by traps, defenders, or intrusion countermeasures whose presence was unexpected.



DAY ONE

BY DARREN RIDER

Day One is a starting scenario for an Underground™ campaign. It is intended to make use of the many excellent source books available for the Underground game system, and geared to kick-start an ongoing campaign in the Underground setting.

In the character generation process suggested on page 93 of the *Underground* rule book, players assume the roles of Personal Planners. These planners (PPs for short) are responsible for drawing up the blueprint for each new soldier that is created. They decide who to recruit, what sort of enhancements to install, who will install the enhancements, and how the soldiers will be psychologically reconditioned. Every major conflict firm that makes use of boosted operatives employs PPs.

For the first part of this adventure, the players will roleplay PP characters. While playing PPs, the players will roll up the actual characters that they will use in the campaign.

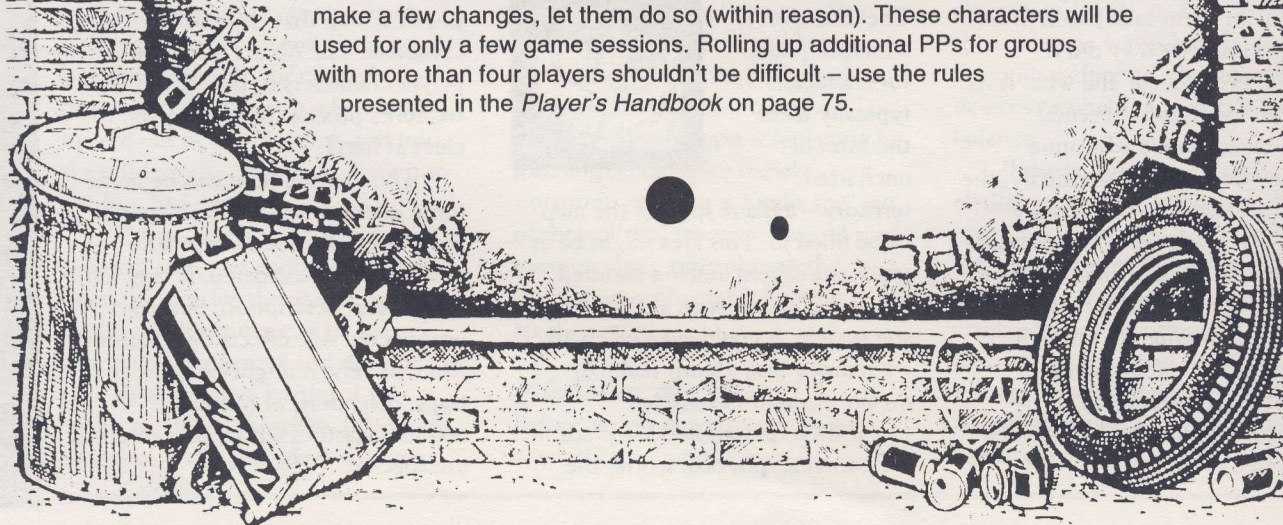
Next, the players will use their newly-created boosted operatives to roleplay through their military careers. This means that Step #8 1/2 on page 110 of the rule book will be a little different. Instead of rolling on the advancement charts they will spend a couple of sessions playing through their career advancements.

Eventually, the boosted operatives will be demobilized and sent back to Los Angeles. They will speak to post-combat trauma councillors and probably realize that life as a vet is not so good. Down on their luck, the new veterans will have to decide what sort of lifestyle they will pursue. This ties into the Campaign Framework information provided in the Stories book of the *Streets Tell Stories L.A. Campaign Sourcepack*.

By the time you finish running Day One, your players should have a good idea of what the Underground world is all about and there should be enough story lines to keep everyone busy.

FROM THE TOP

We start the story before character generation. All the players will play Personal Planner accountants who work for Trans World Devastation (TWD). Their job is to finance the development of new boosted soldiers. Four PP characters have been provided. Simply distribute the characters to the players. If the players want to make a few changes, let them do so (within reason). These characters will be used for only a few game sessions. Rolling up additional PPs for groups with more than four players shouldn't be difficult – use the rules presented in the *Player's Handbook* on page 75.



PERSONAL PLANNERS

Joe

Nick Name: Crazy Guy

STR 1 DEX 2 SPD 2 RES 2
INT 4 WILL 4 AURA 1

Computer Science (Digital Security) 8, Genetic Engineer 4, Psychology (Research) 8, Streetwise (Connections) 6, Gun Combat 2.

Equipment 12mm Daemon Arms "Death's Head", Red Chief condoms, latest copy of *Street Speak* (a tabloid Paper started in 2017 by God Spillers, a boosted gang who are currently on a rise with the help of God Inc.).

Traits: Kleptomaniac; socially inept; talks to himself.

Codes: Believes what he sees.

Personality: Joe always has something stupid to say. He sees conspiracies everywhere. Dweeb city.

Kamir Habib Al Rassad

Nick Name: Allah

STR 1 DEX 2
SPD 3 RES 1
INT 3 WILL 0
AURA 6

Intimidation 9, Martial Arts 3, Genetic Engineer 4, Administration 6, Business 3.

Equipment: Lots of cocaine, glow-in-the-dark condoms, and a beeper that beeps every fifteen minutes.

Traits: Addicted to cocaine; megalomaniac when high; always hits on women.

Codes: Are you kidding!

Background: Allah is a moral degenerate. He has blackmailed his way to this position in TWD. He will continue this pattern of advancement right to the top if he can.

Karel Dubois

Nickname: Pinkie

STR 3 DEX 3 SPD 3 RES 2
INT 5 WILL 2 AURA 2

Business 6, Medicine 5, Computer Science (Digital Security) 8, Vehicles (Land) 5, Languages (English, French, Spanish) 5, Martial Arts 3, Gun Combat (Pistol) 7.

Equipment: 15mm Urban Nightmare #802, .50 cal Urban Nightmare EP 450, camouflage condoms, plus three more guns from *Fully Strapped Always Packed* (try to pick something that will fit in a desk drawer).

Traits: Hates the USA; never misses an episode of *Combat Combat Combat*; loves violence.

Codes: A fast buck is a good buck!

Personality: Pinkie is fully strapped and always packed.

He loves violence so much his idea of a vacation would have been Paraguay in 2019. He works for TWD because it keeps him close to on-going military conflicts. Pinkie is originally from Quebec, Canada. He plans to move back to Quebec as soon as he can, to get away from "those despicable Americans."

Nick Rickles

Nick Name: Weasel (called behind his back)

STR 0 DEX 0 SPD 0 RES 1
INT 4 WILL 4 AURA 6

Administration 7, Business 4, Charm 10

Equipment: Gum, Nurf Gun: Acc:-3, Pen:3, Dmg: -1STSTLW, Rng: -5\2\0\2 Ammo: 3, Rate: 1.

Traits: Slacker; sleazebag.

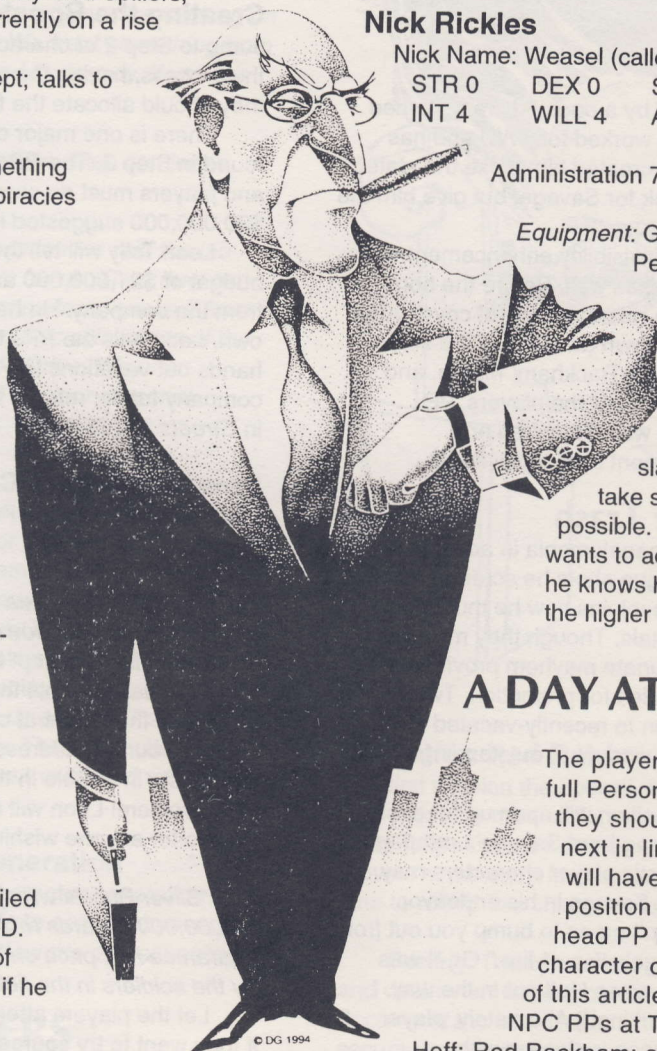
Codes: Make life easier.

Personality: Nick is a slacker. He will attempt to take short cuts whenever possible. The only reason Nick wants to advance in TWD is because he knows his job will become easier the higher up he climbs.

A DAY AT THE OFFICE

The players' PPs do not yet enjoy full Personal Planner status, but they should know that they are next in line to get PP jobs. They will have to advance to this position during game play. The head PP is Leon Tolly; his character can be found at the end of this article. There are four other NPC PPs at TWD: Jim Smade; Matt Hoff; Red Rackham; and Alan Martin.

The morning we start the story, a new assignment has been given to the PPs. Matt Hoff is briefing them about their assignment (see The Mission, below) and is asking them to find prices for a list of standard enhancements and cybernetics. Matt comments: "I know this is dirt work, but one day you guys will be able to call the shots." This will perhaps motivate the players to make a move for his job when given the opportunity.



UNDERGROUND

Lord Savage Strikes

Immediately after the meeting with Matt, the PPs are in for a surprise. As they begin to talk about the mission, how much they hate their jobs, etc., start to describe the surrounding office. It is furnished with a real mahogany table and plush chairs. The exterior glass wall offers a spectacular view of the L.A. sprawl and through the interior glass wall the PPs can look down into the main office floor.

At some point, subtly describe an object being tacked onto the interior glass wall of the office. The object appears to levitate in place, then stick to the glass. The PPs are close enough to see a digital clock on the "object" ticking five, four, three... They may just have time enough to dive for cover (if they're smart!). The GM may treat the bomb as a Snap-Tite Grenade in offensive mode.

What is Going On

The office is being attacked by a boosted crazy named Lord Savage. Savage once worked for TWD and has returned to kill the PPs that created him. (Use the stats on page 235 of the rule book for Savage, but give him the invisibility enhancement.)

Savage was using his invisibility enhancement while attaching the bomb to the glass wall. Before the bomb detonated, he moved to the nearest place of cover. After the blast, he rises to shoot down as many of the senior PPs as he can – Smade, Hoff, Rackham, Martin, and Tolly. Lord Savage will only target the players' PP characters if they get in the way. They had no involvement in his development and deployment.

Getting Rid of the Trash

Lord Savage suffers from megalomania in addition to homicidal mania; between gun shots he screams about how he was wronged and explains how he must now spend his days in VA hospitals. Though they may not realize it at first, this unfortunate mayhem provides the players' PPs with opportunities for promotion. Two routes are open to them: promotion to recently-vacated positions, or promotion on account of outstanding service to the company.

A Personal Planner position will open up for every senior PP who "bites it" during Lord Savage's rampage. Really nasty and opportunistic player characters may think to indirectly help Lord Savage in his endeavor. ("Whoops! Sorry Red, I didn't mean to bump you out from behind that chair into Savage's line-of-fire." Or, "I was trying to shoot at the boost when Hoff got in the way. I don't know what he was thinking!") Alternately, player characters who show brilliance in dealing with (neutralizing) Lord Savage will be promoted after the mess is cleaned up.

All the player characters should either be full PPs after this scene, or should wind up assigned as personal assistants to player character PPs who are promoted.

Important note: Leon Tolly plays an important role as an experienced and senior PP in this adventure and should survive Lord Savage's attack.

The Mission

The USA government has hired TWD to destroy a lab in Ireland. The lab is within the bounds of a nuclear-devastated area, and is located there to keep away prying ears and eyes. The mission is to simply destroy the building from the inside but leave the foundation intact. Lab scientists are considered targets of opportunity, and resistance is expected.

Note: Ireland suffered a nuclear accident in 2015 due to careless handling of nuclear weapons. Some suspect that English anti-Irish factions were involved but nothing has been proved. Thousands of people died and thousands were terminally injured. This accident was the beginning of what has been termed the Great Resentment.

Creating the Boosted Characters

Jump to Step 2 of character generation. Roleplay through the process, having the players (as the PPs) discuss how they should allocate the funds for the Irish mission.

There is one major change to character generation found in Step 2. The PPs' budget is only \$10,012,000, and players must do some leg-work to get the \$20,000,000 suggested in the main rule book.

Leon Tolly will tell the PPs that he is currently at a budget of \$21,000,000 and only \$10,100,000 is coming from the company. He has raised \$10,900,000 on his own. Leon tells the PPs that the company sometimes hands out vacations to Personal Planners who save company funds; refer to the lovely add for the Blake Hotel in *Streets Tell Stories*.

How to Get More Cash

Leon Tolly will give the PPs a couple of hints about how to raise more money:

"If you sell the Data Files of the boosts, Pueblo will pay you \$4,000,000 towards the funding of your project."

Data Files are kept by all major conflict firms. They list the enhancements the boosted soldiers have received and detail their combat careers. When known, it gives the subject's current address if demobilized. This might get the boosts in trouble in the future, but jeez, that's not the PPs' problem! Leon will make the arrangements with Pueblo for anyone wishing to make the deal.

"Silver Bullets will sponsor the boosts. They offer \$1,000,000 towards recruitment and training and also guarantee half-price on their guns, which must be used by the soldiers in the field. Advertising, y'know."

Let the players attempt to dig up their own sponsors if they want to try sources other than Silver Bullets. Snap-Tite, for example, may be willing to sell armor at cost.

If the PPs are convincing beggars, whiners, butt-kissers, or blackmailers, TWD might offer up to \$4,000,000 more.

Finally, the PPs will receive a mysterious phone call. The voice speaks quickly and does not wait for replies before he hangs up. The PPs will hear the following over a speakerphone:

"I am interested in your current project and will offer \$5,000,000 if my terms are met. If you are interested, meet my associates at the University Of Southern California's library in one hour. My associates will know who you are. Exercise discretion or the deal is off."

USC is heavily guarded by Trojan Security Corp., so weapons will not be allowed in the library. (For more info on USC check the *Underground Note Book*.)

Once inside the library, the PPs are approached by two men wearing black suits and mirrored shades. They escort the PPs to an open, public part of the library and sit down at a long table. One of them speaks while the other continuously surveys the library. Read the dialogue below:

"Here is the deal – we know you guys are working on special ops for the government. We want something from the lab that your company is hired to destroy. If you are in, stay; if not, take a hike."

The speaker waits for responses, then continues speaking to whomever stays.

"It's real simple. When the operatives raid the lab they just have to grab a Bio-Drive for us. Then they can do whatever they want to the damn place – nuke it from orbit, I don't care. Here is a micro disc with specs of the compound and location of the Bio-Drive. We offer \$5,000,000 now and \$1,000,000 for your personal accounts upon delivery."

The man refuses to answer any questions and waits for the PPs to agree. If any of the PPs stay to listen but then say they want to back out, or if he thinks they might betray him, he will try to have them killed. Two hired vets are parked in a red van in whichever lot the PPs parked, or simply parked near to the library if the PPs didn't come in a vehicle. (Use the terrorist stats on page 234 in the rule book for the vets.) If their employer gives them the word via walkie-talkie, they open up on the PPs with their assault rifles and then drive away. The two "suits" will, of course, be gone if the PPs survive the hit and return to the library.

Completing Character Generation

Complete Steps 1 through 8 of character generation, with whatever funds the PPs were able to acquire. Leave Steps 8 1/2 through 10 for later. Now the operatives are ready to start their military careers.

MILITARY CAREERS

At this point your players should have their boosted operatives on character sheets and be ready to boogie. Now the GM must decide how long the characters are part of the military. An average tour is four to six years but instead of rolling for each year served, the players will roleplay through prominent moments of their careers.

Each of the following missions attempts to coincide with the five categories suggested in Step 8 1/2 of the

rule book. The missions provided are loosely structured in order to accommodate any group of boosts. They provide the essentials of the prominent events during military careers but not all the details. Take some time to prepare any NPC stats or maps you may need to ensure a smooth game session.

The GM should feel free to come up with more missions than the three listed below. Remember that these missions do not cover entire military careers, just key moments.



Operation Rad Raid

The first mission the operatives will tackle is Operation Rad Raid, the mission for which they were "created." Leon Tolly's boosted soldier will accompany the PCs and provide some extra firepower. (The GM should take some time to roll up this character to suit his or her tastes.)

Briefing: The operatives must break into a compound and destroy an underground lab located in Ireland. Security at the lab is maintained by an unspecified security company but the compound is known to employ 22 soldiers. (Use the police officer template, page 233 of the *Underground* rule book for the security force. Remember to give them sealed suits!)

Before the operatives leave for Ireland, they may also be informed that they must retrieve a Bio-drive from the lab (depending on whether or not the PPs cut the deal). If they are instructed to retrieve the Bio-drive, they are told that this component of the mission is highly classified.

Action: The exact size of the lab isn't too important. Remember the mission is in a Radioactive Zone. While in this zone, damage is taken at the start of every five minutes while exposed. Challenges are required using Res against a difficulty of three. Damage is LW/LW/LW/MW but with a B or A grade a stress point awarded.

If any player is unfortunate enough to sustain a heavy wound, he or she gains a Flashback (see page 111 of the *Underground* rule book). The psychosis surfaces whenever the character sees a radioactive warning symbol or thinks that he or she is being exposed to radiation.

The GM should also throw a small gun fight at the operatives to accustom them to their new characters. Other than that, the mission should be pretty cushy.

Promotion: Operatives might receive a promotion depending on their conduct during the mission.



Decoration: Most TWD operatives are only decorated after televised missions, and this mission was not televised. The Purple Heart or the Bronze Star are the only awards possible. An award would be given for exceptional performance.

Gain Contact/Trophy: If the mission is successful, the operatives will be personally thanked by a politician named Clinton F. Gore. Gore believes this to be a end of what could have been a new drug lab.

Gain Flashback: If the players are exposed too long to the radiation in the lab zone, they might gain a Flashback. (See the rules provided in The Action, above.)

Something Catastrophic Happens: A major catastrophic incident would occur if an operative mentions to Clinton F. Gore or another high-profile outsider that the group retrieved a Bio-drive from the lab. This will lead to possible court martial and Mr. Gore will be an Enemy when they are demobilized.

Assign players to the TWD 4th Infantry or TWD 11th Airmobile after Operation Rad Raid. The next few missions will work with both divisions of TWD. The players have now been assigned to a TWD regiment at an operative level.

Remember that TWD soldiers are constantly being filmed by Avant-Garbage Inc. (AGI) so play up the "heroism" of the missions. "Did you see that viewers? She blew his head *clean off!*"

For more information regarding Trans World Devastation read pages 78, 83 and 84 of the main *Underground* rule book.

Water Run

Briefing: TRU Entertainment has hired TWD to protect a shipment of animation computers en route from Thailand to Nihon. The shipment will be done by sea, on a small freighter. Transportation will take a couple of days.

Action: Introduce two TWD non-player characters – War Hammer, and Red Death. These two men are ranked Under Lieutenant and are, in effect, the player characters' commanding officers for the mission. During the voyage at least one player should overhear War Hammer talking to someone on his cellular phone. He tells the person: "Don't be late tomorrow morning. Everything is set to go." He dismisses the call as unimportant mainland business if asked.

The next encounter will be with Red Death. He orders the boosts to plant Nova-Habanero Spray Grenades (stats for these can be found in the *Techno* source book) in every corridor of the ship and in the storage hold. He informs the player characters that the grenades are remote-controlled, and claims they are a necessary security measure.

The next morning, while the players are off-duty, War Hammer and Red Death plan to make their move. They intend to gas the whole ship, knocking out the

boosts and crew, and unload the computer equipment to small boats. These boats will then transport the equipment to a smuggler's freighter which will pull up 100 meters away.

If the player characters throw a wrench in their plans, War Hammer and Red Death put up a fight but would rather surrender than die in their attempt to steal the cargo.

Promotion: It is likely that the players will gain promotions if War Hammer and Red Death's plan is thwarted and the computer equipment is delivered safely.

Decoration: A decoration would be fairly unlikely. Because the contract is private and not funded by the USA, a Tastee Ghoul sponsorship would also be unlikely due to the absence of Vid Net coverage.

Gain Contact/Trophy: TRU will become a contact if its product is unharmed and delivered safely to Nihon. The player characters will be thanked specifically by a man named Phil Gnarly.

Gain Flashback: Give Flashbacks only to characters who are the victims of a particularly traumatizing incident, such as a near-deadly wound. Appropriate post-traumatic triggers may be large bodies of water or boats (or whatever fits the events as they unfold).

Something Catastrophic Happens: If the characters capture War Hammer and Red Death, both become enemies.

Exterminate... Exterminate

Briefing: A briefing is not necessary; this is an ambush!

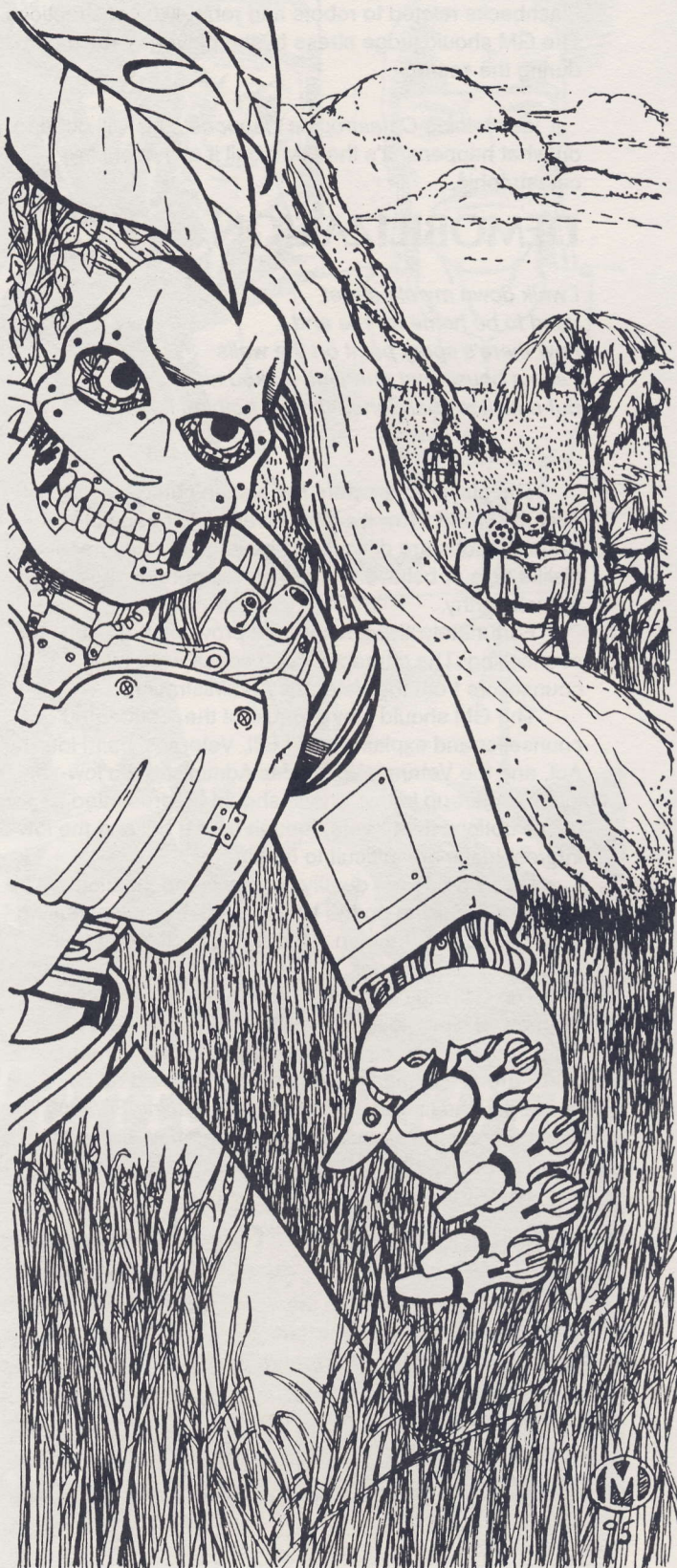
Action: This operation should seem a simple search-and-destroy on a criminal headquarters in a third world village. The exact locale is unimportant. An AGI film crew follows the operatives into action, the director shouting encouragement and yelling, "Make it look good kids!"

While they are approaching the village, the players will be ambushed by three giant robots (see the War Robot stats at the end of this adventure) proving beyond a doubt that the criminal lord has some powerful friends. This fight should be fairly vicious: the GM may wish to bring along a few NPC soldiers (cannon-fodder) to provide dramatic death scenes.

Promotion: If a player shows great heroism while fighting the robots, award that character a promotion.

Decoration: Decorations may be awarded but operatives are more likely to receive a Soldier-of-the-Month award from Tastee Ghoul, due to the Vid Net coverage by AGI.

Gain Contact/Trophy: If a player saves a boosted NPC or a perhaps film crew member from certain death, he or she will become a friend/contact.



Gain Flashback: Player characters who experience severe stress during this dangerous battle should gain Flashbacks related to robots and robot-like constructions. The GM should judge stress by the player(s)' reactions during the scene.

Something Catastrophic Happens: This will depend on what happens. It's the GM's call if any event is catastrophic.

DEMOBILIZATION

*I walk down my old street
used to be home for me and
now there's spray paint on the walls
I see a house that one time looked nice
but now it is abandoned there's nothing left at all
Pennywise*

The player characters have seen combat action all over the world. Now it's time to return to beautiful Los Angeles. Jobs are difficult to obtain, and many people dislike vets or believe them to be dangerous and untrustworthy.

Fortunately, the government provides post-duty counselling! The characters can speak with guidance counsellors from the Veterans Administration.

The GM should play the role of the "concerned" counsellor and explain the GI Bill, Veterans' Fair Housing Act, and the Veterans' Business Administration low-interest start-up loans. These should be presented as viable options to the vets, though the GI Bill and the low interest loans are difficult to obtain.

Vets who do not qualify for any compensation will be given free housing on the West Coast. For rules dealing with the Bill and the loan refer to pages 85-90 in the *Underground* rule book.

The GM may now wish to refer to the Campaign Frameworks provided in the Streets Tell Stories LA Campaign Sourcepack supplement. Detailed on pages 11-15 are five campaign frameworks that will be used here. Play the first campaign starter, *Picking Friends*, soon after the vets have settled in their new homes. *Picking Friends* gives the player characters a chance to form allies (and enemies) in the L.A. area.

PICKING FRIENDS

This scene opens outside the apartment building in which at least one of the player characters lives. The group could be just leaving to (or returning from) a combat squad reunion.

The action begins when five men come tearing around the corner, running in the vets' direction. The vets know these guys to be members of a boosted gang called Supremacy (the GM can come up with more details for the gang and the members as suits his or her tastes). Seconds later, four men on horses appear, following the Supremacy gangsters and firing 8-gauge Melbourne Arms Slide Action shotguns (these babies can be found in *Fully Strapped Always Packed*). The horsemen can be recognized as

members of a primitive terrorist organization dedicated to cleansing the streets of criminals who use technology to further their nefarious activities.

One turn later the L.A. Peace Force will show up to resolve the conflict. Vid Net camera crews come "out of nowhere" to get the scoop.

Now that you have a big sticky situation on your hands just see what happens. Let the player characters show allegiance to whatever group they wish. After this scene, the vets will probably have made some enemies and hopefully some new friends.

Possible Results

If the player characters help the Peace Force gain control of the situation and capture members of the gangs, the vets may be asked to join the force at Officer rank.

The Supremacy gang may ask the vets to join them if the player characters either help them fight, escape, or even if they just stay out of the way. The player characters may even get the nifty idea to start their own gang. Or, if the vets show sympathy towards the primitive terrorist organization, they may be asked to join.

A corporation may have seen the vets in action on the Vid Net. The GM might have a corporation approach the players and offer them a job.

Making The Loose Ends Looser

Remember the vets' first mission, Operation Rad Raid? Clinton F. Gore has become Secretary of Veterans' Affairs. This guy could be either a major thorn in the side of the player characters or an excellent ally.

The vets might also have retrieved a Bio-drive. This drive has information on how to make an addictive relaxant drug called Bando. The GM may wish to have the player characters stumble upon the fact that they essentially imported this drug to the States.

As a result of being exposed to radiation during Operation Rad Raid, one or all of the vets might find themselves falling ill. This may force them to find a cure or seek special treatment. But such treatment is hard to come by and expensive – maybe "Slick Eddy" could set them up with some Docs, for a favor or two.

WATER RUN REPRISE

The vets met War Hammer and Red Death and may have caused the early discharge and incarceration of these two (if they didn't accidentally kill them). After the two boosted vets were released early on military technicalities, they started a company called Urban Knight (check page 42 of the *Underground Companion*).

Urban Knight ships food and supplies to areas of L.A. that need it the most. War Hammer and Red Death have become devoted champions of the urban poor, but they have not forgotten what the players did to them. An interesting adventure might force the players and Urban Knight to work together.

The player characters may also have met a man named Phil Gnarly during Water Run. If they saved TRU's shipment Phil will contact the players once he is informed of their demobilization and ask them to do a job

for him. This leads directly into Atlas Games' excellent *Hell Bent* adventure.

The vets may also have a crazy desire to find the source of the three robots that ambushed them in the Exterminate... Exterminate. Have them stumble upon a warehouse full of these techno terrors, all with codes and serial numbers from Fermi Aerospace Amalgamated: a very large aerospace corporation (FAA can be found on page 41 in the Streets book in the LA Sourcepack). Do they dare investigate further? FAA has been conducting illegal testing with these robots in hot spots around the world in preparation for the debut of their Godzilla robot (for more info on Underground Godzilla check elsewhere in this issue of *Adventures Unlimited*).

War Robot

TAA Super Not

Cost: 60,000,000; Avail: E

DEX: 4; STR: 18; INT: 4; SPD: 5; RES: 19; Air

Vehicles: 6 Breakfall: 6; Gun Combat: 5;

Military Science: 5.

Standard Equipment:

Video Camera with Infrared Attachment

Radar

Radar Detector and Double Chaff Pack (8 charges)

2 Heavy Gripper Arms, each arm has an AMI Punk-Roaster Proj. mounted in the palm

Legs, with flight packs

Spotlight, shoulder mounted

Sm Missile, shoulder mounted

The TAA Super Not stands a massive ten feet tall with a five foot girth. The War Robot usually jumps right into hand-to-hand combat with its jets and uses its colossal strength to pummel opponents into oblivion.

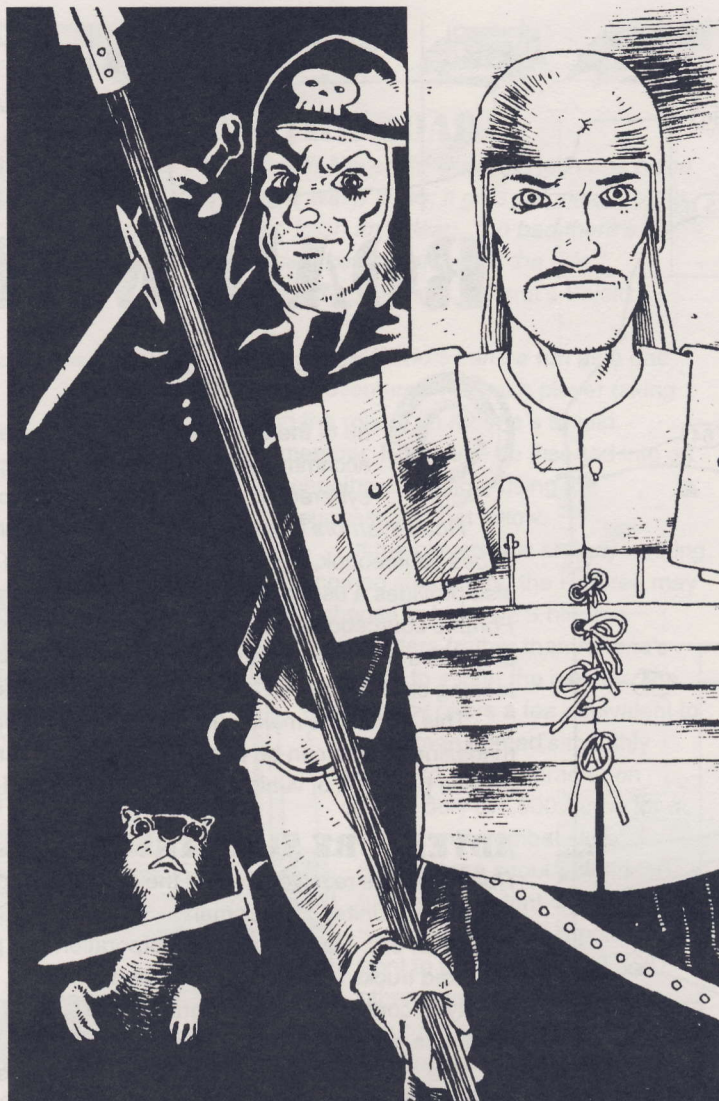
Leon Tolly

STR 1 DEX 2 RES 2 WILL 3
AURA 4

Administration: 5; Business: 7; Charm: 6; Computer Science/Digital Security: 9; Genetic Engineering: 13; Intimidation/Interrogation: 6; Streetwise/Connections: 5.

Leon is a cold, calculating, and intimidating man. He prefers to wear expensive suits and dark sun glasses (the glasses are actually combat goggles). He is of medium build, and tends to wear his long brown hair in a pony tail.

TWD hired Leon three years ago as a Personal Planner. During a one year period he worked his way to the head of the Personal Planner division. Rumor has it that he is one of the three most highly-paid employees of TWD.



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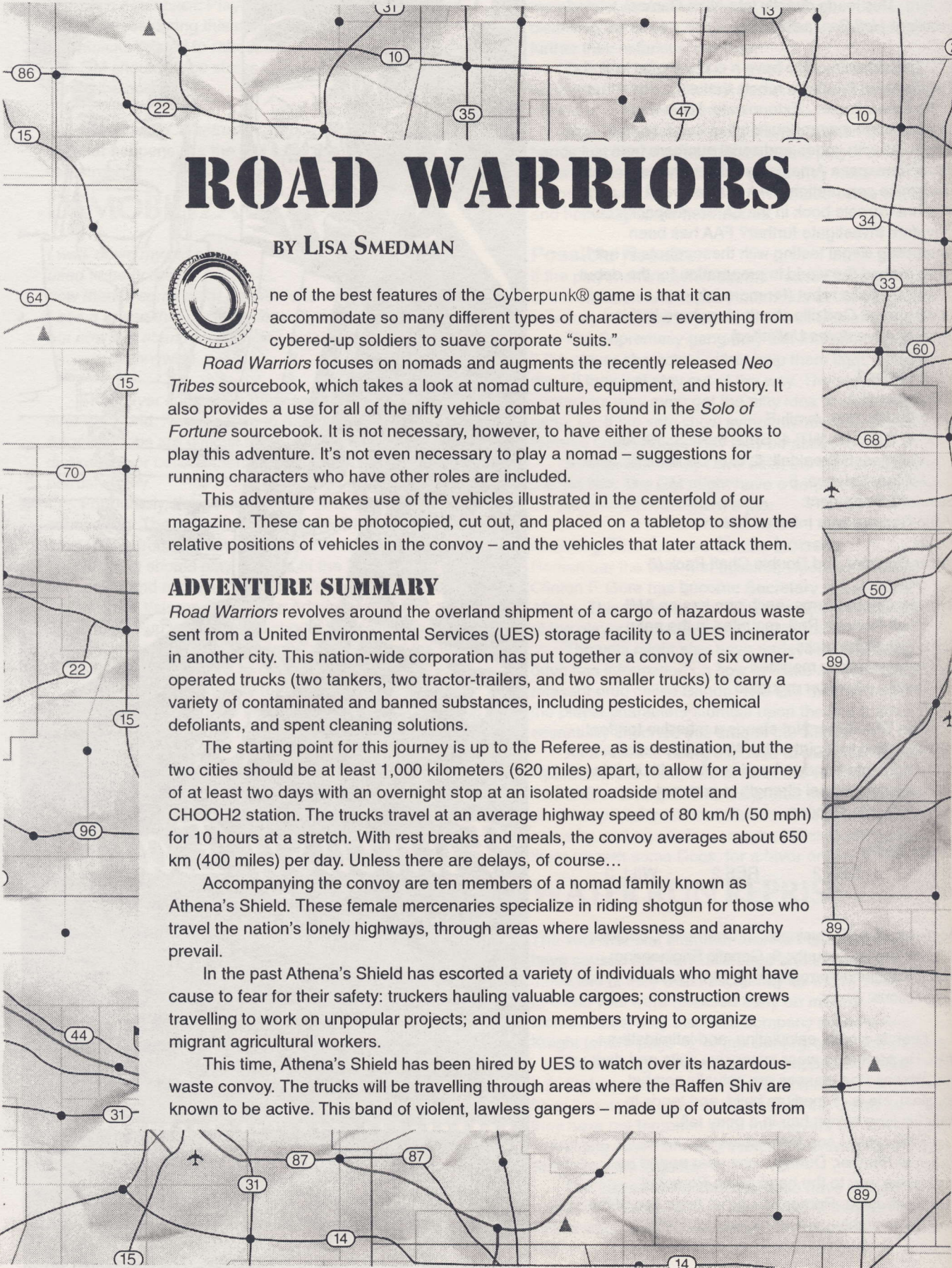
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ROAD WARRIORS

BY LISA SMEDMAN



One of the best features of the Cyberpunk® game is that it can accommodate so many different types of characters – everything from cybered-up soldiers to suave corporate “suits.”

Road Warriors focuses on nomads and augments the recently released *Neo Tribes* sourcebook, which takes a look at nomad culture, equipment, and history. It also provides a use for all of the nifty vehicle combat rules found in the *Solo of Fortune* sourcebook. It is not necessary, however, to have either of these books to play this adventure. It's not even necessary to play a nomad – suggestions for running characters who have other roles are included.

This adventure makes use of the vehicles illustrated in the centerfold of our magazine. These can be photocopied, cut out, and placed on a tabletop to show the relative positions of vehicles in the convoy – and the vehicles that later attack them.

ADVENTURE SUMMARY

Road Warriors revolves around the overland shipment of a cargo of hazardous waste sent from a United Environmental Services (UES) storage facility to a UES incinerator in another city. This nation-wide corporation has put together a convoy of six owner-operated trucks (two tankers, two tractor-trailers, and two smaller trucks) to carry a variety of contaminated and banned substances, including pesticides, chemical defoliants, and spent cleaning solutions.

The starting point for this journey is up to the Referee, as is destination, but the two cities should be at least 1,000 kilometers (620 miles) apart, to allow for a journey of at least two days with an overnight stop at an isolated roadside motel and CHOOH2 station. The trucks travel at an average highway speed of 80 km/h (50 mph) for 10 hours at a stretch. With rest breaks and meals, the convoy averages about 650 km (400 miles) per day. Unless there are delays, of course...

Accompanying the convoy are ten members of a nomad family known as Athena's Shield. These female mercenaries specialize in riding shotgun for those who travel the nation's lonely highways, through areas where lawlessness and anarchy prevail.

In the past Athena's Shield has escorted a variety of individuals who might have cause to fear for their safety: truckers hauling valuable cargoes; construction crews travelling to work on unpopular projects; and union members trying to organize migrant agricultural workers.

This time, Athena's Shield has been hired by UES to watch over its hazardous-waste convoy. The trucks will be travelling through areas where the Raffens Shiv are known to be active. This band of violent, lawless gangers – made up of outcasts from

other nomad families – will no doubt see the trucks as a tempting target with potential valuables aboard, and will think that the hazardous-materials warning placards are only a bluff. UES wants to avoid the cleanup bill that would result from any attack.

Also accompanying the convoy is a single police car. The two officers inside it will either be RCMP freeway patrol members (if the adventure is set in Canada) or members of the highway patrol (if in the U.S.).

Normally, highway patrol officers do not perform escort duties for commercial convoys – at least, not when the cargo is “garbage” with no commercial value. If the players don’t figure this out for themselves, the Athena’s Shield members point it out. They think the highway patrol is trying to muscle in on their business, and give the two officers a very cold reception.

In fact, the highway patrol has a good reason for coming along. United Environmental Services is a corporation on the verge of bankruptcy. It is highly likely that, in an effort to save money, the company will soon resort to “alternative” (and illegal) disposal methods. The patrol officers intend to ensure that the waste is not dumped along some lonely stretch of highway.

During the course of this scenario, the convoy is re-routed at least once, adding another day (and night) to the total journey. The reason for the re-routing is the closure of the incinerator to which the waste was originally to be delivered. It was shut down due to non-payment of municipal taxes. The hazardous materials now must be trucked to a UES incinerator in another city.

On the surface, Road Warriors is a straightforward tactical scenario in which the climax is an on-the-road attack by the Raffin Shiv. The players are in charge of the convoy, deciding the order of the trucks and escort vehicles, and running the players associated with them. The Referee runs the Raffin Shiv and their vehicles.

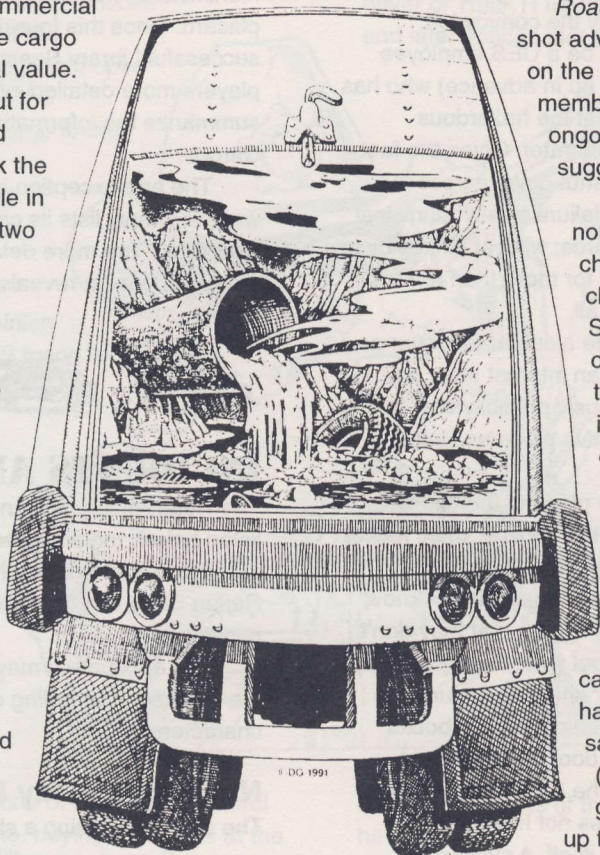
The Raffin Shiv know exactly what is on board the trucks. (One of them has a “static” (non-nomad) girlfriend who works in the UES storage facility.) They are after the sacks of Rodent Roundup carried in Truck J, and plan to use this rat poison to contaminate the drinking water of a small town whose police force had the audacity to stand up to them. If allowed to carry out their revenge, approximately 15,000 people will die a sudden and painful death.



HITTING THE ROAD

“I never could sit still. Never did like staying in one place for too long. Unless water flows, it gets stagnant. To me, the road is a river, fresh and clean. Too bad there’s so much human flotsam coming along for the ride.”

Jeanette Huberman, Outrider, Athena’s Shield



Road Warriors can be run as a one-shot adventure, with each player taking on the role of an Athena’s Shield member. It can also be inserted into an ongoing campaign, using the suggestions that follow.

If the players are already running nomad characters, the Referee may choose to have UES hire the characters (rather than Athena’s Shield) to escort the convoy. The company offers a fee equivalent to the average nomad’s monthly income to each character on convoy duty (\$1,500 Euros for a warrior with combat skills; \$3,000 for a scout/pathfinder) for the equivalent of two days’ work. Ten percent is paid up front to cover CHOOH2 and other expenses; the balance can be collected once the hazardous materials have been safely delivered to the incinerator (assuming the company has not gone bankrupt by that time). It’s up to the characters to provide their own vehicles, weapons, ammunition and

other supplies – and to do their own checking into this prospective employer.

Alternatively, if the players are running solos, these mercenary soldiers might be hired to accompany the convoy. If the characters don’t have their own vehicles, they can literally ride shotgun, sitting in the passenger seats of the trucks.

Techie characters might also be hired by UES for the duration of the journey, either as drivers, swamper, or mechanics.

A fixer character can get involved in the adventure by being asked by UES to locate a protective escort for the convoy (Athena’s Shield is the only group willing to take the job). The fixer might also be responsible for lining up motel accommodations, fuel, and other supplies along the route. He or she might even try to cut a few side deals along the way, perhaps selling the barium (which does not appear on any of the shipping



documents and thus won't be missed).

A netrunner character can be useful in investigating the history of UES and uncovering its shaky financial situation. The company is plagued by unpaid bills, shady operating practices, labor unrest, and equipment failures and pollution control violations due to a lack of maintenance. The 'runner could also be useful in figuring out what is in the mysterious, sealed box on Truck J. Hacking into the computers at the UES storage facility where the convoy originated can uncover the fact that a box of barium arrived at the storage facility by mistake – and then went missing on the day the convoy left.

A corporate character might be a UES employee (the Referee will need to set this up in advance) who has been given the job of ensuring that the hazardous materials get to an operating incinerator. Given the fact that UES incinerators are being shut down across the country for a variety of reasons (failure to pay municipal taxes; violating emissions standards; wildcat strikes by workers who have not been paid for more than a month) this might be the toughest job of all.

Media characters might come along undercover as "swampers" – either to do a human interest story on Athena's Shield (who are notoriously publicity shy, for security reasons) or an investigative piece on United Environmental Services itself.

Cop characters can take the place of the highway patrol officers who are escorting the convoy, while rocker characters might simply be hitching a ride on a big rig.

Unless the characters are cops, they will not know what the trucks are hauling; UES figures that they don't need to know. But they can find out what the cargo is by accessing the way bills and other shipping documents that are recorded on the drivers' electronic log books (found in a pocket in the driver's door of each truck). These documents will list either the trade name of the material being hauled, or (if it does not have a trade name) the name of the chemical itself. A successful Library Search (Difficulty 15) can unearth some of the health hazards associated with this material and its general properties (whether it's flammable, for example), and can tell the players what the chemical is commonly used for (cleaning solvent, as a pesticide, etc.). The Referee should summarize the information found in the section The Cargos.

Alternatively, the characters can note the dangerous goods placards (diamond-shaped metal signs) that are placed on the front, back, and both sides of each truck. These warning signs use symbols and numbers to indicate whether a cargo is: explosive (stylized explosion on orange placard with the number 1 beneath); flammable (flames on red placard with the number 2 to designate a gas, 3 to designate a liquid, and 4 to designate a solid); poisonous (skull and crossbones on white placard with the number 6 beneath); corrosive (liquid dissolving metal bar and hand on white-and-black

placard with the number 8 beneath); infectious (biohazard symbol on white placard with the number 6 beneath); radioactive (radioactive symbol on white-and-yellow placard with the number 7 beneath); or simply miscellaneous dangerous waste (red exclamation mark on white placard with the number 9 beneath). A successful Library Search (Difficulty 10) – or simply asking the drivers what the symbols mean – will give the players this basic information.

In the case of bulk shipments, a product identification number (PIN) may also appear on the placard. Once this four-digit number has been noted, a successful Library Search (Difficulty 15) will give the players more detailed information; the referee may summarize the information found in the section The Cargos.

The one exception is the Agent Orange. Truck D's way bill simply lists its cargo as: "Surplus Military Defoliant." The more detailed Library Search (or an educated guess) reveals that the barrels contain Agent Orange.



INCIDENTS AND ACCIDENTS

The Referee can pick and choose from the encounters listed below, running them in any order. Remember that they are a warm-up for the main event (the attack by the Raffin Shiv) and thus shouldn't entirely incapacitate the convoy.

The encounters may need to be adjusted slightly by the Referee, depending on the roles of the players' characters.

Not Through My Backyard!

The convoy is taking a short cut – a side road that passes through a small Native Indian reservation. A few kilometers before reaching the reservation, the lead vehicle (and possibly others, if they don't stop in time) runs into an unexpected obstacle: a strip of board with several nails driven into it that has been placed across the road. One or more tires are punctured, and the driver must make a control roll to avoid crashing.

The tire-shredder has been placed here by local residents who are opposed to large trucks using their reserve as a short-cut. (And rightfully so; a small girl was run down by a truck and killed three weeks ago.) The locals do not interfere further with the convoy, but they do glare at the rigs as they go by. They certainly aren't going to help with any repairs – and that includes refusing to provide any parts for convoy vehicles that were damaged in a crash.

Note: If the players have put Truck J in the lead, either skip this encounter or use it as a prelude to the main attack; the Raffin Shiv immediately take advantage

of the disabled truck and try to heist its cargo. (It would be an ironic twist if the Indians who set up this seeming ambush were the very people whom the Raffin Shiv hoped to poison!)

The Mysterious Box

One of the characters notices something spilling from the back of Truck J. It's a granular, gritty material. If the truck is stopped and inspected (perhaps by the highway patrol), several of the sacks inside are found to have broken open. There's also one box that looks out of place (the pure barium). If the characters disregard the warnings and open it, the results are explosive; see the description of this box and its cargo found under the entry for Truck J.

Media characters travelling incognito with the convoy should be especially intrigued by the mysterious box. Everyone who sees the box has a different opinion on what it might contain. Is UES trying to smuggle illegal drugs or technology by hiding it inside a shipment of "waste"? Does the box contain nuclear material destined for a third-world armaments program? The characters probably won't believe the truth (a simple mixup in shipments) when they hear it and will probably be tempted to open this Pandora's box.

Police Problems

During the first overnight stop, one of the highway patrol officers starts hitting on Adrienne, buying her drinks at the roadside diner and none-too-subtly inviting her to share a room with him. Adrienne has no interest in the cop, and rudely brushes him off.

The next morning, Adrienne's dog Maxi is very sick. It is staggering about and its skin smells strongly of garlic. It was poisoned by being rubbed down with Phoskil (parathion). One of the containers of this insecticide is missing from Truck H; it has been opened and left, partially full, in the motel's parking lot, not too far from the police cruiser.

The furious Adrienne, believing this to be the handiwork of the cop, confronts him. Her intention is to shoot him dead. If his partner makes a move to defend him, she'll shoot him too. If she does kill a cop, the convoy will be halted while a full police investigation takes place – adding several days to the journey. There may be a bloody confrontation between Athena's Shield and the cops, if Adrienne is busted when the other nomads are around. The characters have better things to

do than submit to a police grilling, or get involved in a violent confrontation. And perhaps they have their own reasons for avoiding the cops...

Needless to say, the other Athena's Shield members won't interfere with Adrienne's vendetta. It's up to the characters to talk Adrienne down. (If they try more violent means of stopping her, they will have to deal with an immediate reprisal by the other Athena's Shield members.)

Fortunately, one of the characters witnessed the driver of Truck H trying to kick the dog the day before, and later noticed that the fellow's hand was bandaged.

(The Referee should set this up in advance.) Bite marks on the trucker's hand confirm that this fellow, and not the cop, was the one with a motive for trying to kill the dog.

Labor Unrest

The truck drivers, like the Athena's Shield members, are contracted employees who were hired on a temporary basis by United Environmental Systems.

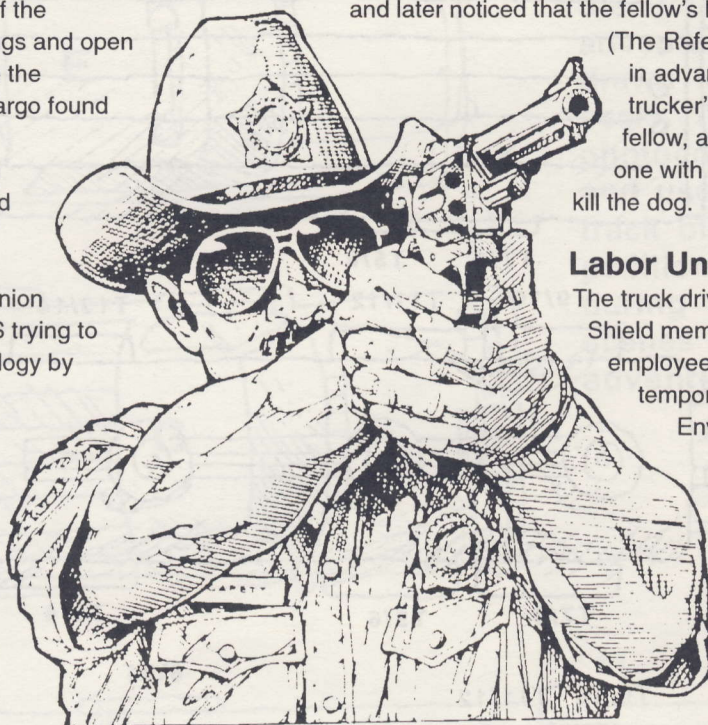
Unlike Athena's Shield, they didn't receive up-front expenses for this haul, and it's questionable whether they'll be paid at the end of it. Should the corporation fold, they'll be stuck with

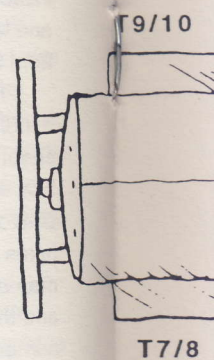
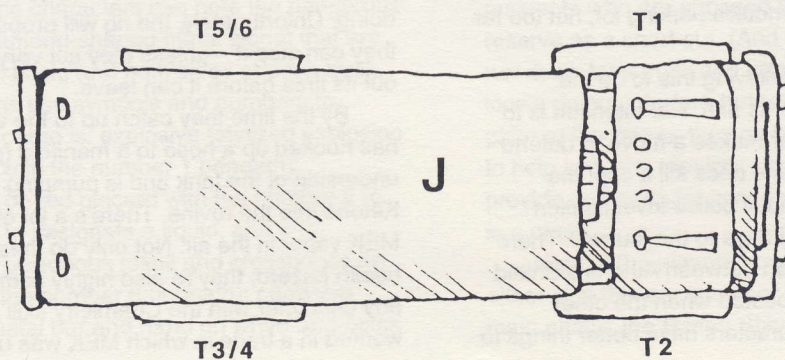
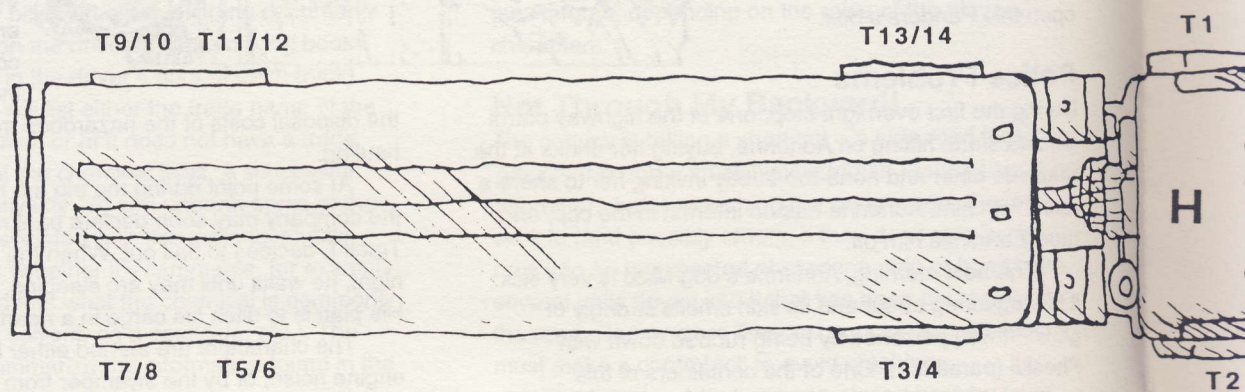
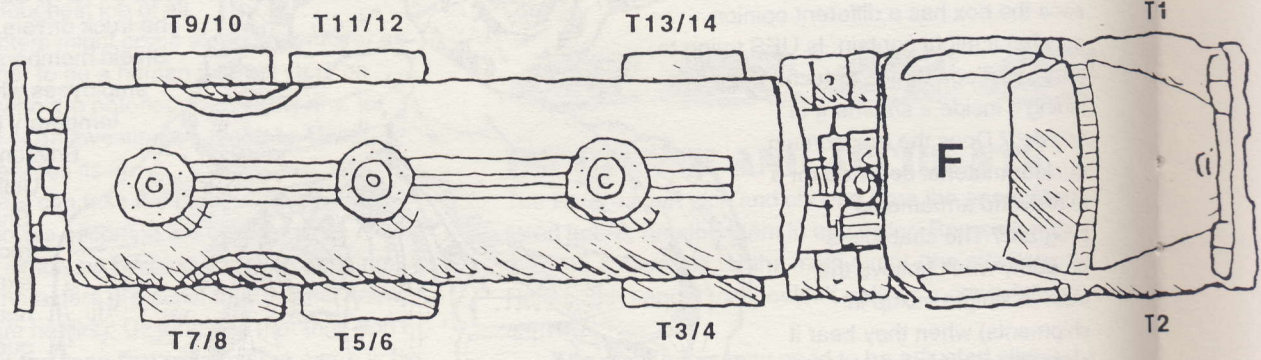
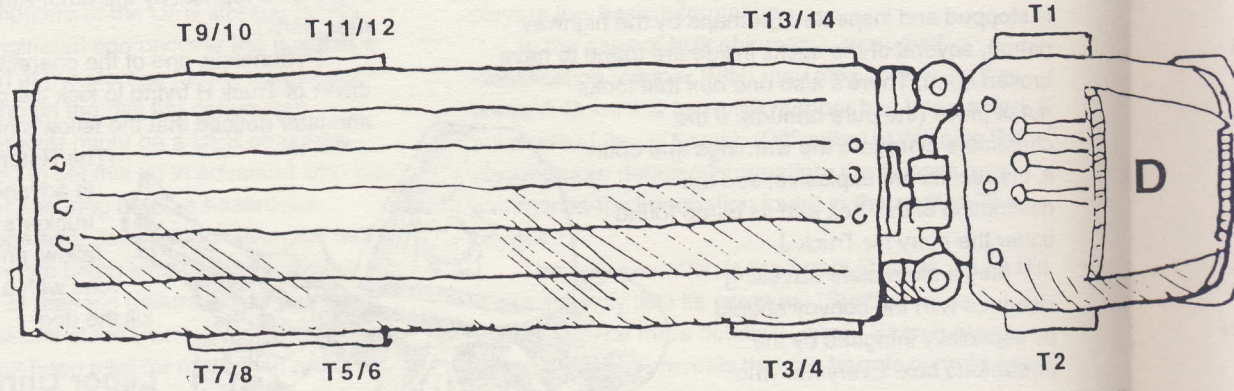
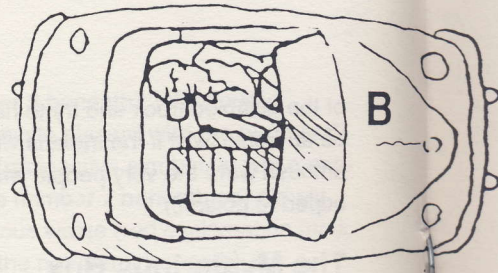
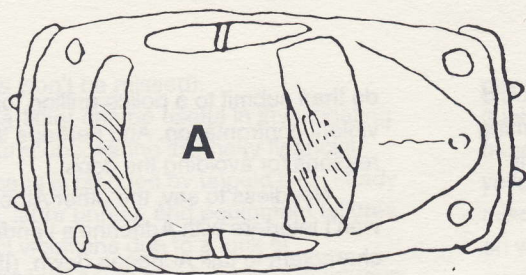
the disposal costs of the hazardous materials they are hauling.

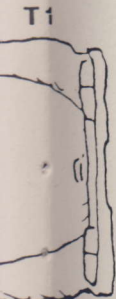
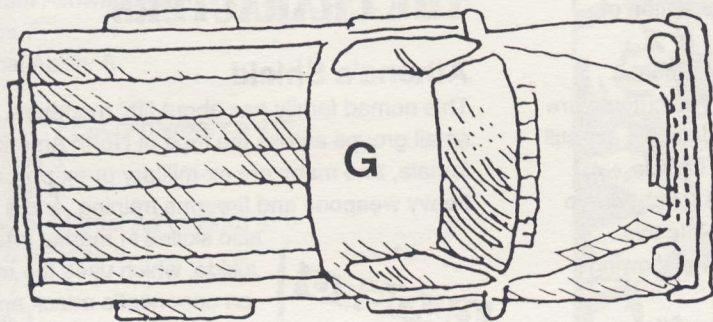
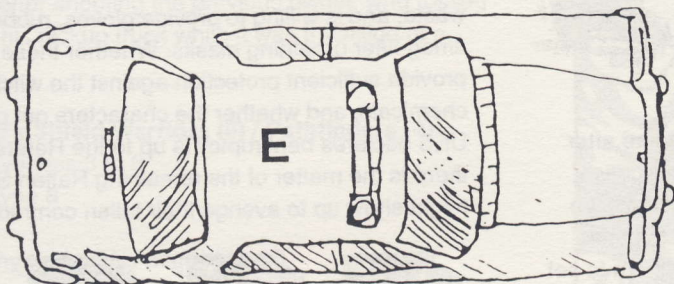
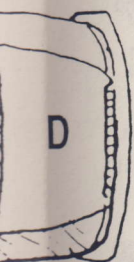
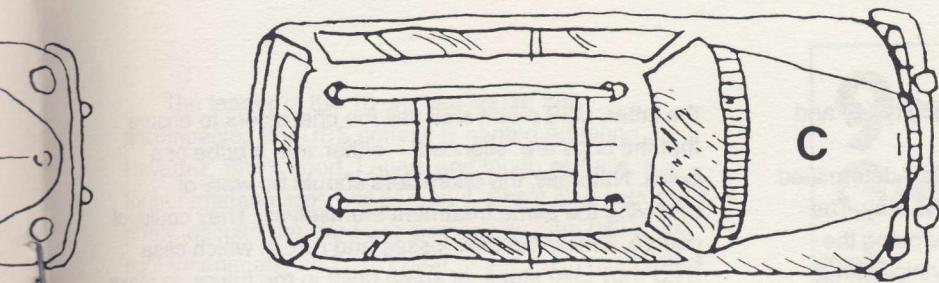
At some point during the trip the truckers learn that the company may soon declare bankruptcy. The driver of Truck F decides to bail out. When the others stop for the night, he waits until they are sleeping, then slips away. His plan is to ditch his cargo in a nearby ravine.

The characters are alerted either by the truck's engine noise, or by the swamper from Truck F, who disagrees with what her boss (who is also her brother) is doing. Unfortunately, the rig will probably be gone before they can stop it – unless they act very quickly, and shoot out its tires before it can leave.

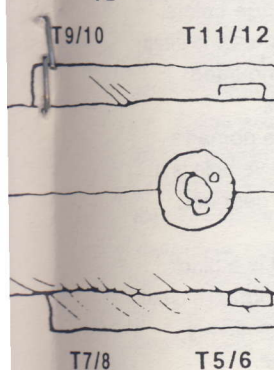
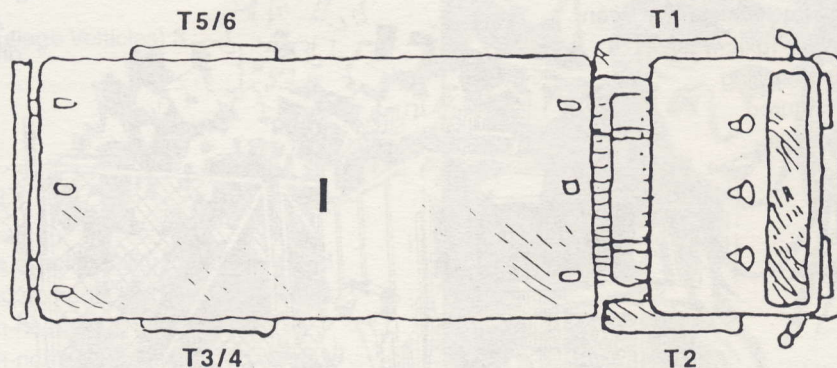
By the time they catch up to the vehicle, the driver has hooked up a hose to a manifold (port) on the underside of the tank and is pumping Methyl Ethyl Ketone into the ravine. There's a lot of minty-smelling MEK vapor in the air. Not only do these fumes pose a health hazard; they're also highly flammable. Fortunately, any character with the Chemistry skill (or who ever worked in a trade in which MEK was used) can easily







T2



The vehicles illustrated here are intended for use with the *Road Warriors* adventure, and are drawn to a 25mm scale. They can be photocopied, cut out, and used to keep track of the relative positions of vehicles during the chase scenes in that adventure.

recognize the distinctive odor of MEK (Difficulty 10) and warn the others of its dangers.

The driver isn't about to back down. He's determined to drain the MEK from his tank and be on his way. The characters will have to prevent him from dumping the MEK by force. Unfortunately, if they do anything to produce an open flame or spark (shoot a gun or taser, for example) a fatal explosion could result.



THE ATTACK

Ideally, the attack by the Raffen Shiv should come after the convoy has been turned back from the shut-down incinerator that was its original destination. By now, the players should be used to setting up the vehicles that make up the convoy. The Referee should ask them to set up the centerfold vehicle cutouts for the trucks, Athena's Shield vehicles, and patrol car, then should use the Raffen Shiv pickup trucks to indicate the direction of attack.

The Referee shouldn't worry too much about accurately depicting speed and distance. The cutouts are primarily designed to keep track of which vehicles are still functional – and which have crashed. Any vehicle following another that crashes or explodes must swerve around it. A control roll is required to complete this maneuver. Failure of this roll means that the following vehicle crashes.

Once the Raffen Shiv have been driven off or killed, the characters face the problem of what to do with any trucks that have been disabled or destroyed. Toxic waste is likely to be leaking or spilling from a number of ruptured containers. Some of this can be loaded onto the surviving trucks, but any characters handling a hazardous material face the health hazards associated with it. (Some of these problems may only surface years later, when the character bears or sires children or at last succumbs to cancer.)

If the moral compulsion of preventing environmental disaster isn't enough to motivate the characters, UES offers "hazard pay" (a \$2,000 Euro bonus per character) to those willing to clean up the mess – or at least to hide it somewhere that it won't be noticed for several years. If

the latter, UES might also ask the characters to ensure that the cops are "silenced" – either with a bribe or a bullet. Naturally, the characters should be wary of receiving the same treatment themselves. They could, of course, simply cut their losses and run, in which case UES may take steps, at some point in the future, to make sure its dirty little environmental secret stays buried...

The company assures the characters that only minimal protective gear is required to handle the toxic waste, and is willing to provide gloves, rubber boots, and smog-filter breathing masks. Whether these really do provide sufficient protection against the witches' brew of chemicals, and whether the characters get paid before UES declares bankruptcy is up to the Referee. And then there is the matter of the remaining Raffen Shiv, who just might show up to avenge their fallen comrades...



THE CHARACTERS

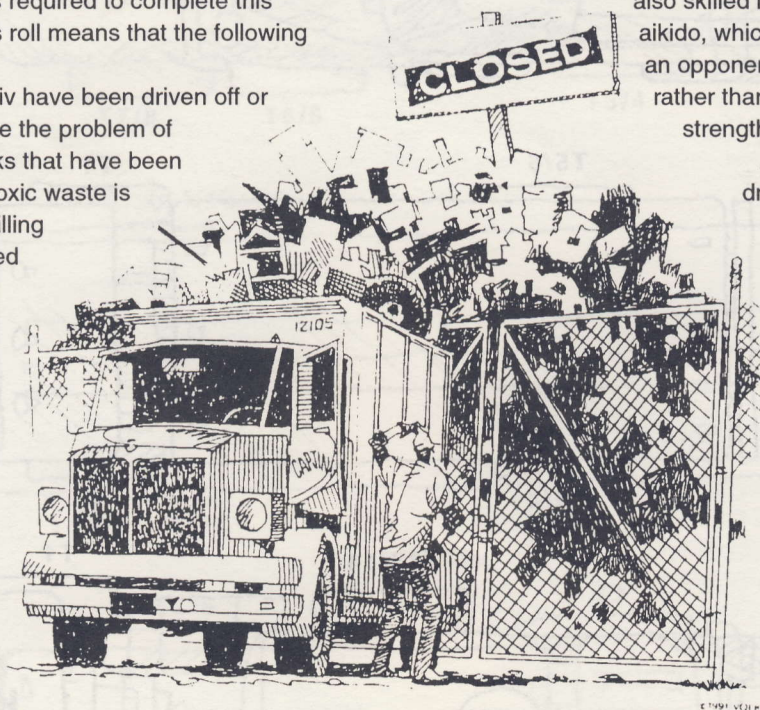
Athena's Shield

This nomad family has about fifty members, scattered in small groups across the face of North America. All are female, and many are ex-military or ex-police. They have heavy weapons and firearms training, and a handful are also skilled in martial arts – typically aikido, which uses the momentum of an opponent's attack against him, rather than relying upon brute strength.

Athena's Shield warriors drive Volkswagen Beetles – lightweight, souped-up machines with protective armor and high ground clearance that continued to be built in Brazil through the 2020s. The pathfinders (scouts) drive convertible "bugs" painted in camouflage colors. Each vehicle is fitted with a mounted weapon.

The nomad's support vehicle is a heavily armored sedan, used to carry their gear and supplies.

The "uniform" worn by Athena's Shield is a black leather jacket, sleeves ripped out, with a medusa's head (the symbol found on the shield of the war goddess Athena) stencilled on the back in bright green.



The leader of the 10-woman squad that accompanies the UES convoy is named Adrienne Havartez. She's short, Latina, and tough as nails, a former marine corps drill sergeant. She's also extremely pretty, despite her hard-ass personality. She has a soft spot for animals, and can't bear to see them mistreated. Her scruffy terrier Maxi accompanies her everywhere she goes, hanging out the window of her vehicle. She nursed the dog back to health after finding him at the side of the road – and after shooting the previous owner, who tossed Maxi out of his pickup truck while it was travelling at a high speed.

Athena's Shield Warriors (6) / Pathfinders (4)

Attractiveness 3 to 8

Body Type 8

Cool 4

Empathy (before humanity loss) 6

Intelligence 5

Luck 5

Movement Allowance 5

Reflexes 7

Technical Ability 8

Warpath 4 * / Reconnaissance 4 **

Awareness 5

Basic Tech 4

Brawling or Martial Art (Aikido) 4

Dodge & Escape 3

Driving 7

First Aid 3

Handgun 3

Heavy Weapons 5

Hide/Evade (Camouflage Vehicles) 3

Intimidate 3

Melee 3

Rifle 5

Weaponsmith 4

Wilderness Survival 4

* A warrior adds this special ability to Initiative and Awareness when fighting nomads; half is added (round down) when fighting non-nomads. It is also added to Melee when fighting non-nomads; half is added when fighting nomads.

** A pathfinder adds this special ability to Awareness and Hide/Evade when sneaking around and reconnoitering.

Cyberwear: Members of Athena's Shield typically have a neural processor, plus either a vehicle link (+2 to Driving) or smartgun link (+2 to firearms attacks). The drivers communicate with each other via cyberaudio radio links, complete with ECM scramblers. Many also have wide band radio scanners, allowing them to listen in on other police and emergency broadcasts. Drivers typically also have cyberoptics with low-lite or anti-dazzle

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options, while gunners have cyberoptics with targeting scopes (+1 to smartgun attacks) or infrared detectors. A handful of Athena's Shield members have cyberlimbs, sometimes with a built-in popup gun, micromissile launcher, or two-shot capacitor laser. Those who do not practice a martial art have body plating, typically a cowl or torso plate. The martial artists tend to go for Sandevistan speedware.

Armor: Drivers typically wear a light armor jacket (SP 14) and nylon helmet (SP 20), while gunners wear a heavy armor jacket (SP 20, EV 2), flack pants (SP 20, EV 1), and helmet (SP 20).

Personal Weapons: Athena's Shield members typically carry a heavy autopistol such as the Sternmeyer Type 35 (Type P; WA 0; Con J; #Shots 8; ROF 2; Rel VR; Range 50m; Damage: 3d6).

The Truck Drivers

The truck drivers and their swamper assistants are all independent contractors who own their own rigs. They dress in jeans and T-shirts.

Truck Drivers (6) / Swampers (3)

Attractiveness 2 to 7

Body Type 7

Cool 3

Empathy (before humanity loss) 6

Intelligence 4

Luck 3

Movement Allowance 5

Reflexes 8

Technical Ability 7

Jury Rig 6 / Jury Rig 4

Awareness/Notice 5

Basic Tech 6

Brawling 4

Driving 6

Education & General Knowledge 3

First Aid 2

Handgun 3 or Rifle 3

Truck Driving 6 / Truck Driving 2

Cyberware: Truck drivers typically have a neural processor, plus a vehicle link (+2 to Driving) and cyberoptic with either anti-dazzle or low-lite options. Swampers sometimes have linear frames – even though most of the loading and offloading is done by machine, these days.

Personal Weapons: For personal protection, truckers carry either a shotgun such as the Sternmeyer Stakeout 10 (Type SHT; WA -2; Con N; #Shots 10; ROF 2; Rel ST; Range 50m; Damage: 4d6) or a taser (Type P; WA -1; Con N; #Shots 10; ROF 1; Rel VR; Range 10m; Damage: stun).

New Skill: Truck Driving

This reflex skill allows you to drive tractor-trailer trucks (semis) with air brakes and multiple gears. A skill of +3 is equal to that of a relative novice who has handled only smaller rigs. A skill of +6 represents a driver with several years of experience who is able to handle just about any size of truck. A skill of +8 or greater represents a driver with who has experienced every type of grade, road condition, and emergency situation there is. Note: This skill is not required for pickup trucks, vans, or small panel trucks; use the regular Driving skill for these vehicles.

The Police

The highway patrol officers wear police uniforms. The Referee should tailor their description according to the setting of the adventure.

Highway Patrol Police Officers (2)

Attractiveness 5

Body Type 7

Cool 5

Empathy (before humanity loss) 6

Intelligence 8

Luck 4

Movement Allowance 6

Reflexes 7

Technical Ability 5

Authority 4

Athletics 3

Awareness/Notice 7

Brawling 2

Drive 4

Education & General Knowledge 5

Handgun 6

Human Perception 6

Interrogation 5

Melee 4

Rifle 5

Shadow/Track 4

Streetwise 4

Cyberwear: Useful cybernetic enhancements for highway patrol officers include a neural processor with vehicle link (+2 to Driving), dataterm link (allowing them to access computerized police records), and smartgun link (+2 to firearms skills). Also useful would be cyberoptics with image enhancement (+2 to Awareness) and microvideo optics (used for filming evidence or suspects). Because the federally-funded highway patrol has little in the way of money or resources, only about half of its officers have enhancements – typically 1d3+1 pieces of the cyberwear described above.

Armor: Standard highway patrol gear includes a medium armor jacket (SP 18 EV 1), flack pants (SP 20 EV

1) and nylon helmet (SP 20) with built-in police band radio.

Personal Weapons: Each officer is armed with an Armalite 44 heavy pistol (Type P; WA 0; Con J; #Shots 8; ROF 1; Rel ST; Range 50m; Damage 4d6+1). Each patrol car contains a powerful, rapid-fire Arasaka Rapid Assault Shot 12 shotgun (Type SHT; WA -1; Con J; #Shots 20; ROF 10; Rel ST; Range 400m; Damage 4d6). Each of these weapons can only be used by someone with a highway patrol issue smartgun link. (The link has a unique port shape and requires a specialized software code, and thus can only be used by another smartgun user if it is first jury rigged; Difficulty is 20.)

Raffen Shiv

This gang of cutthroats and thieves are parasites who prey on the unwary and innocent. They're scruffy, abusive, and cruel. Their leader is B.J. "Beej" Garrett, a psychotic but mesmerizing individual who was tossed out of the Hell's Angels for murdering one of his girlfriends in a fit of jealousy, then dragging her mutilated corpse behind his bike to a club meeting. He's a big, beefy guy with a beer belly, long red hair, and beard. He wears a black T-shirt, jeans, and Dayton boots. He recently switched to a pickup truck; it's not as "sexy" as a Harley – but you can mount weapons on it.

Beej's followers are those who believe that "honor" and brutal revenge go hand in hand. They're as dangerous and twisted as they come.

Raffen Shiv Warriors (12)

Attractiveness 2 to 5

Body Type 8

Cool 6

Empathy (before humanity loss) 4

Intelligence 4

Luck 5

Movement Allowance 6

Reflexes 8

Technical Ability 7

Family 3 to 6

Awareness 5

Basic Tech 3

Brawling 4

Dodge & Escape 3

Driving 6

Endurance 5

Gamble 3

Heavy Weapons 5

Hide/Evade 5

Intimidate 7

Melee 3

Resist Torture/Drugs 5

Shadow/Track 3

Submachinegun 3

Wilderness Survival 4

Cyberwear: Raffen Shiv members have cyberwear that ranges from the decorative (light tattoos and chemskin warpaint) to the brutally functional (a variety of implanted cyberweapons). Many have augmented their bodies with grafted muscle or skin weave. Those who have cyberlimbs make no effort to disguise them,



but instead flaunt their metal, painting it a matte black and peppering it with chrome studs.

Armor: The Raffen Shiv are careless of their personal safety and like to show off their muscles, and thus rarely wear more than a kevlar vest (SP 10). A handful wear flack pants (SP 20) but the majority prefer black riding leathers (SP 4).

Personal Weapons: Raffen Shiv like nothing better than a close-in melee, preferably with monokatanas (Type melee; WA +1; Con N; Rel VR; Range 1m; Damage 4d6). They also carry light submachineguns, such as the Uzi Miniauto 9 (Type SMG; WA +1; Con J; #Shots 30; ROF 35; Rel VR; Range 150 m; Damage 2d6+1).



THE VEHICLES

The convoy is made up of a collection of vehicles; their statistics and cargoes are as follows:

A Athena's Shield Volkswagen Beetles (2)

SDP: 60

Body SP: 30

Tires SP: 10

Maximum Speed: 160 km/h (100 mph)

Acceleration/Deceleration: 8 km/h (5 mph) per phase

Maneuver Speed: 60 km/h (40 mph)

Tight Turn: 10

Swerve: 10

Hard Brake: 10

Reverse: 10

Bootleg Turn: 20

Crew: 1 driver, 1 gunner

Mounted Weapons: Barret-Arasaka Light 20 mm (Type HVY; WA 0; #Shots 10; ROF 1; Rel VR; Range 450m; Damage: 4d10). Note: This weapon fires depleted-uranium armor-piercing rounds. It can only be fired to the front and sides of the vehicle it is mounted on.

Cargo Capacity: 200 kg (440 pounds)

Cargo: first aid kit, survival gear, ammunition



B Athena's Shield Volkswagen Beetle Convertables (2)

SDP: 60

Body SP: 30

Tires SP: 10

Maximum Speed: 160 km/h (100 mph)

Acceleration/Deceleration: 16 km/h (10 mph) per phase

Maneuver Speed: 80 km/h (50 mph)

Tight Turn: 10

Swerve: 10

Hard Brake: 10

Reverse: 10

Bootleg Turn: 20

Crew: 1 driver, 1 gunner

Mounted Weapons: M-60 Squad Light Machinegun (Type RIF; WA 1; #Shots 100; ROF 10; Rel ST; Range 450m; Damage: 6d6). Note: This weapon is belt-fed, and can fire to the front or sides of the vehicle it is mounted on. The gunner stands where the back seat would be, and is strapped in. The bullets on the belt alternate between normal and armor-piercing rounds.

Other Weapons: One of these vehicles also carries a Scorpion 16 Missile Launcher (Type HVY; WA -1; #Shots 1; ROF 1; Rel VR; Range 1 km; Damage: 7d10). Note: This long-range weapon is typically fired when the vehicle is at a standstill, or travelling



very slowly over level ground. It is not mounted to the vehicle but is fired from a shoulder position. Both the gunner and driver are trained to fire it.

Cargo Capacity: 100 kg (220 pounds)

Cargo: first aid kit, survival gear, ammunition

C Athena's Shield Armored Sedan

SDP: 80

Body SP: 40

Tires SP: 10

Maximum Speed: 150 km/h (95 mph)

Acceleration/Deceleration: 8 km/h (5 mph) per phase

Maneuver Speed: 50 km/h (30 mph)

Tight Turn: 15

Swerve: 15

Hard Brake: 15

Reverse: 12

Bootleg Turn: 28

Crew: 1 driver, 1 gunner

Cargo Capacity: 500 kg (1,100 pounds)

Cargo: foodstuffs, camping gear, tools, small generator, extra fuel, spare tires for VWs and sedans, personal weapons, ammunition (or 6 passengers)



D Tractor Trailer

SDP: 200

Cab SP: 15

Tires/Fuel Tanks SP: 10

Trailer SP: 15

Maximum Speed: 115 km/h (70 mph)

Acceleration/Deceleration: 3 km/h (2 mph) per phase

Maneuver Speed: 25 km/h (20 mph)

Tight Turn: 25

Swerve: 20

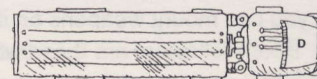
Hard Brake: 20

Reverse: 15

Crew: 1 driver, 1 swamper

Cargo Capacity: 24,000 kg (52,800 pounds)

Cargo: 45 metal barrels of dioxin-laden Agent Orange, marked only with the words: "US Army." All are painted orange. Each barrel contains 455 liters (100 gallons) of the herbicide, and weighs 375 kg (830 pounds). Characters crouching behind a full barrel can make use of it as a shield (SP 5), but will likely get sprayed with herbicide as the bullet exits. The height of any bullet holes determines how much of a barrel's contents leak out.



E Police Cruiser

SDP: 80

Body SP: 40

Tires SP: 10

Maximum Speed: 195 km/h (120 mph)

Acceleration/Deceleration: 8 km/h (5 mph) per phase

Maneuver Speed: 60 km/h (40 mph)

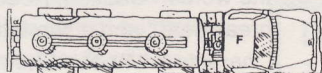
Tight Turn: 15



Swerve: 15
 Hard Brake: 15
 Reverse: 12
 Bootleg Turn: 28
 Crew: 2 police officers
 Cargo Capacity: 300 kg (660 pounds) or 200 kg (440 pounds) in trunk plus 3 passengers
 Cargo: first aid kit, spare tire

F Tractor with Tanker

SDP: 200
 Cab SP: 15
 Tires/Fuel Tanks SP: 10
 Tanker SP: 20
 Maximum Speed: 175 km/h (110 mph)
 Acceleration/Deceleration: 3 km/h (2 mph) per phase
 Maneuver Speed: 25 km/h (20 mph)
 Tight Turn: 25
 Swerve: 20
 Hard Brake: 20
 Reverse: 15
 Crew: 1 driver, 1 swamper
 Cargo Capacity: 19,000 kg (41,800 pounds)
 Cargo: Methyl Ethyl Ketone
 Notes: The three hatches on top of this truck can only be opened with a wrench (or by someone with a powerful cyberhand). The tank is nearly full, but



there is enough of an air pocket for some of the MEK to have evaporated; if this flammable gas is ignited the entire tanker explodes, killing all truck occupants and creating a large fireball.

G Raffen Shiv Pickup Trucks (4)

SDP: 80
 Body SP: 15
 Tires SP: 10
 Maximum Speed: 160 km/h (100 mph)
 Acceleration/Deceleration: 8 km/h (5 mph) per phase
 Maneuver Speed: 50 km/h (30 mph)
 Tight Turn: 15
 Swerve: 15
 Hard Brake: 15
 Reverse: 12
 Bootleg Turn: 28
 Crew: 1 driver, 2 gunners
 Mounted Weapons: Barrett-Arasaka Light 20mm (Type HVY; WA 0; #Shots 10; ROF 1; Rel VR; Range 450m; Damage: 4d10 armor piercing depleted uranium shell). Note: One gunner operates the "cannon," which is mounted in the box of the pickup truck. The second gunner fires an uzi when the truck closes to an appropriate range.
 Cargo Capacity: 200 kg (440 pounds)
 Cargo: survival gear, ammunition



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H Tractor Trailer

SDP: 250

Cab SP: 15

Tires/Fuel Tanks SP: 10

Trailer SP: 15

Maximum Speed: 170 km/h (105 mph)

Acceleration/Deceleration: 3 km/h (2 mph) per phase

Maneuver Speed: 25 km/h (20 mph)

Tight Turn: 25

Swerve: 20

Hard Brake: 20

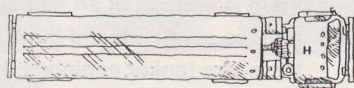
Reverse: 15

Crew: 1 driver, 1 swamper

Cargo Capacity: 28,000 kg (61,600 pounds)

Cargo: 2,031 plastic cannisters of parathion insecticide.

Each weighs 14.5 kg (32 pounds) and is labelled with a partially legible trade name: Phoskil. The cannisters are shaped like jerry cans, with a handle on top, and each hold 18 liters (4 gallons). Some are leaking slightly. They are made from thin plastic (SP 1) and will leak their contents if shot or stabbed.



I Flatbed "Chinatop" Truck

SDP: 150

Cab Body SP: 15

Rear Body (canvas over metal framework) SP: 0

Tires/Fuel Tanks SP: 10

Maximum Speed: 170 km/h (105 mph)

Acceleration/Deceleration: 3 km/h (2 mph) per phase

Maneuver Speed: 25 km/h (20 mph)

Tight Turn: 20

Swerve: 15

Hard Brake: 15

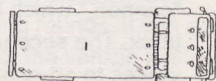
Reverse: 12

Crew: 1 driver

Cargo Capacity: 6,000 kg (13,200 pounds)

Cargo: 20 plastic barrels filled with oxalic acid, each weighing 250 kg (550 pounds).

Notes: The waist-high blue barrels are marked with a corrosive symbol (a partially dissolved hand) and are lashed to the deck of the truck with wide straps. Characters crouching behind a full barrel can make use of it as a shield (SP 5).



J Truck

SDP: 120

Cab SP: 15

Tires/Fuel Tanks SP: 10

Tank SP: 20

Maximum Speed: 160 km/h (100 mph)

Acceleration/Deceleration: 3 km/h (2 mph) per phase

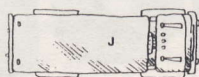
Maneuver Speed: 25 km/h (20 mph)

Tight Turn: 20

Swerve: 15

Hard Brake: 15

Reverse: 12



Crew: 1 driver

Cargo Capacity: 5,000 kg (11,000 pounds)

Cargo: 166 heavy paper sacks, each filled with 22.5 kg (50 pounds) of Rodent Roundup rat poison.

Notes: Many of the sacks are broken open, and the floor of the truck is covered in granular barium chloride.

Each is marked with the name of the pesticide, plus a logo showing a cat in a cowboy hat lassoing a rat.

Amid the sacks is a sealed cannister marked with the words: "Caution! Reactive substance. Do not break seal," and a two-letter designation: "Ba."

Characters with the Chemistry skill can easily recognize this as the symbol for barium; this box of pure barium was placed on the truck by mistake.

Characters who make an average skill check (Difficulty 15) can be given the information on this element that is summarized in The Cargo section, below.

K Tractor with Tanker

SDP: 250

Cab SP: 15

Tires/Fuel Tanks SP: 10

Tanker SP: 20

Maximum Speed: 160 km/h (100 mph)

Acceleration/Deceleration: 3 km/h (2 mph) per phase

Maneuver Speed: 25 km/h (20 mph)

Tight Turn: 25

Swerve: 20

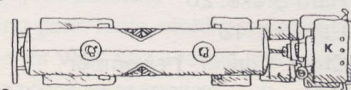
Hard Brake: 20

Reverse: 15

Crew: 1 driver

Cargo Capacity: 22,000 kg (48,400 pounds)

Cargo: Tetrachloroethylene.



Notes: To make any of the maneuvers listed for each vehicle (tight turn, swerve, hard brake, reverse) the driver must make a control roll using his/her Reflexes + Driving or Truck Driving (as appropriate to vehicle). Target number is the number given for the maneuver +2 for each 15 km/h (10 mph) over the vehicle's listed maneuver speed. A roll that fails by 7 or more results in a crash. A roll that fails by less than this modifies the next control roll; the amount by which it failed is added to the target number needed.

A vehicle that crashes takes damage based upon its speed. For each 30 km/h (20 mph) of speed, it suffers 1d10 damage (ignore the vehicle's SP and subtract damage directly from the SPS). All occupants of the vehicle take half damage.

When a vehicle is reduced to half of its SPS, the driver must make a control roll. Target number is as per a critical hit (see Damage Location Table notes). When a vehicle reaches 0 SPS, it crashes.

Crash Notes

An exploding fuel tank automatically crashes a vehicle, resulting in the loss of 6d6 SDPs, plus crash damage based on vehicle speed. The driver and/or passengers suffer half damage.

Tires are indicated on the vehicle templates with the letter T and a number designation. Dual (paired) tires are indicated by two numbers separated by a slash. A car, sedan, or pickup truck that has suffered damage to any tire – or a multi-axle truck that has suffered damage to a steering (front) tire cannot be driven. The control roll determines whether the driver can bring it to a safe stop (rather than crashing it). This rule also applies to semi trucks that have lost all of the tires in a given area. For example, if Truck K lost only Tire 3, it could keep going, but if it lost both Tires 3 and 4, it would be forced to stop. If it lost Tires 5, 6 and 7 it could keep going on the last tire in that set of in-tandem duals, but if it lost Tires 5, 6, 7 and 8, it would be forced to stop.



THE CARGO

The convoy is carrying some truly hazardous material. Descriptions and game mechanics follow:

Hazard Codes

C = corrosive (extremely acidic or basic)

H = acute (fatal to humans in low doses)

I = ignitable (liquid with a flash point of less than 60°C (140°F); or non-liquid that can ignite through friction or moisture absorption; or an ignitable compressed gas)

R = reactive (explosive; or reacts violently with water; or generates harmful fumes when mixed with water; or an unstable substance that can undergo violent physical or chemical change)

T = toxic; may be carcinogenic (cancer-causing), mutagenic (causing mutations in future generations of offspring), or teratogenic (causing abnormalities in unborn children).

Barium

Hazard Code: R

Other Names: n/a

Description: This silvery-white, shiny metal is used in the manufacture of fireworks, paints, and plastics. It is packed in airtight boxes. If exposed to air, it self-ignites, burning with a red flame (4d6 damage to those whom it touches). It also reacts violently when exposed to water. If water is used in an effort to quench the flames, the resulting explosion hurls flaming debris (5d6 damage to those within 5 feet).

Health Effects: as above.

Barium Chloride

Hazard Code: H

Trade Name: Rodent Roundup

Description: This brownish, granular compound is a potent rat poison, better known by its commercial name: Rodent Roundup.

Health Effects: A fatal dose, for humans, of barium chloride is a mere one gram (about one-thirtieth of an

Damage Location Table for Cars & Pickups

- | | |
|----|--|
| 1 | Driver ** |
| 2 | Steering (Front) Tire * |
| 3 | Back Tire * |
| 4 | Fuel Tank * (25% chance explosion) or Engine * |
| 5 | Body (and Passenger if applicable) |
| 6 | Body (and Passenger if applicable) |
| 7 | Body (and Passenger if applicable) |
| 8 | Body |
| 9 | Body |
| 10 | Body |

Damage Location Table for Multi-Axle Trucks

- | | |
|----|---|
| 1 | Driver ** |
| 2 | Cab (50% chance engine hit *) |
| 3 | Steering (Front of Cab) Tire * |
| 4 | Fuel Tank * (25% chance explosion) |
| 5 | Rear Tire (possible critical if last tire in area; see notes below) |
| 6 | Rear Tire (possible critical if last tire in area; see notes below) |
| 7 | Trailer/Tanker |
| 8 | Trailer/Tanker |
| 9 | Trailer/Tanker |
| 10 | Trailer/Tanker |

* = Critical hit if damage exceeds vehicle's SP for that area. Triple any damage that penetrates. Driver automatically loses control and must make a control roll to recover. Target number is $15 + (1d10+3) + 2$ per each 15 km/h or 10 mph over maneuver speed. A roll that fails by 7 or more results in a crash.

** = Apply damage that penetrated (that exceeded vehicle's SP) to driver. Roll for location and subtract SP of any armor plus driver's BTM. If driver takes a wound, s/he must make a control roll. Target number is 10, unless the damage is to the arm (Difficulty 15), or is a head shot or other critical hit (in which case the Difficulty may be increased to 20 or more).

ounce); half a gram is sufficient to cause health problems. These include violent vomiting, abdominal pain, excessive saliva production, jerky muscles, and a fluctuating heartbeat (Ref -5, Body -5 for 2d3 hours) – and possibly also paralysis and death. Any character who ingests it must make a shock save to avoid dying.

Dioxin

Hazard Code: T

Other Names: TCDD

Trade Name: Agent Orange

Description: Dioxin is found in Agent Orange, a defoliant that was used extensively during the Vietnam War. The ingredient that contains the dioxin is known as 2,4,5-trichlorophenoxyacetic acid (usually abbreviated to 2,4,5-T). The defoliant itself is a clear liquid.

Health Effects: Exposure to dioxin (usually by getting some of the liquid defoliant on the skin) results in chloracne, a skin condition resembling acne (Attr -3 for 2d3 days). It also produces headaches, dizziness, digestive upsets, and generalized aches and pains (Int -1, Bod -1 for 2d3 hours). Dioxin is also a known carcinogen, and is believed to be a mutagen.

Methyl Ethyl Ketone

Hazard Code: I, T

Other Names: MEK; 2-butanone; methyl acetone; ethyl methyl ketone; butanone.

Description: This colorless liquid has a sharp, minty smell. It rapidly evaporates into a gas. It is used in the manufacture of varnishes, plastics, oils, and cosmetics, and as a solvent. It mixes with water, and explodes if heated or exposed to flame.

Health Effects: MEK is absorbed into the body by inhaling vapors, or contact of the liquid with the skin. It causes eye and throat irritation and headaches at low doses (Cool -1, Int -1 for several minutes after exposure) as well as numbness in the fingers and legs and slowed reaction time at higher doses (Ref -1 for 1d3 hours). It is also suspected to be carcinogenic and teratogenic.

Oxalic Acid

Hazard Code: C

Other Names: oxalic acid dihydrate; ethane dioic acid.

Description: This white, colorless powder is used as an industrial metal cleaner, and as a bleaching agent.

Health Effects: This caustic powder, when touched, causes the skin to tingle, turn blue, crack open, and form slow-healing ulcers (Cool -1, Attr -2 for 2d3 days). Swallowing oxalic acid causes vomiting, abdominal pain, and collapse (Ref -4 for 2d6 hours) – and possibly also convulsions and death. Any character who ingests a good mouthful of this powder must make a shock save to avoid dying. Gloves are sufficient protection to avoid contact.

Parathion

Hazard Code: H

Trade Name: Phoskil

Description: This dark brown agricultural insecticide has a garlic-like odor. It does not dissolve in water.

Health Effects: When absorbed through contact with

the skin, this liquid interferes with the transmission of nerve signals, causing a delayed paralysis that sets in a day or two after exposure (Ref -3; sets in 1d3 days after exposure). Medical treatment with an injection of atropine can reduce this somewhat (Ref -2). Recovery is gradual (over 3d3 days) and is only complete if a shock save is made. If not, there is a permanent diminishing of motor function (Ref -1). Parathion is also believed to be a carcinogen.

Tetrachloroethylene

Hazard Code: T

Other Names: PCE; carbon dichloride; perchloroethylene; PERC; 1,1,2,2-tetrachloroethylene.

Description: This colorless, heavy liquid has a sweet, chloroform-like odor. It evaporates quickly, but is not flammable. It is used extensively in the dry cleaning industry, and to remove grease and dirt from machinery.

Health Effects: Tetrachloroethylene, or “perc” as it is more commonly known, is absorbed into the body by inhalation (especially during times of exertion), and through the skin if direct contact is made with the liquid. It causes short-term eye irritation, dizziness, and confusion (Cool -1, Ref -1 for several minutes after exposure). It is suspected to be a carcinogen, and possibly also a teratogen.

We would like to thank the following playtesters for their input and comments: Chuck Thibert, Tim McCloskey, Kim Ingalls, James Barron, Joelle Perreault, James Duncan, Dan Berger, and P. Ward.



CONVERSION NOTES

by “Gurth”

Cyberpunk adventures are generally easily converted to the Shadowrun system. Often, all that is required is the addition of magic and a few alterations to the background and setting. This adventure is no exception.

Due to the situation in North America, the convoy should pass through at least one national border. Suggested is to start out in Sheridan, Sioux Nation, and travel to Seattle from there.

Athena’s Shield is an all-women, all-Native American go-gang with mercenary ideals. You might want to rename them Dog Soldiers, after the Cheyenne warrior society whose members staked a sash into the ground, vowing to fight in that spot until killed or until a fellow warrior unstaked the sash, releasing them from their vows. (The women could have sashes tied to their vehicles.) The ten women who accompany the convoy drive four ancient Americars, two of which are little-seen convertible models, and one Honda-GM 3220ZX Turbo

(pages 11 & 12, RBB). All of these are modified like the VW Beetles, and have Body 4, and Armor 6; adjust their speeds accordingly. Change the weapons to an Assault Cannon for the Barret-Arasaka, Ingram Valiants for the M60s, and a Missile Launcher for the Scorpion-16.

One of the gangers is a Wolf shaman with a handful of spells like Mana Bolt, Detect Enemies, and Ram. The others have some cyberware, such as smartlinks, cybereyes, radios, etc., and are of varying races. Stats can be converted easily by halving the CP2020 stat (Cool for Willpower, Body Type for Body, etc.) or by using the Gang Member Archetype. Skills should *not* be halved, but kept at their current level; it's usually easy enough to determine an equivalent Shadowrun skill. (If you can't, make it a Special Skill.) For personal weapons, the gangers carry various pistols and SMGs.

The truck drivers have no cyberware save for datajacks and/or vehicle control rigs (level 1, usually). They carry civilian shotguns, pistols, or tasers, plus the required licenses. For the trucks, use stats for typical trucks from the RBB.

Raffen Shiv consists of various metatypes. They rarely wear armor over Ballistic 2, and carry SMGs and melee weapons. They have lots of cyberware, and they drive four pick-up trucks. (Pages 25 to 31 of the RBB should provide enough inspiration.) Replace the M134 with a Vindicator.

The police car will change at every border, since every nation the convoy passes through will provide its own escort. Police will typically drive a Honda-GM 3220ZX Turbo (page 132, *Lone Star*). For the cops, use the Auto Patrol Officer (page 126, *Lone Star*).

Each player could run a member of Athena's Shield during a one-off adventure, or the players' regular characters could be hired by UES to work together with the gangers. UES pays 3,000 nuyen per person, 10% up front. The PCs might have some trouble passing borders with the gear shadowrunners typically carry, but they can be from virtually anywhere, hauled over by UES to wherever the convoy leaves from.

Finding out what the trucks are carrying requires a Physical Sciences (Chemistry) test: target number 3 to identify the trade name of the chemicals; target number 5 to determine the stuff's health hazards.

When it comes time for the attack, Shadowrun's vehicle combat rules (pages 104-109, SRII) can be used to handle this situation, and will likely be made much easier by the vehicle templates provided. A vehicle that suffers Serious damage or higher is leaking chemicals.

Base game effects of the toxic waste on the description given of each cargo – and your imagination.

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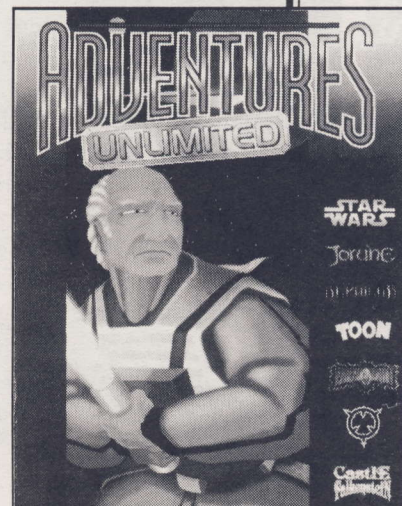
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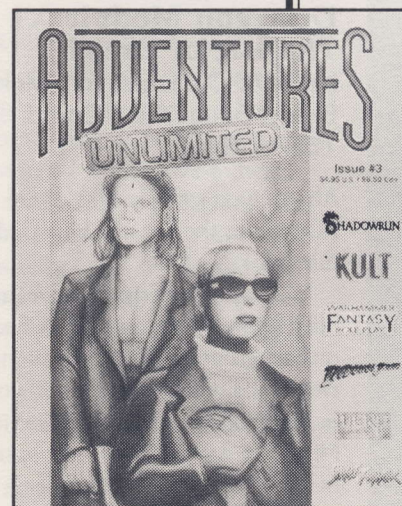
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Good Ideas, Oft Forgotten

BY MARK FREIN

This column is a new feature in *Adventures Unlimited*, and thus needs a little introduction. *Adventures of Distinction* will be devoted to the same ideal as the magazine: how to recognize (and write) good roleplaying adventure material.

I think of this column as an editorial and review rolled into one. Each column will look at a few published adventures – some old, some new – and will talk about what makes them good RPG adventure material. I'll discuss at least one "classic" or "hall-of-fame" adventure per issue.

The theme for this first column is "good ideas, oft-forgotten." These are ideas that have popped up here and there in published adventure material, but which are rarely seen in current releases. Many game masters may consistently include the following ideas in their homemade adventures, but I know that I, as a GM, sometimes need reminding. (Let the perfect GM throw the first stone.)

• • •

**Dungeon Module X1
The Isle of Dread**
by David Cook and Tom Moldvay
Expert Dungeons & Dragons
TSR Hobbies Inc., 1981

Ah yes, you say. *The Isle of Dread*. Remember the red and blue D&D rule books?

Today's game store shelves are filled with adventures that are heavy on background, NPC motivation, plot twists, and mood. But you will not find in-depth characterization or intricate, NPC-based, behind-the-scenes stuff in *Isle of Dread*. In fact, there really is no plot to this adventure.

Isle of Dread takes the characters to a mysterious island populated by bizarre and dangerous monsters, and littered with monetary goodies. The PCs must explore the wilderness of the island, filling in the map hexes as they go.

What's good about *Isle of Dread*? It's just basically a walk around, hack-and-slash affair, isn't it? Your gaming group may or may not enjoy tromping around the island, slaying

remember clearly about playing this adventure was how much fun my group had filling in the map hexes as they explored the island. What is more essentially adventurous than cutting through jungle toward the unknown heart of a treasure island? Forget plot cohesion and focus on individual challenges – a waterfall valley or a quicksand bog, for example.

The wilderness adventure idea is easily translated into a number of roleplaying settings – new landowners exploring their territory, or researchers mapping a portion of an unexplored but habitable planet, for example. You can even get out some hexagonal map sheets. The point is to let the players explore at their own pace and with their own agenda. The GM's job is to supply pre-keyed encounters that the characters may happen upon sooner or later.

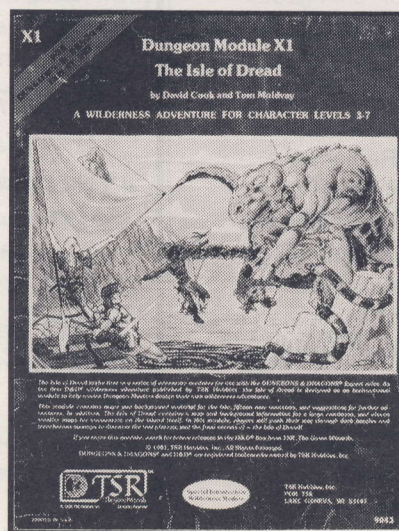
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The Broken Covenant of Calebais

by Mark Rein•Hagen and
Jonathan Tweet
Ars Magica 2nd edition
Lion Rampant, 1990

Ars Magica, for those who are unfamiliar with the game system, is a fantasy roleplaying game set in medieval Europe. Players can play wizards (magi), skilled companions of the magi, or soldiers (grogs) devoted to the physical protection of the magi. The game setting strives to stay as true and realistic as possible to conditions in the "dark" ages.

The Broken Covenant of Calebais adventure is probably less well-known than the *Isle of Dread*, but its basis is equally simple and



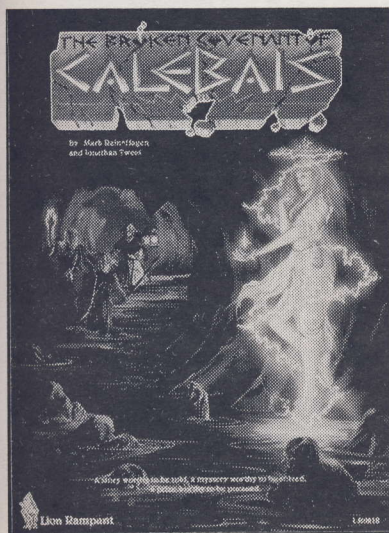
dinosaurs, grabbing gold pieces and using D&D rules, but *Isle of Dread* does two basic things right: it presents a truly "open" adventure and sets it in a truly adventuresome place.

Open adventures aren't all that unique. Most roleplaying adventures (and "roleplaying" computer games) make an effort to let the players' actions and choices dictate the plot. But while most other "open" plotline adventures use a here-to-there approach – moving characters between important "stops" that all interrelate, *Isle of Dread* has a true wilderness setting. The one thing I

straightforward. In typical fantasy-adventure fashion, the promise of great reward lures player characters to the destroyed, forgotten, and mysterious former home of several very powerful magi. This covenant holds many surprises.

Two elements of the adventure land it in this column.

The first is a good riddle. Tweet and Rein•Hagen create the "Veil of Mormool," a sophisticated and



elaborate riddle that gave me and a friend of mine two hours of agony when my wife ran the adventure for us. I can't hope to describe the illusionary riddle here, but it's much more than just a brain-teaser, and requires real attention to detail. The relief of correctly answering the riddle made all the frustration worthwhile.

The second is the notion of an "intelligent" dungeon. *The Broken Covenant of Calebais* is indeed a dungeon crawl, but the creatures (and ghosts!) in the dungeon don't stay put. The covenant is far from deserted. In fact, it is more like a vibrant community than a moldy dungeon. (We could hear the comings and goings of a crazed, fireball-throwing ghost wizard long before we had the misfortune of meeting him.) And among all the ghosts are a community of Hrool – small but semi-intelligent creatures

descended from experimental pets of one of the magi. This attention to detail runs throughout the adventure.

These two ideas are not so "oft-forgotten," but they are rarely presented as richly as in *The Broken Covenant of Calebais*. Adventure riddles are usually one-liners, while intelligent dungeons usually consist of organized battle tactics (the warriors in the barracks come running when the alarm sounds, etc.).

I think what makes *The Broken Covenant of Calebais* a good adventure is good writing, interesting ideas, and rigorous internal logic. What frees up the writers for such good work is the oft-neglected adventure element of scope – it is much easier to create a well-detailed, internally-consistent, and suspenseful adventure on a small scale. Good adventures do not necessarily need to involve epic journeys or involve a national/world/galactic crisis. One elaborate riddle, a few dangerous encounters, and a difficult-to-obtain prize are sometimes all that's required.

• • •

Paradise Lost

by Tom Wong and Nigel Findley
Shadowrun
FASA Corporation, 1994

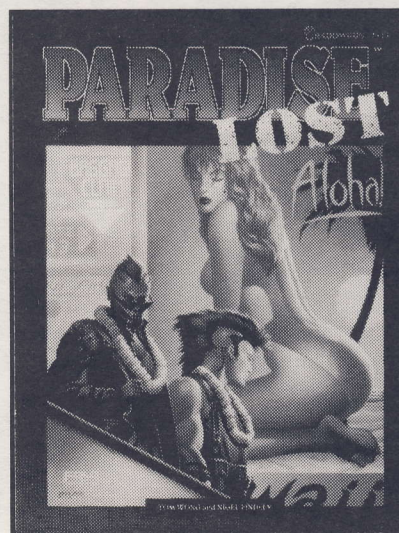
This adventure may not belong on the "top ten of all time" list, but I include it because of a good idea, oft-forgotten: the chase scene. There are two chase scenes in *Paradise Lost* – one a traditional shoot-em-up car chase and the other a boat race involving guns, lights, and a kraken. (You'll have to read the adventure to find out how the three are related.) The logistics of the boat chase are particularly inventive and the scene is a lot of fun to play.

Certain game systems are probably better than others at allowing for dynamic chase scenes, but good chases can take place in any setting, from fantasy to high-tech. For a GM, planning and running a chase might seem daunting. One or two vehicle or

horsemanship die rolls and the chase is all over. How do you keep ahead of players, especially when the PCs are the ones who are fleeing?

Try reversing the roles. As GM, you can pre-route the chase if the PCs are the pursuers. Plan the "obstacle course" ahead of time by mapping the fleeing NPCs' route and noting where any skill tests may take place.

Popular film is full of chase scenes. Chases may be the purest form of action-adventure. Next time you are watching a chase on TV or at the movies, take a step back from the action and watch for a sequence of hair-raising "events." Linking game mechanics to such events without slowing the pace is the key to exciting RPG chases. Good luck!



A final note: I have a decent game collection, but like many gamers who have now and again aspired to writing, I don't own many adventures. I would love to hear what adventures you like, and why you like them. Use the Adventures Unlimited e-mail, snail mail, and/or FAX lines, and flag your responses for the Adventures of Distinction column.

To wind up this column, I asked a number of other game designers what their favorite published adventure was. Here are the replies:

I started gaming before the first AD&D module, so the idea of buying an adventure that someone else has written has always been a little weird for me. I've bought a few over the years, but not many.

There was, however, one type of adventure that I couldn't write myself: the solo adventure. And who's the most infamous author when it comes to solo adventures? Ken St. Andre, the creator of *Tunnels & Trolls*. My introduction to that game was having three successive characters shot down like dogs on the first page of his *Naked Doom* adventure. For some reason, I kept playing.

His best piece, though, was *Goblin Lake*, a mini-solo adventure in which your character is a goblin, complete with a humorous description by Ken and a great portrait by Liz Danforth. The adventure included the familiar death traps and impossible feats, but there's also a story in which your goblin is the main character. The little goblin inadvertently faces some big issues: independence, allegiance, and rebellion.

For players used to fighting draco-balrogs and finding gems as big as basketballs, the conflict may seem a little lame, but the fish heads, garbage pits, and general squalor made *Goblin Lake* memorable. They also made victory especially sweet.

Jonathan Tweet
Tukwila, Washington

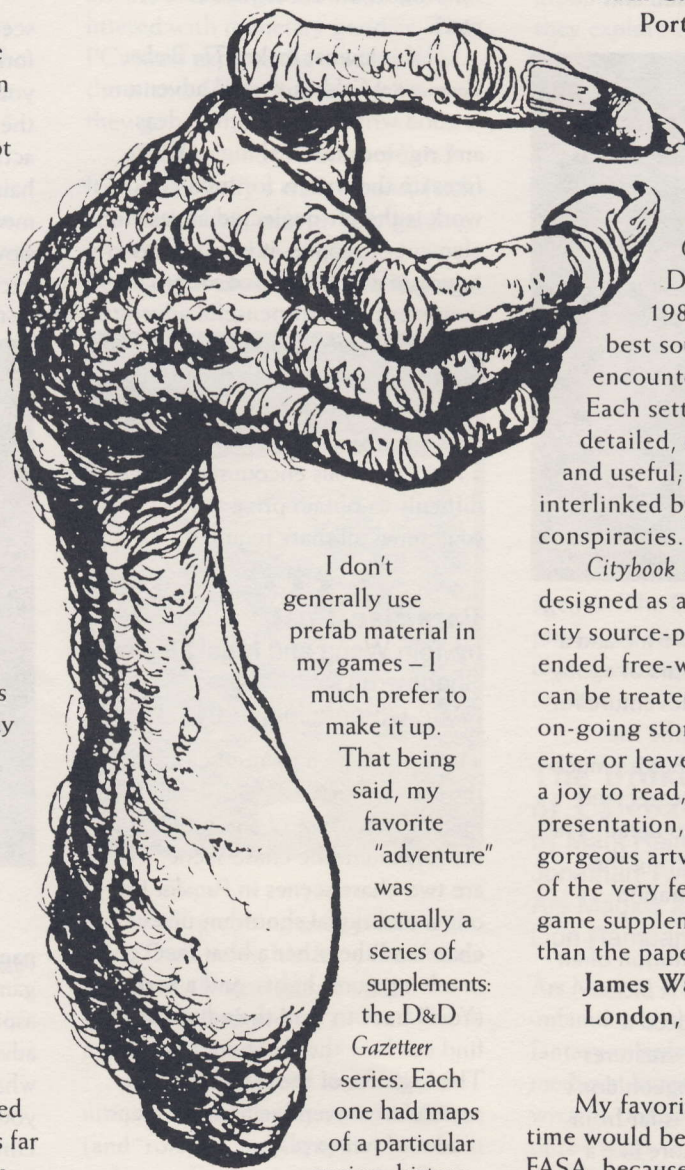
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My favorite published adventure? I look back on D&D module B1 *Into the Unknown* with nostalgia. B1 was the first published adventure I ever played and it was far better than the little dungeons my twelve-year-old friends and I cooked up ourselves. I still remember that "magic mouth" in the first room: "Turn back! Or the wrath of Zelligar and Rogan be upon you!"

Then there's Victory Games *Live and Let Die*. Although the 007 game

died on the vine, its adventures had a tremendous influence on my own "style." The VG Bond scenarios emphasized props, handouts, and a "show-not-tell" style years before its time. They also did a wonderful job of forcing players to think and unravel the central plot for themselves.

Ray Winninger
Evanston, IL



lots of hooks, and just a ton of good stuff.

I much prefer to have a broad canvas wherein I can create my own art than a little paint-by-numbers adventure where you go through the motions. The D&D *Gazetteer* series of

supplements supplied that broad canvas, and then some.

I suppose I should mention, though, that I didn't use them with D&D or AD&D (gods forbid!) I used them as source material in my Fantasy Hero campaign.

Ah, the good ol' days, when I had time to actually run a campaign...

Brandon Blackmoor
Black Gate Publishing
Portsmouth, VA

• • •

It's not really an adventure, but for a game referee with a sense of improvisation, *Citybook 1* (ed. Larry DiTillo, Flying Buffalo, 1982) remains one of the

best sourcebooks of encounters ever published. Each setting is beautifully detailed, colourful, interesting and useful; and they are interlinked by characters, plots and conspiracies.

Citybook 1 was originally designed as an add-on to published city source-packs, but its open-ended, free-wheeling style means it can be treated as a single, massive on-going story which PCs can enter or leave at any point. It's also a joy to read, with clear presentation, crisp layout and gorgeous artwork. *Citybook 1* is one of the very few generic fantasy game supplements worth more than the paper it's printed on.

James Wallis
London, England

• • •

My favorite adventure of all time would be *Harlequin's Back* from FASA, because it resonates on a mythic level and touches on several of the themes I have always enjoyed in adventures, whether I run or play in them.

Deird'Re M. Brooks
Portland, OR

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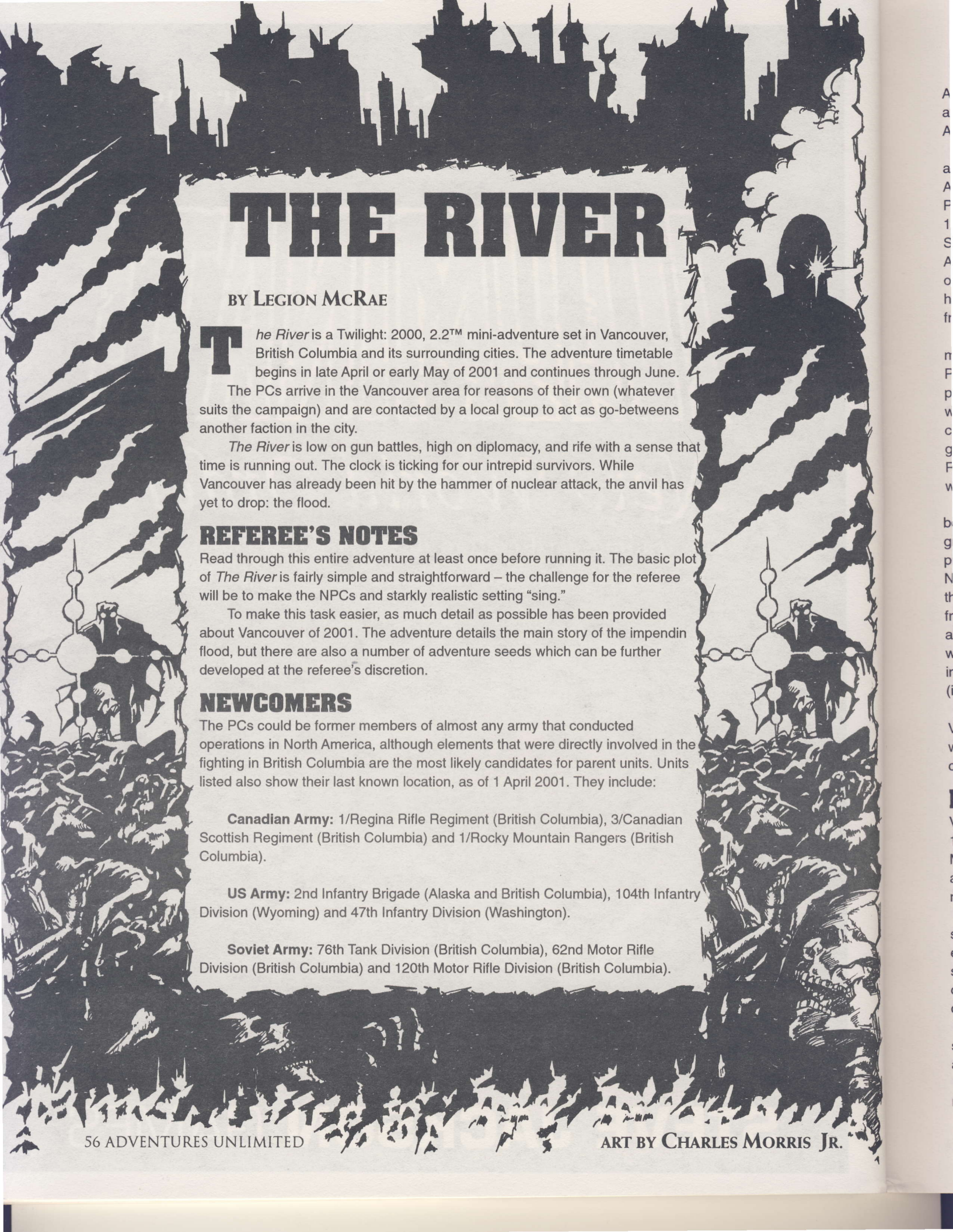
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THE RIVER

BY LEGION MCRAE

The *River* is a Twilight: 2000, 2.2™ mini-adventure set in Vancouver, British Columbia and its surrounding cities. The adventure timetable begins in late April or early May of 2001 and continues through June.

The PCs arrive in the Vancouver area for reasons of their own (whatever suits the campaign) and are contacted by a local group to act as go-betweens another faction in the city.

The River is low on gun battles, high on diplomacy, and rife with a sense that time is running out. The clock is ticking for our intrepid survivors. While Vancouver has already been hit by the hammer of nuclear attack, the anvil has yet to drop: the flood.

REFEREE'S NOTES

Read through this entire adventure at least once before running it. The basic plot of *The River* is fairly simple and straightforward – the challenge for the referee will be to make the NPCs and starkly realistic setting “sing.”

To make this task easier, as much detail as possible has been provided about Vancouver of 2001. The adventure details the main story of the impending flood, but there are also a number of adventure seeds which can be further developed at the referee's discretion.

NEWCOMERS

The PCs could be former members of almost any army that conducted operations in North America, although elements that were directly involved in the fighting in British Columbia are the most likely candidates for parent units. Units listed also show their last known location, as of 1 April 2001. They include:

Canadian Army: 1/Regina Rifle Regiment (British Columbia), 3/Canadian Scottish Regiment (British Columbia) and 1/Rocky Mountain Rangers (British Columbia).

US Army: 2nd Infantry Brigade (Alaska and British Columbia), 104th Infantry Division (Wyoming) and 47th Infantry Division (Washington).

Soviet Army: 76th Tank Division (British Columbia), 62nd Motor Rifle Division (British Columbia) and 120th Motor Rifle Division (British Columbia).

The PCs could also come from units of the Mexican Army that ranged farther north into California, such as the 1st Mechanized Brigade and the 2nd Armoured Cavalry Regiment.

Our intrepid heroes might also have been members of the Anglo-German Brigade. Perhaps they left the brigade in 1999, before it moved into Saskatchewan in support of the Alberta Defense Force's offensive there. They may have headed west to look for old friends or distant relatives.

They could even be members of various Warsaw Pact armies. The prairie provinces and plains states were great places for POW camps. After all, the NATO generals thought, even if a Russian does escape, where is he going to go?

Civilians might also be found in the PCs' group, having come from practically anywhere in North America. None of the PCs, however, should be from the Greater Vancouver area because then they would start play with key information about the region (it shouldn't be *too* easy!).

The PCs can arrive in Vancouver any time the referee wishes, the earlier the better for them. They can enter the city from any direction, by land or sea.

FIRE AND BRIMSTONE

Vancouver was hit in the early evening of 28 December 1997 by the simultaneous airburst of two 500-kiloton MIRVs from a SS-18 M4 Satan ICBM, launched from approximately 8,500 kilometers away in the Aleysk missile field in central-Asian Russia.

The warheads targeted the city's oil refineries and storage fields, situated along Burrard Inlet. A secondary effect, however, was that the blasts vaporized the bridges spanning the Second Narrows, severing fixed rail connections between the north and south shores of the city.

The eastern fringes of Stanley Park were singed and scarred by the detonations' heat waves. They now stand as an alien landscape of blackened match-stick trees.

Soviet strike aircraft conducted numerous bombing raids from southern Alaska and the Yukon against the

Vancouver International Airport during December 1997.

Boundary Bay and Pitt Meadows airports were also hit in these attacks, since they had been upgraded as secondary strips and staging areas for Canadian and American fighters and attack helicopters. Other targets of these raids included the Tsawwassen and Horseshoe Bay ferry terminals, the rail center at the head of False Creek, and the port facilities along the north and south shores of Burrard Inlet.

The population of Greater Vancouver in 1997 was approximately 1.7 million. In May 2001, in the aftermath of conventional bombing raids, nuclear attack, ensuing food shortages, epidemics, anarchy and refugee migrations to the south and east, the city and its environs is home to approximately 150,000 souls.

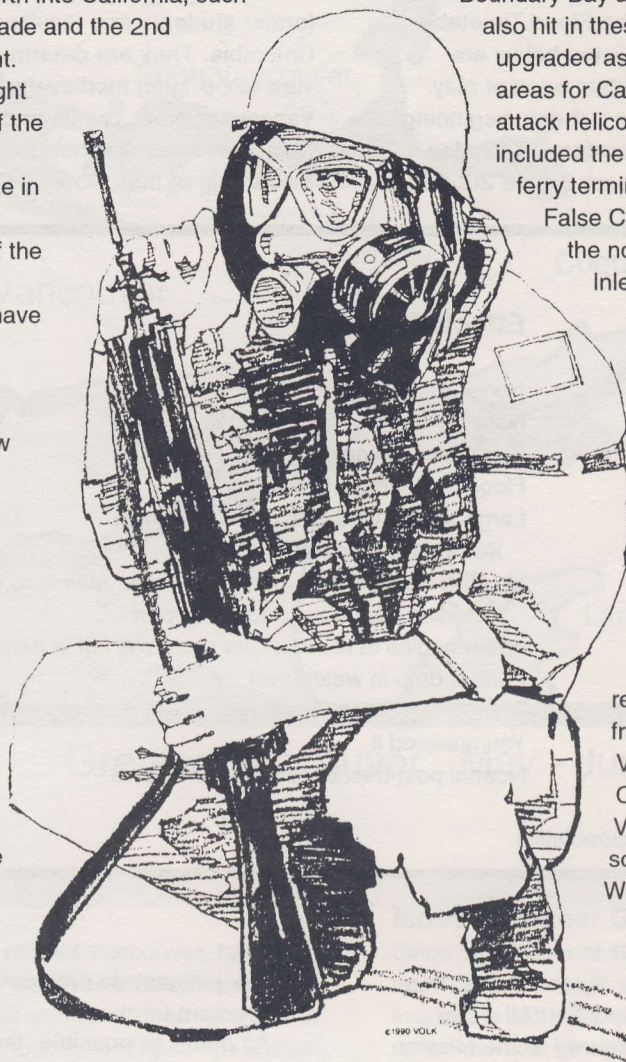
These people have almost all relocated closer to the river or ocean front and now live in West Vancouver, the University of British Columbia (UBC), west and south Vancouver, Richmond, north Delta, south Burnaby, north Surrey, New Westminster and Port Coquitlam. All other parts of the city are virtually abandoned except for the probing of river-based salvage crews.

The three notable exceptions to this are the primitives of Stanley Park, the "Undergrounders" in downtown, and the survivalists on Deadman Island.

GRUMPY OLE MAN RIVER

The proper term for a flood of the Fraser river is a freshet. What causes a major freshet (called a "rain-on-snow freshet") is a solid winter snow pack throughout the Coast and Rocky mountains, held in place by a cool spring, followed by a number of very hot weeks in late April and early May.

As it happens, it has been very hot all through late April and early May of 2001. Because of this, the mother of all freshets is on its way. Compounding the problem, Vancouver's dike system along the Fraser river has suffered more than three years of utter neglect. Great lengths of the city's 330 kilometers of dikes have deteriorated. Vegetation, animal burrows, erosion, and careless digging by people, some of whom used dike material to fill sandbags for fortifications, have all taken their toll on the dikes.



TWILIGHT 2000

The Countdown

The water level of the Fraser river will begin to rise noticeably in mid-May, following the Flood Timetable below. The water level increases listed below are simplified and made linear to facilitate ease of play. Water level will increase .2 meters per day, beginning at the river's normal level of four meters on 12 May 2001, until it crests at nine meters on 6 June 2001.

Flood Timetable

Date	Water Level	Effects/Dangers
up to 12 May	4 m	None
17 May	5 m	None
22 May	6 m	Some weakening of dikes
27 May	7 m	Flooding of smaller islands
1 June	8 m	Large-scale inundation of Surrey, Delta and Port Coquitlam.
6 June	9 m	Massive flooding throughout the Lower Mainland, including Richmond and the airport
11 June	8 m	Water begins to recede; dike system is left in ruins
16 June	7 m	Further drop in water level
21 June	6 m	Ditto
26 June	5 m	You guessed it
1 July and after	4 m	Normal post-freshet season water level

Note: All listed Effects/Dangers are cumulative.

After that, the water will recede by .2 meters per day, back down to four meters by 1 July 2001. All water levels are given in meters, as measured at the Mission station gauge.

Riders on the Storm

As if the flooding were not enough, the weather will begin to go sour at the end of May. Black clouds break into a storm that comes howling in off the Strait of Georgia, accompanied by downpours and gales, on or about 3 June.

Storm waves, a high tide, the flooding river and pouring rain will conspire to batter through and over Richmond and Sea Island's already weakened dike perimeters on or about 6 June.

Referee's Note

If the Flood Timetable above doesn't get the PCs' blood going, shorten it up. Increase the water level rise to .4 meters per day! You might even want to use a varying rise, one that you can use for mood and action stimulation. Hey, it's your flood.

THE FACULTY

The Faculty are a group of some 200 people, mostly former students and faculty of the University of British Columbia. They are determined not to allow what they view to be "grim medievalism" to take over the Vancouver area. To this end they seek alliances and friends everywhere their people go. Under the leadership of their Council Chairman, Ellen Kwan, they

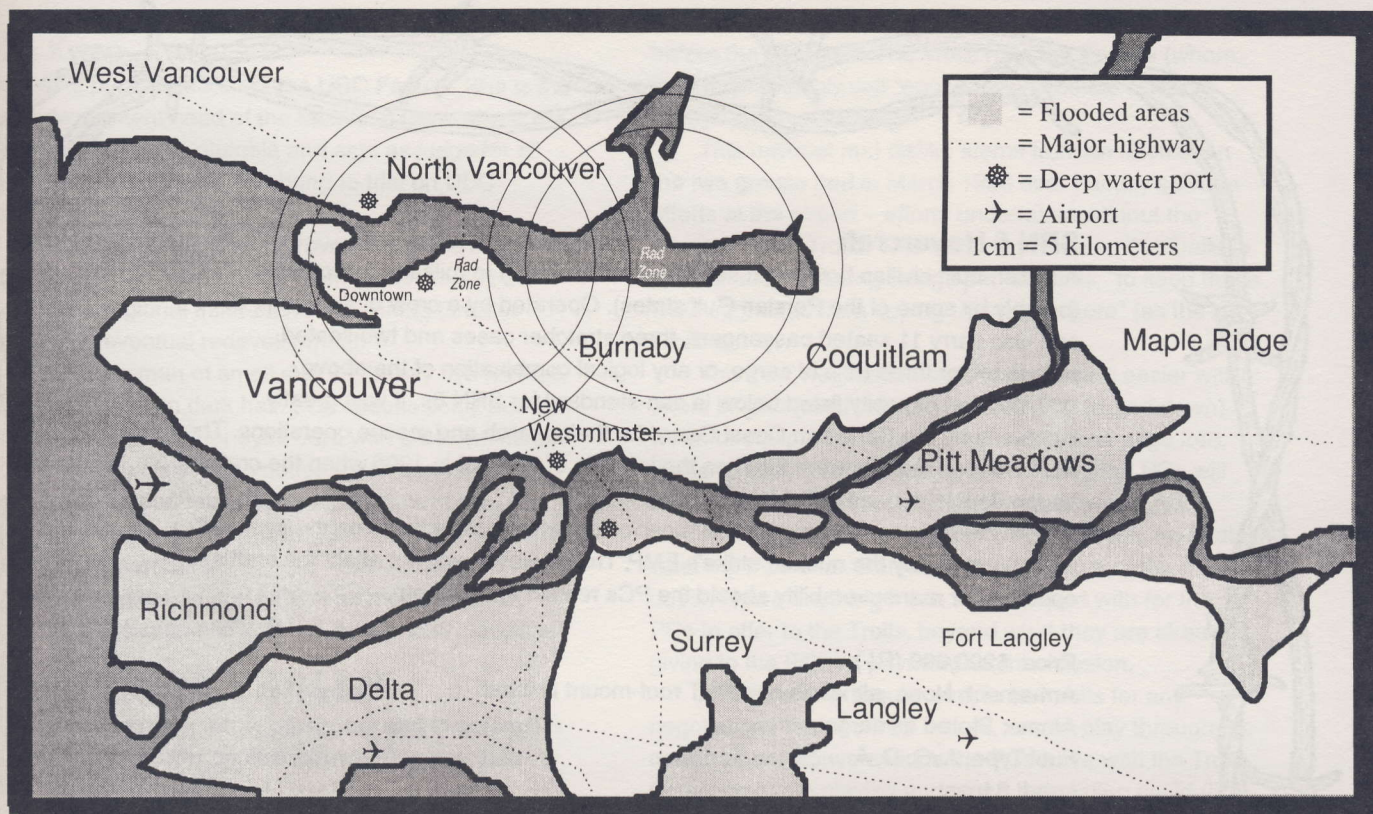
are working to reorganize an efficient multi-level communications network in the city as a crucial first step toward its reconstruction.

The Faculty are not combative and possess very few firearms, although the remnants of the RCMP detachment on the campus grounds (15 men and women armed with .38 Special revolvers, 12 gauge pump-action shotguns

and flak jackets) do provide protection and law enforcement for them.

As much as possible, the Faculty tries to live in accordance with the laws and customs which prevailed in Canada before the nuclear attack. They are laboring to put the Vancouver area back together again. To that end they are trying to bring a small-scale rudimentary computer and telephone system on-line on the UBC campus grounds. To do so they require a fair variety of high-technology components and supplies. An excellent source of these supplies is Sea Island, and the Vancouver International Airport located there.

The Faculty would like to get salvage teams onto the island to go through the airport's two control towers and to comb the hangars and runways for parked aircraft they can cannibalize for usable, or even repairable, components. Unfortunately, the island is currently under the control of an independent gang known as the Bridge Trolls, whose members charge a toll for passing any of their bridges on the river. By all accounts there are not many of these thugs, but they are a cantankerous lot, and unpredictable. What is worse, however, is that the Trolls seem to hold a basic grudge against the Faculty.



Greater Vancouver, May - June 2001

The Big Hook

The Faculty, in its drive to rebuild Vancouver, has plans to re-integrate the city's disused telephone system. The copper, coaxial and fiber-optic wire grid is still in place. It simply has no functioning computers or machinery to run it. The Faculty wishes to enlist the PCs aid in rebuilding the system. A functioning phone system would put Vancouver well on its way toward reconstruction and revitalization.

There are two ways to bring the PCs into contact with the Faculty. The easiest is for the PCs to go to the Annacis Island market on a Saturday. Should the PCs ask where they can find any kind of work, everyone on the river will tell them to go to the Saturday market. The Faculty has representatives there every market day who are always on the lookout for newcomers with useful skills or equipment. Lately they have been actively scouting for a group to act as ambassadors to the Sea Island residents on a salvage coordination mission. The Faculty may also seek the PCs out. Once the flood becomes a concern, they will start looking for *anybody* who might be able to assist in the salvage.

Either way, the PCs will be offered a few things in return for taking on the Faculty's mission: 1,000 liters of diesel fuel, a medium motorboat, a safe home and promising future as members of the Faculty.

Move to Higher Ground

Since September of 1999 the Faculty has maintained a team of meteorology and climatology students and instructors at the Mission Water Elevation Gauge. This seven-member group's task is to observe, and immediately communicate to the Faculty's coordinating team at UBC, any significant rise in the water level of the Fraser river.

On 13 May the Faculty's Mission Station team will report via radio a .2 meter rise in the level of the Fraser river (a startling jump). At this news, the Faculty will begin to actively (even aggressively) seek out people to act as go-betweens and emissaries to the inhabitants of Sea Island in an effort to get salvage crews into the airport before a possible flood, which they fear may be imminent.

When their Mission Station team reports that the water level of the Fraser has hit five meters on the gauge (17 May) the Faculty will begin to sail up and down the river, using bullhorns to warn people along the shore and in the flood plain to move to higher ground in Vancouver, Burnaby, and New Westminster.

SRN 6 Hovercraft

A British-built civilian hovercraft suitable for conversion to military applications (notably by some of the Persian Gulf states). Operated by a crew of three, the SRN 6 can also carry 11 seated passengers, three stretcher cases and two seated personnel, or three tons of cargo, or any logical combination of the above.

The fuel capacity listed below is non-standard for SRN 6s. It was greatly increased by the Canadian Coast Guard for their search and rescue operations. The NHT weapon mounts were fitted on the left side of the roof in 1996 when the craft began double duty as airfield security vehicles.

All night vision, communication, positioning and radar systems on the two craft were burnt out by the nuclear strike's EMP. This however, will not affect the craft's operation or maneuverability should the PCs rebuild one of them.

Price: \$200,000 (R/-)

Armament: None, although one NHT roof-mount is fitted

Ammo: Stored as cargo

Fuel Type: AvG, D, A

Load: 3 tons

Veh Wt: 7 tons

Crew: 3+11

Mnt: 25

Night Vision: Passive IR/thermal, white light spotlight

Tr Mov: 400/360

Com Mov: 50/40

Fuel Cap: 1100

Fuel Cons: 360

Combat Statistics

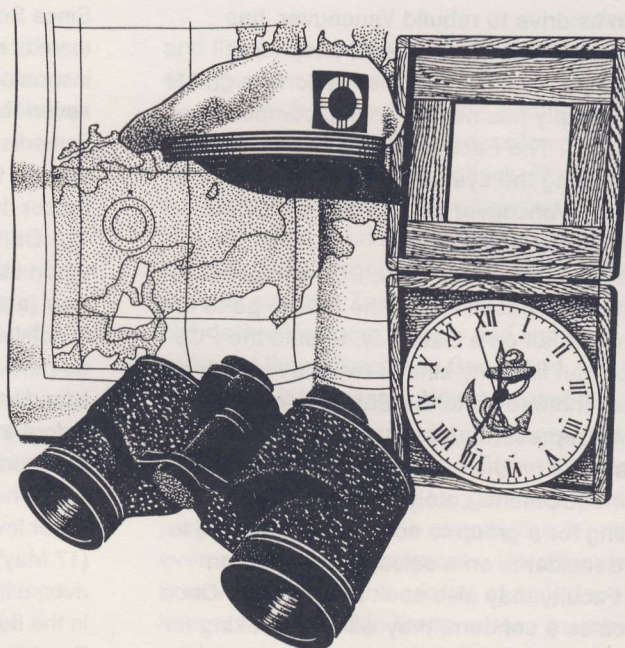
Config: Stnd

Susp: P(7)

HF: 1

HS: 1

HR: 1



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Ellen Kwan

Ellen is the popular leader of the UBC Faculty. She is the former department head of the faculty of law at the University of British Columbia and acts as judge for all legal cases which the RCMP bring to trial on UBC grounds.

Ellen is devoted to the improvement of the common weal in these harsh times. Her desire is to employ the Faculty as a regional think-tank for planning Greater Vancouver's eventual redevelopment.

She is a woman of small stature, barely five feet tall, with shoulder-length dark hair. She speaks softly but with natural authority, and her eyes burn with a determination and intensity that few fail to notice. Ellen can often be seen cycling around the UBC grounds in her Law Department sweatshirt and pants, stopping to check with other Faculty members.

She is an experienced NPC. Her motivations are Spades Ace: Charismatic and Hearts 10: Very Sociable.

THE BRIDGE TROLLS

This group of former military personnel and their families are the resident power on Sea Island. They use their location to take advantage of river traffic by charging a toll on every vessel which attempts to pass either the Arthur Laing, Morey Channel, Dinesmore or Number 2 Road Bridges. The toll for the Arthur Laing is \$30 worth of barter goods. The toll for each of the other three bridges is only \$10 worth of merchandise. These amounts are enough to be profitable and still not force traffic to move to the more inconvenient route south of Richmond.

The Trolls only allow access to Sea Island by land across the Morey Channel Bridge. Their other three bridges are permanently barricaded.

They have sown crops on the level ground around the airport, using the produce for food, animal feed and alcohol production. Their alcohol is produced by two medium stills which they keep in constant operation. Every Saturday the Trolls send a group of traders to the Annacis Island market to barter their toll goods for the other equipment they need.

There are a total of 90 Trolls, accompanied by a like number of wives, husbands, girlfriends, boyfriends and children. All live in the Burkeville subdivision near the eastern shore of the island. Their firepower came from the remnants of the island's Airfield Security Forces and includes five M60s, four MAGs, one M214 6-pac, two M2HB machine-guns, four M203s, one Mk-19 grenade launcher, and one Carl Gustav rocket launcher. They operate three HMMWVs, two M113A3s and five civilian 3/4-ton pickup trucks for transportation.

Billy Goats Gruff

If the PCs are enlisted by the Faculty, they will have to convince the Trolls to allow salvage operations to be conducted on Sea Island (Impossible: Persuasion),

before the flood hits. The Trolls hate the Faculty (whom they disparagingly call "eggheads") because "They're always up to something!"

This mistrust and dislike stems from an altercation the two groups had in March 1998 over Faculty salvage efforts at the airport – efforts undertaken without the consent of the Trolls. This incident prompted the Trolls to close the Arthur Laing Bridge permanently, "to keep those UBC eggheads from ripping us off any more" (as the Trolls put it).

The PCs' negotiation task can be made easier with offers of gifts (read bribes). Each \$2,000 (round down) worth of equipment (as per the Price List on page 248, *Twilight: 2000*, 2.2) offered to the Trolls by the PCs will reduce the task difficulty by one level. However, the task's difficulty can't be reduced below Difficult, no matter what the PCs offer. Referees should note that the Faculty doesn't have anything it can afford to part with for the PCs to offer to the Trolls, beyond what they are already giving to the PCs as payment for this mission.

Referees may require simple task rolls for any negotiations that the PCs initiate, or role-play through the details of any conversations the PCs have with the Trolls. Convincing role-playing and smart bargaining could (like the bribes) reduce the difficulty of the Persuasion task.

Basil Wright

Basil Wright is the autocratic leader of the Bridge Trolls. He's a former first sergeant from the US Air Force Combat Security Patrol detachment that was stationed at Vancouver International Airport. After the nuclear strike hit the city in 1997 he was the most senior NCO of his unit to survive. He reorganized the American and Canadian members of the Airport Security Forces and closed Sea Island to incoming ground traffic. Since all other military units in the city were also in a state of disarray, none of them was able to force the issue. Wright's group has been in control of the island ever since.

A surly individual with a self-educated man's dislike of academics, Wright speaks with a barely audible Boston accent, as though his mouth were half full of cotton. His humor is generally derogatory or belittling. Tall and lanky, Wright still wears his hair short under his ever-present ball cap and wears a .357 magnum revolver in a shoulder holster when dealing with outsiders.

He is a veteran NPC. Motivations are Diamonds King: Selfish and Spades 9: Very Ambitious.

Windfall

Located on the south shore of Sea Island is the Canadian Coast Guard Hovercraft Unit station. The base's two buildings now stand abandoned.

Also here are two SRN 6 hovercraft. Neither of the hovercraft works but, using the spare parts available in the hangar and storage shed, they can be cannibalized and reassembled to build one that does (Formidable):

Mechanic or Difficult: Aircraft Mechanic). If this is done the craft will also need to be converted during rebuilding to burn alcohol in its turbine engine (Average: Mechanic or Easy: Aircraft Mechanic). Once the rebuild is finished, there will be very few remaining spare parts.

AFTERMATH OF THE FLOOD

Vast areas of Richmond, the airport, Delta and Surrey will remain inundated even after the flood waters abate. Water will be held inside the remaining dikes, creating huge artificial lakes. Sea Island is a very likely candidate for this.

In spite of the Faculty's warnings to move to high ground, between one and two thousand people die in the flood. Many more lose all they have – again.

Some good will come of the flood, however. The Bridge Trolls will be removed as an obstacle to the Faculty's plans for reconstruction. In addition, about 30 centimeters of fertile river silt will be deposited over the whole flood plain.

ENVIRONS

Below are capsule descriptions of some of the more interesting areas in and around Vancouver which may (or may not) have an affect on the PCs during the conduct of this adventure. Note that this is pre-flood information. Some of it will be radically altered by the inundation of the Lower Mainland.

One feature will remain the same regardless of the flood, however: cars. Every street in the city is scattered with abandoned cars. Some avenues are literally choked and impassable to vehicles because of the snarl of cars, abandoned after the EMP of the nuclear attack fried their electrical systems and stopped them dead. Only a few major thoroughfares connecting to the river have been cleared. And even those streets are still lined with rusting hulks.

Annacis Island

In addition to conducting trade on the river, the inhabitants of this island host the area's largest market, held here every Saturday from 8 a.m. to 8 p.m. Goods salvaged from north of the river, fuel produced in Richmond, food, and other goods are all available at this market. People offer their work at the market too. "Will Work For Food" signs are ubiquitous.

Hook: A number of interesting things can happen to the PCs at the market. They could be enlisted as convoy escorts or riverboat crew. One of them could have his or her pocket picked. They might even encounter one of the PCs' solid contacts.

Stanley Park

A gang of primitives lives in the forests of Stanley Park. They are known as the Stickmen because of their apparent choice of crossbows and clubs over guns as

weapons. The Stickmen have unwittingly severed ground transport and communication between Vancouver and the North Shore (North and West Vancouver). They will hunt and attack anyone traveling on Georgia Street, the main thoroughfare through the park.

Deadman Island

This islet is connected to Stanley Park's south shore via a low concrete-and-steel bridge and houses three small office buildings. It was the former headquarters of the Naval Reserve unit HMCS Discovery. There is a small isolationist survivalist group holed up here now. They are constantly at odds with the Stickmen of Stanley Park so they have surrounded the island with barbed and razor wire, mines and booby traps. The bridge is permanently barricaded, the current residents only leaving and returning to the island by boat.

Delta

The George Massey tunnel that crosses under the Fraser river between Richmond and Delta is completely flooded and impassable, except possibly by people in scuba gear.

Hook: A LAV-25 IS being towed along Highway 99 by a team of four or six horses. The vehicle has been gutted, its engine having been pulled and discarded long ago. The driver now steers his makeshift "wagon" while sitting on the driver's hatch. What about that 25mm autocannon?

Downtown Vancouver

There are a number of "Undergrounders" living in this part of the city. They live in the abandoned shopping centers and subway tunnels under the city's central business district. Although not considered as dangerous as Stanley Park's Stickmen, they are unpredictable nonetheless.

Hook: The PCs are ambushed downtown and one of them is dragged underground. His buddies better have light intensification goggles.

New Westminster

This city, once the provincial capital, is again the region's hub of activity, being the midway point on the river's lower course and the base of the delta. A number of river traders call New West (as it is known locally) home, including the owner-captains of the region's two operational sternwheeler vessels. In fact, most of the larger vessels that ply the Fraser are moored along New West's river front.

The Native

The crew of the sternwheeler *The Native* has mounted a M167 Towed PIVAD (page 43, *Heavy Weapons Guide*), scrounged from Pitt Meadows Airport, on the vessel's rear deck. It has been stripped of all superfluous parts

Sternwheelers

The sternwheelers are river cargo and passenger vessels originally produced for the Vancouver tourist trade: *The Native* in 1985, *The Constitution* in 1983. *The Native* may carry up to 90 passengers if no cargo is loaded. *The Constitution* may carry 100 passengers under the same conditions. Standard practice, however, is to carry some of both. One passenger is equal to about 100 kilograms of cargo when determining limits for a mixed load. Both vessels have been converted to burn ethanol.

Note: In the information given below, data before the double obliques is for *The Native*, while information after the double obliques is for *The Constitution*.

Price: \$150,000 (R/-) // \$175,000 (R/-)

Armament: None, although both are now armed (see *The Native*, Page 62 and *The Constitution*, Page 64)

Length: 2 (28 meters) // 3 (30 meters)

Draft: 1 m // 1.25 m

Speed: 10-meter grid squares // 10-meter grid squares

Turn: 2 // 2

Acceleration: 1 meter per turn // 1 meter per turn

Pumps: 3 // 3

Night Vision: White light spotlight // White light spotlight

Load: 9 tons // 10 tons

Minimum/Optimum Crew: 2/4 // 3/4

Mnt: 15 // 15

Fuel Type: D, A // D, A

Config: Vessel // Vessel

Tonnage: 115 // 187

Hull Armor: 2 // 2

Waterline Armor: 1 // 1

Superstructure Armor: 1 // 1

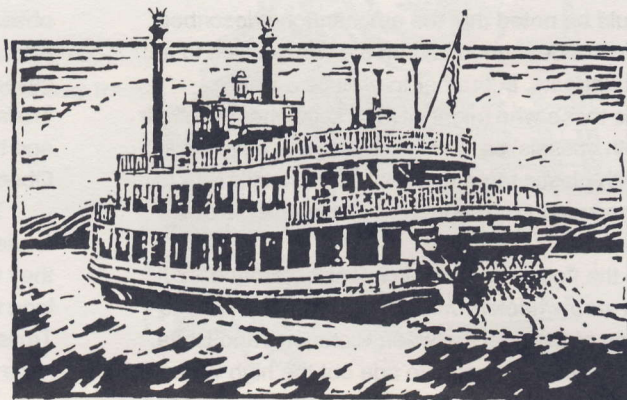
Propulsion: Motor

Size: 2 // 2

Tr Mov: 15/15 // 15/15

Fuel Cap: 4800//5000

Fuel Cons: 96 // 160



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Native (Each circle equals five flotation hits.)

Full Speed: OOOOO OOOOO OOOOO OOOOO OOO

Dead in Water: OOOOO OOOOO OOOOO OOOOO OOO

Sunk: OOOOO OOOOO OOOOO OOOOO OOO

Constitution (Each circle equals five flotation hits.)

Full Speed: OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOO

Dead in Water: OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO
OOO

Sunk: OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOO

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and is permanently secured by bolting it to the deck. It now weighs only one ton. Ammunition for the gun, however, is very scarce.

The Constitution

The other sternwheeler now plying the Fraser river, *The Constitution*, conducted tours through the port of Vancouver before the war, in and around Burrard Inlet. When the nuclear strikes hit, the crew immediately got under way and, sailing *The Constitution* around Point Grey, brought her up the Fraser River to moorage at New Westminster Quay.

There is an Oerlikon GDF-005 Twin 35mm ADA (page 44, *Heavy Weapons Guide*) mounted aboard *The Constitution*. It was salvaged from a position that was once occupied by the Canadian Army's 129 Air Defense Battery of 4 Air Defense Regiment. Although the standard practice in artillery units when forced to abandon guns is to destroy them or remove their breech blocks, some weapons in and around Vancouver's airports were missed in the chaos immediately following the nuclear strike on the city.

Like the PIVAD on *The Native*, *The Constitution's* GDF-005 has been stripped and permanently secured. It now weighs only five tons and is bolted to the vessel's rear deck. Ammunition for the 35mm guns is also in short supply.

It should be noted that the autocannons described above have not been mounted on the two vessels to turn them into gunboats, but rather to provide a visible deterrent to those who might wish to seize them (or their cargo). Both vessels' crews keep their guns covered at all times with plastic tarps to diminish the hostile look given by the weapons; the traders do not wish to scare off customers.

When the flood increases in intensity (around 22 May), both sternwheelers will be paddled down river to the widening of the river, between Richmond and Delta. Once there, both will be able to ride out the high water while avoiding the danger of venturing out onto the open strait during the storm.

Port Coquitlam

There is an ongoing salvage operation being conducted into Coquitlam and Port Moody from this riverside part of the city. It is run by the survivors of a Burnaby street gang called Los Diablos (The Devils). Although they have put on a happy face, so to speak, they are not above eliminating business competitors, whom they perceive as claim jumpers.

Richmond

The farmlands covering the eastern half of Lulu Island are being used by Richmond's inhabitants to supply a burgeoning trade in ethanol fuel alcohol. They have one large still in operation, with another in the planning

stages. These islanders trade fuel to the vessel operators on the river in exchange for other goods.

Sea Island

This small island is the home of the Vancouver International Airport. As such, it served as a major staging base for Canadian and American strike aircraft flying sorties against the Soviet Army in Alaska, the Yukon Territories and British Columbia.

Most of the American combat and transport aircraft that were based out of Sea Island were flown to northern Washington's Sea-Tac airport, close to the Boeing plant, when the US 47th and 104th Infantry Divisions withdrew south of the border in late August of 1998. Those that were abandoned, along with the remaining Canadian Forces aircraft that were not flown to Alberta, have all had essential engine components removed, rendering them inoperable. They now stand exposed to the elements, or shackled up in hangars at various points on the island. A variety of civil aviation craft are also parked around the airport.

The current residents, known locally as the Bridge Trolls, have constructed a series of interconnecting trenches, bunkers and obstacles at key points around the subdivision of Burkeville, and guarding the island's four bridges.

Keeping vigilant watch over the whole island is an observation post (OP) stationed on the roof of the airport's second, taller, air traffic control tower. This OP, called Skyguard, is manned around the clock by three Trolls with high-powered binoculars, an image intensifier and two radios. Each of these sentinels has a basic Observation asset of 13.

The dikes around this island were damaged by the Soviet bombing raids of early December 1997. Though they were subsequently repaired, these shorings are a long way from pre-war standards. None of the Bridge Trolls realize the extent to which the Sea Island dikes have been weakened by the bombings.

Surrey

This sprawling municipality spreads out across the flood plain to the south of the Fraser River. Before the war it was a heavily populated area. Now it is virtually abandoned.

Hook: A madman is raising an army of marauders upriver, near the ruins of Chilliwack. Refugees fleeing the valley say he plans to sail with his followers to a "Haven in the West." Any who stand (or happen to be) in his way will be destroyed. He must be stopped to neutralize the threat of invasion, and only the PCs have the chutzpah to do it. (Yes, you've read or seen this before!)

University of B.C.

The University of British Columbia is under the control of a group of former students and instructors, known

Royal Hudson

The 2860 and 3716 are steam locomotives and tenders, the former built in 1940, and the latter in 1912 at the tail end of the steam age as part of the Royal Hudson series for passenger rail service in Canada. Sixty-five of these engines were built, but only the two in West Vancouver survive as fully functioning locomotives.

Retired in the 1940s, the two locomotives returned to duty almost thirty years later, this time in the tourist industry. They carried passengers between North Vancouver and Squamish from the 1970s through to the 1990s. Both engines were built as oil burners but have been converted to burn coal and wood since the end of the war.

Price: \$800,000 (R/-)

Fuel Type: O, C, W

Load: 535 tons max pull

Veh Wt: 150 tons (including fuel and water)

Crew: 2

Mnt: 16

Night Vision: Headlights

Radiological: Open

Tr Mov: 240/0 (can operate only on railway tracks)

Com Mov: 60/0 (can operate only on railway tracks)

Fuel Cap: 15000 fuel/54000 water

Fuel Cons: 9000 oil/90000 water

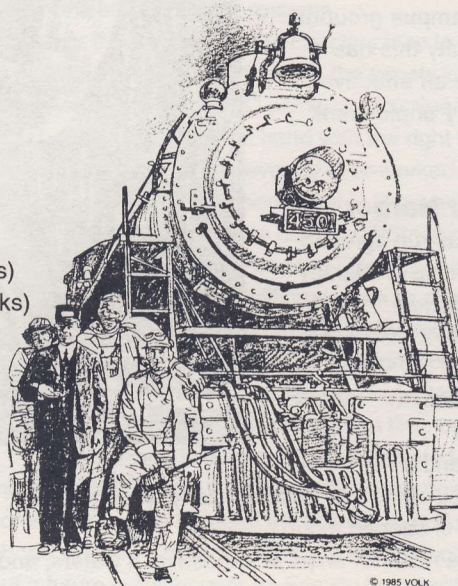
Combat Statistics

Unarmored Vehicle

Config: Engine/Tender HF: 1

Susp: W(8) HS: 1

HR: 1



Notes:

Fuel Type, O: Fuel Oil. Fuel oil has a Fuel Energy Consumption Multiplier of 1. The Royal Hudsons cannot burn gasoline, diesel or alcohol as those fuels are too explosively volatile.

Fuel Cap: For rules purposes, one kilogram of coal or wood is equal in volume to one liter of fuel oil. The water tankage listed includes the 6000 liters which are carried in the engine itself. Because both locomotives are presently burning wood, the fuel consumption is actually 45000 per four-hour period (due to wood's consumption multiplier of 5). Yes, that's a whole lot of wood!

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collectively as the Faculty, who survived the nuclear attack and its aftermath.

Before the war the university was the largest educational institution in the province. Now it is the only one. As one of its moves toward reconstruction, the Faculty now conducts basic courses in English, mathematics, power mechanics, rudimentary electronics, and medicine.

The campus grounds are governed by the Constitution and Criminal Code of Canada, which are enforced to the degree possible by the university RCMP detachment. Acting in accordance with the provisions of the Federal War Measures Act and the 1997 declaration of martial law, they still hang offenders convicted of hoarding or looting on campus grounds. For the Faculty this has proven to be an effective, although very unpleasant, deterrent.

Vancouver Harbor

A freighter was run aground off the eastern tip of Stanley Park by the nuclear blasts of 1997. It sits there still, rusted and listing to one side. The Deadman Island

survivalists sail out to it at night regularly. Their reason why? It is full of canned food!

There are no other ships in Vancouver's waters, and no naval vessels.

Hook: Both the Faculty and Rod MacArthur (see below) want to transport the 3716 steam locomotive and its tender and gun car across Burrard Inlet to get them operating along the river. An operational railroad ferry vessel will be required, however. There is one such ferry in Nanaimo, on Vancouver Island. Sailing it to Vancouver is the challenge, and the opponent to be overcome is rust; the rail ferry has been moored idle in-harbor for over three years.

West Vancouver

This city is significant for two reasons. First, it is the only remaining inhabited area on Vancouver's North Shore. Second, it is the home base for the only two fully functioning steam locomotives – Royal Hudsons, within hundreds of miles, possibly North America.

The 2860 and the 3716

These two Royal Hudson steam trains on the north shore are run by a retired railroad engineer and model train enthusiast named Rod MacArthur. MacArthur is reconstruction-minded and agrees with most of what the Faculty does and says.

Due to the Royal Hudsons' voracious appetites for wood, they can only make the West Vancouver-to-Squamish run once each month. One of the two locomotives, either the 2860 or the 3716, makes the trip from West Vancouver to Squamish, which lies some 64 kilometers north of the city, along the coast and then returns the next day, leaving time for taking on fuel, water and cargo. The trips may only be made monthly because it takes that long for MacArthur's people to collect enough wood for the journey.

MacArthur would love to get his hands on a reliable supply of fuel oil or coal. Unfortunately, there is no coal anywhere near West Vancouver, on the mainland. However, there are vast, readily accessible, coal deposits within the territory controlled by the Canadian Army's Vancouver Island Command.

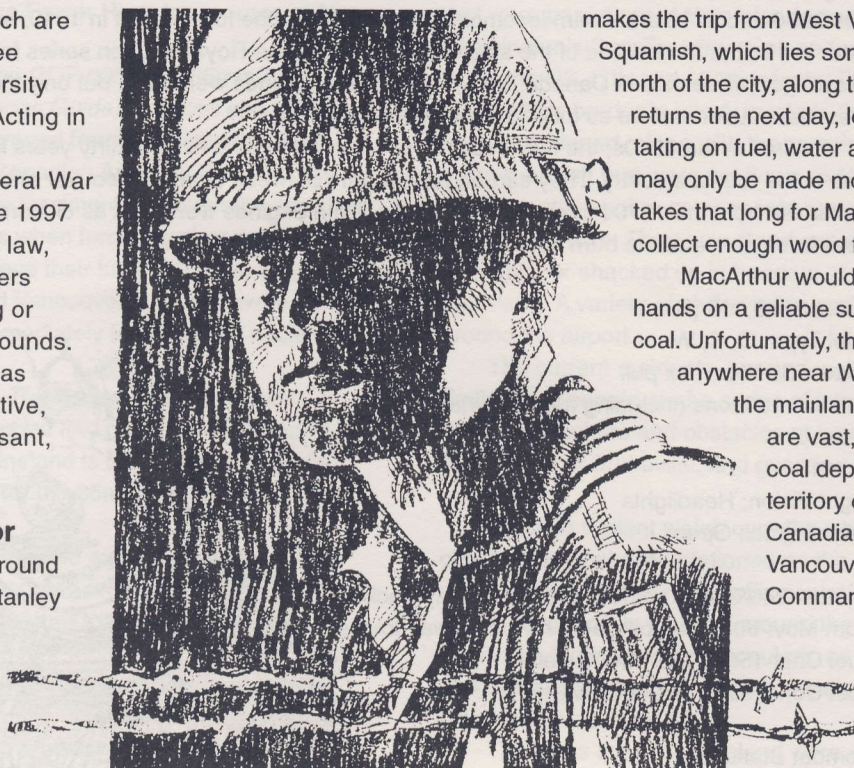
The Department of Reconnaissance and Investigations (DRI, see below

in "Cloak and Dagger") is making overtures of cooperation to MacArthur, including a proposal to supply him with coal, which they will ship over from Vancouver Island to power the Royal Hudsons. The DRI wants MacArthur to reconnect the coast with the central interior of British Columbia via his railroad.

The locomotives are rotated on an irregular schedule. Each of the two trains has the following car complement: one engine, one tender, one caboose, one flat car, one box car, one passenger car and one gun car. For security reasons the cars are rearranged before each departure in the western reaches of the North Vancouver rail yard.

The security operations of the railroad are overseen by David Urry, a former Sergeant of the Canadian Army. Urry found himself in command of the remnants of 2 Platoon, B Company, 2/The Canadian Scottish Regiment, which had disintegrated just north of Whitehorse in September of 1998.

Each train is defended by one ad-hoc gun car. There are two such cars, each comprised of a flatdeck rail car mounting a permanently secured Grizzly armored



personnel carrier. The APCs have had their engines and suspensions stripped to lighten them. The added internal space thus created has been used to store more ammunition, food and creature comforts (like portable heaters, hammocks, stereos and cushions).

The carriers themselves have been heavily armored with sandbags, logs, railroad ties and rails, bricks, sheet steel, rebar and chain-link fencing. This bunkering material has been arranged so as not to interfere with the operation of the turret, any of the four top hatches, or the four side firing ports. It is equivalent to 30 centimeters of concrete and bricks (page 219, *Twilight: 2000*, 2.2) and provides an additional 9 armor value to each of the carriers' hit locations. The two rear doors have been barricaded over.

Each of the two gun cars is manned by a crew of five. Armament for each car comprises the M2HB and MAG machine-guns in the APC's turret plus four FN-LAR battle rifles. Dave Urry and his cohorts have graffitied "Three On A Match" in yellow spray paint across the hull of one of their Grizzlies, and "The Seven Samurai" on the other.

The gun cars also have two claymore mines attached to each side. These mines can be remote-detonated from inside the secured APCs.

ENCOUNTERS AND RUMORS

If the referee chooses to roll for random encounters during this adventure, the whole Greater Vancouver area should be considered independent territory (page 156, *Twilight: 2000*, 2.2).

In addition to the adventure hook possibilities outlined above, the PCs may also come across the following interesting groups or rumors during their stay in Vancouver, either before or after the flood.

Cloak and Dagger

There are two intelligence organizations conducting active operations in the Vancouver area:

- The Canadian Department of Reconnaissance and Investigations (DRI), a Federal intelligence agency which does exactly what its name implies, operates from a regional base on Vancouver Island. It has been conducting secret talks with the Faculty of UBC since just before Christmas of 2000, with the objective of bringing the reconstruction-minded scientists on side.

- New America has reached out a tentacle from its Snake River enclave in Idaho. They are studying the possibility of taking over the sternwheelers and steam locomotives which are operating in the Vancouver region, and using them as a possible stepping stone between their Idaho and northern British Columbia cells. The New Americans will also take a particular interest in any hovercraft which becomes operational in Vancouver.

Rumors

Referees may find it desirable to help or prod the PCs during this adventure. Given below are a few examples of

statements they might hear in the city.

- "Well hey, if you folks are looking for work, why don't you go to the market on Saturday?"
- "My uncle said his buddy near Chilliwack saw the river sweep his neighbor's shack right off the shoreline and downstream."
- "I hear the two paddle-wheelers are prepared to sail out onto the open Straight if the river keeps rising the way it's been doing."

CONCLUSION

There are a variety of possible outcomes to the core adventure:

If the PCs do manage to get the Faculty onto Sea Island, the overall success achieved by all parties concerned may be a matter of degree. For each day the Faculty has salvage teams working on the island, they should be able to obtain 5% of the materials and components they need for the construction of their telephone and computer systems.

After the flood ebbs, the Faculty plans to devote 300 to 400 person-hours per week to the construction of the phone system on the UBC campus. Unfortunately, they only have eight people on hand with the right technical skills, so they will all be severely over-worked. In spite of this, the system will be operational in five weeks if 100% of the required materials were obtained from the airport (the full 20 days of salvage). For each 5% lack in components, the system will take an additional week to complete, while materials are scavenged from less likely sources or jury rigged. On the other hand, each additional character with appropriate skills (referee's call) who volunteers to work on the system will shorten the completion time by one week.

If the salvage is even partially completed, Ellen Kwan might invite PCs with telecommunication/information or construction skills to assist the Faculty in building the new phone system. Characters without such talents could carve out a future in Vancouver as Faculty hovercraft pilots or technicians, security forces or riverboat operators. The PCs could even continue to work with the Faculty as a troubleshooting team for phone system maintenance and expansion.

Once the telephones are working on the campus, the Faculty plans to renew an organized program of education at UBC. This will require people with instructional and administrative skills. Perhaps the PCs' most promising future with the Faculty is as recruiting officers for future UBC staff.

If the Faculty can't get into the airport before the flood hits it, it's mud city. Nothing of what they are looking for will remain salvageable after the flood inundates the island.

Note: Referees wanting more information for using the steam locomotives on the North Shore in their campaigns should track down a copy of the first edition *Twilight: 2000* module *Going Home*.

Adventure Design Contest

So you've designed a hot new roleplaying adventure and would like to see it published? Here's your chance.

When we formed *Adventures Unlimited Magazine*, part of our mandate was to provide a forum in which talented "amateur" game designers could strut their stuff. This contest is our first step in that direction.

We're offering a \$100 US cash prize to the best adventure by an "amateur" designer. The winning submission will be published in a Issue #7 (July 1996) of *Adventures Unlimited Magazine*, along with a biography of the winner.

Who Can Enter:

This contest is designed to assist a talented but as-yet-unpublished game designer in getting an adventure professionally published. To enter, you must be an "amateur" game designer. For the purposes of this contest, you are no longer an amateur if you have:

- published a complete adventure in a professional gaming magazine (fanzines with a circulation of less than 500 don't count)
- published more than three general articles (anything other than an adventure) in a professional gaming magazine (fanzines with a circulation of less than 500 don't count)
- written or co-written a professionally published roleplaying product (a sourcebook or adventure book, for example)
- been a minor contributor (less than 5,000 words) to a professionally published roleplaying product more than once

For example, you could have written two general articles for a magazine and contributed 3,000 words to a professionally published roleplaying product and still qualify as an "amateur" game designer.

Contest Rules:

We are looking for complete roleplaying adventures up to 6,000 words in length. Please do not submit source material, miniatures rules, or card game modifications. We can accept adventures for any gaming system except those published by TSR.

Please submit hard copy in competition format. Double space the printout, and include your name, address, phone number, and e-mail address on a detachable title page only. (In the case of co-authored works, please include the names and addresses of both designers.) The manuscript itself should bear only the title of the adventure. We will assume that your manuscript is disposable unless you include a SASE with sufficient postage to return it.

Submissions must reach us by January 31, 1996. Please allow time for the mail. Electronic submissions are acceptable, and may be sent to us via e-mail at: AdvsUnltd@aol.com.

The winner shall receive \$100 US (or Canadian dollar equivalent), publication in Issue #7 of *Adventures Unlimited Magazine* (July 1996), plus two author's copies of that magazine. Payment shall be made within 30 days of publication.

Shareholders in Bootstrap Press Inc. are ineligible for this contest.

Send your entry to:

Adventures Unlimited Adventure Design Contest, Bootstrap Press, Inc., 3893 Norfolk St., Burnaby, B.C., Canada, V5G 1E6

The King of Monsters

BY ANDREW J. LUCAS

GMs of the world, let's talk. Sometimes overconfident players need to be properly humbled. If you are feeling particularly sadistic, see how they fare against the king of the monsters.

Godzilla is more than just a big lizard; he is a force of nature as destructive and unforgiving as a typhoon or earthquake. True, he will often seek out adversaries of his own stature and can occasionally be called upon to defend humanity, but at what cost? Summoning Godzilla is like calling an airstrike down upon your own position — the enemy may well be destroyed, but will you be around to talk about it?

What follows are statistics for the "Big G" in three roleplaying game systems: Street Fighter™; Underground™; and Whispering Vault™; and one wargame: Man-O-War.



Godzilla

Concept: Giant Monster

Signature: Roars, stamps ground, and slams chest with paws.

Strength	Charisma •	Perception
Dexterity	Manipulation •	Intelligence ..
Stamina	Appearance •	Wits
Alertness	Blind Fighting ...	
Intimidation	Leadership •	
Insight ..	Stealth •	
	Survival	

Backgrounds

Giant Mutant Hybrid

Animal hybrid

Techniques

Punch ...	Kick ..	Block ..
Grab ...	Athletics •	Focus
Glory		Honor
Chi		
Willpower		
Health		

Special Maneuvers

Jump, Bite	Tail Slash	Claw
Eye Rake	Ripping Bite	Pounce
Tail Sweep	Upper Tail Strike	Head Bite
Chi Kung Healing	Suplex	Bear Hug
Ear Pop	Head Butt	Regeneration
Inferno Beam (see below)		

NEW BACKGROUND

Giant Mutant Hybrid

This background reflects the massive amount of mutagens the character has been exposed to in the past. The mutagens can affect any living creature, including animals, humans and the occasional plant. A creature exposed to these mutagens can grow to enormous size and exhibit freakishly powerful abilities.

Few creatures mutated in this way survive for more than a few days, though a small number have thrived for decades and many believe them to be truly immortal. Godzilla, Ultraman, Rodan, King Kong and Gamera are examples of stable giant mutations.

Few mutations, animal or otherwise, retain much of their original disposition or intellect, and most are violent and extremely unpredictable. Some, on the other hand, have distinct patterns to their behavior which can be manipulated. For example: Mothra will always protect his home, Infant Island, and can be awakened by certain religious songs of the island's priests; Godzilla will always rally to the defense of Japan, but only if there is a significant threat (premature waking of the beast will enrage him, resulting in untold devastation and loss of human life); and King Ghendra is completely under the control of planet X's evil warlords. Trifling with these creatures can be as dangerous to the controller as to their enemies; even mechanical monsters such as mecha-Godzilla can have their control usurped from their creators.

Giant Mutant Hybrids are similar to their smaller brethren except that for each point they have in this background they receive the following advantages: +10 feet in height; +1 ton in weight; +1 Strength; +1 Stamina; +3 Health.

Giant Mutants may not have maneuver combinations. All have difficulty fitting into their former habitats (be it society, a pond, or whatever), and most seek hidden and secluded homes in deserted mountain caves or beneath the ocean waves.



STREET FIGHTER, WHISPERING VAULT, UNDERGROUND, MAN-O-WAR

Note: Giant Mutant Hybrids do not have to be animal hybrids; Ultraman is entirely human, except that he has a head similar in shape to a '59 Cadillac.

Godzilla's Inferno Beam

Prerequisites: Focus •••• •, Inferno Strike, Improved Fireball

Power points: Elemental (fire) 4, Shotokan Karate 5, Kabaddi 5

This maneuver creates a beam of superheated, unearthly blue flame that can be sustained and fed by the attacker's Chi indefinitely. The beam can be swept across an area, potentially striking numerous opponents.

System: The fighter chooses a line-of-sight hex within a range of Wits + Focus. The Inferno Beam will strike all objects within the hex and all six adjacent hexes. In addition, the fighter may use 1 Chi the following round to sustain the effects of the beam and sweep it across the arena to a new target hex up to a maximum of the fighter's Wits distance from last targeted hex.

Cost: 2 Chi/1 Chi to sustain

Speed: -2 Damage: +4 Move: none

STORY IDEAS

Deranged Shadoloo scientists have discovered a way to induce giant mutant hybridization. M. Bison has personally issued a ransom demand: 3 billion yen or Japan will be destroyed one city at a time beginning, of course, with Tokyo. The crack team of street fighters has learned of the plot – unfortunately, too late to stop the nefarious scientific experiments. Rampaging monsters are heading toward Tokyo!

The only hope for Japan (and perhaps the planet) is for the fighters to invade Shadaloo labs and mutate themselves, sacrificing their humanity for the sake of the world, or to embark on a quest to locate the resting place of Japan's legendary savior – Godzilla! Numerous obstacles may face them in Godzilla's cavern, wherever it may be, and Godzilla may not wake up in a good mood.



WHISPERING VAULT

"Angora, why do you attack your friend Godzilla?"

Godzilla (Pathal Tuzla)

Fortitude 5	Virility 25
Initiative 7	Defend 13
Perceive 11	Resolve 16

Combat: Claw (Attack 11, 4D Damage, Strength challenge of 15 or opponent is drawn into the creature's grip and crushed for an additional 1D damage per turn

until released); Bite (Attack 12, 6D damage); Tail Slash (Attack 10, 4D damage); Atomic Breath (Attack 5, 10D damage, not particularly accurate but incredibly destructive and with a range of up to 1/2 a mile).

Special Abilities: Invulnerability to mortal weapons; Weave (as a master of the stalker discipline, but can only affect himself); Dream Purge (the creature can destroy any physical manifestation of the dream he attacks).

Vulnerabilities: As a manifestation of the enigma, the Pathal Tuzla is instantly dispelled once the enigma is healed.

ADVENTURE HOOK

Godzilla is the physical manifestation of a powerful enigma. The core of the corruption feeds off of popular culture and 1950s technophobia. Movies such as *Them*, *Attack of the 50 Foot Woman*, and of course *Godzilla*, are given life by the enigma. Exposure to nuclear energy or toxic chemicals can cause extreme mutations to spontaneously spring to life.

Unfortunately, this corruption is more than a simple monster generator; it also draws from the subconscious will of humanity. The enigma feeds upon the experiences of the common people for its mutations, drawing from their "cinematic memory." Hence the Forbiddance is not invoked by the sight of King Kong scaling the Empire State Building or Godzilla stomping past the Imperial Palace.

A Vault adventure may take the form of a circle hunting an architect who has raised a number of monsters to do his bidding. The circle may find themselves grossly out-powered by the arrayed abominations of the architect. Perhaps the circle could "tweak" the enigma into manifesting one further monster: Godzilla. While Godzilla and his unbidden-bred rivals fight, the circle could use the distraction to heal the enigma, purging the world of all Pathal Tuzla.

**under
ground**

"You just sit there quietly and watch your city be destroyed!"

Godzilla (FAA Mark-3 Giant Combat Drone)

Str: 40	Dex: 5	Spd: 6	Res: 26
Int: 5	Will: 2	Aura: 6	

Acrobatics (climbing) 2, Artist (per. arts) 5, Gun Combat (heavy weapons) 5, Martial Arts 4, Interrogation 10

Blubber: 11	Electrical discharge: 5
Claws: 5	Extra Limb: tail
Psychosis: homicidal mania	

A built in punkroaster which discharges from the robot's mouth. This flamethrower's range is effectively doubled. It contains enough ammunition for 30 shots.

The cult following of Godzilla has sustained the cultural icon's popularity for many decades, even in the face of shoddy special effects and slipshod acting. His place in the hearts of B movie fans seemed assured. Then the world changed.

The government decided to research and construct a full-size, fully functional replica of Godzilla. Initial tests demonstrated the robot's literally immense potential. It was decided that Godzilla would be introduced (airlifted) into environments (combat zones) where the most dramatic (realistic) scenes could be filmed featuring the most formidable opponents (boosted troops).

The public has eaten up movies featuring the revitalized Godzilla. Strong public support has stifled Congressional movements to declare the robot's very existence an act of war. Nihon has responded by pointing out that Godzilla is wholly owned and built by Fermi Aerospace Amalgamated. In turn, the Diet has reported that Japan has a 51% controlling interest in FAA.

Godzilla's most recent appearances included: *Godzilla vs. The Colombian Drug Lords*, *Godzilla Against the Drug Lords of Planet X*, *Godzilla Goes to Washington*, and the regrettable *Godzilla Famine Relief Tour*.

Lean, green and 150 feet of mean. The "Big G" has lost none of his monster mentality in his latest high-tech incarnation. He still likes to show off for the camera. Whether it's posing with a bikini clad miss Nihon or rampaging across the southern states, Mr. G is as lovable as ever. True, property damage is often in the millions and deaths can run as high as two or three thousand during a successful shoot (sortie), but the star will often sign autographs for survivors.

The players are hired to locate the leader of a well armed resistance group in central Venezuela. Once they infiltrate the organization they are to radio their location



Head
Saves on 4, 5 or 6

Right Arm
Saves on 3, 4, 5 or 6

Left Arm
Saves on 3, 4, 5 or 6

Body
Saves on 4, 5 or 6

BELOW WATERLINE
Saves on 4, 5, 6.
Each leg wound reduces Godzilla's speed by 1".

Wound **Wound** **Wound** **Wound** **Dead?**

MOVE 6" BATTLE HONORS 250 **GODZILLA, King of the Monsters**

Godzilla Man O' War Template. Photocopy and enlarge.

and wait for an extraction chopper code-named G-force. As the chopper comes into view, the players notice the aircraft is far larger than normal. Godzilla is subsequently dropped into the jungle, programmed to destroy any and all resistance. So don't resist, right? Wrong! He's also after witnesses and any movement or heat signature means target. Flee or fight, but make it good 'cause you're in the movies now, baby!

MANO'WAR

One of the most fearsome creatures of the Old World is an aquatic dragon called Godzilla by the Bretonnians. This monster is known to aid the races of man in times of need, and the high elves are rumored to possess an ancient spell capable of rousing this mighty behemoth from the deep.

The creature may appear to be some breed of chaos-spawn, but has more in common with dragonkind than daemons. In fact, Godzilla bears an innate hatred of all things evil and has been known to seek out the fleets of Dark Elves and Chaos, often destroying them utterly before he sinks below the waves. Only once has he served Chaos, when bound by the spellcraft of the mad wizard Shadis-ra. Thankfully, good prevailed and the spell of binding was lost forever – or so we pray.

Using Godzilla

During set up, one player may allot 250 points to reserves to purchase Godzilla as an ally. Any fleet may purchase Godzilla, though the fleet must have a 2nd level wizard present to command the monster. Godzilla will rampage if the controlling wizard dies. He will attack everything on the board in the following order: closest ship, last ship which attacked him, any ship/creature in this order of preference: Creature, Chaos, Dark Elf, Ork, Skaven, Dwarves, Empire, Norse, Elves, Bretonnians.

The summoning wizard must sacrifice one spellcasting action to call forth the mighty Godzilla, King of Serpents. For each magic point used the wizard gains +1 to his summoning roll.

If the caster rolls a modified 6+ Godzilla will appear – the sea churns and foams violently as the monster emerges to do battle. Place the Godzilla model randomly within 2d6 inches of the wizard's ship. Use scatter dice if available, otherwise the opposing player may determine the direction from which Godzilla appears.

If Godzilla surfaces in contact with an enemy or ally ship, the ship will be struck as per Godzilla's Spine Strike. Godzilla can then be moved as any ally of the summoner, during the appropriate phases.

SPECIAL ATTACKS AND RULES

Hand-to-Hand Attacks

Godzilla may use either two claw attacks at +0 or one

bite attack at +3. The bite may only target high locations unless the creature has successfully dealt damage with both claw attacks the previous round. In this case, Godzilla has successfully grappled the target and may conduct 1 bite attack at +3 on any location of the controlling player's choice. The monster has raised the ship out of the water and is gnawing on it. Attacks the following round are conducted normally.

Flame Attack

Truly an awesome sight – from a distance. Gouts of flame discharge from the creature's mouth, burning ships and sending huge plumes of steam into the air wherever the flames strike water. Direct the 12" template towards the target ship; every ship between the target and Godzilla is hit, be they friend or foe. The Flame Attack also hits all airborne targets in its path (to better simulate the breath weapon use the heavy flame template from the 40K or fantasy games).

Tail Strike

Instead of taking normal movement, Godzilla may decide to strike a mighty blow with his tail. This blow is more of a flailing attack and is not very accurate. Roll a d6 to determine where the tail hits: 1-2 high, 3-5 low, 6 below the waterline (some ships do not have high locations, in which case a 1-2 result is a miss). Tail strikes are resolved as if the target were struck twice in the same location at -1 save.

Spine Rake

Being equally at home below the water as above, Godzilla may opt to attack targets while submerged. During the movement phase the controlling player indicates that Godzilla has sunk beneath the sea. He or she then designates a target and rolls 2d6 to see how far Godzilla moves. If the models touch, or if Godzilla emerges on the other side of the target; he has successfully raked his back spines across the underside of the target's hull. This counts as two below the waterline hits at -1 save. The following round Godzilla must emerge and may not attack for 1 full round; he may still move as normal, however.

Regenerate

By standing still for one full turn Godzilla may draw upon the power of the earth and sea to heal his wounds. Elemental forces are directed through Godzilla's back spines and into his wounds, regenerating any damage. Any ships or creatures in contact with him when he begins regenerating are pushed d6 inches away by the sheer power of the forces emanating from the creature, though they may then move and attack as normal. If Godzilla suffers no damage during the regeneration turn, he will regain d6-1 wounds.



Spherewalker Forgotten

BY NICOLE LINDROOS FREIN

BASED ON THE REALM BY GREG STOLTZE

Everway is the long-awaited, first new roleplaying release from Wizards of the Coast since their success with the Magic: the Gathering collectible card game. This Quest is meant to suit a party of three or more Spherewalkers, and can be played between larger, more encompassing Quests. This Quest is based on background material that is available in issue #5 of *The Familiar* magazine, but all the information needed to run the adventure is provided here for you. If you enjoy this Quest, the expanded background material available in *The Familiar* will give you more opportunities for further roleplaying in this Realm.

THE CARDS

Each of the card-sized illustrations in this story are meant to be shown to the players as the Image cards for this Quest.

#1 – Vision Without/Blindness Within: A dark-haired woman looks out from a ruined tower, representing the Usurper Force at work in these lands. The woman stands atop a ruined tower, where she can clearly see the surrounding area, but she seems oblivious to the crumbling of the tower which supports her.

#2 – Spherewalker Forgotten: A blonde warrior stands ready, flanked by darker-haired men ready to follow his command. This is the Hero Prince; he cannot remember his identity as a Spherewalker.

#3 – The Stump: This reminder of the once-powerful Wheel Empire over-shadows everything else in the realm.

#4 – The Lake of the Call: It is said that those who throw everything into this lake and gaze into its depths find the truth of their souls, only to submit to the Call and throw themselves into the water to drown.

THE STORY

This quest is about a Realm fallen to ruin, about finding that which is lost and forgotten, and also about transformations. The Wheel Empire was once a potent force, but is now full of fighting factions trying to exert their influence over the others. The Gods gave the people across all spheres a common language, but on the day of the Deluge in the Wheel Empire, the languages of the people became confused. Today there are several factions, each with its own language. Outsiders are greeted with suspicion and distrust, even direct hostility. The predominant landmark is known as the Stump and is the ruin of what was once the grandest tower ever known.

The powerful factions are the Rebuilders, the Pure, and the Stump Dwellers. The consort to the leader of the Rebuilders is a Spherewalker who has forgotten his identity. He is not even aware that he is a Spherewalker and anyone who suspects that he is will be quickly silenced.

PLOT OVERVIEW

Prologue: The heroes are asked to help find the lost Hero Prince of a realm they are visiting. He passed through a gate and has never returned; no one has crossed through the gate since he disappeared.

Opening: The heroes arrive and find themselves unable to communicate in the tongue common to all spheres. They also discover the information they have about the sphere is seriously out of date.

Action: Depending on their appearances, various factions will try to intercept, question and detain the heroes. This could lead to one or more combat opportunities. They learn that the leader of the Rebuilders may be the Spherewalker they are seeking.

Progress: The heroes find an ally in Selithe, a high ranking member of the Rebuilders faction. They also meet Two Tongues, a merchant who helps them figure out the strange languages of this sphere. Selithe helps the heroes arrange a meeting with Leolen (as the Hero Prince is known); they also learn about the Lake of the Call and its reputed powers.

Rising Tension: While the characters do their best to determine what state Leolen is in and try to convince him to return to his home, the members of the Rebuilders who know the truth are desperate to keep their potent leader from being taken away.

Decisions: Some of the heroes might find the Spherewalker's involvement in the Rebuilders a noble cause; others may find it inappropriate. How do they react? They must make difficult choices.

Climax: The climax may evolve in several ways:

- The heroes convince Leolen to return with them.
- The heroes convince Leolen that he must find the answer within himself by jumping into the Lake of the Call or gazing into the Lake of Madness.
- The heroes are unable to convince Leolen, and the Rebuilders continue as they have.

Resolution: This depends on the events of the climax.

THE WHEEL EMPIRE

Before the Deluge, the Wheel Empire was strong and prosperous. The various factions that thrive here all have a different story of how and why the Wheel Empire fractured. The Rebuilders believe a jealous and powerful dragon used its power to bring down the Deluge and topple the Unity Engine that threatened to climb higher to the heavens than even the dragons could. It was the dragon who put the land under a spell that confused the Tongue of the people. The Pure say that the gods and goddesses punished the builders of the Unity Engine for their arrogance and the mistreatment of the slaves used to create the structure. As far as the Pure are concerned, the confused speech is a sign from the gods and goddesses that working together for such an evil end will



not be tolerated. The dwellers in the Stump have not bothered to create a story for why the Deluge happened, nor why the screaming sky confused the people, only recognizing that the events occurred.

PROLOGUE

Journey to the Wheel Empire

The heroes are traveling through a gate to the sphere of the Wheel Empire in order to discover the fate of the Hero Prince, a Spherewalker from another realm (the GM may come up with background for the Hero Prince's sphere as suits her own campaign and tastes).

Before the Deluge, the people of the Wheel Empire traded with the people of the Hero Prince's sphere. After the Deluge, trade and all other communication ceased. Eventually, the people of this realm sent their Hero Prince as an ambassador to reopen trade and communication with these people, but he has not returned nor has anyone come through the gate since his departure.

The heroes are asked to seek out the Hero Prince and determine his fate, returning with him if he is still alive. Without his guidance, the Hero Prince's homeland is suffering.

If the players are new to Everway: explain the background provided below and detail the Hero Prince's disappearance to the players. Then have the players explain why their heroes would undertake this quest. They may come up with a variety of reasons. Perhaps they are being paid for their trouble by the royal house of this realm? Maybe they feel a loyalty to other Spherewalkers and want to assure the safety of the hero prince? Are they curious about the fall of a powerful Realm?

If this Quest is part of an on-going Everway campaign: the GM may provide whatever incentives she wishes to tie-in this Quest to the campaign.

What is generally known about the Wheel Empire:

- The Wheel Empire was a powerful and far-reaching empire at one time.
- The center of the empire was the Unity Engine, a marvelous tower.
- The gate will bring Spherewalkers out to the south of the Unity Engine, near one of the main spoke-like roads of the former Empire.
- Heroes leaving through this side of the gate at daybreak will arrive in the Wheel Empire at midday.

The Gate

The gate stands between two leafy trees whose branches have intertwined overhead. Each tree is encircled with engraved metal bands of a golden color; the bands are engraved with symbols showing this to be a gate.

Read to the players:

You pass beneath the canopy of the gate and feel the weightlessness that tells you the gate has been

triggered. Before you know it you are standing amid the foul mists of a vaporous swamp. Barely visible through the murky waters at your feet is a circle of stone that must have been the gate on the Wheel Empire side.

Exploring the Area

The characters should not have been expecting to wind up in the Mist Swamps. They have been told that the gate was near a main road to the Unity Engine, but this information was from a time before the Deluge. After the Deluge, the waters formed the Lake of the Call and the Lake of Madness, with the Mist Swamps in between. The road has been submerged for a very long time.

The characters should be able to explore the Mist Swamps for a while before discovering or being discovered by a group of Rebuilders.

What has gone on before

The Hero Prince passed through the gate in much the same way that the heroes have. He was unprepared to find himself in the Mist Swamps, and even more unprepared to find a group of warriors fighting one of the inhabitants of the Mist Swamps, a giant serpent with the head of an eagle. The creature's writhing form was thrashing away the warriors who were valiantly standing over one of their own who had fallen to the beast. The Hero Prince, being a skilled warrior himself, rushed forward to their aid. The beast enveloped him in a cloud of foul mist as he made the killing blow and he fell unconscious. He's been with the Rebuilders ever since.

The Rebuilders instantly recognized the prowess of the Hero Prince, but did not know from where he came. He fell unconscious after the battle with the Mist Breather and developed a scaly, stone-like rash on his skin. The Rebuilders did everything they could to revive him. In time he regained consciousness but remembered nothing about his life or identity. He learned the speech of the Rebuilders very quickly and was soon brought into the upper levels of the organization.

The leader of the Rebuilders is an ambitious woman known as Aranathan (translated She Who Restores in the Tongue). She has been the leader of the Rebuilders for ten years and conquering the Tower has become her burning obsession. When the Hero Prince's miraculous recovery and battle prowess came to her attention, his usefulness in acquiring the object of her desire was not lost on her. She made him her companion and consort and filled him with purpose.

OPENING

The Heroes Arrive

When the heroes pass through the gate into the remains of the Wheel Empire, read the following to them:

As your feet settle in once again to the solid ground and your vision focuses around you, you



realize that the Wheel Empire has undergone some serious changes. You are standing in about two feet of murky water, under a mass of twisted and overgrown trees. A thick fog gives everything an eerie, grey cast. There is no road in sight, nor any magnificent tower dominating horizon.

The heroes will undoubtedly wish to get out of the Mist Swamps, but may not have an idea of which direction to go. The landscape changed drastically after the Deluge, but the occasional path has been cut through the Mist Swamps by an eager and greedy merchant and the heroes might find one of these paths. The gate through which they have traveled is close to the center of the Mist Swamps, an area known as the Wretched Bog. Characters with a Water score of 5 or more might be able to sense the decaying center of the bog and steer clear of it, while an even more sensitive hero (Water 7 or greater) might even be able to sense the lonely soul of Reaching Flame who is trapped there. Whether they decide to avoid the Bog or enter it, they will have to skirt around it in order to get out of the Mist Swamps and head toward the areas where the people of this realm are living.

There is also a strong magical presence in the area, which sensitive characters (or heroes with a Sense Magic trait) will undoubtedly notice. This effect grows stronger the closer they are to the Wretched Bog. In the Bog itself, the remnants of the Unity Engine have fallen and become absorbed by the plantlife of the area, mutating into half-living mockeries of their former purposes. The shattered stained glass windows of the Unity Engine have fallen into the Bog only to be reborn as extremely fragile flowers. What appear to be pools of still water turn out to be finely ground, razor sharp glass shards waiting to scour the skin of those who try to wash or drink. Broken bits of machinery lay half-covered, half-absorbed by the surrounding flora, but still lurching to life as if trying to continue their former purposes. If the characters make their way into the areas of the Wretched Bog, it is up to the GM to decide which portions of the Bog the characters might come across and how drastically they are affected. This Mist Swamps area is extremely treacherous, and dangers lie all around.

This is a good time for the characters to either delve into the heart of the bog and meet Reaching Flame, or be spotted by a Rebuilder patrol. Interacting with Reaching Flame will not help them find Leolen, but they might be able to find out more information about the Mist Swamps and what happened to the Wheel Empire. Meeting the patrol is a more direct route to finding Leolen.

If the characters push forward into the Bog and meet Reaching Flame, read the following:

The swamp continues to become more dense as you push forward. A foul mist hangs in the air and the overgrown canopy blocks almost all light from above.

You have a sense that loathsome creatures are lurking in this fetid habitat and yet you have seen nothing. The air is heavy and difficult to breathe, and the vines and thorns tangle and tear at your skin. Your feet are wet from slogging through the watery floor of the bog. Strange animals cry out in the distance and from all sides.

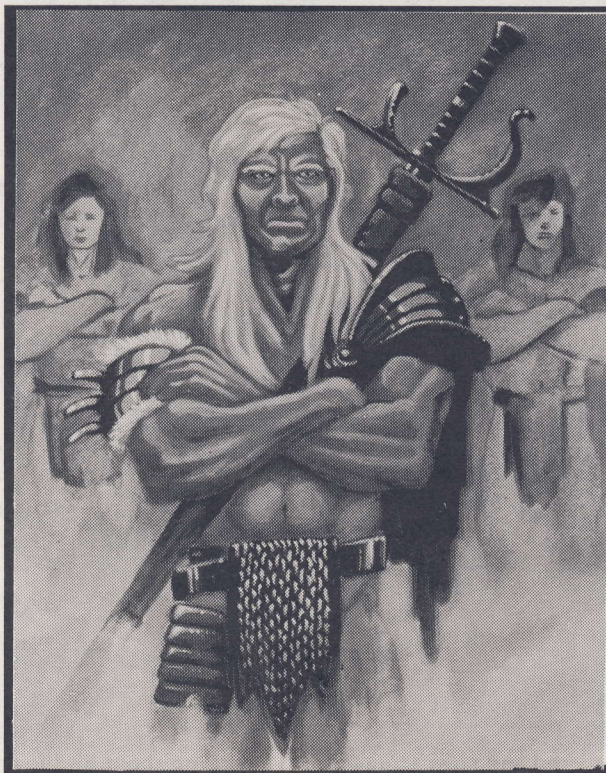
Unexpectedly, you break through into a partial clearing, free from vines and brambles. Before you is a woman sitting on a stump... no, a woman standing in a stump would be closer... you cannot see her legs at all. Her face brightens with relief at the sight of your bedraggled party. She extends her delicate hands in your direction and says

excitedly, "Oh hello! Hello! Please, please come close and talk with me!"

Reaching Flame

Reaching Flame is held by an enchantment to the center of the Wretched Bog, where her only sometime companion (and tormentor) is the dragon, Rasp. Her lower body is rooted to the spot in the form of a tree, but her upper body remains alive and ever youthful. On her head sits a magnificent crown, giving her the appearance of one of regal bearing. She is desperately lonely, but her only chance of release is to get someone to change places with her. She is from one of the upper-class bloodlines, short, with midnight black skin and long, delicate hands.

Her elements are: Air 5, Water 4, Earth 3, Fire 3.



Reaching Flame is desperate for companionship, overwhelming even her desire for freedom from her imprisonment. She was spared by the gods and goddesses on the day of the Deluge, but her fate has left her rooted to this spot ever since. The crown that sits on her brow is actually the key to restoring the lands and breaking the enchantment that hangs over everything, but she does not realize this. The crown can only be removed from her head by someone willing to take her place in the prison of the Bog. The crown has a companion item, a scepter, which has been lodged in the throat of the dragon, Rasp who occasionally lurks in the Wretched Bog. (See, *Rasp, Tormented Worm* for more details.)

Heroes with a Water score of 5 or greater will have a sense of the strong energy that surrounds Reaching Flame. They might not be able to tell whether she is herself magical or if she is under an enchantment unless their Water score is as high as 8 or 9. Reaching Flame's crown is also a focus for this energy, but only a character with Water-linked magic will have insight into this item.

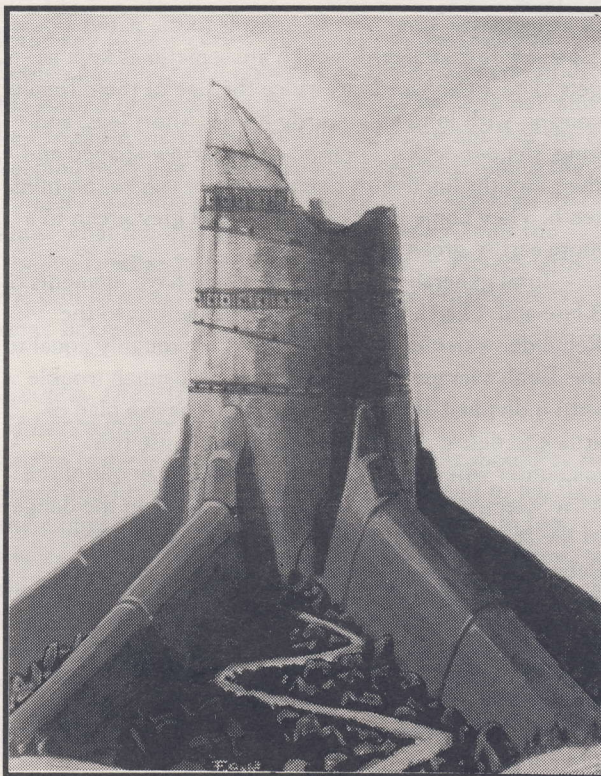
Reaching Flame knows almost nothing of what is happening to the world outside the Wretched Bog. She is still able to communicate in the Tongue as she was spared by the gods and goddesses during the days of the Deluge and the screaming sky. She begs the heroes to tell her everything they know, about any subject, and answers their questions about her and the world around her as best she can. She asks to touch them and their items, showing particular interest in those heroes who look exotic or different from the inhabitants of this realm.

If the time comes that the heroes decide they must leave to continue their quest, Reaching Flame dissolves in despair, weeping and begging them not to leave her alone in this horrible place. There is no way to counter the will of the gods and goddesses on this issue; Reaching Flame can only leave the bog if someone takes her place there. Reaching Flame does not know that it is possible for someone to take her place, but if such a willing person was to take the crown from her head, the transfer could be accomplished. Alternately, the generous act of being willing to take her place could be rewarded by the gods and goddesses lifting the curse altogether.

If the heroes meet a Rebuilder patrol, read the following:

Coming out of the fog around you are 10 dark-skinned, broad-shouldered men and women who cannot be mistaken for anything other than a military patrol of some sort. Half are armed with hand weapons and smooth, polished metal shields, four others are armed with cross-bows. The leader of the group carries a scope of some sort in one hand and a long sword in the other. All are carrying their weapons at the ready and appear alert and knowledgeable of their surroundings.

When they see your group, they call out a few words which you do not understand. First a word that



sounds like "aranas". Then a lower, more guttural sounding word, perhaps "mekl". The apparent leader of the group, looking skeptical, says something that sounds like "uoma" and then, barely pausing says "meeleen". As none of these words seem to illicit the intended response, the leader begins a series of gestures that clearly say "Come with us."

When the Rebuilder patrol discovers the heroes in the Mist Swamp, the first thing that will be apparent to both parties is that they cannot communicate in the Tongue. This is a very strange thing to happen in the Spheres, and the players should be asked to describe how their characters feel about this turn of events. It is not the kind of thing that can be easily brushed off or rationalized. The Tongue unifies all the Spheres and all Spherewalkers.

The Rebuilders have been having spectacular success in part because of Leolen's role in their structure, and so are a little less likely than they may have been to greet strangers with suspicion and hostility. Unable to communicate through words, they will try through gestures to get the heroes to follow them out of the Mist Swamps and to the nearest Dasthan (or intellectual leader of the Rebuilders). (See *Action: Clash in the Mists*).

ACTION ***Clash in the Mists***

It is only a matter of time before the travelers in the Mist Swamps attract the attention of the denizens of the area. In this case, they are walking through the home territory

of some nasty Tural lizards, cousins to the native house-cat sized Togake lizards which are sometimes kept as pets. The Tural lizards are twice the size of their Togake cousins, with long tails, sturdy bodies, short legs, and long, slender necks. Their heads are arrow-shaped and their mouths lined with double rows of jagged, pointed teeth. They come in colors from a dull grey green to a more earthy green brown.

Tural generally pack together, and have Elements of 3 Fire and 3 Earth. They are most dangerous to the Rebuilder warriors, whose elements are roughly equal to the Tural; average heroes shouldn't have much trouble with individual Tural, but will need to have a plan of attack to defeat a pack. The GM should use this encounter when the heroes are on their way out of the Mist Swamps, either by themselves (showing the dangers of the foreign creatures who live here) or with the Rebuilders (giving the heroes a chance to prove themselves in front of the strangers).

PROGRESS

Questions, Answers and Allies

Whether or not the Heroes choose to delve into the Bog and encounter Reaching Flame or encounter the Rebuilders (or less ideally, avoid the Rebuilders and try to go it alone), they will eventually want to get out of the Mist Swamps. The dangers of the Mist Swamps are not underestimated by the Rebuilders, but may be by the characters if they are traveling alone. Characters who avoid the Rebuilders party and the camp are at a clear disadvantage, but can perhaps meet up with Two Tongues (see the material on Two Tongues and his relation to Selithe below).

If traveling with the Rebuilders, they will head toward the nearest Dasthan, who just happens to be Selithe (meaning Source of Worth) after the encounter with the Tural. Many of the Rebuilders might be hurt, but if the opportunity came up for the heroes to help them Selithe will definitely hear about it. Selithe is one of the few leaders who is trying to conduct research into the magical properties of the Wretched Bog rather than just trying to recapture lost technologies from the engine, or scavenge for valuables that can be sold or traded. She has only just begun her research here. She is excited and fascinated by strangers, especially Spherewalkers, and will drop everything to try to communicate with them. Selithe is making her camp just outside the Mist Swamps, in striking distance of the Wretched Bog, but away from the Lake of Madness.

Selithe, Rebuilder Dasthan

Selithe is a young, enthusiastic woman of age 18, thin, with crooked teeth and no striking beauty; she is nonetheless open minded and friendly. She is especially curious about things unexplored. She has some power as one of the Dasthan, the group of two thousand or so



non-combat oriented Rebuilders who are trying to understand and recover the powers possessed by the builders of the Unity Engine.

Her elements are: Air 4, Water 4, Fire 2, Earth 3.

Accompanying Selithe into the Wretched Bog is a merchant who has made several successful trips into the area in the past. Two Tongues is also skilled in all of the languages of the realm and the Tongue. Selithe is willing to use her status with the Rebuilders to help Two Tongues make a profit in exchange for his help in navigating the dangerous swamps. Two Tongues is summoned as soon as it is apparent that these new strangers do not know the languages of the realm, and he greets them all with a wide salesman's smile and acts as translator between Selithe and the heroes for as long as necessary.

Two Tongues, Merchant and translator

Two Tongues is a middle-aged man, of taller and more slender build than most of the Rebuilders. His skin is more the color of tanned leather than the midnight black of his companions, and his hair is brown with speckles of grey here and there. He has a confident salesman's smile, a skill he often uses to his advantage when trying to make a sale or trade. He is able to communicate in the four major languages of the realm, and also speaks the Tongue (broken but passable) which he learned from other traders who have come through over the years.

Two Tongues' Elements are: Air 3, Water 3, Earth 3, Fire 2.

If the characters mention the Hero Prince, or discuss things such as magic, spherewalking or gates with Selithe, she will ask them to join her in her tent to continue the conversation in private. She knows Leolen is probably the one they are looking for and is secretly gleeful at being able to thwart any further attempts to take the Stump by force, but wants to keep this from the other Rebuilders. If the characters are forthright with her about their mission, she will offer to help them both meet Leolen and perhaps even smuggle him out of the organization. She will ask the heroes to take her with them when they leave the realm if they mention doing so. She will then (through Two Tongues, of course) offer to get things settled in the camp so that they can travel together to see Leolen.

While Selithe prepares to travel, the heroes have an opportunity to talk in more depth with Two Tongues, who has been fascinated by their story thus far. He can fill the characters in on the details about the fall of the Wheel Empire (as he knows them), about the warring factions, and specifically about the Lake of the Call and the Lake of Madness (telling them how lucky they were not to stumble across them, elaborating on how they would have succumbed to "the call" and been drowned, etc.). This information could be very important to the heroes later on in the story. Two Tongues is also curious about the homelands of the characters, what sorts of goods they might have there to trade, how far a journey it would be to get there. (He can just imagine the healthy profits out there for a shrewd trader who controls the route.)

After several hours of preparations, Selithe returns to say that they can now journey to meet Aranathan and Leolen. Only she and Two Tongues are going to accompany the heroes.

RISEING TENSION *Meeting Aranathan*

When the characters arrive, read the following:

The journey to meet the leader of the Rebuilders was much easier travel than moving through the swamps from which you've come. Still, the tension in the air and the stress showing on the faces of your companions has made clear that this is something to be taken seriously. After passing through several check-points and stations of Rebuilder guards, you find yourselves in the heart of the camp. Suspicious stares follow your every move, and the atmosphere becomes even more tense as Selithe asks you to wait and continues forward without you.

After a brief but uncomfortable wait your confidant returns with a woman of perhaps 45 years, and the younger but battle-scarred Leolen. Leolen simply looks curious, but the older woman glares at you suspiciously and lays a protective hand on Leolen's arm. "This must be Aranathan. The man is surely Leolen," whispers Two Tongues. You are invited by gesture into a single story stone building, and followed in by the women and the man you hope is the Hero Prince.

How the heroes conduct themselves in this meeting is the key to how events will turn from this point on. Leolen has integrated himself into the Rebuilders culture. He is fond of Aranathan, but is not in love with her, and he can sense there is something she important that she is keeping from him. If the characters speak to him in the Tongue, Aranathan becomes agitated and demands to know what the strangers are saying. Leolen finds the Tongue familiar, but he is unable to use it. Heroes with the skill to recognize such things can tell that there is some sickness still lingering about him.

Leolen, the Hero Prince *Spherewalker Forgotten*

Leolen is the picture of a noble warrior. His shoulders are broad and his posture erect, it is very difficult to tell that there might ever have been anything wrong with him. He wears his blonde hair long and flowing, in contrast to the more severe hair styles of the Rebuilders, and his pale beige skin-tone is also a dramatic contrast. He is confident and proud, but an air of longing surrounds him.

Leolen's elements are: Air 4, Water 5, Earth 6, Fire 6.

Leolen is satisfied with his life with the Rebuilders and he is quite proud of his accomplishments since recovering from his illness. It is obvious from his skin coloring and size that he is not from this realm, but until now no one has been able to tell him from where he might have come. Despite being relatively happy with his life and burning with the patriotic fires that fuel the Rebuilders, there are still questions that nag at him about his life and where he came from. If the heroes offer some clues to these questions, Leolen becomes torn between his current life and the life from which he came.

Aranathan is desperate to keep Leolen at her side until the conquest of the Stump is complete. High Water score heroes will have no difficulty sensing this desperation and possessiveness where Leolen is concerned. If the heroes seem to be swaying Leolen to come with them or abandon her plan, she will do her best to arouse his passion to finish their mission together. As much as Leolen might want to find the answers to his past, Aranathan knows he will not abandon her as long as his memory remains fractured.

Aranathan, Leader of the Rebuilders

Aranathan is a passionate and determined woman of about 45. She possesses a sharp military insight and a burning desire to conquer the Stump and all that remains of the Unity Engine. Her deepest desire, which she has managed to keep hidden, is to reach a position where she can declare herself Empress.

Aranathan's Elements are: Air 5, Fire 4, Water 3, Earth 3.

DECISIONS

The Heroes Choose

At this point it is very important that the GM be aware of how the characters are feeling about the situation. They are free to talk privately in the Tongue (unless they object to Two Tongues hearing them) and should at least be encouraged to describe for the GM their thoughts, feelings and motivations. Some of the heroes might find the Spherewalker's involvement in the Rebuilders a noble cause; others may find it inappropriate. How do they react? Will they try to talk Leolen into leaving the cause? Will they try to abduct him and return him to his people?

Even if these motivations are never acted upon, Everway is a game where the internal motivations of the characters are important. The GM should not let this opportunity for character development pass by without compelling the players to describe the thoughts, feelings and motives of their characters.

CLIMAX

The Lake of the Call

While the events of the climax will depend largely on what the characters decide to do, one possible solution is to draw both on Leolen's desire to know the truth and his complete acceptance of Rebuilder culture at the same time. One way to do this is to use the Lake of the Call or the Lake of Madness to help purify and clarify Leolen's sense of purpose. Using the Rebuilder's own myth of discovery is something Aranathan cannot argue against and it is something that Leolen will embrace. If the characters are stumbling for a way to convince Leolen, Selithe might suggest this option to further her own desires.

If the characters choose to go to the Lake of Madness, Leolen can gaze into the waters there and perhaps discover his true self, peer into his naked soul, so to speak. Many who have done this have gone rather mad afterwards, unable to face the truth of their own natures.

If the characters choose to go to the Lake of the Call, Leolen will be asked to drink its waters and see if he succumbs to "the call." He will be overcome with a passion to fling his worldly goods into the lake and, once naked, jump in. Swimmers in the lake are compelled to dive to the bottom and eventually "drown." In reality they breathe in the waters of the lake and are cured of diseases, maladjustments and enchantments that plague them. The process takes three days, after which they return to the shore, or escape the lake through a gate that lies submerged in its center. Those journeying to the Lake of the Call will have to deal with the fallen dragon Rasp who lurks there, hoping to kill anyone who would try to purify themselves in its waters. The dragon is jealous because the healing powers of the lake will not work for him.

In any case, both Selithe and Aranathan will want to accompany the group, as will Two Tongues (who doesn't want to let them get away without further discussing trade opportunities). If Leolen recovers from either experience,

he will accompany the heroes back to his land, but promises to return to help Aranathan with her quest.

Rasp, Tormented Worm

Rasp is the last great dragon left on the sphere, and the gods and goddesses have not been good to him. His battles with Heaven have left him wingless, his wings and legs torn off, leaving his form like that of a huge serpent. One hundred yards long, this serpent can wrap his coils around sixty people at once, and his mighty jaws can snap a mature tree in one bite. He is unable to use his fiery breath because the jewel-encrusted scepter of the Empire is lodged in his throat, causing him constant pain.

It is this item (along with Reaching Flame's crown) which can break the enchantment under which the whole of the Wheel Empire labors. Rasp has seen better days; he used to be much more potent — his Earth score used to be 10! Reaching Flame knows about the scepter and the torment it causes Rasp. It is possible Rasp might allow the characters to attempt to remove the object, but he is extremely bitter over the suffering he has endured and it would take an exceptional effort to convince him that any mortals could be of help. Free of his torment, Rasp is able to once again use his fiery breath and is likely to want revenge for his years of torture.

Rasp's Elements: Air 7, Fire 8, Earth 8, and Water 6.

RESOLUTION

Fate of the Empire

The resolution depends entirely on the choices that the heroes have made up to this point. If they choose to join up with the Rebuilders and help Leolen accomplish his goals, for example, the GM will need to decide how the events turn out. I have outlined some possible outcomes and encounters, but the heroes will, of course, have their own motivations and might choose to set out on completely different paths. Using the characters and events described here, it is my hope that a GM will be able to confidently handle the Quest, however it unfolds.

CORRECTION

An error occurred in issue #3 of *Adventures Unlimited* magazine, on Page 72 of the Warhammer adventure *A Night at the Opera*. The background of the spell *Clear the Fog of Battle* should have read as follows:

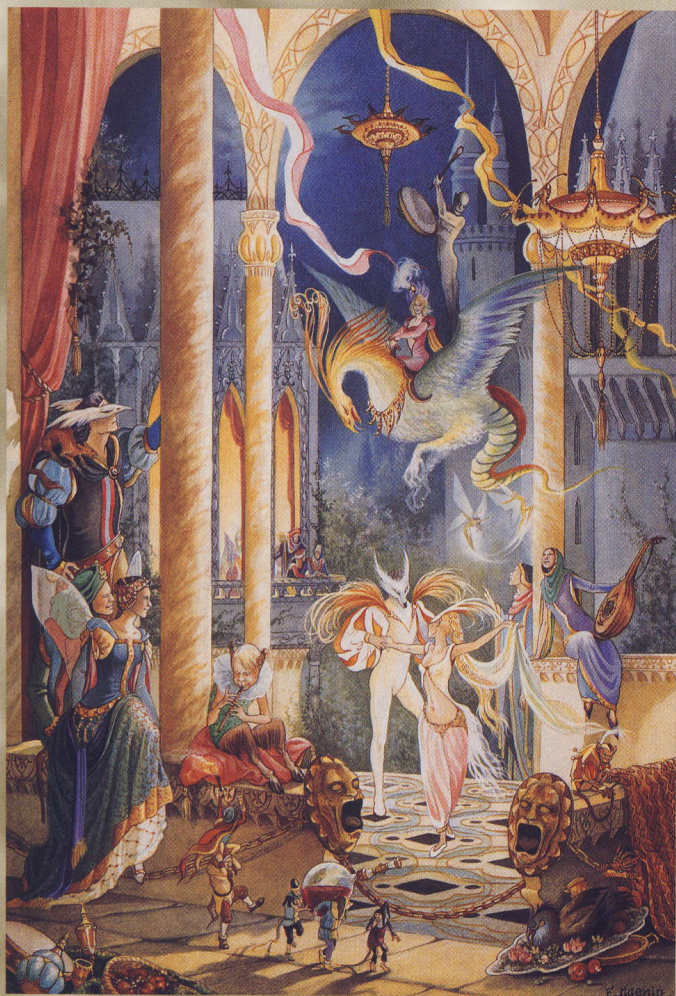
This prayer originated millennia ago within the Norscan branch of the Cult of Ulric. Beset by the hordes of Chaos that swept down from the Northern Wastes, the cult godi (Norscan priests) cried out to Ulric in outrage against their foes, cowards who would hide within storms and fog. Ulric felt their anger and gave them this prayer, one that tore through their enemies' protecting shroud. It came to the Empire during the Norscan Invasions of the 12th century.

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