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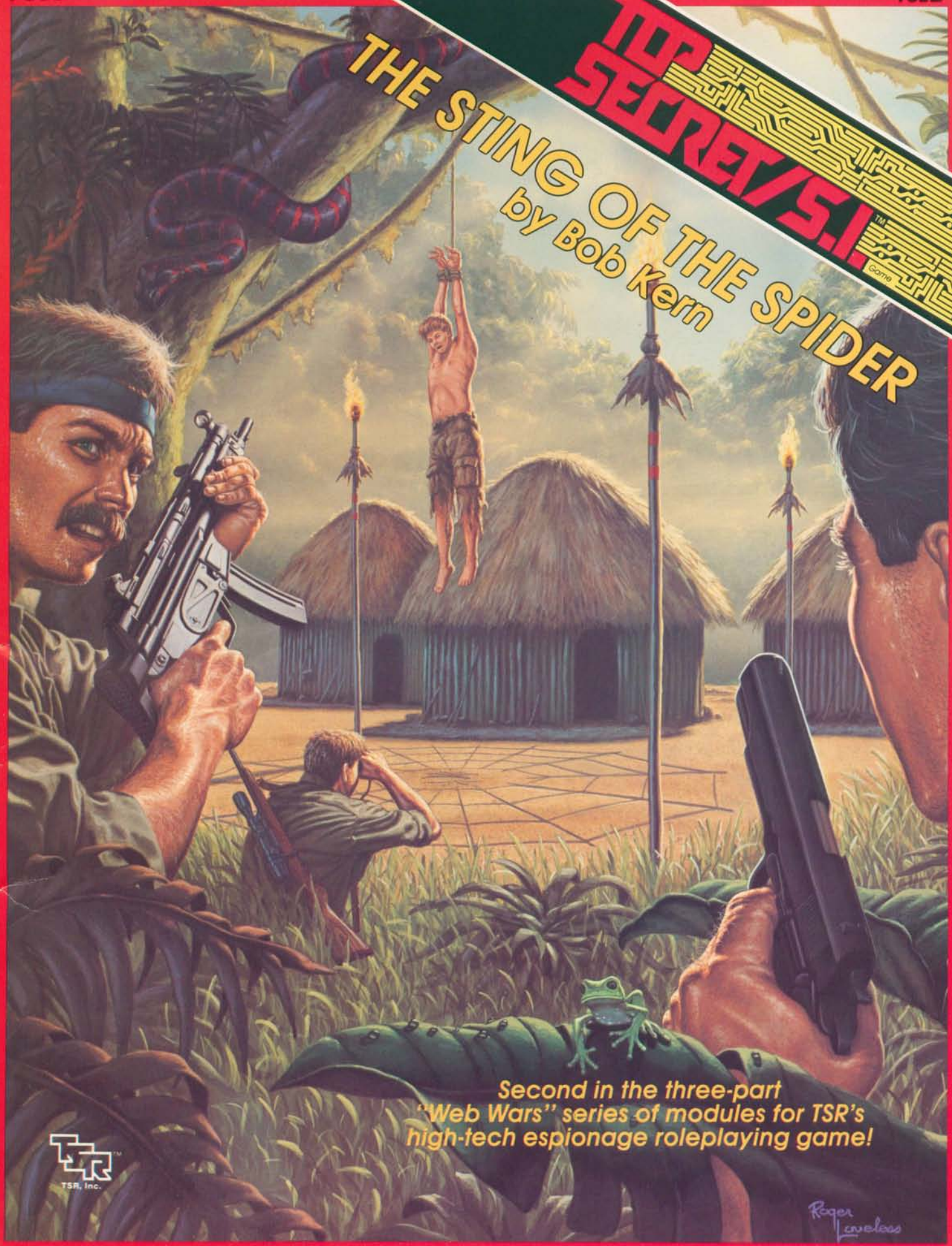
# TOP SECRET/S.I.™ Game

# THE STING OF THE SPIDER

by Bob Kern



*Second in the three-part "Web Wars" series of modules for TSR's high-tech espionage roleplaying game!*

TSR™
TSR, Inc.

Roger Loveless

TOP SECRET/S.I.™

*Official Game Adventure*

# THE STING OF THE SPIDER

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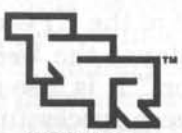



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# Introduction

Welcome back to San Cristobal.

For those of you who have *Web of Deceit,* this will be your second trip to this lush, tropical paradise. However, if this is your first time here, don't worry, you do not need *Web of Deceit* in order to run the adventures in *The Sting of the Spider*. All the information you need to know is in this booklet.

If you have *Web of Deceit* you are probably wondering how much material is repeated in this booklet. Every effort has been made to keep repetitions to a minimum, and the repeated information has been distilled down to the bare bones. New locations around the island and new NPCs have been used, though a few introduced in *Web of Deceit* are used here.

For that reason, Administrators who are running these adventures without benefit of having read or played *Web of Deceit* are warned they may have to flesh out many details about the island and its people and terrain from the minimum information provided herein.

**Note:** The physical and skill list descriptions for the important NPCs are at the minimum. When playing, you can give them whatever skills you feel necessary. In some cases (such as minor criminals and civilians), the bare minimum information for interaction is given. If you need or feel these NPCs deserve expansion, please feel free to do with them what you will.

You don't have to limit yourself to the NPC reactions described in this text. The NPC's reactions will rely on what cover the players select for their characters. You are the final judge on how the NPCs will behave.

**Special Note:** A lot of the NPC dialogue is written as if you have played the *Web of Deceit* adventure "Button, Button." It is also assumed that the player characters were successful and that the same characters are involved here. In the Players Briefing, for example, there are references to clues gathered during or as a result of that adventure. If you have not played that adventure, or the player characters were not successful, or the PCs are running different characters, you may have to modify the briefing and what the NPCs tell the player characters.

The two adventures in this booklet both revolve around the King Phillip cigarette boat race and are linked in this way. Plus, certain items mentioned to the player characters in "Web of Voodoo" will carry over into "The Spider's Trap." In fact, both adventures are rife with references to spiders and webs. But then, the spy business can get confusing.

The adventures also concentrate on the actions of the NPCs rather than on suggested actions for the characters. Long years of roleplaying have shown that no one can plan for every contingency. Players are infinitely resourceful and imaginative. If you are familiar with the plans of the NPCs' you will be able to improvise when needed.

# Web of Voodoo

## Players Briefing

Perry Fredericks is the supercilious accounting-minded bureaucrat assigned to manage the Orion branch office in San Cristobal. There are rumors rampant that Fredericks was sent here to get him out of the Orion office in New York. He used to be in Accounting, checking expense accounts and expenditures, and clucking a lot as he went over the receipts.

Then he put in for a transfer to Operations. He had the seniority and some field experience, but no one in Operations wanted to put him in the field. However, Fredericks was a protege of Penway, the head of accounting, and Penway had enough pull to get him transferred. So they compromised and had Fredericks put in charge of this new branch office. His cover is as the owner/manager of a souvenir shop called A Bit of Eden in San Cristobal's major resort city of Eden Cay.

It really wasn't a terrible decision. The manager of a branch office has to know everything going on in his area and keep the information straight and concise. He must also be capable of procuring information and equipment for field agents.

Fredericks is a nit-picker and detail-lover; because of this he knows San Cristobal inside and out. But he is still an accountant at heart and everything must be done according to the book and in triplicate. Even now, while giving a briefing, he holds a piece of paper and keeps referring to it, as if his entire speech were already written out for him.

"Apparently, headquarters is very pleased with the way you handled the Dymtrk affair. Personally, I think they were too slow in getting us the information, which is why Dymtrk is dead. All that cloak and dagger melodrama, I suppose.

"Anyway, there have been further investigations into how Dymtrk escaped from Cuba. Our agents there have been looking into how a Soviet solid rocket fuel expert could get away from the Cuban secret service. That investigation doesn't concern us, but there was one bit of information headquarters wanted me to pass along to you.

"Seems in his conversations with the underground, Dymtrk mentioned that he was going to escape Cuba and 'fool the Spider.'

"Considering Web's interest in Dymtrk and the information he was smuggling out, it's obvious that 'Spider' is some sort of code word either for an operation or a contact. With the exposure and removal of Bobby Markham as a Web agent, we must assume someone else will be sent to take his place.

"While this may be a matter to look into at a later time, right now there is another problem you will have to deal with." Fredericks will give a slight smile, this is the closest he has come so far to making a joke with the player characters.

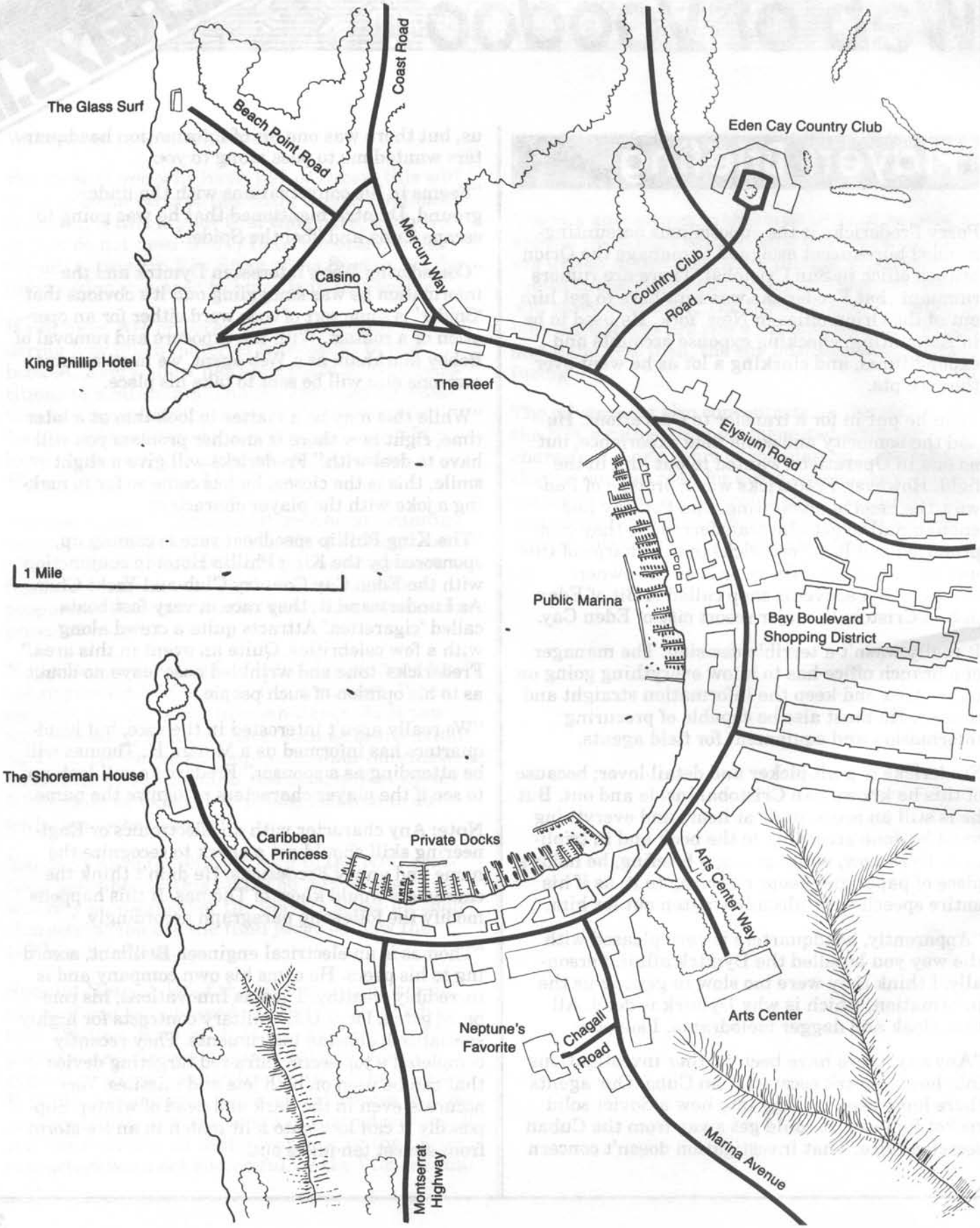
"The King Phillip speedboat race is coming up, sponsored by the King Phillip Hotel in conjunction with the Eden Cay Country Club and Yacht Club. As I understand it, they race in very fast boats called 'cigarettes.' Attracts quite a crowd along with a few celebrities. Quite an event in this area." Fredericks' tone and wrinkled nose leave no doubt as to his opinion of such people.

"We really aren't interested in the race, but headquarters has informed us a Martin H. Thomas will be attending as a sponsor." Fredericks will look up to see if the player characters recognize the name.

**Note:** Any character with an Electronics or Engineering skill should get a check to recognize the name and annoy Fredericks. He didn't think the characters would know of Thomas. If this happens modify the following paragraph accordingly.

"Thomas is an electrical engineer. Brilliant, according to his peers. He owns his own company and is incredibly wealthy. Thomas Innovations, his company, gets a lot of U.S. military contracts for highly specialized, delicate instruments. They recently completed a top secret infra-red targeting device that can be used on both jets and missiles. Very accurate even in the dark and dead of winter. Supposedly it can lock onto a lit match in an ice storm from almost ten miles out.

## Eden Cay


The Glass Surf
Beach Point Road
Coast Road
Eden Cay Country Club
Mercury Way
Casino
Country Club Road
King Phillip Hotel
The Reef
Elysium Road
1 Mile
Public Marina
Bay Boulevard Shopping District
The Shoreman House
Caribbean Princess
Private Docks
Arts Center Way
Arts Center
Neptune's Favorite
Chagall Road
Marina Avenue
Montserrat Highway

"He's also a fan of these races and is sponsoring a boat in this race.

"Obviously, the Web is active in this area involving something to do with missiles. We think they are kidnapping experts in the field and selling them to the highest bidder. There's an enormous demand for such experts in the Middle East. Headquarters thinks there may be an attempt made to make off with Thomas. Your job is to make sure that nothing happens to him.

"Remember that the government of San Cristobal frowns on foreign government agencies operating here. You'll have to be discreet . . . if that's at all possible for you."

Fredericks can provide the characters with a photo of Thomas and information that he will be staying in the King Phillip Hotel.

At this point, the players should take over. They need to plan on how they will handle the surveillance. If they are at a loss, you can have Fredericks make some suggestions. Make sure, though, that he does so in a patronizing way. Fredericks does not have a high regard for field agents—they don't get receipts for rental cars that are blown up or crashed.

The characters could become part of the crowd at the tournament and stay with Thomas and his racing team throughout the adventure. Or they could enter the race, which would be a perfect opportunity for them to try to use the camaraderie between athletes to get close to Thomas in order that the surveillance wouldn't arouse suspicion. Or they could pose as fellow electronics experts and try to befriend Thomas.

Keep in mind the skills needed for these covers. A character who has chosen a cover as a racer will need a good Driving/Boat skill. See the section covering the race for details.

## Administrators Briefing

Of course Web is interested in Thomas. Their ultimate plan depends on getting the most advanced missile components they can find.

**Note:** The Web's plan will be uncovered in the third installment of the *Web Wars* series.

In fact, Web agent Miles Gardner is already in place and has men waiting for orders to grab Thomas. Thomas' cover and base of operations is an artifacts store in Eden Cay called Stand & Obeah. (One day, someone will do a study as to why cute little shops in resort areas must have cute little names.)

The shop deals in artifacts and books on the occult. Most of the artifacts are fake and just sold to tourists, and a lot of the books are laughable for their "authenticity," but visitors like them. Gardner does keep some genuine artifacts and serious reference books in the back room.

It is Gardner's responsibility to get Thomas for Web, but he has been given severe restrictions. After the Dymtrk fiasco, Web feels any operations it launches on San Cristobal will have to be very subtle and covert. That's why it sent in Gardner, his mind works in convoluted ways and he loves organizing complex and intricate operations—letting them unfold like a chess game.

Gardner's intense study of San Cristobal revealed the existence of the Cumananci voodoo cult and their worship of spiders. Gardner does not believe in what he calls "metaphysical mumbo-jumbo," but he does know there are certain drugs and potions developed by voodoo priests that produce strange effects.

So he came to San Cristobal and established his souvenir shop, knowing it would attract the attention of worshippers. And it did.

Gardner soon came to know Dr. Napoleon Remarque, a Haitian doctor of philosophy and student of the occult.

After carefully checking out Remarque, Gardner discovered the good doctor was acquainted with the voodoo priests. Gardner came to the doctor with a deal. If the doctor would help him kidnap Thomas so that no investigation would ensue, he would make the doctor very rich.

All Remarque had to do was use his influence with the voodoo priests to use their knowledge of drugs and potions to simulate Thomas' death and then revive him. Gardner knew that the voodoo priests had the knowledge to make this happen. It is the same chicanery they use to convince followers of the existence of zombies. In exchange for this, Gardner would give Remarque $50,000 in U.S. dollars.

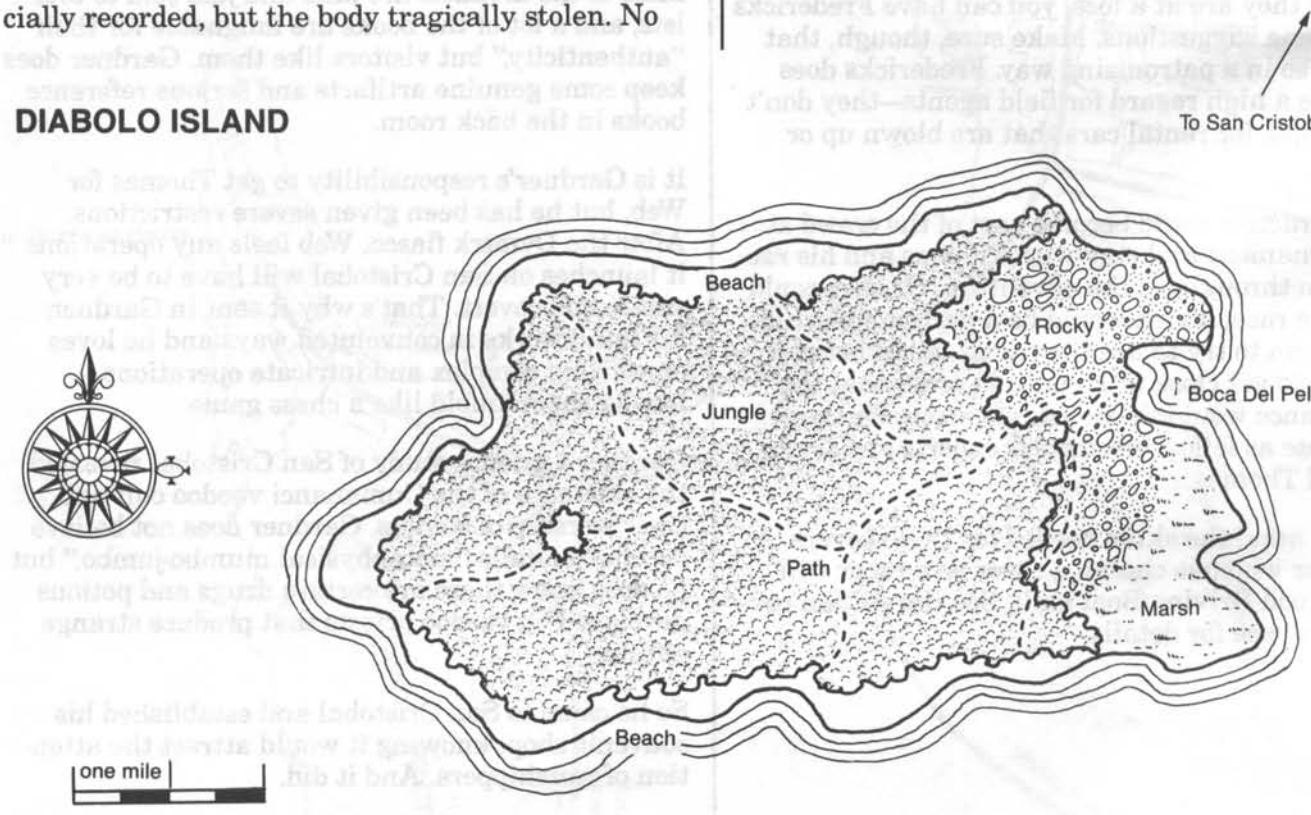
The plan was almost foolproof. Gardner would never mention Web and Thomas' death would be officially recorded, but the body tragically stolen. No one would be looking for the engineer and Web could have him free and clear. All for a fraction of the cost of mounting a major Web operation. The locals work for a lot less than trained mercenaries.

But the best laid schemes and all that. Gardner made two mistakes. The first was underestimating Dr. Remarque. The second was not uncovering one bit of information: Remarque is not just an observer of voodoo, he is the high priest of the Cumananci cult. And he is looking to increase its influence.

He will go ahead with the plan to kidnap Thomas. Then he plans on holding the engineer and offering him up for auction.

This will not do for Gardner, who would rather see the engineer dead (after all, there are other experts on infra-red targeting systems in the world) than have a Web operation in San Cristobal revealed.

**DIABOLO ISLAND**



# Who Do That Voodoo?

One fact must be made clear: Voodoo does not work.

Just as in the real world, there is no mystic power that voodoo taps into and it does not perform miracles or magic. Voodoo is a test of wills between the high priest and his subjects. If someone believes in voodoo, he will manifest the symptoms of any "curse" and be able to overcome physical limitations like being able to walk on hot coals.

Voodoo also makes extensive use of drugs. Hypnotics and hallucinogenics found in roots and leaves and combined in special mixtures can produce "visions," "living death," and invulnerability to pain.

If you are tempted to allow voodoo to work in the **Top Secret/S.I.**™ game, be aware that what may at first appear to be an interesting twist could turn out to be a nightmare of refereeing. If voodoo works, then you may have to allow other forms of magic to work. It could also mean that some player will have his character learn these arcane arts and then you no longer have an espionage game, you have something more akin to horror.

The problems of putting magic into an espionage system aren't worth the imagined play enhancement.

In fact, the Cumananci cult is an entire fiction appearing only in this adventure. All the rituals, artifacts, totems, and beliefs are strictly from the author's imagination and, therefore, cannot work.

All eerie effects in the adventure will be explained to you and to the players eventually. The adventure will avoid any details of the use of drugs and deal with them only in the most general of terms.

## Cumananci

Cumananci is an outgrowth of an African spider cult. There is a martial arts flavor to this cult since it turns to the ways of the spider for a method of bare-hand fighting and for its beliefs.

Followers believe that the spider-god is working through them to build a worldwide network of religion which will bring power to the true believers who will reign (benevolently, of course) over the rest of mankind.

They study and emulate the way of the spider. Building intricate psychological as well as physical representations of webs—some of silk to bring in new members, some of rope to hang enemies.

In Africa, the spider cults were feared by all. Once the mark of the spider was on you (usually noted by having a poisonous spider delivered to your home), you knew you had been named an enemy of the cult and were sentenced to die.

When members of the cult were captured as slaves and brought to the New World, they brought with them their cunning and their beliefs. Many apply the Study of the Web much the way chess players use their strategy skills. In business they are formidable opponents since they know the web must be complete before the spider can be successful.

Their ceremonies revolve around one high priest or priestess. An open grove must be found which the light of full moon can bathe fully. The ground is marked with a pattern of a web. At the center of the pattern is a large pit of fire. In some ceremonies, the pit is filled with poisonous spiders and a human sacrifice is thrown in.

The cult of the Cumananci considers Diabolo Key, the largest of the Rubena Keys, sacred ground and inviolate.

# You Do That Voodoo

Since the power of voodoo rests in how much faith the victim has, it would be difficult to ask a player to roleplay his character being under a curse. Instead, you will have to play it as if the player really were cursed.

The rules for PC/NPC interaction (page 25 in the Administrators Guide) should be used as a guideline. If you know that a player character is heading into a confrontation with the Cumananci cult members, have the player make a WIL check without telling him what it is for.

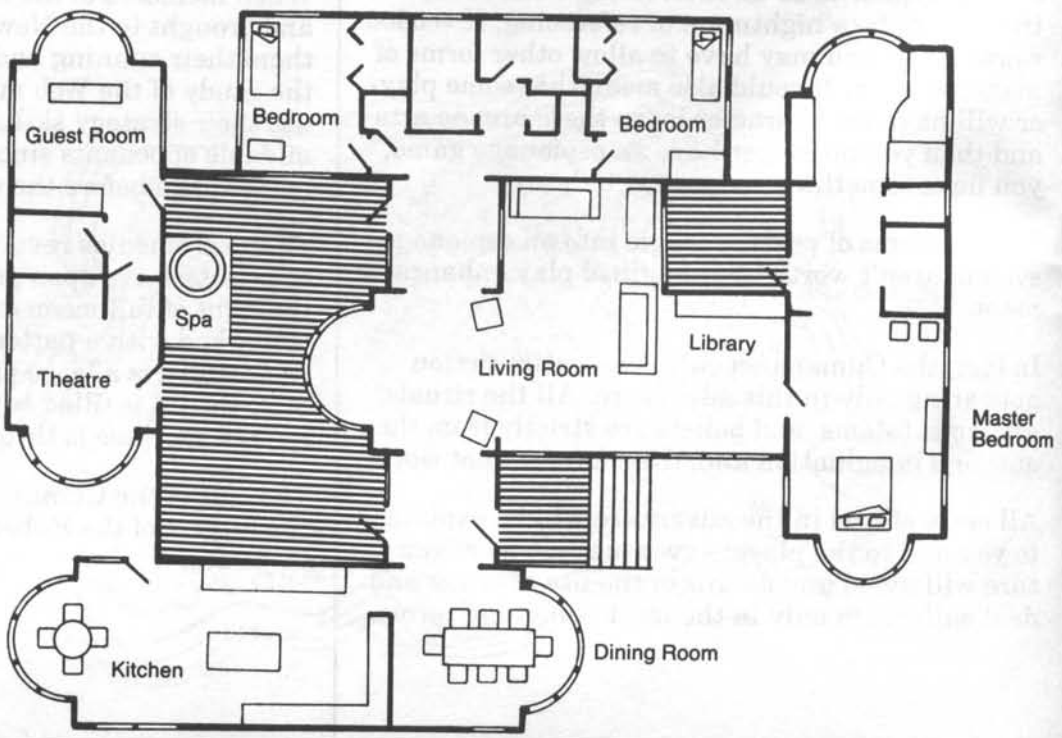
Make a note of the result and go through a WIL check for the voodoo priest or believer. Apply whatever modifiers you feel appropriate. If the roll result shows that the player character may doubt his reason and begin manifesting symptoms of the curse then you should begin your own campaign to convince the player.

For example, if the curse is one of "creeping death" then start out by telling the player that his character is experiencing itching and tingling all over his body. This is caused purely by the power of suggestion and the fact the voodoo priest's or believer's WIL was stronger than the player character's.

Then you will have to await opportunities when character's drink or food can be drugged with hallucinogenics (see page 12 of the Administrators Guide for the effect of these drugs). The tampering will be done by henchman of the voodoo priest using Stealth and Sleight of Hand. Give the player character chances to catch the people who are tampering with his food. If he does not catch them, he will become progressively worse due to the affects of the drugs.

Since voodoo is considered a valid religion in the Caribbean, the people of San Cristobal will not try to convince any afflicted character that he is imagining his ills. Instead, they will try to avoid the

**REMARQUE'S HOME**



character. Going to another voodoo practitioner (like Michelle LaVeau) can be effective. She will know what herbs and drugs are being used against the characters and give them an antidote, along with an involved voodoo ceremony designed to drive away the evil obeahs.

If the afflicted character decides to try modern medicine as a cure, he will have to be subjected to a battery of blood tests to identify the drugs. Since the compounds are natural and hard to detect, this could take a few days or even weeks. And the voodoo priest will send his people into the hospital to further drug the character.

Since TSR and the author both condemn the use of drugs, the type of drugs used will not be dealt with in detail or named. Just assume that whatever effect you want to have happen can be made to happen with the right combination of herbs and roots. But remember to temper your refereeing with logic. If the effect of the drugs is intense (such as inducing constant hallucinations), then they will have to be administered more often by the NPCs, hence giving the player character more chances to discover them.

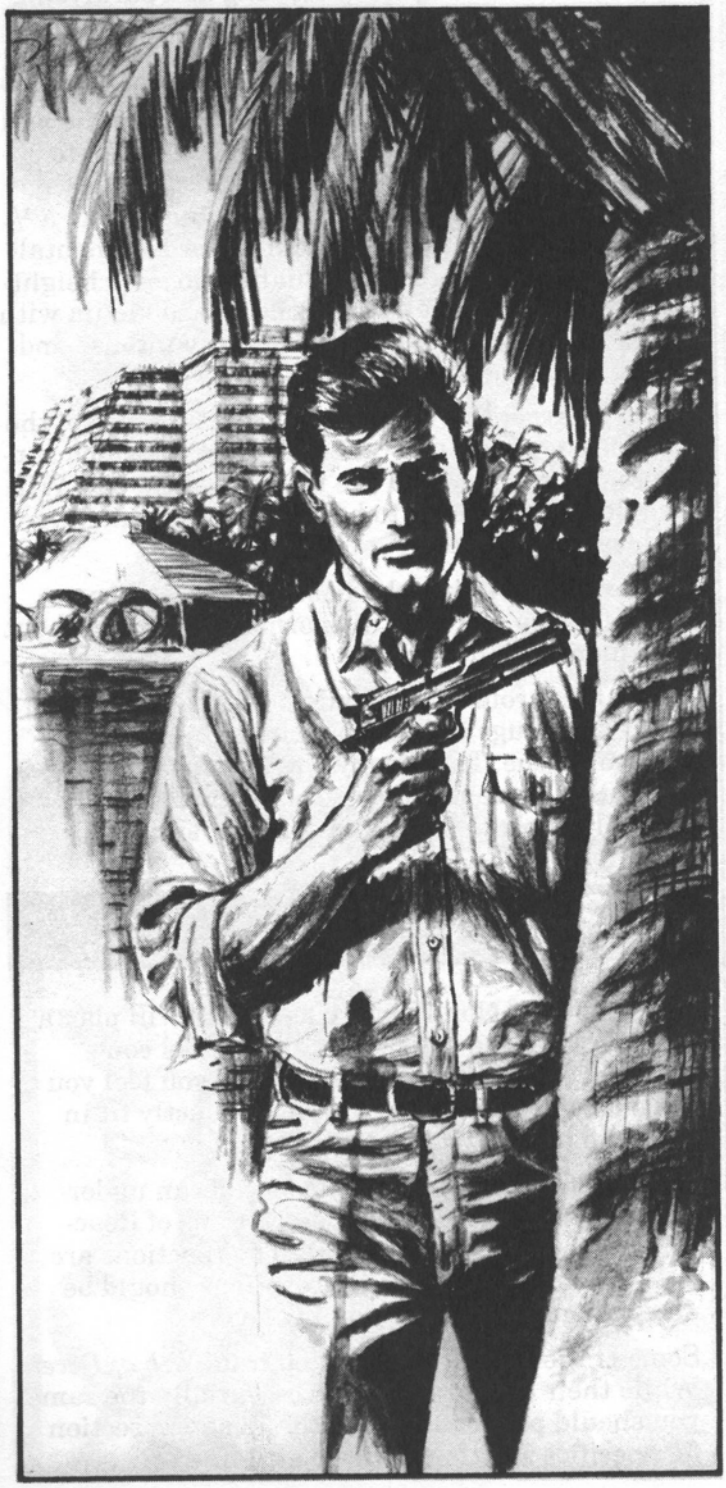
## How to Make a Zombie

There is one drug we will allude to: Datura or the zombie cucumber.

In the hands of an expert, this drug, specially prepared and mixed with other drugs, can induce a death-like state. Assuming the person is dead, the body is buried, only to be recovered by the voodoo priest later. The side-effect of Datura is the sapping of the will of the victim and making him an obedient slave.

Such victims were thought to be the walking dead or zombies.

To make a zombie requires the application of a topical poison that simulates death. Topical means that the liquid form of the drug must come in contact with the skin and works best when rubbed in.



The result is a temporary slowing and paralyzing of the bodily functions so that the victim appears dead to all conventional tests and observations. If the concoction is used on a player character, the character must succeed at a ¼ CON roll or he will succumb. Then he must make a ½ CON roll to survive the drug's effect and live through the physical ordeal. On top of that, he must make a ¼ WIL roll to have come through the ordeal mentally sound. The drug is also a hallucinogenic heightening fear and usually confronting the victim with his worst nightmares. It can get very intense and cause a mental trauma.

Once revived, the victim is fed a paste made of the voodoo cucumber and other ingredients which suppress the memory and the victim's willpower. WIL should be considered to be a value of 5 while the dose is maintained.

Any rescued victim who has been fed this paste must make a roll of ¼ his normal WIL to come out of it mentally intact.

While these rolls may sound unduly harsh, keep in mind that drugs wield a powerful force on the human psyche. This is why we state in the strongest terms that you avoid the use of drugs in real life and only apply them in a roleplaying situation.

## NPCs

The following Non-Player Characters will play a major role in the adventure. Do not feel constrained to use them as described if you feel you have a better idea or if they don't exactly fit in with the tone of your campaign.

Each NPC has a Background so you can understand their motives and a descriptions of Reactions to the player characters. The reactions are only guidelines. The NPC's reactions should be determined by you during play.

Some of the NPCs are repeated from *Web of Deceit.* While their backgrounds are essentially the same, you should pay attention to the Reaction section for specifics relating to these adventures.

**Rules Section**

**Miles Gardner**

| STR | INT | REF | WIL | CON | MOV | DEX |
|---|---|---|---|---|---|---|
| 40 | 60 | 46 | 50 | 49 | 43 | 52 |

| | |
|---|---|
| Sex | Male |
| Race | Caucasian |
| Nationality | British |
| Native Language | English |
| Age | 44 |

Psychology: Cruelty (Low), Loyalty (Average), Passion (Average), Piety (Low), Sanity (High), Selfishness (Average)

Skills: Pistol (4), Basic Melee-STR (3), Cryptography (5), Forgery (3), Surveillance (4), Driving/Automobile (4), Driving/Boat (4)

**End Rules Section**

**Background:** Three years ago, MI6 suffered a severe embarrassment in the intelligence community when it was discovered that the defector they accepted from the U.S.S.R. disappeared with several valuable documents relating to lasers and the strategic defense initiative that Great Britain had borrowed from the United States.

Both MI6 and the CIA have spent a lot of time, money, and manpower trying to retrieve these documents back from Moscow. They'd be very surprised to find out the Moscow is just as eager to find them and the KGB has launched several of its own operations to find the documents.

The plans are in the hands of Web thanks to Miles Gardner. Gardner suborned the KGB agent into working for Web as part of a grand plan to get the documents without any suspicion being aimed at Web.

It was an intricate plan that required a lot of planning and a deep understanding of the human psyche—areas in which Gardner excels. What it didn't require was a lot of funding, since the British were more than happy to foot the bill for the

defection, down to getting the defector the best hotel suite in London.

Is it any wonder that Web leaders love Gardner. He plans everything to the last detail and leaves no loose ends. (The defector wound up as part of the new A1 cutoff about a half-mile along the highway outside of London.)

Gardner's one weakness is his "old boy" attitude and vestiges of the Rule Britannia thinking that underestimates all people except white Britishers, which cost the country the empire. That's probably why he underestimated Dr. Remarque.

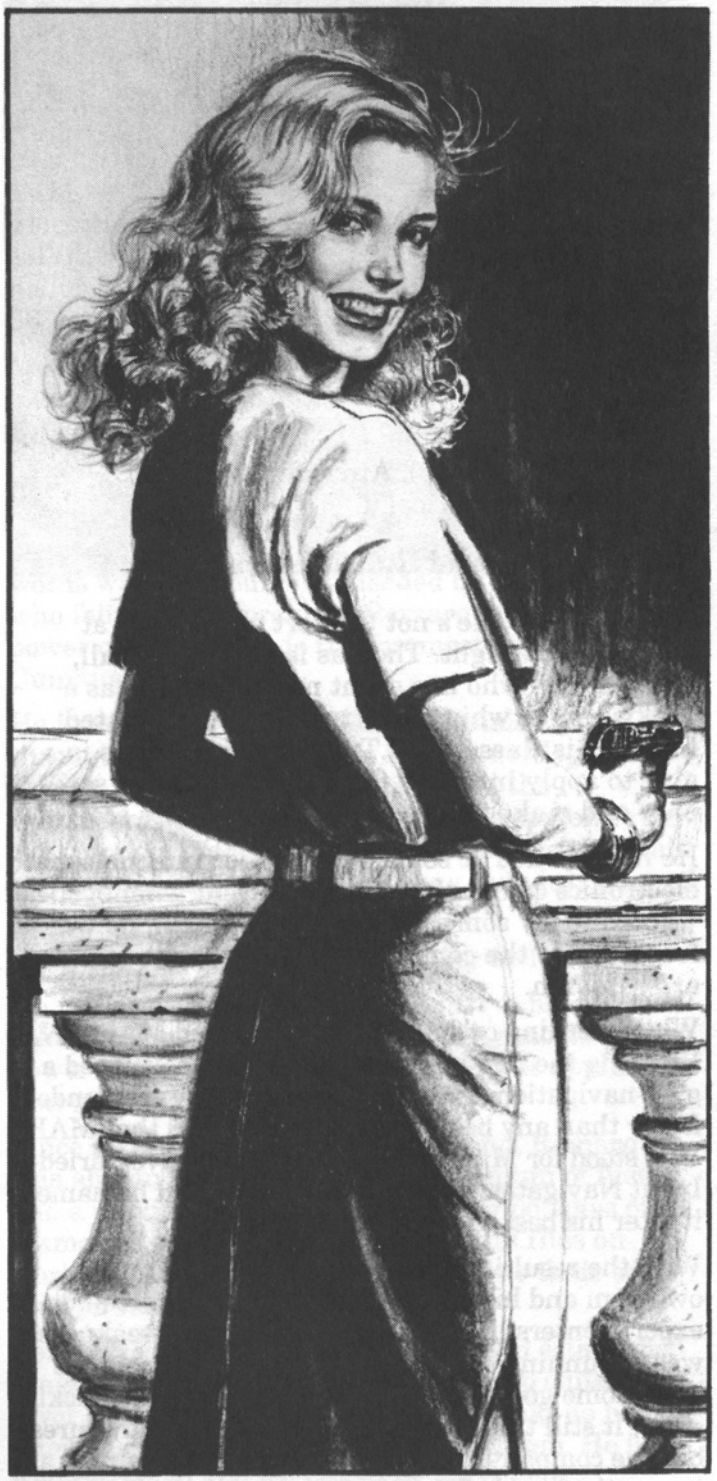
Gardner is prepared to set the pieces in motion as if Eden Cay were a large game board and watch as the tactics unfold. He has no idea one of his game pieces is going to turn the board over. His first indication that something is wrong should come from the player characters.

Shortly after the kidnapping of Thomas, they will likely visit Gardner's shop and, through the conversation, inform the Web agent of the missing body. Gardner will wonder why he has not heard from Remarque and take action as described in the adventure.

**Reaction:** Gardner would rather avoid a fight if he can. He likes to have escape routes prepared and ready to go. If the player characters have shown a remarkable degree of skill and intelligence he will have respect for them as opponents. The chess master does not like to play a novice, it's too easy.

If captured, Gardner will always be thinking of ways out. He would rather maneuver than fight. He will offer deals, but will not give away any of Web's secrets. Of course, his prejudices will have him patronize any player character who is not Caucasian and, if they appear too aggressive to him, he'll treat them with disdain.

If there is no way out of capture, Gardner is quite willing to die or be imprisoned rather than give up Web information to anyone from Orion.



**Rules Section**

**Martin H. Thomas**

| STR | INT | REF | WIL | CON | MOV | DEX |
|---|---|---|---|---|---|---|
| 36 | 58 | 31 | 28 | 33 | 36 | 38 |

| | |
|---|---|
| Sex | Male |
| Race | Caucasian |
| Nationality | United States |
| Native Language | English |
| Age | 33 |

Psychology: Cruelty (None), Loyalty (High), Passion (Average), Piety (Average), Sanity (Average), Selfishness (Average)

Skills: Electronics (5), Aircraft Mechanic (3), Engineering/Electrical (5)

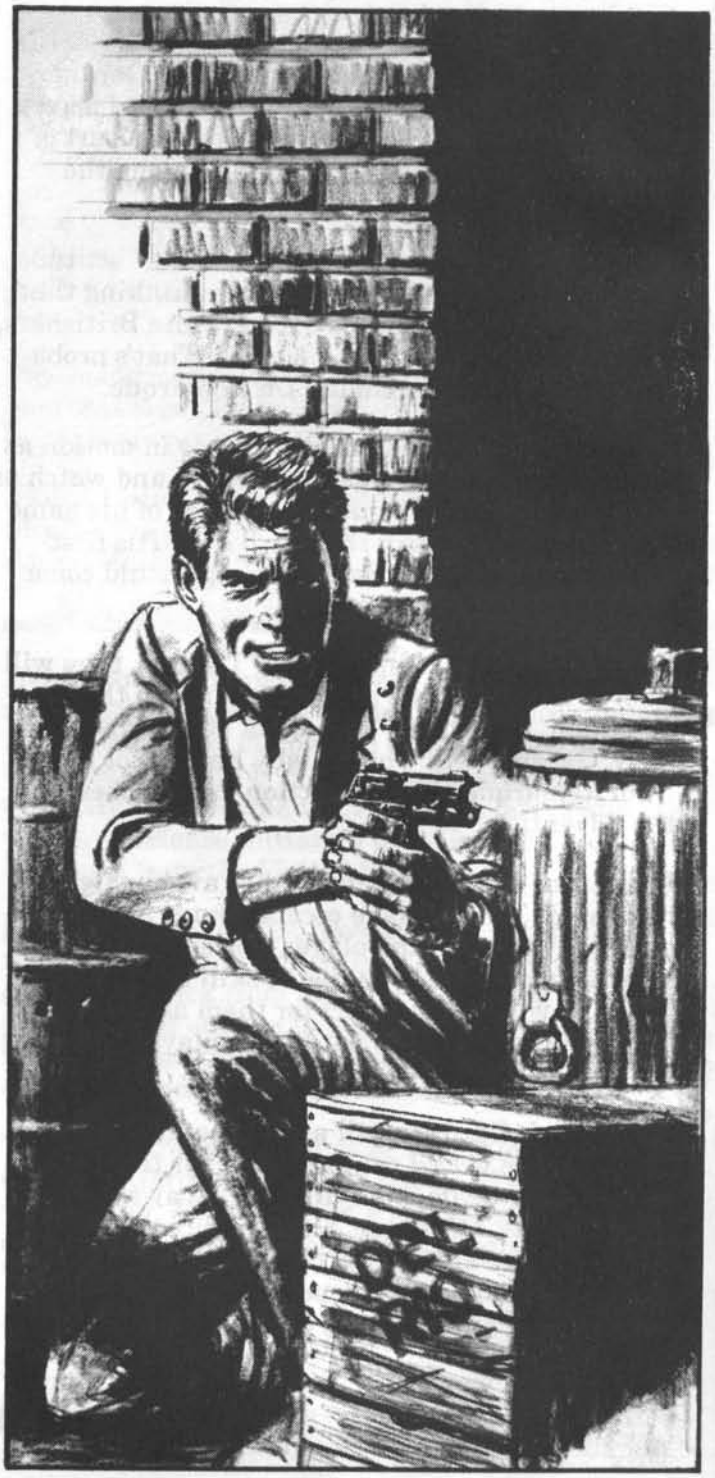
**End Rules Section**

**Background:** He's not the sort you'd want at your side in a fight. Thomas is an affable, tall, lanky fellow who has spent most of his life as a bookworm. A whiz at electronics, he graduated high in his class at M.I.T. But most of all, he is able to apply intuitive thinking to an exact science and make things happen that others scoff at.

He had worked at some of the major international electronics companies, but found that whenever he wanted to try something slightly radical, he was forced to toe the company line and stay to standard research.

While working on his own, he developed MARVIN. By using the new super-conductors, he developed a gyro-navigational system for aircraft that responded faster than any before. (Later, it was said that MARVIN stood for Multi-Accelerated Responsive Varied-Input Navigator. But Thomas always said he named it after his best friend in kindergarten.)

With the resulting fame, he was able to start his own firm and hire people who were tinkerers and experimenters like himself. Knowing his weakness was in running the practical side of a business, he hired some good managers and the company quickly grew. It still turns out a lot of experimental failures, but the company's successes are usually regarded as innovative and brilliant.



Thomas has two passions besides electronics . . . boat racing and horror movies, especially the films produced in Europe during the 60s. When he got to San Cristobal for the race, he met Shelly Knutson and found out about her amateur interest in voodoo, and that there was a voodoo cult on San Cristobal. He became fascinated and even went with her to visit the Stand & Obeah shop. (Gardner almost fainted at his good luck and was tempted to pull off the kidnapping right then and there, but it would have meant deserting his carefully conceived plan which is something he would never do.)

Thomas and Knutson have become very close and may be on the verge of becoming romantically involved.

**Reaction:** Thomas will be very confused if he finds that a secret agent is showing an interest in him. He will not deride the idea of voodoo; he has studied the paranormal and has a healthy respect for what he does not understand.

If he is in danger, Thomas will react as would any untrained civilian. He will be confused and frightened. However, if the WIL check succeeds for overcoming fright in a dangerous situation, he will jump into the fight and do his best . . . as mediocre as that might be. If Shelly Knutson is in danger, he checks at double his WIL.

**Rules Section**

**Dr. Napoleon Remarque**

| STR | INT | REF | WIL | CON | MOV | DEX |
|---|---|---|---|---|---|---|
| 39 | 52 | 40 | 60 | 43 | 53 | 38 |

| | |
|---|---|
| Sex | Male |
| Race | Black |
| Nationality | Haitian |
| Native Language | English |
| Age | 52 |

Psychology: Cruelty (Average), Loyalty (High), Passion (High), Piety (Total), Sanity (Low), Selfishness (High)

Advantages: Obscure Knowledge, Presence, Sixth Sense

Disadvantages: Phobias

Skills: Knife-DEX (5), Oriental Martial Arts (6), Hypnosis (8), Lip Reading (5), Mimicry (6), Sleight of Hand (6), Ventriloquism (6)

**End Rules Section**

**Background:** When "Papa Doc" Duvalier ruled Haiti, he maintained power through the use of force and the peoples' belief in voodoo. When his power base crumbled and he had to leave Haiti, many in his government scurried off in disgrace to avoid being punished.

But not Napoleon Remarque.

Remarque was always content to be out of the limelight and not a power symbol. In the dark backrooms and around the conference tables, his words were scrupulously heeded by men of power who felt awed before him. Remarque's was the power of voodoo. He is the foremost priest of the Cumananci cult.

He is master of the martial arts handed down through the cult. There are the Crane, Tiger, and Dragon techniques of the Orient but the Cumananci takes its moves from the spider. From the trapdoor spider, they take stealth and concealment. From the web spiders, they take intricacy of thought, planning, and patience.

Remarque is a master of the spider technique.

He is also a master showman. Most of his voodoo-related "powers" are the result of hypnosis or the power of suggestion along with a clever application of drugs to the victim.

Since he remained in the background, Remarque was able to leave Haiti with a minimum of fuss and a maximum of money, including pouches of diamonds, platinum bars, and several files on world leaders that will one day ensure their cooperation should Remarque need it.

Remarque arrived on San Cristobal and established himself as a scholar studying the voodoo cults. This cover includes making people believe that he has no interest in the cults beyond studying them. He is well-respected and well-liked by his friends.

Remarque's ultimate goal is a Cumananci dynasty that reaches around the world and dominates the thinking of men. From this power base, he will have his followers take control of governments and he will remain in the background, pulling strings and reaping the riches.

**Reaction:** As long as his cover as a scholar is intact, Remarque will play the part of the affable professor offering up tea and pieces of information. Often he will fall into a lecture tone, especially when the subject turns to voodoo.

If he is asked about the Cumananci cult, he will immediately become suspicious, but hide it. He will deny the existence of the cult, saying it died out more than 100 years ago. He knows there are always rumors about its revival but they are ridiculous. For more on his interaction with the player characters, see the section titled "The Professor's Den."

**Note:** In a continuing campaign, Remarque would make a worthy opponent for the player characters. With that in mind, it is recommended that he escape sometime during the adventure to return one day to bother the characters. His activities need not be limited to the Caribbean, though that is the most logical place for him to operate.

**Rules Section**

**Shelly Knutson**

| STR | INT | REF | WIL | CON | MOV | DEX |
|---|---|---|---|---|---|---|
| 29 | 25 | 30 | 28 | 27 | 33 | 36 |

| | |
|---|---|
| Sex | Female |
| Race | Caucasian |
| Nationality | United States |
| Native Language | English |
| Age | 30 |

Psychology: Cruelty (None), Loyalty (Average), Passion (High), Piety (Average), Sanity (High), Selfishness (Low)

Advantages: Attractive Appearance, Sixth Sense

Disadvantages: None

**End Rules Section**

**Background:** Being nice sometimes is rewarded. Knutson is a very attractive blonde who never really aspired to be anything in life except happy. It wasn't her fault that the president of the company took a liking to her and swept her out of the secretarial pool and into his life.

She was pleasant, had a good sense of humor, and was honest. They fell in love, married, and were very happy for five years until her husband was killed in the Middle East during a terrorist attack.

Her husband arranged everything so that Knutson would be well taken care of. She gets a generous income from a trust fund that will continue for as long as she lives, whether she marries or not. This made her the target of a number of confidence men. They mistook her happy personality for a naive one.

Knutson and her husband honeymooned and vacationed on San Cristobal. When he died, she moved into their luxurious home just outside of Eden Cay.

Knutson likes to have a good time, to party and dance, to be surrounded by friends and happy people. But she is not stupid and has an almost sixth sense about when people are not being honest.

The Sixth Sense advantage listed above does not apply the same as it does to player characters. For Knutson, she should get an INT roll whenever an NPC or player character lies to her to see if she picks up on the untruth.

**Reaction:** Knutson is friendly to everyone. People who are bright and honest and not looking to take her money are always welcome into her life.

If she detects a lie, though, she will start setting up her defenses. She will draw back from the person and try to find out what they are really up to. If she determines that the person is out to hurt her or one of her friends, she will confront them and warn them off.

If she is harassed, her friends in town, including the police, will come to her aid.

**Rules Section**

**Michelle LaVeau**

| STR | INT | REF | WIL | CON | MOV | DEX |
|---|---|---|---|---|---|---|
| 36 | 48 | 44 | 60 | 40 | 40 | 44 |

| | |
|---|---|
| Sex | Female |
| Race | Black |
| Nationality | Haitian |
| Native Language | French |
| Age | 30 |

Psychology: Cruelty (Average), Loyalty (Average), Passion (High), Piety (Total), Sanity (High), Selfishness (Average)

Advantages: Animal Friendship, Attractive Appearance, Bilingual Background (French/English), Obscure Knowledge, Presence, Sixth Sense

Disadvantages: Phobias

Skills: Hypnosis (6)

**End Rules Section**

**Background:** Michelle LaVeau claims to be a direct descendent of Marie LaVeau, the celebrated voodoo queen of New Orleans. And you won't find anyone in the Great Croc Swamp to dispute that claim.

The mulatto woman has coffee-colored skin, flaming red hair, and lustrous green eyes. She is a high priestess of Bongo (voodoo religion) and lives in a shack on an islet in the murkiest part of the swamp. She claims the spirits are strongest there and she can work more powerful magic. Even those who are skeptical still wonder at the fact that this 5′5″ slender woman can survive in that harsh area and that not even the mosquitoes ever seem to bother her.

Her Phobia is her belief in her religion and the magic she and the priests and wizards of other cults can wield. If she is faced with what she thinks is more powerful magic she must make a WIL check as per the Phobia disadvantage (page 25, Players Guide).

The inhabitants of the marsh treat her with the utmost respect and deference and they will protect her with their lives.

LaVeau is the local healer and always has roots, herbs, and potions around to handle infections and disease. She usually accepts food or chores in payment for this service. Anything special, like removing a curse, requires more time and energy and she may request gold or that the person brave the swamp to get her a special plant.

LaVeau loves being a priestess and the reputation it brings her and she plays the part to the hilt. She has such confidence in her abilities that she doesn't even fear guns when she is on her own islet. When faced with a dangerous person, her first line of defense is to use her Presence to entrance them (Players Guide, page 19) while she starts to talk slowly and soothingly to Hypnotize them (Players Guide, page 50).

She does have a pet raven and a pet panther (use tiger attributes). Since the panther is not native to the island it is logical to assume she had it shipped in. The Marshers believe it is the physical manifestation of a spirit LaVeau captured.

**Reaction:** During this adventure, the player characters will be directed to LaVeau as the possible leader of the Cumananci cult by Dr. Remarque. This is utter nonsense since LaVeau would have nothing to do with an evil use of power.

If she feels she has been wronged by the characters, she will use her influence to have the people who live in Great Croc Swamp forcibly remove them from her "domain." If the player characters treat her with any sort of finesse and charm, she can be persuaded to help them by telling them what she knows about the Cumananci.

**Rules Section**

**Perry Fredericks**

| STR | INT | REF | WIL | CON | MOV | DEX |
|---|---|---|---|---|---|---|
| 26 | 37 | 24 | 35 | 28 | 29 | 29 |

Sex: Male
Race: Caucasian

| | |
|---|---|
| Nationality | United States |
| Native Language | English |
| Age | 40 |

Psychology: Cruelty (Low), Loyalty (High), Passion (Low), Piety (Average), Sanity (Average), Selfishness (Low)

**End Rules Section**

**Background:** Fredericks is a stickler for rules and regulations and is a paper-pusher. He is also head of the San Cristobal branch office for Orion.

Everything must be filled out in triplicate and done by the book. Every piece of equipment, ammunition, and petty cash must be signed and sworn for before he will let the equipment go.

He is morally upright and doesn't condone what he calls the "antics" of agents and the "endless troubles and problems into which they always seem to endlessly fall." He is also pragmatic and does not believe in "a lot of barbaric superstition."

**Reaction:** Fredericks' attitude toward the characters will be like that of a stern father. His demeanor should always be superior and slightly sneering, especially if the characters get into trouble and he must come in and bail them out of jail. (A very likely prospect considering the attitude of the island government toward spies.)

He will definitely try to dissuade the player characters from following up any lead that smacks of voodoo and will even deny them funds or equipment to keep them from "making fools of themselves. After all, we do have the integrity and reputation of Orion to consider."

## A. The King Phillip

The King Phillip is the most expensive hotel on San Cristobal and worth every penny. The rooms are luxurious and the penthouse, with views of both the bay and the ocean, is positively sumptuous.

The hotel was built by a large hotel chain under the close scrutiny of the government of San Cristobal. The hotel also manages the Casino in Eden Cay. Technically the Casino is under the direction of the government, subcontracted to the hotel.

Only the very well-off can afford to stay at the King Phillip. Guests enjoy use of all the hotel facilities including the heated pool, fitness center, and restaurant. They also enjoy guest privileges at the Casino and the Eden Cay Country Club.

The nouvelle cuisine of the Queen Isabella restaurant is magnificent and the hotel often features special menus celebrating particular cuisines from around the world. The restaurant is styled in subdued baroque and features a string quartet "to encourage smoother enjoyment of the meal and the beginning of a special evening." At least that's what the brochure says.

On the top floor of the hotel is the Estrella lounge, a very popular place for both day and night dining. A buffet lunch featuring local seafood, delicacies, and Creole cooking alongside caviar and truffles is considered by many to be the highlight of their stay at the hotel. The view of the beach and the harbor affords a vista of sailboats, motor yachts, and tanned bodies that is unmatched.

Dinner at Estrella is served until 9 p.m. when it becomes a dark, intimate jazz club with a reggae flavor. On the nights when the moon is full, or close to it, with the lights dimmed, the view takes on an eerie quality, with the white topsides of the boats in the marina clearly outlined and the light sand of the beach occasionally broken by the dark shadow of a night stroller.

The hotel is the centerpiece for the annual Pirates' Regatta when sailboats from all over the Caribbean come to unfurl sails and join in a magnificent display of sailing encircling the island. The King Phillip is also known for it's marvelous terrace which is made of different colored stones that form a large abstract mosaic that can be admired from the penthouse.

Right now, the hotel is abuzz with activity getting ready for the cigarette boat race. The marina is filled with these long, sleek, muscular-looking craft. When all the engines are running, the noise can be deafening, but no one (except maybe Fredericks) seems to mind.

There are some film stars and a scattering of millionaires in the crowd, but they are not swamped by admirers or fans. The laid-back lifestyle of the island combined with the discretion-inspiring atmosphere of the hotel precludes this. If some overeager fan starts a ruckus, he is quietly steered away by the hotel staff so the celebrity is undisturbed.

## B. The Odd Couple

In order to find Thomas, the player characters will have to blend in with the jet-setting crowd. They will have to suffer through a steady flow of cocktail parties, beach barbecues, twilight buffets on the veranda, and other happy times. (Fredericks will have some comment about the "tough and dangerous life of a field agent.")

Though the characters should have no trouble finding Thomas, you can have them suffer through as many of the above functions as you think they can stand before locating him at a party at poolside or at some other festive affair.

When they do, he will be in an animated conversation with Shelly Knutson. If the characters get close enough, they will be able to overhear the conversation which centers around the occult, voodoo worship, and cults throughout the Caribbean. Thomas and Knutson are hitting it off well.

A character can, of course, feign an interest in the occult. To be successful, the character must succeed at a Anthropology/Psychology/Sociology or Philosophy/Religion check or ½ Stage Magic check. Or they can get a check against their Obscure Knowledge advantage as per page 18 of the Players Guide. However, the check is only ¼ INT, not ½.

The following encounter will occur whether the characters introduce themselves or not. If they have been reluctant to intrude on Thomas and Knutson, though, this will be a perfect opportunity.

In the middle of the conversation a swarthy, handsome man accompanied by two muscular men will break into the conversation. The handsome one is Vitor Carcavera.

He will ignore Thomas and concentrate on Knutson. He is a charming man, but there is something cold about his manner. It seems that Knutson and Carcavera were an item for a while and Carcavera still thinks he has ownership of the lady. He will ask her why she has not returned his calls, and that he knows she has refused the flowers he has been sending.

Knutson will make it very clear she does not want to talk to him, but Carcavera will insist. Thomas will attempt to step in and protect Knutson by forcing Carcavera to back down.

This is a mistake. Carcavera will not soil his own hands, but with a head gesture, he will have his bodyguards step in and try to remove Thomas. Thomas will protest and struggle, but he is clearly outmatched.

Whether the characters have done nothing up to now or become friendly with Thomas, they will likely intervene. Depending on how the characters handle the situation, a fight could ensue. Because it is a public place, you should discourage gunplay. Carcavera's men will not pull out any weapons, preferring to do their work up close and personal.

During the fight, the characters should have ample opportunity to notice that the two thugs both have the same tattoo on their right forearm. It is a spider.

The fight can be stopped easily enough. Carcavera's thugs will stop the moment he gives the order. He does not want to cause too much of a scene or draw attention to himself. He will call his men off and intently study the characters, as if memorizing their features for future reference.

If Knutson is asked about Carcavera, she will just state that he is "some hotshot who thinks he can buy whatever he wants. He's here sponsoring some boat in the race. He's staying here in the hotel, penthouse, I think."

Other than that, she knows only that he is rich and has no idea of his source of income. She will then administer tender loving care to Thomas,

ignoring any injuries the characters may have incurred. After all, she is not attracted to the characters.

**Note:** Carcavera and his men have little to do with this adventure. However, they are the main NPCs in the second adventure in this booklet. Carcavera leads a double life: rich playboy and drug smuggler. As a smuggler, he is known as El Araño. If you need their Character Attributes or other information, you can find them in the second adventure.

## C. Romance Isn't Dead, Just Bored

Thomas and Knutson are planning a full day of touring the little shops around Eden Cay. They'd "love for (the characters) to come along, but you'd probably just be bored."

Obviously, the budding lovebirds would rather be alone.

But orders are orders and the characters will have to find some way to stick with them. If the characters cannot convince the lovebirds to let them tag along (see PC/NPC Interaction starting on page 25 of the Administrators Guide), they will have to resort to Shadowing, Stealth and Surveillance.

This could make for a long afternoon. Thomas and Knutson have the typical tourist mentality and want to take in a lot of sights, ooh and aah over the "quaint local people" and take a lot of pictures, especially of each other. Even though Knutson has lived in Eden Cay for a while, she is happy to be "rediscovering the mundane" through Thomas' eyes.

The only interesting stop they make is at the Stand & Obeah occult shop. Inside they will spend a lot of time in intense conversation with the proprietor, one Miles Gardner. They can easily be observed from the street through the shops large glass windows.

If the characters go into the shop, Gardner will maintain his cover as a slightly eccentric shopkeeper with an interest in the occult. You should determine whether he recognizes the characters or if they have a slight chance to recognize him. (Any such chance should be very slight since Gardner has kept in the background for most of his career.)

Gardner will explain that "the man and charming lady came in to discuss buying some local artifacts. Nothing major, just some amulets and statues. Oh yes, Mrs. Knutson has been in here a number of times, ordering rare books and asking about magical items and voodoo alchemy. Really, I think sometimes, she should be running the shop, not I."

The couple will end their afternoon with a quick couple of sets of tennis and then head for the showers promising each other that they will meet later for dinner.

They won't.

## D. Rubbing Him the Wrong Way

After his tennis game, Thomas likes to unwind with a swim, hot shower, a few minutes in the steamroom, and a rubdown. All of which are available at the hotel.

A character may try to join him under the pretext of a coincidental meeting after a workout in the hotel's fitness center and try to become more friendly.

No matter what topic the character brings up, Thomas' conversation will center around Knutson and the great day they spent together. He will go on and on about what a wonderful woman she is and so knowledgeable about things.

Once on the massage table, Thomas will continue to have a dreamy look in his eyes, but will fall silent, giving himself totally over to the expert manipulations of the masseur.

Sometime during the massage, give the player character an INT check to notice that Thomas is being a little too quiet. A quick look will show the engineer lying very still with the blank expression and unfocused gaze only the dead seem to have.

If the character is fast enough, he will get a glimpse of the masseur walking quickly but confidently out the door. The player character's masseur will be watching innocently. Thomas' condition hasn't dawned on him yet.

The character can give chase to the masseur, but remember, the character will only be wearing a towel around his middle. And bare feet will hinder him as he tries to run across the hot pavement.

Should the characters opt to wait for Thomas outside the massage room, they will see the masseur, a black native, slip out the door and, a few minutes later hear some hubbub inside and cries for an ambulance and doctor.

Thomas will be pronounced dead on the scene. Cause of death—unknown.

## E. Haranguing Around

It would be fair to say that Perry Fredericks will not be pleased with the characters' performance up to now. The ultimate responsibility for making sure Thomas was kept safe fell on him, and he will not like having such a black mark on his record. "And what of Thomas," he will add as an afterthought, "the poor chap's dead!"

He will ask for a full and immediate oral report on the assignment. Which will give you a chance to make sure the players have picked up on the following important items:

1. Carcavera and his thugs who have the tattoo of the spider on their arms.

2. The visit to the Stand & Obeah shop.

3. That Knutson is knowledgeable about voodoo.

If the players have missed any of this, you can subtly remind them. When playing the part of Fredericks, you can keep asking for information to jog their memories. If they still fail to remember, you can ask more pointed questions using the excuse that Fredericks "heard about some fight at the hotel" or "what is this woman's interest in a second-rate occult shop" or some other pretext.

By now, the players should be suspicious of Knutson and want to talk to her.

## F. Tough Knutson to Crack

**Note:** The adventure assumes that the characters will go to interview Knutson on the night of Thomas' death. If they are thinking of waiting for the next day or going somewhere else first, there is little you can do except improvise. What is important is that you get some mention of the "bright light from a moon only a few days from full" somewhere into your description of that evening's events.

Knutson is sitting alone on the terrace of the King Phillip, the pile of tissues on the table give evidence to her bout with tears and a few empty glasses show she is trying to dull the pain. Of course, it could all just be a sham.

Knutson is genuinely upset, she had only met Thomas that day, but he was a "very nice guy" and treated her with politeness and respect. "It's not like we were in love or anything, but we had a lot of good laughs and some interesting talk. He knew a lot about the Caribbean and we were going to go sailing tomorrow."

She will not hide her interest in voodoo or that Thomas shared it with her. She has no reason to hide it.

Refer back to the Reaction notes under her character description. If you feel that the characters are interrogating her too strongly or she has a negative reaction roll to them, she will clam up. This could be misinterpreted by the characters as a sign of being guilty. If they assume this, do not try to dissuade them. It is up to the players to figure out who is lying or telling the truth.

If the characters hint that Carcavera may be connected with Thomas' death, Knutson will have to think about it for a few minutes, but she will conclude that he couldn't have anything to do with killing someone. But then, she couldn't conceive of anyone having anything to do with killing another person.

Sometime during the conversation, Carcavera will appear to offer his condolences and the use of his guest bedroom if Knutson "doesn't feel like staying alone tonight." Knutson will decline the offer.

If the characters decide to Shadow Carcavera they will find it an elegant experience, but unproductive. He will dine at the Queen Isabella restaurant with friends and a few beautiful ladies then go back to his penthouse.

During the meal, he will be joined by a pair of men, one Caucasian, one Hispanic. Both of them will be well dressed and they will have an intense conversation. A successful ¼ INT check will tell the characters that the two men are armed. The pair will not stay long, but return to their rooms in the King Phillip.

**Note:** The two men are also part of the second adventure in this booklet.

Not much else will happen that night. In the morning, a messenger will arrive with a package for the characters. It is gift-wrapped. When opened, it will be a simple item from the Bit of Eden gift shop with a note from Fredericks. It seems Thomas' body disappeared from the morgue sometime during the night.

## G. The Morning After

Fredericks is in a tizzy. Bodies are not supposed to vanish and he wants to know why this one disappeared. In order for the characters to find out they may have to make a few stops.

Thomas' body was taken to the morgue at the Eden Cay Municipal Complex. Nowhere do the words "Police Department" show on the building. That might be admitting there was a chance of a crime occurring in this tropical paradise.

The police and morgue officials are in almost as great a tizzy as Fredericks. They are not eager to talk to strangers about the disappearance, so the characters may have to use some strong persuasion.

If the characters are successful, they will find that all the officials have been able to determine is that the morgue attendant fell asleep sometime during the night and when they found him unconscious in the morning, the body was gone. They had a problem waking the attendant and he was sent to hospital for tests for drug or alcohol use and could lose his job.

They can't understand why the body was taken. "After all," whoever the characters are speaking with will say, "this isn't Haiti." If asked what he means, the person will reluctantly admit that "sometimes bodies would disappear in Haiti when they were stolen by one of the voodoo cults there for some ceremony or when the dead person was supposed to be brought back as a zombie. If you believe that sort of thing."

**Note:** If you are playing all the Web Wars adventures in order, this could be the second time the characters have visited the morgue. The first was in "Button, Button" in *Web of Deceit.* Make a note if this happens since it comes into play in *Web Wars*, the third installment of this series.

The characters know of two sources of information about voodoo: Knutson and the Stand & Obeah shop.

If they return to Knutson, she will be able to tell them very little except that, yes, sometimes bodies are taken for ceremonies, but she will insist she does not know of a cult on San Cristobal that uses corpses in their rites.

If they return to the Stand & Obeah shop, Gardner will feign limited knowledge and refer the characters to Dr. Napoleon Remarque, a local

scholar and student of voodoo and the occult. He will give them the doctor's address. It is about an hour's drive outside of Eden Cay.

The main purpose of the day's activities is to get the characters to visit Dr. Remarque's home. If you cannot do it in the way described above, you can have the name casually dropped by Knutson or mentioned by the police as the local authority.

If the characters are sent by Gardner, he will call Dr. Remarque to warn him of the characters' impending visit. Then he will take steps to eliminate the characters (described below).

## H. The Remarque-able Doctor

Whether the characters arrive with a cover story or not will make no difference to the good doctor. He will greet them amiably and bring them into his living room and offer them refreshment. He will be especially charming to any female characters.

"I get so few visitors. Mostly letters from dusty dry scholars all looking for a quote to put in some sub-standard thesis or article to appear in a pseudo-scientific journal." Then he will excuse himself to arrange for refreshments.

While he is out of the room, the characters will have a chance to look around. The room is filled with statues and items relating to the practice of voodoo. If the characters show any interest the doctor will be happy to show them around.

On the wall are the typical elongated African masks with starkly painted faces representing the various gods from tribes around the continent. Shelves are lined with statues and carvings. In many cases the over-emphasized expressions and anatomies make it clear which ones are for war, peace, love, revenge, etc.

On one wall is a collection of knives of all sizes and lengths. They are ceremonial daggers used in rituals requiring carving and bloodletting. Mostly an animal is offered to the gods to gain favor and earn their help.

In the corner is a set of three drums of different sizes. Remarque is especially proud of this collection. The three drums are typical of those used in ceremonies. The small one is called "the baby" and produces "the plaintive sound of pleading with the gods." The larger one is "the papa, and causes a strong sound, played rhythmically to keep the dancers moving in order." The largest one is "the mother, voodoo is a matriarchy for the most part. On this one is played the feelings of the believers." He will begin to pound out a rhythm that increases in tempo. "The hearts of the believers begin to speed up in sympathy with the playing of the drum until they are whipped into a frenzy and their very beings reach up to the gods and demand attention with their devotion."

Over the fireplace is a very ornate mask. It looks to fit over a man's head and the front forehead over the eyeholes has eight red circles. Down where the wearer's mouth would be the mask is open with the cheeks of the mask trailing down with a jagged edge on each side. Coming off each side of the mask are four black feathers. The eight red circles are the eyes. The jagged cheeks are the mandibles. The feathers represent legs.

This is the mask of the high priest of Cumananci.

Of course, Remarque will not mention this little tidbit. He will explain that he has been researching it for years and found no reference. He is beginning to think it is a fraud he paid too much for back in Africa.

"Of course, all the power of voodoo is in the mind of the true believer. A lot of magical actions combined with some drugs and you can convince people of almost anything."

Remarque will gladly give a superficial description of the making of a zombie as described in the Administrator's Briefing earlier in this adventure. He knows that, in practiced hands, the drugs can produce some amazing effects.

If the characters spell out the entire situation to him, he will tell them that it sounds like the fabled Cumananci tribe—the Spider's Cult. (This will confuse the players some more, and should.)

He will give a brief description of the cult (give the players a cursory explanation based on the one given in the Administrators Briefing) apologizing for his lack of knowledge. He had hoped to investigate the cult but could not find a trace of it.

**Important:** He will not mention Diabolo Key. Instead, he will tell the characters that he has heard that the priestess of the Cumananci lives in the Great Croc Swamp. Her name is Michelle LaVeau.

Ignorant of Gardner's plan to eliminate the characters, Remarque has decided to use the subtle approach. By telling them about Michelle LaVeau, he expects them to venture into Great Croc Swamp. He is sure that the inhabitants there will make short work of the characters.

Once again apologizing for not being a lot of help, he will show the characters to the door and bid them a safe journey.

## I. Neat, with a Fear Chaser

Of course, Gardner's and Remarque's worries will be solved if the characters are killed while returning to Eden Cay. So if Gardner's hirelings manage to kill them on the road, the adventure will be over. The characters should do everything possible to avoid this.

The hirelings are Generic 35 Thugs. The driver has a Driving/Automobile skill level of 5 and a DEX of 40. Use the Police Car attributes from the Equipment Inventory for their vehicle. The vehicle does not look like a police car, of course, so the

characters may be lulled into a false sense of security if they think they have a faster car.

The hirelings will attempt to kill the characters by running them off the road and by firing at them. They are armed with Uzis or 20 gauge shotguns (your choice) and Walther P-38s.

There is no Chase Flow Chart provided for this encounter. The roads are well kept and not very dangerous. If, in your opinion, the chase is too easy, you may throw in a tour bus that must be avoided, or a hairpin turn that must be negotiated. The main danger here is from the hirelings.

## J. Swamped with Work

Assuming the characters survive the chase, their biggest worry will be getting Fredericks to give them the equipment to get into Great Croc Swamp. He will not be very happy about using Orion funds for looking into a lot of "superstitious nonsense" and the characters will have to do some heavy persuading to get his help.

There is no accurate map of the swamp available, only the inhabitants know their way around well enough to be of any help. Give the players a brief summary of the most obvious information contained in the next section and let them decide how to proceed.

When the characters return to Eden Cay, word will get back to Gardner. When he realizes that his plan to eliminate them has failed, he will call Remarque and demand to know what he told them.

The doctor will chuckle patronizingly and explain that the characters will never leave the swamp alive. Outsiders, especially nosy ones, are not welcome, and when people are not welcome in Great Croc Swamp, they only leave it in little tiny pieces.

If the characters tell their plans to Knutson she will want to go along out of both curiosity and interest in Thomas' fate.

## K. The Great Croc Swamp

Along the east coast of the island, which gets the most rain, is Great Croc Swamp, named by a European visitor who did not know the difference between an alligator and a crocodile.

Later, someone had the idea of importing crocodiles to make the swamp a tourist attraction. The result was that soon the swamp was hip-deep in ravenous reptiles. Bounties were placed on the creatures and hunters went crazy. The reptiles were almost wiped out. The bounties were removed.

But the hunters had found another outlet for their product and were dealing with foreign concerns that turned the skins into shoes, handbags, and other items for the people who can afford to wear dead things on their backs.

This is not exactly an industry listed on the international stock exchanges since the swamp is a national refuge and the animals are protected by law. Anyone found killing the reptiles is dealt with harshly by the law.

This does not stop the local entrepreneurs, who risk life and, literally, limb to capture the reptiles. Some residents of the swamp have found another sideline. They are allowing drug smugglers to use the swamp as a rest stop for their weary runners.

The Rio Negro cuts through parts of the swamp. Boats laden with contraband pull upriver and are quickly guided through the masses of mangroves by the locals to hiding places where the authorities cannot find them. The smugglers get a rest and supplies and are on their way, minus some gold, which is the best form of payment.

The government has sent a few people in to investigate. Many were never seen again. A part of one agent floated out of the river into the ocean.

The residents of the swamp (called "Marshers" or "Marsh-ians" by the rest of the island) are very proud people. They are descendants of escaped slaves from the 18th and 19th centuries' ships that sailed through the area. They are African in appearance with wide noses and high cheekbones.

The swamp is a place where only the strong survive. Any residents the characters encounter should have slightly higher physical attributes than the average citizen.

As stated above, there are some residents who have gone into business with drug smugglers. Most Marshers keep to themselves and don't bother with the rest of the island. They have their own set of laws based on their needs and survival. No one trespasses on another's property or possessions. And all outsiders are seen as interlopers.

They admire honesty and are expert hagglers and like nothing better than to indulge in spirited negotiations. Even if a Marsher feels he is being underpaid, he will be content if he feels he was cheated through "honest haggling." Like most people living in an isolated environment, they put a lot of stock in promises and debts.

"Lie to a Marsher once, you may never lie to another again" is an island saying. It refers to their quaint practice of dealing with liars by introducing them to some hungry alligators. Also, they do not want to owe anyone anything. A Marsher in debt is not his own boss and he will attempt to repay a loan or a kindness as quickly as possible. He is equally eager to repay a wrong done to him.

## L. Finding LaVeau

There are two ways to find Michelle LaVeau. Either you bribe the locals into taking you close enough to her. Or you keep looking until she decides to find you.

The characters can go in by car, but will soon find the rutted, muddy roads impassable. They will have to find a local who will help them. If you own *Web of Deceit* you can use Nokomo as a possible NPC guide. Otherwise, create a generic NPC to interact with the characters.

If they go in by boat from the ocean, they can wander about for days without finding her. The same rules apply here—the characters will need a guide.

Eventually, LaVeau will hear about some outsiders who are looking for her. She has been feeling "strange vibrations" the last few days. As if something big were about to occur and will tell the inhabitants to bring the strangers to her.

The inhabitants will either ask or force the characters to accompany them on one of their air boats and take them to LaVeau.

## M. The Island of Michelle LaVeau

When the characters finally reach LaVeau's home, they might be very surprised.

The shack, though solid and sturdy, is nothing to write home about. It is set on an island in the middle of the swamp that never seems to flood, not even during the heaviest rains.

The most striking feature will be LaVeau herself. Refer back to her description in the NPC section and her use of Presence on people. She will always be affecting an attitude of calm assurance. She is sure nothing can hurt her, especially on her own ground.

She will want to know what the characters want of her. Why have they entered the swamp?

If they give her a cover story, she will only be amused, as she is amused by everything in what she calls the "mundane world."

She will be genuinely interested if the Cumananci cult is mentioned. LaVeau can be considered a white witch, her spells and potions used for healing and protecting the people in the swamp. When she hears about the Cumananci, she will be very concerned and attribute it as the cause of the "strange vibrations" she has been feeling of late.

If the player characters have convinced her that they are opposed to the Cumananci, she will agree to help them by sharing all she knows, including a detailed description of the unique head mask of the high priest. The one hanging over Remarque's fireplace. She will also divulge the fact that the rites of the Cumananci must take place during a full moon.

**Note:** Exactly when the night of the full moon occurs depends on when this conversation takes place. If it occurs at night, the full moon will be the next night. If it is during the day, the full moon will be that very night. Use your judgement. Give the characters enough time to reach Diabolo Key, but don't let them do it at a leisurely pace.

LaVeau will explain that during the rite, the high priest of Cumananci uses the power of the spider god to raise a dead man as a zombie. It is a sign of his power. Sometimes enemies are sacrificed to the god. And all this takes place on Diabolo Key.

## N. Uninvited Guests

Gardner had no faith in Remarque's prediction that the inhabitant's of the swamp would kill the characters, so he took out insurance. He sent in his own men. They brought in their own air boat and beat up one of the inhabitants to convince him to lead them to LaVeau.

They can show up whenever you think it is wise or necessary.

If the characters are having a hard time convincing LaVeau of their sincerity, the thugs can show up so the characters can save LaVeau from being killed and earn her gratitude. Otherwise, they will show up just after she has told the characters about the Cumananci cult.

Since the swamp is too shallow in spots to allow for a standard propeller boat both the characters and the thugs will have to arrive in an airboat.

**Rules Section**

**Air Boats**

| Max Spd | Accel | Handl | Brake | Prot | #Pass | Range |
|---|---|---|---|---|---|---|
| 25 | 5 | +5 | 10 | -10 | 5 | 120 |

These boats are flat-bottomed and moved by a giant fan that pushes them along the surface of the water. They are common sights in swampy areas like the Florida Everglades. One man sits in a raised chair and operates two hand controls and two foot controls that move the baffles behind the fan and direct the force of the air to steer the boat.

Anyone directly behind the boat will experience a loss of vision due to having to squint because of the rushing air.

**End Rules Section**

When they arrive, the Thugs will be out for blood. Their orders are to eliminate the characters and any witnesses. They will not be squeamish about killing LaVeau. Whether they arrive and charge in or try to sneak up on the characters is up to you. Either way, it will certainly result in combat or a chase.

Use the same Attributes and weapons as the thugs who tried to run the characters off the road, but substitute Driving/Boat for Driving/Automobile.

## O. Swamp Chase

There are a few roads through the swamp. The swamp chase flow chart is on p. 30 of this book.

The water level in the swamp is too shallow to let anything larger than a recreational powerboat or cruiser to go further than 100′ in from the ocean. Use your own judgement, but remember there are a lot of sharp turns and underwater obstacles that will rip out the hull of a vehicle needing a deep draft.

**Rules Section**

**Alligators/Crocodiles**

| Con | Mov | Com | Dam |
|---|---|---|---|
| 67 | 110 (land) | 55 (bite) | 2d6 (bite) |
| | 13 (water) | 40 (tail) | 1d8 (tail) |
| | | 60 (thrash) | |

**Note:** The above does not mean the reptile can only attack with its bite while on land. It just breaks up the categories based on the terrain.

Combat with one of the tenacious reptiles is a kill or be killed situation. Many believe that alligators and crocodiles are not dangerous when on dry land. In fact, the reptiles are very dangerous on land, and can run very fast in very short bursts. Any chase will last only about five rounds before the reptile decides the character isn't worth it.

While on land, the reptiles have a Stealth chance of 35. In water, their Stealth becomes 78 because of their near-perfect natural camouflage and silent mode of swimming.

When in combat, the reptiles can attack with tail and bite. On land, they will bite and try to bring whatever is closest to the ground, wounded prey being easier to attack. A tail attack will be to trip the victim whereupon the reptile will turn and attack with its bite. Once its prey is unconscious, the reptile will attempt to drag it back into the water.

If combat is taking place in water, the reptile will turn to grab and rip a large chunk out of its victim. Or will whip the prey with its tail. Then try to drag the prey down to the bottom to drown it. Once dead, the prey is pushed between some large rocks or mangrove roots where the reptile can return for a meal when needed.

To fight back, a character can shoot, (wise choice, but not always possible) run, or engage hand to hand (too many Tarzan movies).

To fight a crocodile, the character must get a Hold on it (see page 77, Players Guide). If the player character just goes for a hold and is successful, the reptile can thrash to throw him off at full skill chance. If the result is "bumped" so the player character has the reptile's head, hence it's snout, the thrash is made at ½ skill chance. The thrash is always at full skill chance if the player character is using one arm and using the other to wield a knife or other weapon.

Check out the Animals rules on pages 9 and 10 in the Administrators Guide for guidelines for hit locations on alligators. The scaly skin is a very effective armor. Subtract 4 points of damage from any attack to the back, tail and head of the creature. Subtract 2 points of damage from any attack to the underside. Subtract no points if the character "bumps" his hit result and goes for a strike right between the reptile's eyes.

**End Rules Section**

### A. Floating Handbags

Boy, there are a lot of logs in the water. Especially that one with the four legs . . . oops! You've stumbled into a gang of alligators (crocodiles if you like).

Roll a d10 to determine how many of the little darlings there are. (Please keep in mind that you want to give the character(s) a chance to get out so if you have to fudge the die roll a bit, please do. But make it at least one reptile for each healthy character.

If the characters are swimming, the reptiles will attempt to have them for lunch. If they are in a boat, they can easily make their way through the reptiles. But any time the character's boat sinks or they fall overboard there is a 40% chance of an alligator or crocodile (your choice) showing up.

The reptiles are exceedingly fast in water (see above). Make a d100 roll. On a 40 or less, there is a mangrove tree nearby the character can make for and climb to safety. (Alligators and crocodiles aren't built for climbing.)

**B. The Root of the Problem**

> What appears to be a large, many-legged spider is standing on top of the water. Whoops! It's a mangrove tree.

The mangrove roots are very tough and spread out all over. At low tide the tree appears to be standing on a large number of legs or tentacles. But the roots are springy and not insurmountable.

The characters who are swimming or running can climb onto the roots and into the tree.

Characters in a boat can try for a Bootleg, but they can also try to jump the roots by reaching 35 mph (gives them a chance with almost any powered vehicle) they can chance it with just a regular Boating Check (along with any applicable modifiers). If they can't reach 35, then subtract from their chance the number of miles per hour below 35 they are.

**C. Beauty Is In the Islet of the Beholder**

> Just when you thought it was safe to duck down this estuary. Ahead of you, rising out of the muck and water is an island.

Roll a d10. On a 1-3, the characters can go around the islet to the right. On a 4-6, they can go around to the left. This will vary the chases somewhat. On a 6-10, there will be nowhere to go except for up and over, though Bootleg turns are always a possibility.

They can also try to jump the islet by reaching 55 mph they can chance it with just a regular Boating check (along with any applicable modifiers). If they can't reach 55, then subtract from their chance the number of miles per hour below 55 they are.

**D. Road to Somewhere**

> Augh! Another islet. No, wait a minute. This one is different. It's got a road on it. The characters are heading to one of the roads that cut through the swamp.

This can be jumped the same as the islet, above. However, the characters have another choice. If they can pull off what is essentially the boating equivalent of a Braking Skid (page 84, Players Guide), they can bring the boat to a safe stop on the road and go on foot.

If they fail, the boat will turn over and crash on the road.

**E. Poached Yeggs**

> Why are those men ahead of you standing waist deep in the water picking up a log? And those other men in the boat next to them holding rifles? As if life weren't difficult enough, you've come upon some poachers in the act. They don't look pleasantly surprised.

If the characters have met and befriended Nokomo and other poachers, this could be a welcome sight. Especially if they are in deep trouble and you decide the poachers will help them. Otherwise, they may be in more trouble.

The sight of a powerboat barreling down on them will spook the poachers and they will open fire with their .30-06 Winchesters (see page 4 of the Equipment Inventory from the basic game set for details).

If the characters are wading or swimming through the swamp and have no obvious weapons, the poachers will try to take them captive to find out if they work for the government.

**F. A Gem of an Ocean**

> There's a lot of light ahead. The trees are becoming sparser and if you listen closely, you can hear waves. It's the Caribbean! You can go forward and escape the swamp or go back in.

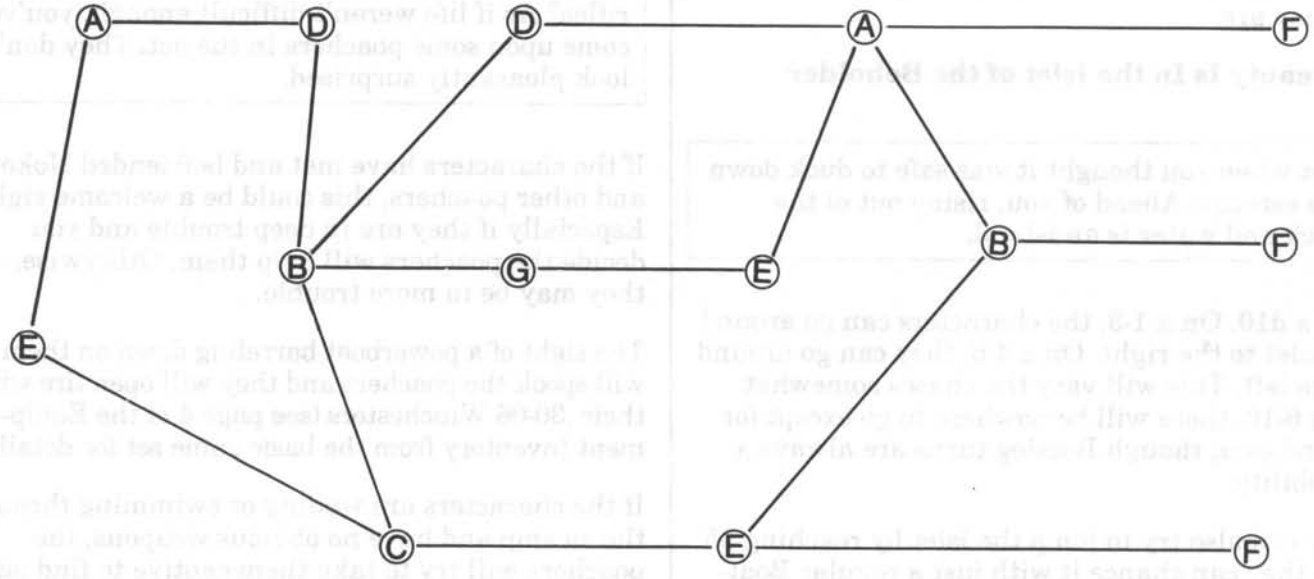
The options are easy. If the characters continue, they will be in the Caribbean and the chase will continue on the open water. Or they can go back in and face the rigors of the swamp again.

**G. Michelle LaVeau**

> There is an islet, larger than any other you have encountered, ahead. On it you can see a wooden shack, there is smoke coming out of the chimney.

The chase has come full circle back to LaVeau's island.

**Swamp Chase Flow Chart**




## P. Diabolo Key

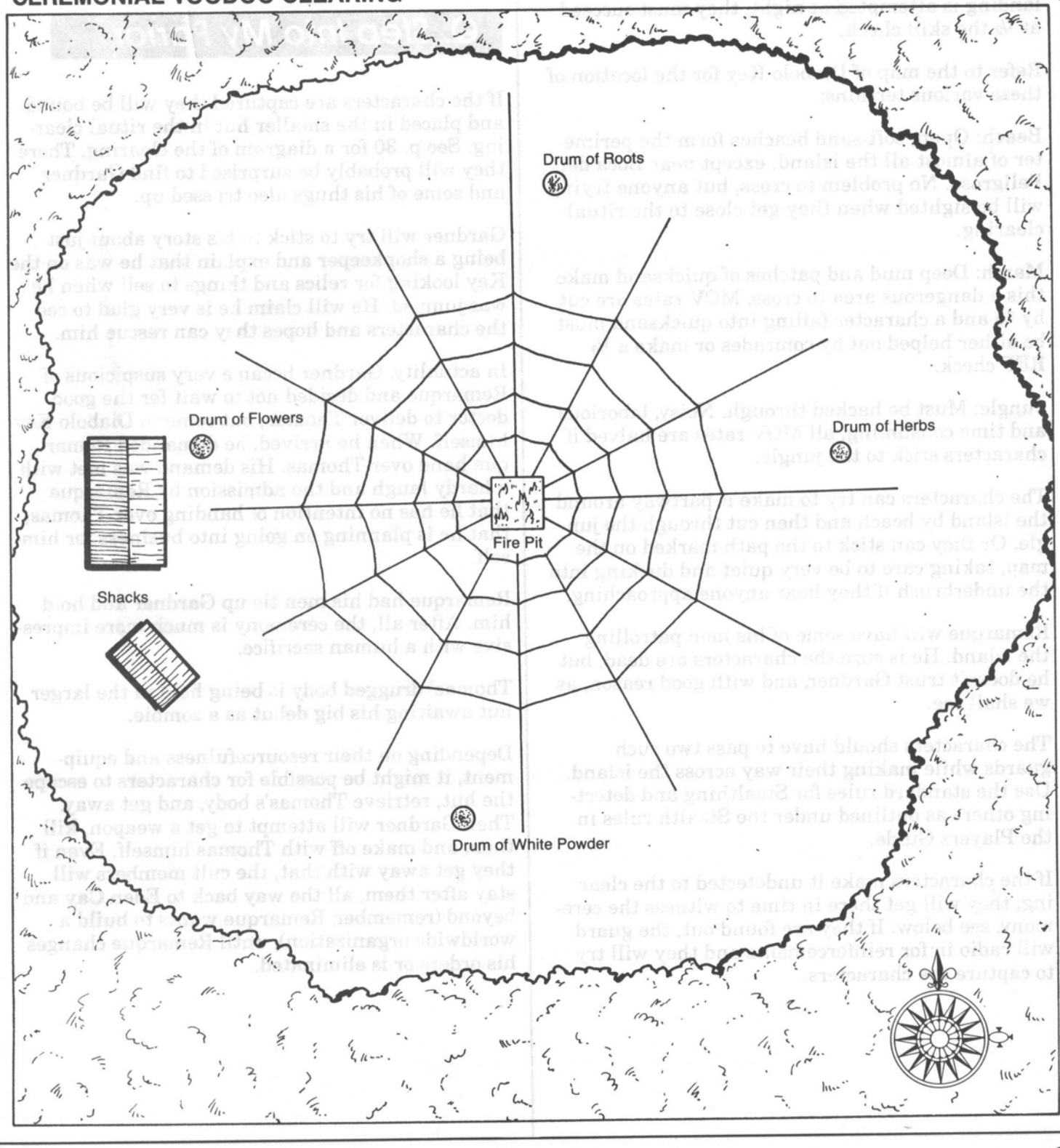
Though the characters may not be sure of what awaits them on Diabolo Key, it is the only lead they have to retrieving Thomas. Even the stubborn Fredericks will be convinced to at least issue whatever personal equipment the characters may need. (Use your discretion.)

Once again, if they mention anything about their plans to Knutson, she will want to accompany them.

The map of Diabolo Key on p. 6 of this book shows the location of the Cumananci ritual. It also shows the one place where a boat can land where it may not be sighted, Boca del Peligroso, the Mouth of Danger.

To safely enter the inlet, the pilot of the boat must make a Driving/Boat skill check or a Navigation skill check to avoid hitting the coral reef. If the

## CEREMONIAL VOODOO CLEARING



landing is attempted at night, they must succeed at ½ the skill check.

Refer to the map of Diabolo Key for the location of these various terrains:

Beach: Open, soft-sand beaches form the perimeter of almost all the island, except near Boca del Peligroso. No problem to cross, but anyone trying will be sighted when they get close to the ritual clearing.

Marsh: Deep mud and patches of quicksand make this a dangerous area to cross. MOV rates are cut by ⅔ and a character falling into quicksand must be either helped out by comrades or make a ¼ REF check.

Jungle: Must be hacked through. Noisy, laborious and time consuming, all MOV rates are halved if characters stick to the jungle.

The characters can try to make it partway around the island by beach and then cut through the jungle. Or they can stick to the path marked on the map, taking care to be very quiet and ducking into the underbrush if they hear anyone approaching.

Remarque will have some of his men patrolling the island. He is sure the characters are dead, but he doesn't trust Gardner, and with good reason, as we shall see.

The characters should have to pass two such guards while making their way across the island. Use the standard rules for Stealthing and detecting others as outlined under the Stealth rules in the Players Guide.

If the characters make it undetected to the clearing, they will get there in time to witness the ceremony, see below. If they are found out, the guard will radio in for reinforcements and they will try to capture the characters.

## Q. Step Into My Parlor

If the characters are captured they will be bound and placed in the smaller hut in the ritual clearing. See p. 30 for a diagram of the clearing. There they will probably be surprised to find Gardner and some of his thugs also trussed up.

Gardner will try to stick to his story about just being a shopkeeper and explain that he was on the Key looking for relics and things to sell when he was jumped. He will claim he is very glad to see the characters and hopes they can rescue him.

In actuality, Gardner became very suspicious of Remarque and decided not to wait for the good doctor to deliver Thomas, but come to Diabolo Key himself. When he arrived, he demanded Remarque hand over Thomas. His demand was met with a hardy laugh and the admission by Remarque that he has no intention of handing over Thomas, that he is planning on going into business for himself.

Remarque had his men tie up Gardner and hold him. After all, the ceremony is much more impressive with a human sacrifice.

Thomas' drugged body is being held in the larger hut awaiting his big debut as a zombie.

Depending on their resourcefulness and equipment, it might be possible for characters to escape the hut, retrieve Thomas's body, and get away. Then Gardner will attempt to get a weapon, kill them and make off with Thomas himself. Even if they get away with that, the cult members will stay after them, all the way back to Eden Cay and beyond (remember, Remarque wants to build a worldwide organization), until Remarque changes his orders or is eliminated.

## R. That Old Black Magic

When the full moon is almost directly overhead, the characters will be brought out to be part of the ceremony. At least five guards armed with 7.62 M21 Semi-auto Sniper rifles and .357 snub-nosed revolvers (see Equipment Inventory) will be around the clearing and two will be assigned to guard the characters.

If the characters were not captured, they will arrive in time for the ceremony to start.

When the clearing is bathed in moonlight, the ceremony will begin. A fire is set in the pit in the center of the clearing as dancers begin their steps. The drums start off slowly. Dancers with branches from trees begin to trace a pattern on the ground, a spider's web with the pit as the center.

The faithful form a ring around the clearing and begin their chanting. As the drumbeat increases in tempo and fervor, the dancers begin to gyrate as they finish tracing their pattern. The people begin to move and undulate where they stand.

When the pattern is finished the worshipers begin to file to the pit along the lines of the traced web. The ones closest to the characters dip earthenware bowls into a drum of powder before heading for the pit. From other points of the clearing the faithful gather flowers, roots and herbs. Then they move toward the pit and throw in their offerings. When the powder taken from the drum is thrown in, the fire in the pit leaps up. The faithful do not know what they are throwing in. They were just handed the items and are following instructions. All the while, the chanting continues.

The door to the larger hut opens and a man and woman emerge, they perform a very acrobatic dance along the web traced on the ground. Their bodies gleam with a mixture of sweat and oils. They are incredibly limber and physically fit. They move around the web getting closer to the pit. Once there, they put their hands into the fire and pull them back, the fire now on their hands. They move the fire along various parts of their bodies to show they are blessed with invulnerability.

Actually, they are being protected by the oils on their body. The fire must be kept moving lest it stay in one place and the oil burn off and they get hurt.

As the drumbeat becomes louder and faster, the dancers go to the far side of the clearing from the larger hut and Remarque in full mask and regalia emerges. The drums stop.

He makes his way across the clearing to the pit and begins his chant, the faithful joining along. The drums begin again. Four men carrying a simple coffin come out of the larger hut and place it near the pit. In the coffin is Thomas. He is covered with symbols of the cult and a ceremonial robe.

The remaining part of the ceremony will consist of Remarque having the characters' and their companions throats cut and their bodies thrown into the pit before he administers the antidote to Thomas and awakens him to the nightmare of the Datura.

It is recommended that you let the players know about these plans so they will know how their characters must act.

The guards are transfixed by the ceremony and not paying attention to the characters. Any character who is tied up can try to get out of his ropes with a successful ½ Sleight of Hand or ½ Stage Magic check.

If they are fast enough and can throw the drum filled with powder into the pit, the resulting flash and explosion will scatter the faithful and cause confusion. This could buy the characters a precious few moments to overpower the guards, take their weapons and make good their escape.

Don't forget there is still a danger from Gardner.

Once back at Eden Cay, Thomas can be treated at a standard hospital. It will be tough going, but he will pull through and the characters will have made Knutson and him very happy.

But there's still the mystery surrounding Carcavera. . . .

# Spider's Trap



It is hoped that the same characters who were involved in "Web of Voodoo" are in good enough shape to take on this mission. The setting is still Eden Cay and the King Phillip Hotel, so you can use all the information regarding them from the first adventure. Now, though, the characters will get involved in the cigarette boat race itself.

If the characters were severely damaged in the first adventure, you may have to improvise a way to stall the race until they are well. Or you can have the players create new characters for this adventure.

The information given here assumes the characters were successful in the previous adventure. If they weren't, you will have to alter some of the dialogue and events accordingly.

"Spider's Trap" is more a personal adventure than an assignment from Orion. In the beginning, the characters will be officially assigned to look into a mission, but their continued involvement will rely on the attitude the players have given their characters.

If your players run their characters based solely on orders from superiors, you will have to make some changes in the motivations given in this adventure.

If your campaign and players like the idea of a mission with a personal motive and delight in their characters taking the initiative in a mission, you should have no problem running this adventure.

## Players Briefing

Fredericks seems happy. Actually he just seems less dour and taciturn than usual, but it's the equivalent of other people turning cartwheels and handsprings.

"Headquarters is very pleased with your performance in rescuing Thomas. Of course, they are concerned that the drugs used to keep him complacent during his kidnapping may have bad side-effects, but the doctors are optimistic that he will pull through with a minimum of psychological or neurological damage."

Typical of Fredericks. Every time he has discussed the assignment, even during debriefing when hearing about the voodoo ritual and the zombie drugs, he has referred to it as if it were a standard kidnapping with no eerie overtones or supernatural flavors. The man has little imagination.

"Now, though, we've got a slightly different problem. Seems that a body washed up not too far east of here. It's one of the unfortunate aspects of an area where so much happens in the water. Tourists come down and try to push sedentary bodies to the limit and wind up exhausted and easy prey for a strong tide or hungry fish.

"The local medical examiner determined that the male victim definitely died of drowning. There were no knife or gunshot wounds and no toxins in the system. The body was not in the best of conditions having been in the ocean for at least five days what with the fish and everything, but they have ruled out foul play.

"But this unfortunate wasn't a tourist, or a native. The nearest information that can be determined is he is Hispanic, possibly Columbian, based on a crude piece of emerald jewelry he was wearing. Still not much of a cause of concern, but he was fully dressed and there have been no reports of people falling overboard from any boats in the area. The authorities suspect foul play and I would recommend leaving it up to them, if it were not for one thing.

"The dead man had a tattoo of a spider on his right forearm.

"Even this would not be cause for our involvement, but with all the Web activity in this area we can't afford to overlook even the remotest possibility of Web involvement here anymore.

"Of course, it could be some Latin American criminal organization, or a local gang he was part of,

or it could just be a bit of misplaced machismo. That's what we have to find out. Frankly, I'm stumped about where to start. If you've got any suggestions, I'm willing to consider them."

Once the characters overcome their shock about Fredericks admitting to not knowing everything and asking for help, they can mention the similar tattoos they observed when fighting with Carcavera's men in the previous adventure.

**Note:** If the same characters are not playing this adventure, you can have Fredericks mention the tattoos based on reports.

Fredericks will continue his briefing with the most general of orders. He wants the characters to find out if there is anything behind the spider tattoo.

## Administrators Briefing

At the end of this adventure, the characters will have something to crow about. Fredericks is dead wrong about Web involvement.

The spider tattoo is the sign worn by the men who work for El Araño, a well-connected drug importer/exporter in the Caribbean. The Spanish word for spider is *la araña,* but that is feminine so the name was given the "-o" Spanish masculine ending and the "el" masculine article in front making El Araño. And if Vitor Carcavera preferred his nom de plume spelled that way, no one was going to tell him otherwise.

The background on this adventure goes back a few days to an airplane accident. A regular shipment of pharmaceutical grade cocaine (very pure, very strong, very deadly) was being flown across the Caribbean to Fort Lauderdale, Florida. The plane never arrived.

Nothing sinister, just a case of engine trouble and the plane ditched in the Caribbean off of San Cristobal. Carcavera could have easily written off the plane, but not the drug shipment it carried—or the fact that it was so off course.

It's important to keep a steady supply to his people in the United States. If his pushers ran out of product, someone would move in very quickly to fill the need and another drug war would erupt. Vitor wanted to avoid the sort of scrutiny such a bloodbath would attract.

So he launched an emergency search for the plane. The last radio fixes when the pilot began calling for help put it north of San Cristobal. The pilot in his panic forgot that he was on the little-used frequency Carcavera employs for sensitive transmissions. Only his men heard the call and got the fix.

Using the cover of sponsoring a boat in the race, Carcavera had his people doing a search of the sea looking for flotsam and jetsam and the slim hope of finding the pilot and the location of the wreck. The pilot was found, his tattooed body washed up on the shore.

Now Carcavera has to turn to an alternate plan. He has to bring in an outsider. He has hired treasure hunter L. Hunter Johns to find the wreck. Telling Johns that he is looking for his cousin's private plane. The authorities are sure it crashed south of San Cristobal, but he thinks it may have happened north.

Carcavera's story has the veneer of credibility since a plane was reported missing in the area a few months ago and never found (though not as big as the Atlantic, the Caribbean is a big place and finding wreckage is a near-impossible task).

Working with Johns, he has managed to narrow the search area. But it still may be a long time before Johns pinpoints the location and can start salvage operations. Carcavera doesn't have that much time.

Two major dealers are down from Fort Lauderdale putting pressure on him to deliver. Johnny Davey and Rio Edwards have no idea what is holding up the shipment and they don't particularly care.

They want the drugs and they want them fast or they will go elsewhere.

A few years ago, Carcavera would have had such men killed in some spectacular fashion to maintain his fear and control, but these days public relations are important and the two men have reputations as being first-class operators. Their arrest records show that they have been very active and very smart. They have never even been brought to trial, much less convicted of anything. Very impressive records.

The records should be impressive, the two men wrote them themselves. Davey and Edwards are undercover cops working out of Fort Lauderdale and have been working on busting Carcavera for months. This shipment was to be the final nail of evidence in Carcavera's coffin. They want him bad and are worried that he suspects them and is holding up the shipment to check them out.

To make Carcavera's life even more complicated, he is sure someone inside his organization is trying to ruin him. He thinks the reason the pilot was off course was because he was bringing the shipment to a secret rendezvous to hand it over to someone else. Someone out to ruin Carcavera and take over his drug empire.

He's right. But he doesn't know who. You should know that it is his "meek" little girlfriend. The one he treats like dirt. She has been playing the part of the abused girlfriend for a year, learning about his organization and how it works. And now she is making her move. She bribed the pilot to hijack the shipment and bring it to her people who would hold onto it until Carcavera was all but out of the picture. Then she would offer it to the Fort Lauderdale connections and start her own empire.

She is equally concerned about the drug shipment. If Carcavera goes under and she has no product to offer, her plan will fail. If Carcavera gets the shipment back, her plans will merely be put off. If she manages to get hold of the shipment, she will go ahead with her plans.

There's probably some paragraph or subsection buried deep in the Orion charter about getting involved in local crime. It says something to the effect that "any agent or representative of Orion finding themselves operating in an area of conflict with local law enforcement agencies shall immediately upon the discovery of said conflict suspend said operations and discreetly inform said law enforcement officials of any information they have pertinent to the case."

Since drug smuggling is not technically the purview of Orion, any character who finds out that neither Web nor any other intelligence organization is involved can, with the support of Orion, just drop the matter and move on. That's why it's important to stir some sort of personal motivation in the characters to finish out the adventure.

Since the adventure is set up so the characters will be the only ones with the faintest hint of the overall picture, they should be motivated to see it through to the very end. If they decide not to, you may have to arrange things so they do.

One method would be to have Fredericks make it their concern with the logic that "if Orion helps the government of San Cristobal, then the government may be more inclined to grant us greater latitude in our future operations run through this bureau." He really does talk like a lecturing schoolmaster.

# NPCs

In the world of espionage, nothing is ever what it seems and that includes the people. Carefully read over the Backgrounds and Reactions below so you know how to roleplay each NPC. As always, if you think any NPC needs more skills or a change of Attributes, feel free to change them to fit your campaign.

**Rules Section**

**Vitor Carcavera**

| STR | INT | REF | WIL | CON | MOV | DEX |
|---|---|---|---|---|---|---|
| 35 | 55 | 43 | 46 | 43 | 42 | 42 |

| | |
|---|---|
| Sex | Male |
| Race | Hispanic |
| Nationality | Colombian |
| Native Language | Spanish |
| Age | 35 |

Psychology: Cruelty (High), Loyalty (Low), Passion (Average), Piety (None), Sanity (Average), Selfishness (High)

Advantages: Sensuality, Toughness

Disadvantages: Greed, Lechery

Skills: Pistol (4), Knife (4-DEX), Boxing (4), Driving/Boat (4), Fine Arts (4), Social Chameleon (6)

**End Rules Section**

**Background:** Born in the hills of Colombia, Carcavera started his criminal career as a "mule," bringing raw opium from his father's farm to Cartagena for processing. Once he got a taste of the city life, he vowed to make it out of the sticks and into the big time.

He endeared himself to the people for whom he delivered and would often try to find excuses to stay in the city and run errands. His big break came when, during a drunken celebration, one of his oldest friends from his village confided that he had been shorting the people in Cartagena and selling a few packages of the raw opium. He even told Carcavera where he had hidden the money he had made.

A week later, the friend was dead and the people in Cartagena were very grateful to Carcavera for turning in his friend. It took a week because Carcavera wanted to get the money from his friend's hiding place before turning him in. The dealers assumed the man lied about the hiding place before he died.

Carcavera was invited to stay in Cartagena and he accepted. Criminal types, at least the not-so-bright ones, never think that someone will actually turn on them. No one in the Cartagena organization could foresee how Carcavera would whittle away at their power base until he was in a position of control.

From Cartagena, he began extending his power up into Latin America. The good planners he kept. The brilliant ones he ordered eliminated on the theory that the smart ones would be the ambitious ones. He wanted good planners, not Machiavellian manipulators, in his organization.

Now he is planning on moving into the United States (his English is almost without accent) to get rid of the need for a middleman and increase his profits. This shipment was a major step toward that goal. With it, he would ingratiate himself with American dealers and learn how they operate before he eliminated them. He would also establish his credentials as a source of first-class drugs.

**Reaction:** A lot of Carcavera's reactions will depend on what he thinks the characters are. If he thinks they are United States or San Cristobalan law enforcement, he will try to buy them off and, failing that, have them eliminated.

If he sees them as rivals for the attention of a woman, or women, he will have them severely beaten as a warning.

If he thinks they can help him at all with his plans to take over the drug market in the United States, he will gladly listen and may even strike a bargain. He will keep the bargain until the characters have outlived their usefulness and then have them killed.

If he thinks the characters know where the plane is, he will do everything he can to persuade them to tell. First with offers of wealth and, if that fails, turning to less pleasant means.

A female character can get close to Carcavera. He considers himself irresistible to women and enjoys surrounding himself with beautiful women.

**Rules Section**

**Rafael**

| STR | INT | REF | WIL | CON | MOV | DEX |
|---|---|---|---|---|---|---|
| 63 | 24 | 46 | 44 | 50 | 43 | 49 |

| | |
|---|---|
| Sex | Male |
| Race | Hispanic |
| Nationality | Colombian |
| Native Language | Spanish |
| Age | 32 |

Psychology: Cruelty (High), Loyalty (High), Passion (Low), Piety (None), Sanity (Low), Selfishness (Average)

Advantages: Eye-hand Coordination, Fearlessness, Stamina, Toughness

Disadvantages: Unattractive Appearance, Uncouth, Unmistakable Feature, Vision Impairment

Skills: Knife Throwing (5), Pistol (5), Submachine Gun (6), Hand Grenade (5), Basic Heavy Weapons (4), Basic Melee (7-STR), Interrogation (6)

**End Rules Section**

**Background:** Carcavera did not turn on all his old friends. Rafael is from Carcavera's village. They met some years ago.

If you were to strip each man down to his most common psychological drives, they'd probably be indistinguishable. Carcavera is more sophisticated, but they both enjoy power and get their kicks from intimidating people. Carcavera does it through power and wealth. Rafael does it through brute force.

Some sheep missing from a farmer's flock were found with their necks snapped. While everyone was looking for who did it, Carcavera knew it had to be Rafael. Large for his age, Rafael had been orphaned when his parents were killed in a fire. He earned his keep doing odd jobs and living in the forests.

Carcavera did not turn Rafael in. Instead, he cultivated the strong, lonely boy and acquired a protector. When the boys of the village would try to bully Carcavera, as all boys are wont to do with one another at some time, it was Rafael who stepped in and, with one fast punch, broke the nose of one boy and put him in the hospital for weeks.

As Carcavera acquired more and more power in Cartagena, he saw the need for a strong bodyguard. Since he did not trust anyone else, he sent for Rafael and they have been together ever since. While stopping one attempt on Carcavera's life, Rafael's face was badly cut and his left eye injured. He was too busy for the next few days attending to the attacker to have the wound looked at and the results were a very vicious scar and vision impairment.

Rafael didn't come along with Carcavera to Eden Cay. But after the characters trounced his two temporary bodyguards (in the previous adventure), Carcavera sent for Rafael.

**Reaction:** Rafael's reactions will depend on Carcavera's. He has no real feelings one way or the other. But he is very loyal to Carcavera and will obey his orders without question.

The one thing he does want, though, is to tangle with the people who beat up the previous bodyguards. He just wants to know how good they are.

Rafael is simple but not entirely stupid. He does not do a lot of independent thought, but he can hold a conversation so long as it does not get too abstract. He is also pretty direct about his table manners, he will grab the food with his hands if it is easier than cutting it. He has no finesse at all.

**Rules Section**

**Johnny Davey**

| STR | INT | REF | WIL | CON | MOV | DEX |
|---|---|---|---|---|---|---|
| 48 | 39 | 47 | 44 | 45 | 39 | 40 |

| | |
|---|---|
| Sex | Male |
| Race | Caucasian |
| Nationality | United States |
| Native Language | English |
| Age | 36 |

Psychology: Cruelty (Low), Loyalty (High), Passion (High), Piety (Low), Sanity (Average), Selfishness (Average)

Advantages: Light Sleeper, Observation

Disadvantages: None

Skills: Pistol (5), Oriental Martial Arts (4), Concealment (5), Interrogation (4), Shadowing (5), Stealth (4), Surveillance (5), Driving/Automobile (4), Driving/Boat (5), Law (3)

**End Rules Section**

**Background:** If there ever was a candidate for "Hot Dogger of the Year" Davey would win hands down. All the energy left over from two failed marriages and a string of flawed relationships has been funnelled into his job as an undercover detective.

He's got an impressive arrest record. A few of his collars have almost walked due to charges of excessive force, but nothing was ever proven to the court's satisfaction.

Part of his problem is that he is a borderline adrenalin junkie and loves living on the edge. He likes the life of comfort he must maintain for his cover as a dealer/runner in Lauderdale.

What saves him from going over the edge is that he realizes his love of the action and is always careful to pull himself back in between assignments. He thought seriously about getting professional help and promises himself he will once he goes for retirement—if he lives that long.

His cover has him dressing in expensive casual wear and spending a lot of time making the party circuit in Lauderdale trying to uncover suspects and then following through with his partner. His favorite phrase seems to be "Hear this, buddy!", especially when he is trying to make a point or just sound cool.

**Reaction:** Davey has no patience for amateurs and even less for federal officers. He will consider anyone from some "high and mighty cub scout troop" like Orion to be amateurs in drug enforcement. Plus he will equate them with federal law enforcement who have to run things by the book and cut through so much red tape they lose half their chances to make good arrests.

If he thinks they are dealers, he will try to ingratiate himself to find out more and see if he can rope them into the same trap he has waiting for Carcavera.

Davey is famous in Lauderdale for flying off the handle and running off at the mouth. He needs a calming influence and has it in Rio Edwards.

**Rules Section**

**Rio Edwards**

| STR | INT | REF | WIL | CON | MOV | DEX |
|---|---|---|---|---|---|---|
| 37 | 47 | 44 | 48 | 39 | 38 | 40 |

| | |
|---|---|
| Sex | Male |
| Race | Hispanic |
| Nationality | United States |
| Native Language | Spanish |
| Age | 33 |

Psychology: Cruelty (Low), Loyalty (High), Passion (Average), Piety (Average), Sanity (Average), Selfishness (Average)

Advantages: Attractive Appearance, Bilingual Background, Peripheral Vision, Sixth Sense

Disadvantages: None

Skills: Pistol (3), Shotgun (4), Basic Melee (5-DEX), Interrogation (6), Shadowing (4), Surveillance (5), Driving/Automobile (4), Driving/Boat (3), Scuba Diving (3), Law (4)

**End Rules Section**

**Background:** Edwards' parents were finally making their legal entry into the United States when he was born. In fact, they were just north of the Rio Grande when his mother went into labor. They decided to name him after the river. If it had been even a few minutes earlier, he would have been born in Mexico. Instead, he was the family's first United States citizen.

He spent his early years growing up in Houston, but he got a football scholarship to the University of Florida in Miami. He majored in Criminal Science and joined the police force.

Tagged for undercover work because he was Hispanic, Edwards soon found himself trying to straddle an emotional fence. He could sympathize with the Hispanics coming into Florida trying to make money to keep hearth and home together. But he also despised the richer ones who were using the panhandle as a conduit for illegal drugs.

Sometimes, the ones trying to keep their world together got caught up in illegal dealings and he had to bust them.

At first, Lauderdale police officials were sure that the two would not work out together. While Davey is a hot dogger, Edwards is more methodical. Davey likes to stay casual, Edwards dresses in fashionable suits. While Davey goes off half-cocked, Edwards is more reasonable.

Edwards is even more lucky in love. His marriage has lasted ten years and, though there were rough times, he and his wife are still very happy. She worries about his line of work though. They com-

plement each other perfectly and keep each other in line.

**Reaction:** Though Edwards shares Davey's feelings about amateurs and feds, he will be open to discussions with the characters.

It pains him to see how Carcavera treats Mercy, though.

**Rules Section**

**Mercedes Galis**

| STR | INT | REF | WIL | CON | MOV | DEX |
|---|---|---|---|---|---|---|
| 25 | 40 | 39 | 40 | 30 | 37 | 39 |

| | |
|---|---|
| Sex | Female |
| Race | Hispanic |
| Nationality | Panamanian |
| Native Language | Spanish |
| Age | 27 |

Psychology: Cruelty (Average), Loyalty (Low), Passion (High), Piety (None), Sanity (Average), Selfishness (High)

Advantages: Attractive Appearance, Sensuality

Disadvantages: Greed

Skills: Basic Firearms (1)

**End Rules Section**

**Background:** Galis has come to rely on her appearance to get her through life. She was born in a small village in Panama where she soon learned that the local boys would do her favors because she was pretty. She learned to manipulate boys to get them to do her chores and bring her presents.

As she got older, she found it equally easy to manipulate men. She got a job as a secretary to a businessman and soon he was paying her rent and buying her gifts until his wife found out and left him. He was devastated. Galis (who by now had acquired the mistaken nickname of Mercy) just took the jewelry and moved to Panama City.

There she got another job, but soon found that wealthy men would treat her very well and give her expensive things just to have her around.

Lately, though, she has become bored with living off rich men. She knows her looks will not last forever and to maintain them, she will need a lot of money. She's been Carcavera's companion for the last year, enduring his attentions and his cruel behavior. All this time, she has been planning to take over his business.

Galis plays her part of the abused girlfriend to the hilt. Though she doesn't have to do it often, she will even make up stories of cruelties inflicted upon her by Carcavera. She has gained much sympathy and a lot of information through this guise.

But she is a very tough lady, and ruthless. More than tough enough to run a drug empire.

**Reaction:** Like Carcavera, Galis will be very interested in the characters if she thinks they can help her get back the shipment and get rid of Carcavera. She will come to them as a damsel in distress asking them to rescue her from Carcavera's sadism.

If Carcavera thinks anyone is interested in her, he will have Rafael pound home the message to stay away. Though he likes to play around, he does not extend the same right to her.

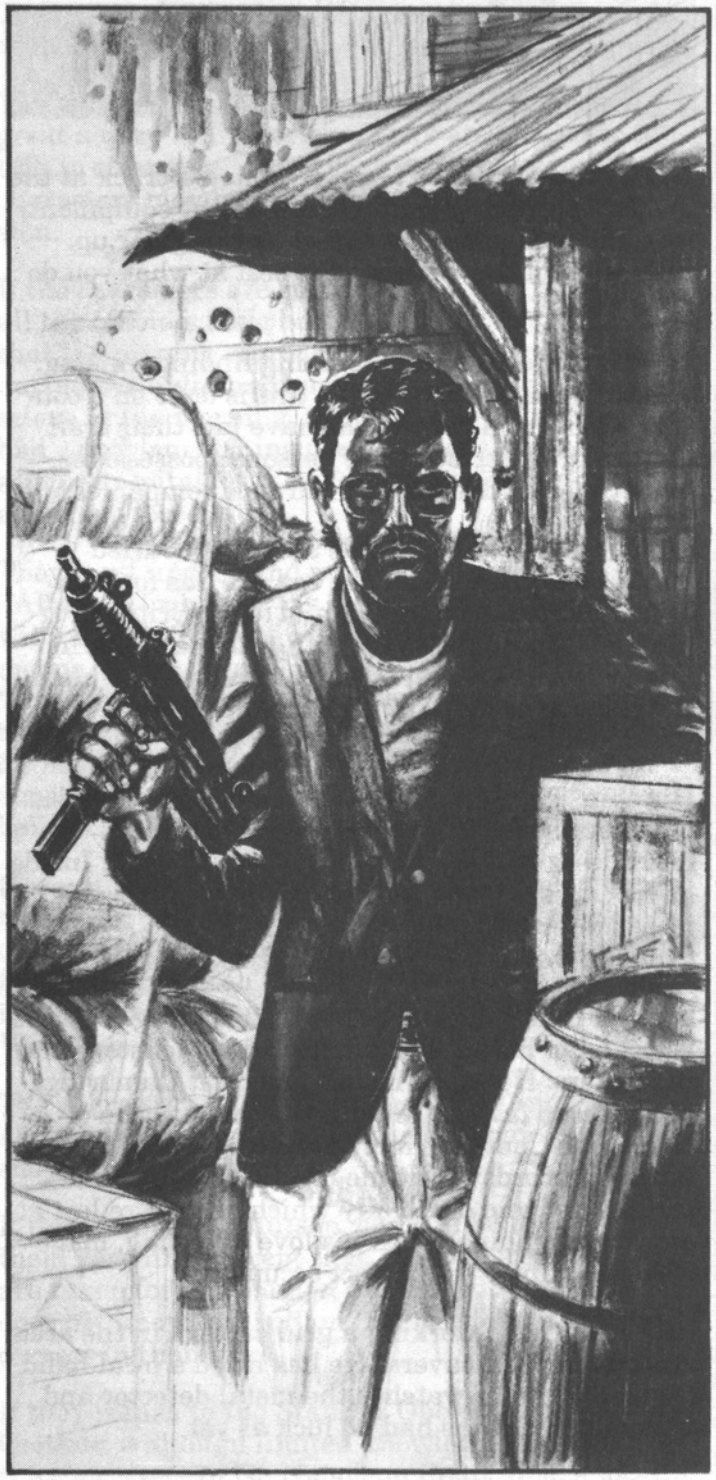
**Rules Section**

**L. Hunter Johns**

| STR | INT | REF | WIL | CON | MOV | DEX |
|---|---|---|---|---|---|---|
| 50 | 42 | 40 | 40 | 42 | 35 | 37 |

| | |
|---|---|
| Sex | Male |
| Race | Caucasian |
| Nationality | British |
| Native Language | English |
| Age | 50 |

Psychology: Cruelty (Low), Loyalty (High), Passion (Average), Piety (Average), Sanity (High), Selfishness (Average)



Skills: Basic Firearms (1), Basic melee (2-STR), Driving/Boat (6), Navigation (5), Sailing (4), Scuba Diving (5)

**End Rules Section**

**Background:** Johns always wanted a crack at the Titanic. He claims that with the right equipment, he could pick her clean and even bring her up. "It's all a matter of being the best at what you do and really loving the work."

He has made a handsome living finding, raising, and stripping wrecks. Often this is done on a contract basis from people who have lost their craft and want to retrieve their personal possessions. Sometimes he does it for insurance companies.

What he likes to do most is search for buried treasure—buried under the sea. He has found a couple of Spanish galleons and a few British frigates. He operates strictly within the law, but in international waters, he has been known to bend the rules in order to realize enough profit to continue his work.

His ship, The Serendipity, is a revamped trawler. He lives aboard it. From the outside it looks horrible—about one bolt away from sinking. Inside he has all the latest technology: fathometers, metal detectors, sonar, sounding devices. Everything he would need to find a wreck.

But the most important device for finding treasure is locked in his head, his knowledge of history and the waters. He was a history major at Cambridge and became fascinated with the colonization of North and Central Americas. He began going through records about the treasures found and transported and especially which ones were lost at sea. This combined with his love of sailing, made treasure hunter the perfect occupation.

Currently, he is working a grid pattern in the area agreed to by Carcavera. He has hired a local hand to steer while he watches the metal detector and fathometer. He has had no luck as yet.

**Reaction:** Johns is incredibly friendly and open, about anything but his finds. He will talk about his ship, the equipment, his salvage work and his well-publicized discoveries. He is happy to share an evening together, but is reluctant to overindulge when he has work to do the next day.

He has his suspicions about Carcavera's character, but sees no reason to doubt his story about the plane going down. But he would rather do his work, collect his money and be off.

## A. My Body Lies Over the Ocean

The characters will start out knowing just a little more than nothing. All they know is Fredericks is interested in finding out about the tattoo and that two men working for Vitor Carcavera have similar tattoos.

This makes their choice of action almost limitless.

A check with the local authorities or Orion files will turn up nothing on Carcavera. He has run his organization through channels and intermediaries. No person or organization has linked him with El Araño. The first such link is still with Davey and Edwards and they haven't filed an official report. They think Carcavera is just the middleman who can lead them to El Araño.

They could go back to Knutson, but she will know no more than she told them previously. A check at the King Phillip Hotel will reveal that Carcavera is staying there and sponsoring one of the entries in the cigarette boat race. He is a welcome guest, even though his traveling companions are not to the hotel's liking. If persuaded to talk, the clerk will explain that the young lady is welcome, but the bodyguards are not in keeping with the atmosphere of the hotel.

Give the clerk an INT roll (INT: 20; WIL: 15) to recognize the characters as the ones who beat up Carcavera's previous bodyguards. Then give him a Reaction Roll to see how he reacts to the characters. If he reacts negatively, he will feel it his duty to report their questions to Carcavera. If he reacts favorably, he will confide in the characters that he was secretly pleased to see those men roughed up. They were extremely rude to a lot of the staff.

The characters can go undercover and start becoming friendly with Carcavera. Their choice of cover could be boaters in Eden Cay, or participants in the cigarette race, or vaguely shady characters trying to make a connection, or people sent throw a scare into Carcavera, trying to make him run or reveal something or they could try to get a job with him as bodyguards (more difficult with Rafael now on the scene).

They will also attract the attention of Davey and Edwards. If the characters' cover story makes them competitors with the undercover cops, Davey and Edwards will try to scare the characters off. They've worked too hard on this bust to have Carcavera go over to some other outlet.

Or they could hang back and tail Carcavera to try to find a way to get closer.

## B. Getting to Know You

Shadowing Carcavera will produce a few more leads for the characters but not many answers. Until he finds the wrecked plane, he is following a standard routine.

First thing in the morning he goes down to the fitness center of the King Phillip Hotel and works out. Rafael stands guard. (Apparently, Rafael gets enough exercise out of bodyguarding.)

Then, there is breakfast with Galis (Rafael sits at a nearby table) on the terrace overlooking the ocean. During all this, he will anxiously keep glancing out at the Caribbean. It will be obvious that he is not just admiring the view, something is troubling him. If the characters are watching, you can have Galis start to plead with Carcavera to tell her what's wrong, she wants to help him.

He will not put up with that for long and will finally yell for her to shut up because she can't help. If you want to add spice, you can have him slap away her hand or shove a grapefruit in her face.

After breakfast, he will hang around the terrace, getting up to pace occasionally. This goes on until he gets too itchy to stay in the hotel. Then he will grab Galis and go into Eden Cay, Rafael following dutifully along.

Carcavera hates waiting; his patience has been stretched to its limit. No matter what he does to try to take his mind off the shipment, he always returns to it which makes him edgy and angry. This pattern colors all his actions during the day.

Once in Eden Cay, he will visit his racing team. He will stop by as they are checking on the cigarette boat. The race is only a few days away and they want it to be in top shape. The three-man racing team will be very happy to see Carcavera and want to show him the boat. He will at first be interested, but his interest will quickly wane as he starts looking out to the ocean more and more. Finally he will testily dismiss the racers and head off for town.

Then he and Galis will go shopping. To make up to Galis for being abrupt at breakfast, Carcavera will take her on a shopping spree. A listing of typical shops can be found in the Chase section of the description of Eden Cay. Carcavera is very mercurial towards Galis—one moment furious and abusive, the next apologetic and conciliatory. The shopping spree will also be eventually cut short by his growing anxiety.

Then it's back to the hotel or one of the restaurants for lunch. After lunch, Carcavera will try to keep himself amused with set of tennis, racquetball, or golf.

Late in the afternoon, he will be back at the hotel, still staring out to sea, maybe drumming his fingers when two men will approach him. Davey and Edwards will be there playing their tough-guy drug-dealer roles to the hilt. They'll want to know where "the stuff" is, insisting that they are getting very impatient.

Carcavera knows he cannot show anxiety to them so he will substitute mysterious bravado. He will insist that they will get what they want when he is satisfied they are what they claim to be. He does not work in the dark.

If the characters get close enough to hear this exchange, the players should realize that Carcavera is involved some illicit trade. They may even deduce it's drugs. Their first impulse may be to take this information back to Fredericks and let him deal with it.

You should try to pique their curiosity further by having Davey and Edwards leave and Carcavera spy a trawler entering Eden Cay harbor. Once he sees it, he will rush off to the harbor.

Hope can spur a man on, but he must be careful lest it become a vicious trap. Every day Carcavera has been watching Johns' trawler come back and he rushes down to get the news and every day he gets the same information: No luck today.

The characters will have no trouble hearing parts of the conversation between Carcavera and Johns. Carcavera will complain about spending so much money and Johns will be trying to calm him down. There were no guarantees, they may never find the wreck. It's a question of time, diligence and luck.

Carcavera will fume for a few minutes and then leave to go back to the hotel.

## C. Can We Talk?

The characters can report everything they have seen and deduced back to Fredericks, but it will not satisfy the little paper-pusher. He will want to know the significance of the spider tattoo. Everything the characters have found out may be true, but "it must go deeper than. The tattoo, people. The tattoo. Find out what it means.

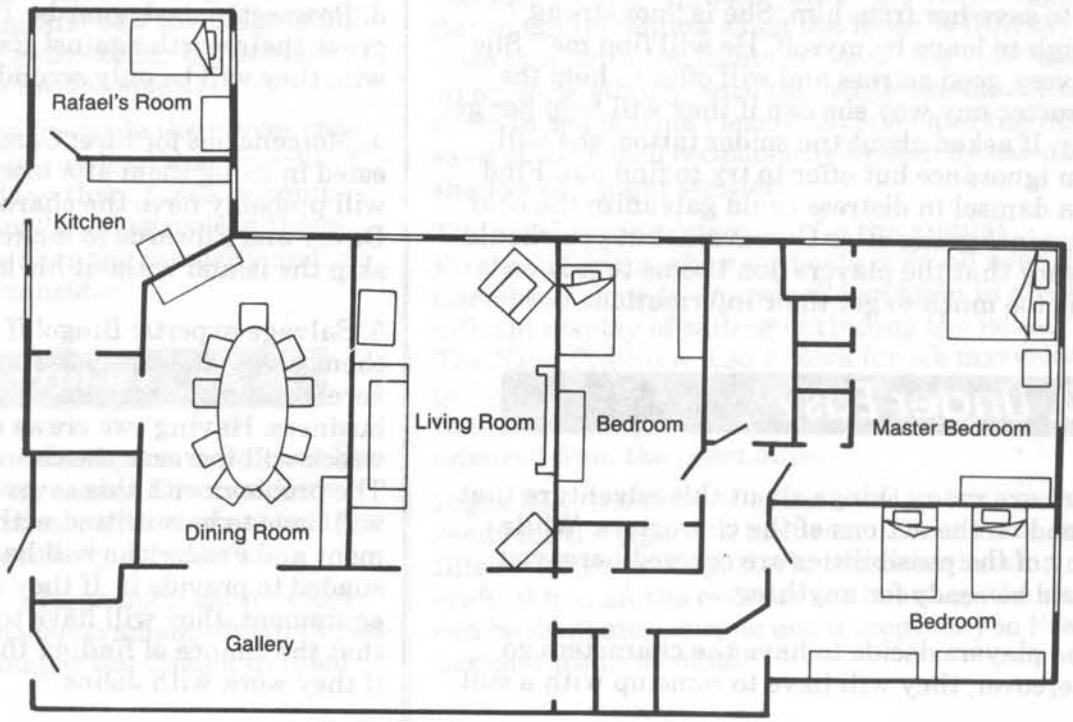
"All assignments will not throw you into the middle of fights or exciting chases," the sarcasm is literally dripping off his voice. "You must sometimes deign to perform more mundane intelligence function such as gathering information."

Even without Fredericks' prodding, the characters may continue investigating by interviewing some of the people they saw with Carcavera.

1. Racing team: The racers and their mechanics will be glad to talk to the characters. They think Carcavera is a great guy. They had been hoping to get into this race, but couldn't find a sponsor, then just about a week ago, Carcavera calls them, willing to foot the bill. The racers don't think he's too interested in the sport, they think he's doing it as an investment or a tax break or something. They will gladly show the characters around the cigarette and explain how it works (see the section on the race for details).

2. Davey and Edwards: The characters can find them either at the hotel or down at the marina where Davey is polishing up his cigarette boat. "Faster than anything the feds or Drug Enforcement agents have and it looks great." He and Edwards came over to the island on the cigarette. "Helps avoid a whole lot of hassles like having your baggage searched by customs." They will have very little to say. They are all snappy banter about just being fellow tourists in this great tropical paradise. Carcavera is just another tourist and "we share many interests." Then they will start asking the characters "what business is it of yours

**CARCAVERA'S HOTEL SUITE**



if we speak to Carcavera?" The result of such a meeting will be to have the two undercover cops check out the characters. Davey will likely try Shadowing the characters around Eden Cay to find out what they are up to.

3. Johns: The treasure hunter spends most of the day out searching. If the characters can get to speak with him, he will give them the cover story Carcavera gave him. He's not sure if he trusts Carcavera, but he was paid enough in advance that this isn't a waste of his time. He will also show the characters around The Serendipity. He is very proud of her. It is likely the characters will ask Johns to let them know if he finds what Carcavera is looking for. Professional ethics will cause him to hesitate, so the characters may have to persuade him. Any attempt at bribery will have a negative result on this attempt.

4. Galis: Any conversation with Galis will seem to be the most productive and heart-rending. If the character is male and seems tough enough, she will allude to her life of woe and pain. She will even show bruises where Carcavera grabbed her roughly. She will talk of how she prays for someone to save her from him. She is "not strong enough to leave by myself. He will find me." She is a very good actress and will offer to help the character any way she can if they will help her get away. If asked about the spider tattoo, she will feign ignorance but offer to try to find out. Finding a damsel in distress could galvanize the characters into going after Carcavera, but you should be wary that the players don't come to rely on Galis too much to get their information.

## D. Under Easy

There are many things about this adventure that depend on the actions of the characters. While many of the possibilities are covered here, you should be ready for anything.

If the players decide to have the characters go undercover, they will have to come up with a suitable cover story to convince the NPC they are trying to get close to. They may be able to fashion one out of the bits and pieces of information they get from interviewing several NPCs, or they may just rush in hoping to stir things up and see what surfaces.

There are a number of NPCs the characters can approach with a cover.

Carcavera: No matter at what point they go under and try to get close to Carcavera, he will be very suspicious, more because of the pressure of finding the wreck than anything else. So his reaction will depend heavily on their cover story.

1. Drug dealers/smugglers from the United States: He will be interested, and even cordial, but he has very little time to spend with them right now.

2. Drug dealers/smugglers from elsewhere: Much the same reaction, but he will be more willing to spend time with the characters in an attempt to pump them for information about how the drug network operates in their part of the world.

3. Prospective bodyguards: They will have to prove their worth against Rafael. Even if they win, they will be only secondary guards.

4. Mercenaries for hire: Carcavera will be interested in using them at a later date. For now, he will probably have the characters keep an eye on Davey and Edwards to make sure they don't try to skip the island without his knowing.

5. Salvage experts: Bingo! If the characters pass themselves off as deep-sea salvage experts or treasure hunters, Carcavera will be very happy to talk business. Having two crews searching for the wreck will increase the chances of it being found. The problem with this cover is that the characters will have to be outfitted with a boat and equipment and Fredericks will have to be heavily persuaded to provide it. If they can't get the equipment, they will have to persuade Carcavera that the chance of finding the wreck will increase if they work with Johns.

Johns: The characters can pose as sailors looking for work. If they have experience at Navigation, Driving/Boat or Scuba Diving, they will have a chance of going to work for Johns.

This will have the characters aboard The Serendipity most of the day watching the equipment and gauges. If the characters stay on this course of action, you should have them discover the wreck with Johns, who will report back to Carcavera. This will put the characters in danger, though, since Carcavera plans on killing Johns once he knows exactly where the wreck is. He cannot afford to have anyone outside his organization knowing about the shipment.

Davey/Edwards: The two undercover detectives are not looking for bodyguards or extra dealers or pushers. In fact, they will do everything to discourage the characters and frighten them off—including threatening to kill them if they try to "muscle in on our deal with El Araño."

Any character who knows Spanish will be able to recognize that name as a variation on the Spanish word for spider.

If the characters pose as dealers looking for someone to handle their product in the United States, Davey and Edwards will be interested. They are always looking for new suspects and cases. The two detectives will probably split up with one concentrating on Carcavera and the other on the characters. They will also use it as a lever against Carcavera to make him hurry up with delivery.

Carcavera will not be happy and will have his people try to discourage the characters from continuing.

Galis: By attempting to get close to Galis, the characters may get to Carcavera faster, but they will also be putting themselves unwittingly in jeopardy.

Galis will only be interested if the characters promise to get her away from Carcavera. She will try to maneuver them into killing him for her in such a way that she will not be blamed. Then she will tell Rafael that the characters were responsible and the grieving bodyguard will come after the characters with a vengeance while she moves in to take over Carcavera's organization.

## E. Eureka!

By being so good at his job, Johns will seal his own death warrant.

The day before the race, Johns will return to the harbor a happy man. He will be able to report that he has found the wrecked plane.

This will be obvious to any observer since it will be the first time that Carcavera has not yelled at the captain since they started their joint venture.

Carcavera will profusely thank the captain and ask him to wait while he goes for some celebration champagne. When he returns he will ask to see the charts showing the location. Johns will be only to happy to oblige. He will take Carcavera below and lay out the charts and explain the precarious location of the plane (see De Plane, Boss, De Plane, below), but that scuba divers should be able to get to it safely.

Johns will want to let the authorities know since they will have to supervise the removal of the bodies. (Remember, Johns still believes the story about Carcavera's relative crashing in the plane.)

If the characters have not gone undercover, you will have to find some way to get the knowledge of this discover to them. One way is to have a dramatic difference in Carcavera's attitude which should arouse their curiosity. Another is to have them run into Johns who will be so happy that he will share the news with them. He may even be persuaded to hire on the characters for the diving team.

It's a shame they'll never get to work with him.

## F. Blown Out of the Water

Just that afternoon, Johns was happy and pleased with his success in locating the wreck. Now, with the dark of night comes the ultimate dark.

It is important that the characters either witness the explosion of The Serendipity or almost get caught up in it. If they have no plans of visiting Johns to talk about his success, they will encounter the local man Johns had hired to work as his crew.

The local will be celebrating because of the bonus Carcavera paid him for being part of the crew. He is little more than a deck hand muscle Johns needed to handle the boat. He does not know a lot about navigation and could not find the site of the wreckage again, just in case anyone asks.

But he can find his way to a bar and can certainly navigate a glass from the bar to his mouth. No matter how drunk he gets, he will not spill a drop. If the characters are not paying attention, the local will strike up a conversation with the bartender about the luck he and the skipper had that day and how much he loves the bonus he received. He is only sorry that Johns couldn't join him here.

Johns had to stay back on The Serendipity for some important meeting with Carcavera. Something about making preparations for a dive. Then Johns said he would turn in, expecting a tiring day tomorrow.

Johns alone on The Serendipity should provide a tempting target for the characters. If he is happy and wants to celebrate, he will be in a talkative mood and maybe the characters will get more information.

If they head for The Serendipity, they will see two men coming off the boat. Though it may be dark, there is no mistaking the bulk of Rafael or the elegant bearing of Carcavera. He is carrying some long, cylindrical objects under his arm. If not confronted, the two men will check to make sure they were not spotted and then quickly head off the pier and start back for the hotel. Very suspicious.

If the characters do confront them, Carcavera will turn on the charm and attempt to get the characters to accompany him back to the hotel for some drinks. They may have some business to talk over. He will not want to go back to The Serendipity. If the characters get rough, Rafael will launch into them, giving Carcavera time to escape into the night.

**Note:** It's a long shot, but possible, that Rafael and Carcavera could be killed in a fight with the characters. In that case, Galis will take over the salvage operation, trying to enlist that characters help with a variation of Carcavera's story about a relative's body trapped in the wreckage.

If the characters go aboard, they will find Johns in the chart room, but he will not be much for conversation tonight. He will be tied to the chair by the chart table and very dead. The cabin is in disarray with books and pencils tossed around.

A quick examination will reveal that Johns did not die quickly. Every one of his fingers is broken along with his forearms and feet. The face is frozen in a death mask of pain and bewilderment, as if asking why.

Though the characters will not find this out until later, Johns wasn't tortured for information. He gladly gave all the information he had about the location of the wreck to Carcavera. After all, that's what he was hired to do. Once Carcavera had the location, he gave Rafael the order to kill Johns.

But Rafael had become restless surrounding by the sophistication and civilization of Eden Cay. He needed a sick diversion. So Carcavera let him have his sadistic way with Johns before killing him, the way a cat tortures a mouse. Rafael first vandalized the cabin, then turned his attentions to Johns.

Then Carcavera and Rafael took all the charts and left The Serendipity. But like pack rats, they left something behind to cover their dirty work.

Any character with the Navigation skill should get a roll against the skill to notice something a little odd. For a chart room, the cabin is oddly devoid of charts. Carcavera had Johns show him on the charts where the wreck was located and took the charts with him.

Another successful Navigation skill roll means a character recognizes Johns' log book among the debris in the cabin. The last entry had to do with the finding of the wreck with the sonar and metal detector. Johns has even noted the latitude and longitude of the spot.

Before they go any further, give each character an INT roll. Any successful character will hear the ticking of a clock coming from behind a hatch in the aft of the cabin. It's Carcavera's going away present, a bomb equivalent to 32 sticks of dynamite.

The timer shows less than ten seconds to detonation. Not enough time to defuse or toss the bomb overboard.

To get off the boat, each character must succeed at three REF rolls to get off The Serendipity before it goes up. The first two at their full REF amount and the last at ½ REF. If they are successful with all three, they have managed to get off the boat and onto the pier or into the harbor escaping any serious injury.

If the character misses one roll, he will take Half damage as described on page 80 of the Players Guide. If he misses two rolls, he will take Full damage. If he misses all three, he will take a combination of Full and Half damage. You will have to judge if any character can help another get off the boat. If the character who was looking at the log made it off, it is assumed he has the log book with him.

When the bomb goes off, there will be nothing left of The Serendipity except a cloud of smoke and flying debris. The remains of the hull will quickly sink to be covered by the eternal sea as if it never existed.

Even spies can only tolerate so much.

## G. This Means War

By this point in the adventure, if the characters have taken an active roll, they should have been threatened, beaten up, fired upon, or killed in an explosion. This should be enough to give them a personal stake in thwarting whatever plan Carcavera has.

If the obvious cruelty of Carcavera and his near-mindless henchman combined with the torture/death of Johns and the bruises sustained by Galis and the general animosity of Davey and Edwards aren't enough to make the characters want some revenge, you may have to have Fredericks order them to look further.

Frederick's rationale is that they are agents of a highly-competent, well-respected organization. If word got out that Orion agents could be scared off, then the company's effectiveness could be severely crippled. "No, gentlemen, as much as I dislike displays of hormonal rushes and muscle flexing, we cannot allow this to go unchallenged. You must find out what this wreck is and why it is so important."

If the characters have the coordinates of the wreck and work fast enough, they may be able to make Carcavera's life very difficult by finding the wrecked plane first and removing the shipment.

## H. Ah-Dive, Ah-Dive-Oh

To beat Carcavera to the wreck, the characters will have to leave at first light. A check at the hotel will show that Carcavera has left a wake-up call for 9 a.m.

The first thing the characters will need is a boat, going out on the ocean without one is useless. Fredericks will be able to supply all scuba gear, but the characters will have to rent or charter a boat at the marina. With the race being that day, it will be difficult, but you shouldn't make it impossible.

There is one place where the characters can get a boat: Davey and Edwards. Not as fast or powerful as the ones in the race, but an impressive craft. Of course, the characters are going to have to come up with some fancy story to get it. Or some slick moves to take it.

**Rules Section**

| Max Spd | Accel | Handl | Brake | Prot | #Pass | Range |
|---|---|---|---|---|---|---|
| 90 | 12 | +10 | 25 | -25 | 7 | 700* |

* Auxiliary tanks provide for greater range.

**End Rules Section**

A successful Navigation skill check will be needed to locate the general area of the wreck, from there, the characters will have to dive.

Finding the wreck will not be very easy. The plane was hard to locate because it is sitting precariously on a ledge in a crevasse in the ocean floor. It will take at least an hour to narrow the search area. During that time, the characters will be investigating the wonders of an undersea world. Assume that the characters are taking the proper precautions of not spending too much time submerged and are replacing their air tanks.

From then roll against ½ INT of each character involved in the underwater search. Every set of failed checks means another 30 minutes of searching. On a success, the character has sighted the wreck in the crevasse or spotted the gleam of metal.

**Rules Section**

Roll a d6 for every 30 minutes, including the first hour the characters are in the water to see what denizen of the deep they meet. Whether the animals attack is up to you. If there is blood in the water or the animals are threatened, they will certainly be more disposed to attacking. If they are not bothered, the character will merely see the animal swimming by.

1. Sharks. 2. Barracuda. 3. Moray. 4. Octopus. 5-6. Regular fish.

| Sharks: | CON | MOV | COM | DAM |
|---|---|---|---|---|
| | 100 | 105 | 70 | 2d6 |

If the water is not bloody or filled with wounded fish or people, the shark will just keep swimming in search of food. All the character need do is make a WIL roll to keep from panicking.

If there is blood in the water or the shark senses a lot of vibrations, such as from thrashing or fighting bodies, the animal will come to investigate. The blood will definitely put it in a mind to attack. The shark will attack with a bite, thrash a bit to remove what it has bitten and then move off, swallowing what it has and circling back in for the kill.

To determine the hit locations for a shark follow the guidelines on page 9 of the Administrators Guide. If the shark takes 5 points of damage to its snout, its Combat Rating is halved. If it takes more than 11 points, it will swim off confused, it's radar ruined.

| Barracuda: | CON | MOV | COM | DAM |
|---|---|---|---|---|
| Large | 35 | 88 | 55 | 1d6 |
| School | 70 | 80 | 60 | 1d8 |

It's hard to believe that what is usually considered such a small fish can be so deadly. But the barracuda is not to be treated lightly. A school of them will converge on a wounded man or creature and, with razor-like teeth, strip the flesh away. It's almost enough to make the victim wish for the quick kill of the shark.

A large barracuda can reach 50 pounds and almost seven feet. It is a sleek bullet-like fish that can cause serious damage and even death.

| Moray: | CON | MOV | COM | DAM |
|---|---|---|---|---|
| | 75 | 85 | 60 | 1d10 |

The above Attributes are for a large moray eel. Most eels are shy creatures and will skitter away if a larger creature approaches. The larger eels usually wait in caves or masses of coral for a suitable victim and then strike, swallowing small prey whole and taking a large chunk out of larger victims.

| Octopus: | CON | MOV | COM | DAM |
|---|---|---|---|---|
| | 50 | 15 | 40 | 1d3 |

Octopi are not particularly dangerous, but when threatened or very hungry, they will reach out with their tentacles and grab a likely prospect for dinner. The most danger comes from staying too long in one spot on a bed of coral, such as when a character is trying to check his bearing. Then the pliant tentacle will snake out and grab the ankle and try to pull the character in. If the character can damage the tentacle, the octopus will give up. If attacked, the octopus will release it's inky defense cloud and swim away in bursts of speed. They do make good eating, though.

Regular fish: Any of the several hundred variety of fish are swimming by. The brightly colored trigger fish, a sea horse, or a puffer fish which, if frightened, will swell up into a ball filled with water with spines pointing out making it hard for a predator to swallow.

**End Rules Section**

All of this could be beautiful if the characters weren't searching for an improvised tomb.

## I. De Plane, Boss, De Plane

Once they have sighted the plane, the characters will be able to swim down to the wreck and investigate.

It's a cargo plane, World War II vintage, but looks to have been well maintained. The main part of the fuselage is resting on a ledge, the port wing is hanging out over the crevasse that goes down for as far as the eye can see. The starboard wing was shorn off near the fuselage and the nose is crumpled in from the impact when it hit the water.

It is possible to look through the hole where the windscreen was, but all it will show are the decaying bodies of the pilot and co-pilot, now serving as a buffet for the smaller fish in the area.

The hatch is on the starboard side, near the crevasse wall. A character can open it with a successful ½ STR check.

Once inside, the characters will need flares or flashlights to investigate. The cargo hold looks fairly intact and is piled with oblong sacks. Inside each sack is a waterproof plastic bag. And inside the bag is a white powder: the pharmaceutical grade cocaine.

The end of Carcavera's rainbow.

## J. Drop-In Guests

Back on San Cristobal, Carcavera has not been slouching around. He already had a boat waiting and has the charts that tell him exactly where to look for the wreck.

But he is a careful man and keeps his binoculars scanning the horizon at all times. So he will sight

the characters' boat and be able to stop and anchor far enough away to be tough to spot. If any of the characters have stayed in their boat, they will have to be keeping a sharp lookout with telescopes or binoculars to see Carcavera approaching.

Carcavera will send Rafael and a few of his Generic 35 Thugs over the side to try to surprise whoever is down below. The number of thugs should be determined by you depending on the number of characters searching underwater. Rafael and the thugs will show up as the characters are investigating the wreckage of the cargo plane.

They will, of course, not be happy that someone has found their prize and will want to make sure they characters never get back to the island to report on it. Kill the characters here and sink their boat and no one will be the wiser.

The thugs will attempt to sneak up on the characters. To do this, use their Scuba Diving skill, not their Stealth skill. The thugs will be armed with knives or the equivalent of whatever the characters have.

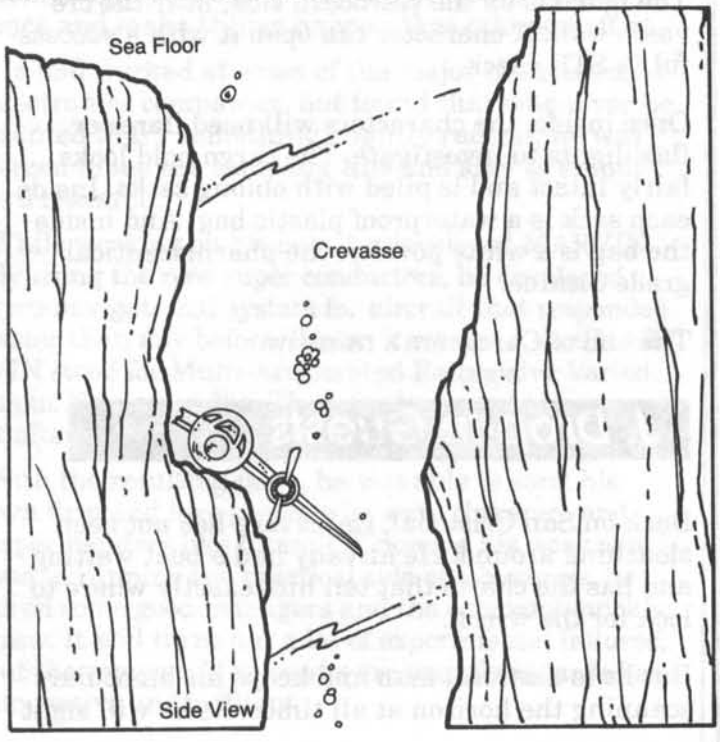
Guidelines for underwater battles are on page 10 of the Administrators Guide.

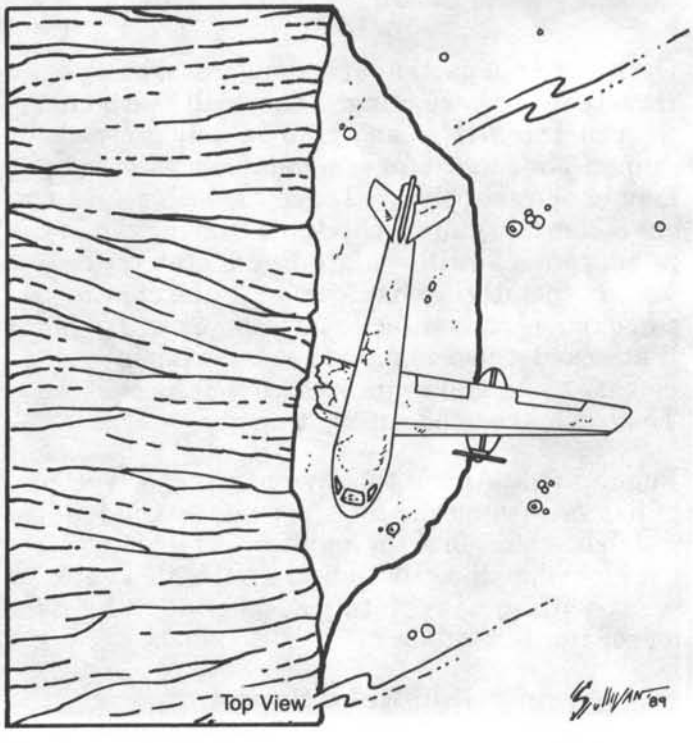
Once wounds draw blood, there will be some interest shown by the sharks in the area. You can also add the barracuda and moray eels if you think the characters won't be challenged by a few sharks. This will complicate any combats since the first priority will be to discourage the sharks.

A combat going on inside the plane or just next to it for more than four turns will result in that baritone creaking sound of stressing metal. The cargo plane will shift its position due to the turbulence of the fight and the sharks. For every two turns the fight continues there is a 10% cumulative chance of the plane sliding off the ledge and into the crevasse, never to be recovered.

This would not be too bad from the characters' point of view, unless they were inside when it started to go. Any characters or NPCs inside the plane when it starts to slide will have to break off the fight and make a successful Scuba Diving skill

**UNDERWATER PLANE CRASH SITE**



check to get out. They can take time to kick their opponent deeper into the cabin so they can't get out but they then get a -50 modifier to their Scuba Diving check.

There will still be the battle to finish, but Carcavera's plan will be foiled.

Just so any characters left in the boat will not feel left out, you can have Carcavera and a thug or two come at them full speed, Uzis ready to fire. He is looking to sink the boat and kill everyone on board. Carcavera will stay low, letting his thugs handle the battle. Use the Attributes for a Speedboat from the Equipment Inventory for Carcavera's boat.

If most of the men on the boat are wounded or killed, Carcavera will grab the controls and make for Eden Cay as fast as possible. What happens next depends on how fast the characters can get back to their boat and Eden Cay.

## K. Checking out

If Carcavera gets away from the characters, he will head back to the hotel to gather his belongings and leave the island. He has over $700,000 United States dollars hidden in the hotel room and wouldn't think of leaving it behind. Oh yeah, he also wants to get Galis.

Depending on how fast the characters reach Eden Cay, they can either find Carcavera in his hotel room, in the lobby leaving, or hurrying past the marina trying to get a cab to the airport.

At this point the cigarette racers are warming up in the marina prior to the race.

The ensuing chase could take place entirely on foot through Eden Cay. Just turn to the Chase section of the description of Eden Cay at the end of this book. But it might be more interesting to have it take to the water. Carcavera will go to the racing team he is sponsoring. They will be glad to see him, thinking he is there to wish them luck. They will be very surprised when he shoves them aside, pushes Galis into the cockpit and then jumps in and takes off.

The only boat capable enough to catch that cigarette is another cigarette. And there are plenty around, all warmed up and ready to go.

They may not be too popular, but the characters should be able to shove aside a racing team and take off after Carcavera.

**Rules Section**

| Max Spd | Accel | Handl | Brake | Prot | #Pass | Range |
|---|---|---|---|---|---|---|
| 120 | 20 | Special | 20 | -20 | 3 | 500 |

A cigarette is a very powerful machine, half engine/half boat. The last third of the structure is taken up by at least two powerful engines. The forward area is absolutely empty (see diagram). The boat requires three people to run it. The three stand in the cockpit strapped in with their backs against cushions. The center person handles steering while the one on the left handles the trim and the one on the right keeps the engines in sync.

The Handling Rating of the cigarette depends on whether you have enough people. There is a -10 modifier for each person less than three (so Carcavera is already starting out with a -10 Handling Rating). The same modifier applies for each person at the controls who does not have a Driving/Boat skill.

To determine the chance to maneuver, use the lowest Driving/Boat skill of all the people at the controls ignoring any person who does not have any skill level.

The most annoying part of the ride is the constant vibration. A few years of this and compressed vertebrae are inevitable along with a few loose fillings.

**End Rules Section**

## L. The Chase Is On

Let's go back to the scene in the ocean for a moment. Should the characters manage to get back to their boat and give chase before Carcavera gets out of sight, he will still make for Eden Cay.

If the characters manage to stop him or kill him, then they will still have to contend with Galis (see below).

However, if Carcavera makes it back to Eden Cay with the characters in hot pursuit, they will run dead into the beginning of the cigarette boat race. They will be spending a lot of time dodging these husky, fast machines before the racers leave them behind. Carcavera will continue to try to lose the characters.

If the characters decide to just kill him and be done with it, you might remind them that he might be the only one with all the answers Fredericks and Orion are looking for.

## M. Cigarettes May Be Hazardous to Your Health

If the characters have fallen for Galis' ploy, they will be reluctant to put her in any danger, so they will have to try to stop Carcavera. That will mean stopping his boat with a minimum of fuss and damage. Or getting close enough to get a clear shot at him or make the jump from their boat to his.

Because of the vibration of the cigarette any weapon combat gets a -40 modifier.

There is no flow chart for this chase, you hardly ever find a T, Y or any sort of intersection on the open sea. Instead, roll a d6 to determine which hazard the characters encounter. If you have the supplement *High Stakes Gamble*, you can adapt some of the Water Chase Hazards there to this situation.

**1. Pleasure Boating?**

> A motorboat has moved into Carcavera's and your path. Both of you must try to avoid it.

A Bootleg turn will work. However, to just go around the boat requires a successful Driving/Boat check. The person in the motorboat must then make two Driving/Boat checks (for Carcavera's and the characters' boat) or be swamped. If he is swamped by Carcavera apply a -20 modifier to the character's Driving/Boat check.

If the characters wants to circle out and avoid giving the skier any problems, apply a -30 modifier to the Driving/Boat check.

**2. Yacht's That?**

> You should have watched where you were going. Dead ahead is a 100' sailboat. The owner does not look happy.

The characters can make an emergency stop or try a bootleg. But if they wish to go around, they will have to make a Driving/Boat check at a -35 modifier.

If a Crash situation occurs, the characters will crash into the side of the sailboat and definitely incur damage. However, they have one small chance at survival. If the driving characters can make a final Driving/Boat check at a -50 modifier, he will have given the boat a final burst of speed off a convenient wave and crash through the sailboats midships coming out on the other side.

**3. Reef-er Madness**

> What are those things that look like fingers reaching out of the ocean. Oh no, a coral reef! Look sharp or you'll shred the hull.

The characters must make 1d3 Driving/Boat checks with a modifier between -20 and -40 (you decide or roll 2d10 and add it to 20. The sum is the negative modifier).

**4. Get Out of Our Hemingway**

> Vacationers have rights, too. And the guy in that fishing boat ahead of you battling the marlin would probably argue with you that you don't own the ocean, but he's a little concerned seeing two speeding boats heading his way.

Getting around the boat is no trouble. Just a Driving/Boat check at a -20 modifier. Of course, if the two cigarettes are close, Carcavera will try to Ram the characters into the fishing boat.

**5. Love Is Blind**

> Sure, try to get away from it all and it still comes after you. Locked in each others arms, two people obviously in love are sharing a tender kiss on a small outboard motorboat.

Use the same rules as #4, above.

**6. Surface Tensions**

> The splendid marine life certainly attracts people to the Caribbean. Like that person whose head just popped up in front of you.

Same rules as #4, above. You can make this a maneuver both Carcavera and the characters must make or just one of them. If it has been too easy for the characters to catch Carcavera, this obstacle can make the chase more difficult.

## N. The Clean-Up

The loss of the wreckage will make prosecuting Carcavera very difficult, but no one is very concerned. The loss of the shipment will probably ruin him financially and destroy his credibility with the dealers. That is, if he has survived the adventure.

Once they have Carcavera and/or Rafael in custody, there should be no problem in establishing Carcavera's identity as El Araño. At which point, Fredericks will look sheepish for about a tenth of a second and then declare that the "removal of such a venal criminal from the Caribbean was worth the effort, even if he was not connected with Web." Then he will ask for a full report—in triplicate, of course.

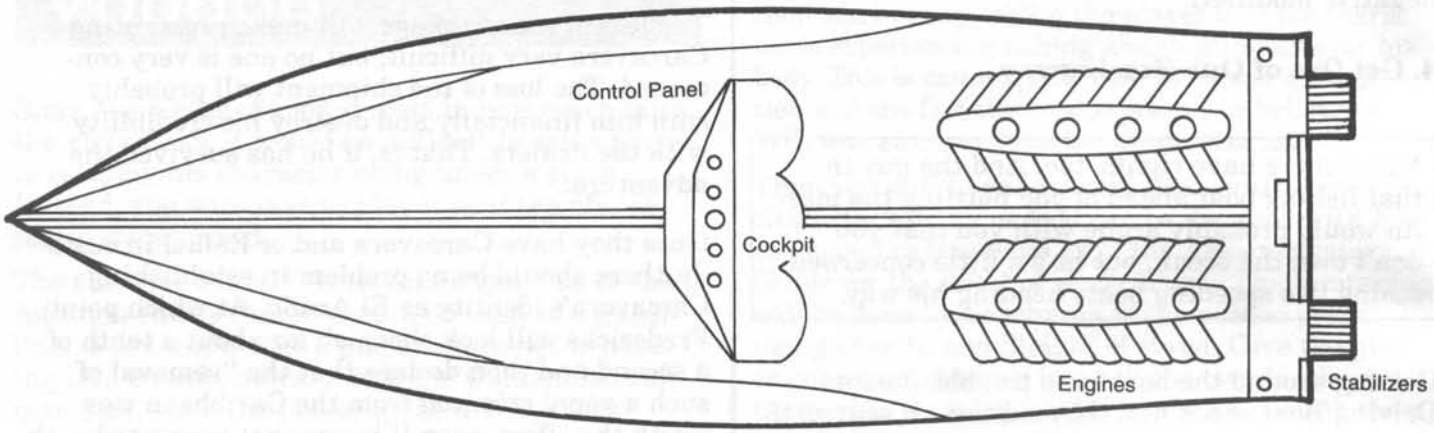
There may be a lot of questions the authorities and Davey and Edwards want to ask the characters so it would probably be best if they disappeared into the shadows for awhile. If they take this route, Fredericks will agree and arrange transportation for them.

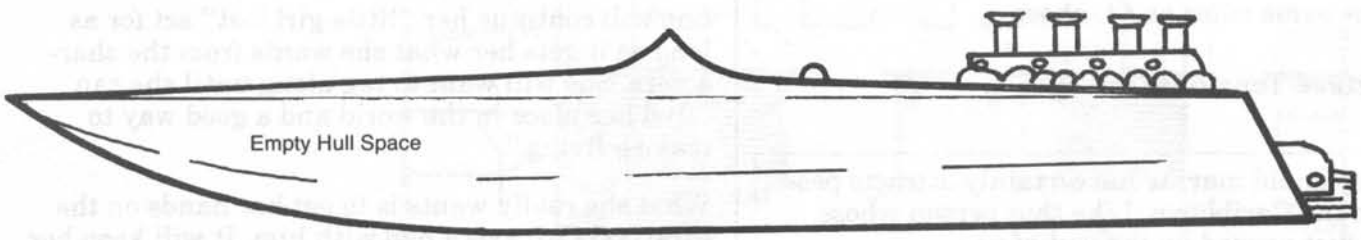
But it does leave the problem of Mercedes Galis.

She will continue her "little girl lost" act for as long as it gets her what she wants from the characters. She will want to tag along until she can "find her place in the world and a good way to make a living."

What she really wants is to get her hands on the $700,000 Carcavera had with him. It will keep her going until she can make other arrangements. Once she gets her hands on it or decides there's no way she will ever get it, she will disappear. Maybe to return another day.

## CIGARETTE RACING BOAT



# The Island

The Spanish colonized San Cristobal but weren't very interested in it since it had no gold. Then pirates used the south coast of the island as a refuge between plundering voyages. After the British defeated Spain, they were given Jamaica and San Cristobal.

The port was still busy as a major stop on the molasses-rum-slave triangle in the 18th century and many slaves jumped ship and made a life on the island.

In 1958, opposing factions split the government and started five years of revolution. It ended when the military, led by General Marco Bayo, took over and started a military dictatorship.

Under Bayo, the island became a tourists' haven with visitors carefully directed away from the sights of the natives living in squalor and straining to stretch their meager incomes.

One laborer, Valentino St. John Ignatius, a self educated farmer, engineered a series of work slowdowns. A persuasive speaker and writer, he learned quickly to use the power of the media to spread his words against the tyranny of Bayo. The ultimate result was free elections.

Ignatius was voted into office. General Bayo discreetly left the island for sanctuary in a sympathetic Central American country.

Ignatius' government has proven very profitable and the people have prospered. But there are still factions who want Bayo returned.

Due to San Cristobal's strategic location in an area that is rife with political intrigue, drug deals, and various smuggling operations, it has become the focus for a number of intelligence operations.

Ignatius' primary interest in international espionage is keeping it out of his country and he has set up a Ministry of Intelligence headed by former SDECE agent Penelope Clavell. Her job is to identify foreign agents and ask them to leave. For this reason, any action taken by characters must be very subtle and discreet.

The people of San Cristobal are very typical to the Caribbean. A mixture of cultures from Spain, Great Britain, Africa, South America, and even Asia have all contributed to a melting pot that at first looks confused but is really quite well organized socially. The result is a people friendly and open.

San Cristobal also boasts all forms of religion. Christianity, Judaism, Ratsafarianism, and various voodoo cults all seem to exists without rancor. Well, almost, but that comes later during the adventures.

## Eden Cay

Once upon a time there was a volcano that pushed up out of the ocean and died. A few eons later, another volcano burst forth about 15 miles to the south. The ensuing earthquake caused the first volcano to sink almost to sea level and one wall of the crater to open creating an almost perfectly round, well protected, and very deep bay.

Time flies, a few more eons go by, and pirates discover this wonderful protected harbor and claim it for their own. But the pirates are soon gone under the guns of the British and Spanish and the harbor becomes a favorite place for pleasure boats to lie at anchor.

Then someone got the bright idea of building a marina there. Then someone said "Hey! Let's build a couple of hotels and a club." Well, things got going and Eden Cay, the foremost resort spot on San Cristobal, was formed.

The bay can accommodate ships of almost any size, though an aircraft carrier would have a little difficulty. It has become a favored spot for people who are cruising the Caribbean and looking for an idyllic place to drop anchor and enjoy some of the most modern entertainment and hotel facilities in the world.

The government, of course, runs the casino and turns a tidy profit on the proceeds along with offering special deals to the hotels. The hotel guests get reduced passes to the casino and the

casino gets a prominent mention in all the hotels' promotion materials.

There's also the Eden Cay Country Club with a full eighteen-hole golf course and tennis and sports club facilities. People who maintain homes in the Cay area get a discount membership to the club while visitors and tourists can buy a short-term membership.

If the people get tired of the hotels and their Las Vegas-style shows, they can always stroll down to the San Cristobal Center for the Arts. This four-building complex offers concerts, plays and art galleries to please the senses.

## Hotels

**The Shoreman House:** In all the world's great cities you can find a Shoreman House. They are known for offering comfortable accommodations at a reasonable price. The food and service are slightly above adequate and its proximity to the beach makes it a very attractive package for the traveler who wants to experience a pleasant vacation without losing his shirt.

## Restaurants

Eden Cay also has some of the finest restaurants on San Cristobal, which is saying a lot considering the consistent high quality of the restaurants around the island.

**Caribbean Princess:** With a menu that changes daily based on what the freshest catch is, the Caribbean Princess has become a favorite with natives and tourists alike. The main dining room is all glass enclosed, including part of the ceiling. The 270 degree view allows early-birds and late-nighters to admire the sunrise with their breakfast and to savor the sunset along with their dinner.

**Neptune's Favorite:** Decorated with a nautical theme and tons of statuary carved from coral, this restaurant has a relaxed atmosphere that many enjoy. The outdoor cafe welcomes swimmers and sunbathers directly from the beach.

## Clubs

**The Reef:** Featuring a disc jockey playing the latest dance tunes, this club appeals to the younger crowd. Friday and Saturday afternoons are TeenTime when boys and girls under 18 are allowed in to dance. No alcohol is served during this time.

**The Glass Surf:** If you can make it to the bar on a crowded night, you'll see where the club gets its name. Behind the bar is a magnificent glass sculpture of a crashing surf. Unfortunately, the management has decided it wasn't pretty enough on its own and have placed different colored lights behind and below the sculpture. The lights go on and off in time to the music. The crowd ranges from 18 to 30, who come in to listen to the disc jockey or to the live bands.

# Chases

## A. Model Behavior

It's always a pleasure to run into beautiful people, but this is ridiculous. Ahead is a photo session in full swing. The models (male, female, or celebrity are up to you) are all smiling and posing as if they are having more fun in one picture than the average person has in a lifetime. If you hit them, you're probably going to put a damper on their day. Plus you're going to smash up a lot of photographic equipment, and by the time they get set up for this magazine shoot, they'll have lost the light.

Characters in vehicles will have to make the appropriate Driving skill roll to avoid hitting the group and getting involved in a lot of paperwork and possibly a lawsuit.

On foot, the characters can try to avoid crashing the session with a REF check. Or blend in by using the Reaction Rules on page 25 of the Administrators Guide. The NPCs get a WIL roll to resist the characters charms.

If the character ruins the session and then tries to pick up one of the models, the model gets a two times WIL roll to resist. After all, the character just blew away a day of the model's time. (In order not to be chauvinistic, you can have the models be male or female depending on the character's gender.)

## B. A Head for Fruit

As much as you are wondering how they do that, there is no time to stop and admire the native woman who is balancing a three-foot high pile of fruit on her head.

As above, the characters can avoid the scene with the appropriate checks.

However, they can also grab the fruit and use it to pelt anyone following them. The bananas can also be useful when strewn across the path of any chasers who must make an INT check to notice the fruit or they will start slipping and sliding on it.

## C. Cast Off

Well, you really didn't have time to consult a map, so you really can't be blamed for running into the marina area. But this dock is a cul de sac. Wait a minute, there's a cruiser passing near the end of the dock. If you're only fast enough . . .

In this case, whoever is being pursued can try to make a jump for the cruiser by making a REF check. If it fails, the jumper lands in the water and must start swimming or be caught.

If successful, the character must do some fast talking or be thrown overboard by the boat's occupants. Who is on the boat is up to you, but it can be anyone from a smuggler to a playboy millionaire enjoying a day of sailing with his all-girl crew.

## D. What's in Store

What you wouldn't give for a convenient doorway? Well, ask and you shall receive. Here's one now. No time to think, do you duck in or not?

If the characters duck in, give their pursuers an INT check to notice where they have gone.

Roll a d6 to determine what kind of shop this is:

1. Souvenir shop: Once inside, the characters can try to look like ordinary tourists who just happen to be out of breath from running for their lives. They can continue through the shop and try for a back door (roll a d6, on a 1-4 there is a back door; on a 5-6 no back door). If their pursuers failed their INT check, the characters will have gotten clean away. Or they can dawdle in the store. If their pursuers follow them into the store, there will be more than enough items that can be broken or thrown during a fight to give the store's proprietor a heart attack.

2. Boutique: How incredibly trendy this place is! All pastels and neon lighting and people wearing outfits that the Salvation Army would refuse. Same rules apply here for losing any pursuers. However, instead of throwing bric-a-brac, the characters can knock over racks of clothing to ward off pursuers or try to duck into the cubicles where patrons are trying on clothes. If the cubicle is occupied, the character's problems may be compounded by a screaming civilian.

3. Salon: Well, people have to get their hair done somewhere. Same rules apply. In this place, though, there are some improvised weapons such as scissors. Or they could try to blow-dry their pursuers with a portable hair dryer. One option could be to grab one of the sink hoses to squirt in the face of an opponent, or to grab a plastic bottle that could contain anything from water to shampoo to hair bleach and douse an opponent.

4. Antique/Music Box: A quiet little shop with that wonderful sweet/musty smell of well-preserved antiques. Same rules apply. Here, whenever a character picks up an antique to use it, one of the clerks will try to grab it out of their hands. Plus, the clerks will gladly place themselves between the fight and the antiques or music boxes to save their inventory.

5. Rare Books: The collective wisdom of the ages line the shelves. The proprietor, a rascally old Englishman named Felix, has provided chairs and tables so his favored customers can come in a peruse or read the book to their heart's content. Same rules apply here. Felix will get very upset if the characters start messing about with his shelves and/or tomes. The customers, though, will go on reading, so absorbed in their reading as to be oblivious to everything around them.

6. Sports Shop: Most of the inventory is geared towards sailing, surfing and other aquatic sports. Same rules for losing pursuers apply here. This place is a veritable treasure trove of improvised weaponry. Everything from water skis to life jackets can be used as a club. There is also a supply of ropes and hawsers that can be used to trip or tie up. One section of the shop offers swimsuits and has a few cubicles where people can try on swimsuits, refer to the Boutique above for suggestions.

## E. Shuttle Space

At first, it appears to be a large metal centipede, but it's just the small, open sided shuttle bus-trains the hotels and local tourist board run to let visitors get around easily and enjoy the views.

The lead motor car chugs along at a stately ten or fifteen miles per hour pulling behind it anywhere from two to four cars that can hold up to eight people each. They are very popular for getting around Eden Cay since the seats all face sideways and give passengers a chance to admire the scenery while they get around from shop to shop. There is no charge for riding the shuttle and they are constantly moving around the resort area.

Characters on foot can try to jump onto the shuttle by making a REF check and trying to blend in. Assume the tourists are Generic 20 types and make a general Reaction Roll (page 25 in the Administrators Guide) to determine their attitude to the player character. If the character grabs an item like a hat or a camera to try to hide behind, apply a -15 modifier to his WIL roll to try to influence the tourist.

Then make an Acting check for the character according to the rules on page 48 of the Players Guide. (Disguise will not work here since that skill requires more time for elaborate costume and cosmetic work.)

If the pursuers fail their checks, the characters have succeeded in eluding them.

An NPC being pursued by characters in this manner, could try to grab one of the tourists to use as a hostage.

Player characters in vehicles will have to make the appropriate Driving skill roll to avoid hitting the shuttle. (Those on motorcycles can try to jump between the shuttle cars.) If they fail that check, they can get a second one at a -30 to avoid doing mortal damage to the occupants of the shuttle. They will crash their own vehicle while doing this.

You should determine how much damage was done to the shuttle based on how fast and how large the characters' vehicle is. At worst, innocent people could be hurt. At best, the characters have separated the hitch between the shuttle cars and a one or two are now rolling out of control into the bay or some shop or anything else you deem appropriate.

## F. Bunches of Fun

Why do tourists travel in packs? Here comes another bunch of them all together, happy, and smiling. Unmindful of the approach of desperate secret agents. Can't they do anything on their own?

The same rules for avoiding the shuttle or blending in apply here. Roll a d6 to determine what kind of tourists.

1. Beach types: Tall and tan and young and salty, these people look like they just stepped out of a commercial for tanning butter. They are carrying various pieces of water sports equipment (surfboards, skis, scuba gear, whatever you chose).

2. Senior Citizens: The tour guide is pointing out the various shops and places of interest to a group of very spry senior citizens. Some want to go shopping. Others want to go to the casino. One or two are too vain to wear hearing aids and have to have everything repeated for them. If the characters try to blend in here apply a -40 to their Acting role. Plus, there is a 25% chance they will wind up next to someone who just wants to talk and talk about their vacation and family back home. In fact, this particular senior citizen may try to adopt the character as a companion and show up several times during the adventure at inopportune moments.

3. Young lovers: Forget about trying to blend in. This small group are probably honeymooners who have discovered the joys of privacy that come from teaming up with another madly-in-love couple. The couples meet in the morning and decide to go for walks around Eden Cay, but they spend more time staring into their spouse's eyes than anything else. They are hardly aware of each others' existence much less the characters. Of course, if there is a male and female character, they can try to blend in by pretending to be madly in love with each other.

4. Camera Freaks: They're everywhere! Either with a tour guide or not, they roam the streets looking for the unsuspecting subject who is then subjected to a barrage of flashes accompanied by a cacophony of whirrs and clicks of automatic cameras. They take pictures of things moving.They take pictures of things that are still. They snap people. They snap objects. They'll take shots of speeding cars that just narrowly avoid hitting them. Or they'll get shots of cars that scatter them. They'll get shots of people who run into the middle of their group. They'll get shots of people who grab their cameras. They'll get shots of fist fights or fire fights.

5. Businessmen: Come to San Cristobal, it's a great place to invest and build. Someone from the state government is showing a few businessmen around Eden Cay. The businessmen are all dressed in lightweight suits. Later they'll get wild and change into beach togs, but for now they are on the company time. Any character who tries to blend in wearing something not businesslike gets a -40 to the Acting roll. If a female player character tries to ingratiate herself to the group, she will have no trouble. Until later, when the businessmen, thinking of including her in their partying activities, show up at inopportune moments.

6. School Children: Shouldn't these kids be in school. Well, they are. They are taking a field trip to Eden Cay to learn about the history of the place. You should decide the age of the students. Any character trying to blend in here should get a negative modifier to his Acting roll based on the age of the students. For example: No modifier if the students are college age, -35 if they are in high school, -60 if they are in grammar school. If they are in the much younger grades, forget it.

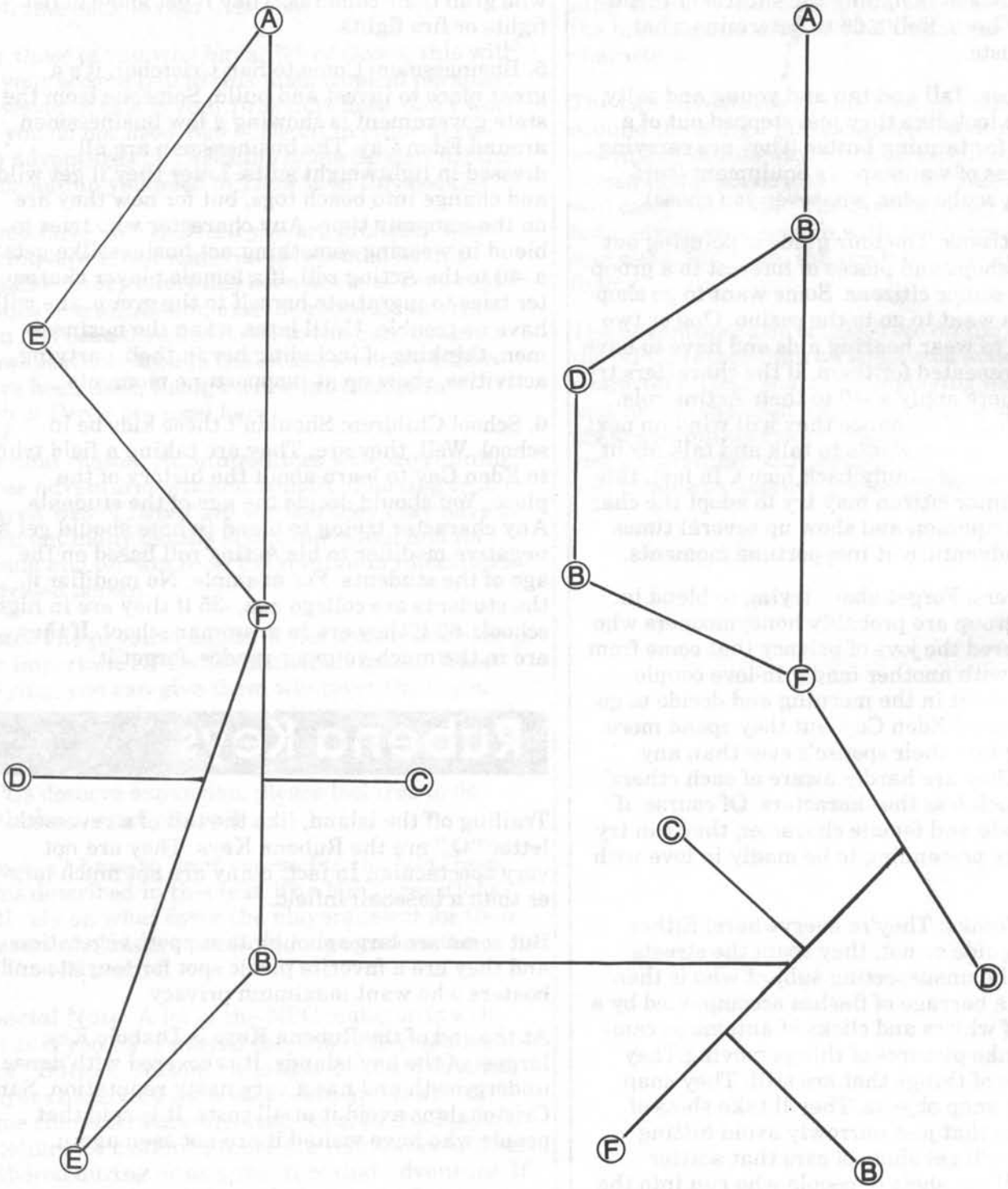
## Rubena Keys

Trailing off the island, like the tail of a reversed letter "Q," are the Rubena Keys. They are not very spectacular. In fact, many are not much larger than a baseball infield.

But some are large enough to support vegetation and they are a favorite picnic spot for tourists and boaters who want maximum privacy.

At the end of the Rubena Keys is Diabolo Key, largest of the key islands. It is covered with dense undergrowth and has a very nasty reputation. San Cristobalans avoid it at all costs. It is said that people who have visited it are not seen again.

**Eden Cay Chase Flow Chart**



# San Cristobal

Eden Cay
Fort Darnier
East Shore Road
Ste. Maarten's Point
Ruins of the Temple of Toluacan
University of San Cristobal
Costa de Oro
San Cristobal Sportsplex (soccer, baseball, horseracing)
Queen Elizabeth I State Park and Recreation Grounds
West Shore Road
Centro Highway
Plains
East Beach
Airport
San Michel Blvd.
Kerry Grass Highway
Government Agricultural Research Station
Costa de la Plata
Ashton Army Base (San Cristobal Army and Air Force)
Swamp Road
Farmland
Conch Village
Pollifax River
Colombo Wildlife Preservation
Azule River
Corocos Mountains
White Water Valley
Vista Road
Miller's Lighthouse
Cliffs
Crystal Falls
Rubena Keys
Diabolo Key
N
10 miles

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# TOP SECRET/S.I.™

*Official Game Adventure*

# THE STING OF THE SPIDER

*by Bob Kern*

## *BEGIN COMMUNICATION*

*TO: All agents in all bureaus*
*FROM: Orion Foundation*
*RE: San Cristobal Base*

*Once called a "glittering island jewel", the beautiful resort of San Cristobal has begun to show more cracks. The establishment of an Orion Foundation Operations center on the island has proceeded smoothly—but no one suspected that the new center would see so much business, so soon!*

*But indications of grave trouble have been increasingly common on the island. Not only have the usual nefarious perpetrators of revolution, piracy, and smuggling gained strength and influence there, but now ruthless agents of the Web have established themselves on San Cristobal . Their work is urgent, though the Web's objectives on the island remain unknown. Are they working in concert with the Russians? The Cubans? Perhaps the CIA?*

*The Sting of the Spider is the sequel to Web of Deceit, the module that introduced players and Administrators to San Cristobal. This module is designed to expand the adventure on the island and answer some important questions. Though it is designed especially for Orion Agents, representatives of other agencies will have little trouble adapting the module to their campaigns - there's plenty of danger to go around!*

## *END COMMUNICATION*

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