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BOXED NIGHTMARES

BY KEVIN SIEMBIEDA

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An adventure source book for Beyond the Supernatural.™ 80 big pages containing six adventures, three new monsters plus villains, rules for creating secret organizations, the arcanist thief, GM tips, and more!

BOXED NIGHTMARES

TM

DO NOT
DROP!!



LONG

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BOXED NIGHTMARES™

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The tabloid entitled *After Midnight*™ is part of the *Boxed Nightmares*™ RPG package and should come shrinkwrapped with it.

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Boxed Nightmares

The title of this book was inspired by the chilling cover paintings by Canadian artist *Denis Beauvais*.

The content of the book deals with adventures into the world of the supernatural. I have made an effort to create a variety of different stories to illustrate the many different styles and moods applicable to the supernatural genre. The aspect of horror, and/or the supernatural, is present in each, but one is a sort of who dunnit mystery that requires the characters to research and piece together clues. Another is a jungle action adventure with a twist. While another is a tale of spirit/haunting and murder. The possibilities for contemporary horror and the elements of the supernatural are endless. I hope this book will help game masters discover the scope of this rich world of suspense, intrigue and terror.

Yet for all the horror and mystery, there is often a touch of the ironic and the ridiculous. We have tried to capture the lighter side of horror with the addition of the *fake* supermarket-type tabloid that is part of this RPG package. You know the ones: "Big Foot lives in my back yard." They are pretty outrageous, but can make for a fun read and can be a good source of ideas for adventures. Just don't take these articles seriously, okay?

Of course, the tabloid enclosed with this book is not a real newspaper of any kind, but a fictional device to provide clues to the RPG adventures and a few laughs too.

Disclaimer

Our world is a vast and mysterious realm. Are ghosts real? Do some people really have Extra-Sensory Powers (ESP)? Who knows? Neither this supplement nor *Beyond the Supernatural*, or any of our other games, are meant to suggest that any of these things are real or true. This is a work of *fiction*. We use myth and an occasional scientific theory to create a believable, but fictional story and to instill a particular mood. All the premises presented within these pages are fiction. The magic is not real. Likewise, the monsters, the people, and places are but make-believe phantoms created to tantalize your imagination in role-playing adventure.

If the stories or elements of this or any role-playing game make you uncomfortable then do not play it; this probably means it is not the game or subject for you. Role-playing games are meant to unleash the imagination and to offer hours of fun with friends.

The Elements of Horror

Game Master Tips and Story Construction

Being Frightened, Just for the Fun of it.

For some reason, people of all ages love to be frightened, whether it's the thrills of a roller coaster ride or scary ghost stories told around a campfire. Other sources of easy scares are monster movies or a horror novel. People love to be scared.

Why? Heck if I know. Maybe it's just the stimulation of the mind and imagination that people enjoy. Or the chill that runs

down the spine or the goose bumps that creep across the skin and the sudden scream or twitch that comes with being momentarily startled or frightened. Best of all, these are reactions that are *artificially* induced by such yarns of terror. But the most important aspect of a horror/monster story is that it is make-believe. For a brief time, people suspend their logic and let themselves be carried away on a roller coaster ride of a story. They scream and tremble during the ride and enjoy the chills and thrills, and frighten themselves silly, but when the ride/story is over, they go home, knowing that it was *never* real and that they, themselves, were never in danger. This is what makes scary movies and novels so popular.

It is important to understand that the monsters and magic in these stories are all fictional elements designed to capture the illusion of the supernatural and horror. They have *never* been real and can not stalk you after the story is done, nor while you are actively participating in the story. Reading, or watching, or role-playing a horror or supernatural story does not mean either you, or the producers of the tale, believe in the monsters or the magic. It is certainly not the practice "Satanism." The supernatural elements, the evil, the demonic, are all simple story elements that go back to ancient fears and superstitions. So don't let your imagination work overtime, just enjoy the stories and the adventures, then go home and curl up with a good book or your teddy bear and sleep tight.

That all said, let us take a closer look at the specific elements that comprise most good tales of suspense, horror, and the supernatural!

Examining the Elements of Horror

The Supernatural
The Evil
The Horror
The Mystery/Suspense
The Unknown
The Final Conflict
Good vanquishes evil
The Magic

The Supernatural

The supernatural is the common thread of many monster and horror tales. One is tempted to say that it is an element of the *unknown*, but that is not entirely true. Indeed, if you look at most horror stories, the supernatural elements/monster is *very known*! Sooner or later, the monster gets a face and a name. Early on in the tale, we see hints of its power and origin. So the supernatural element is hardly unknown, although how it works in our logical world of science may remain a mystery.

Instead, the supernatural element is exactly what the word says it is: the "super" and the "natural." It is a power or a monster that resembles something we know and consider to be common or "natural," but possesses powers far from normal.

For example: We all know old women who love and own one or more kitty cats. There is nothing "unnatural" about that. Yet suddenly, that innocent and common image is twisted into something sinister when we say that a particular old woman is a witch and her cat is really her demon familiar metamorphosed



into the form of a cat. Suddenly, the *normal* becomes something not normal, and a bit frightening. Why? Partly because something we know so well, that we see and do not think twice about, has been transformed into something potentially fearful and dangerous. Just the odd combination of the familiar with the bizarre begins to create the magic of fictional horror.

The "super" comes into play because the normal looking woman possesses powers and abilities that the ordinary human does not. Thus these powers are unnatural or "supernatural." The source of these powers may be from arcane knowledge or from some hellish pact with creatures of evil. The reasons why she has become a witch may be an aspect of our other story elements, as we shall explore.

The *supernatural monster* is her demon cat. A creature that may appear to be a normal weak and innocent animal, but is, in reality, some hideous fiend beyond human comprehension. It is as "UN" natural as things get. It has great and mysterious power (magic, psychic, or other powers that defy known science and logic). Sooner or later, the "unnatural" aspect of the monster is revealed in its full monstrous glory, and all shudder at its strange and often horrible visage. After all, the traditional monster is ... well ... monstrous. Often something huge and ugly, because that is what scares people; ugly, different, big (which usually means powerful).

The Evil

Despite what you might think, the *evil* is not necessarily the monster. Of course, the creature *may* be evil, especially if it is an intelligent being who intentionally engages in activities that will hurt others. However, often the creature is a somewhat mindless predator, like a wolf or tiger. It is not necessarily evil, but is a ferocious creature that is used for evil purpose by a third party. It is this third party that is the *true* source of evil.

Let's go back to the example of the witch. Her demonic cat is the supernatural monster, as are the demonic fiends she may pay homage to. But, ultimately, she is the source of evil in this story. It is she who has turned to evil, unnatural monsters as her friends and companions, and source of power.

While our heroes may have to fight the demon cat or other supernatural monsters, the fight will not end until the witch is slain or otherwise incapacitated, because she is the *source* of evil. It is she who has solicited other creatures of evil and has helped them vent their own brand of evil, but they are secondary characters at this point in the story. And it is all a matter of story.

In one story, slaying the demented old hag may send her demon cat and the rest of her evil minions back to the non-human world they came from (some might call it Hell). Of course, one must look at the entire picture. Depending on story plots and twists, it is possible that just slaying the witch will not put an end to the nightmares she has unleashed (it depends on the story), and our heroes may have to hunt down and slay every monster before they can put an end to the horror.

What is evil, anyway?

The 1987 *American Heritage Dictionary* defines evil as: "1. Morally bad or wrong; wicked and malevolent: *an evil tyrant*. 2. Causing an undesirable condition, such as ruin, injury, or pain; harmful or injurious: *an evil suggestion*. 3. Characterized by boding misfortune; foreboding; ominous: *evil omens*."

An *evildoer* is described as: "A person who does evil; a perpetrator of evil."

I think these definitions are pretty good. I generally think of evil as any deliberate actions taken, or encouraged to be taken, to hurt somebody else, either physically or emotionally. One is especially evil if he or she enjoys the pain and suffering they inflict.

Often evil will stem from human emotions. Sadly, humans can often be incredibly mean and evil. Such emotions as hate, spite, envy, greed, jealousy, lust, and revenge can lead a once good individual down the trail of evil. They are great story elements. Remember, not all monsters and villains are power crazed madmen seeking world domination. Often the story operates on a smaller, more familiar stage, such as consuming hate or jealousy. *Revenge* can often be a motivating factor that tips the balance and sends one plummeting into the abyss of "evilness."

Stupidity and selfishness are also good story elements for unleashing malevolent forces. "Golly, I didn't mean to unleash unspeakable evil into the world, I was just curious and ignored everybody's warnings and did what they told me not to anyway. Now this horrible thing is loose and it's all my fault." Stupid and selfish.

The Horror

Horror is fear, repugnance, abhorrence and loathing. It can also be an elusive element, especially in a role-playing game. Generally, the horror elements will be drawn from the terrible, or potentially terrible; things that are happening as a result of the villains' actions and intentions. The circumstances of events may be horrible. The creatures may look horrible. And the consequences of failure may be horrific.

Don't fall into the easy, gross 'em out, splatter film type stories and visuals. Sure, these are horrible/grisly images and make most people turn their heads and say, "eewwww," but that is not horror. Good horror is a blend of all (or most) of the elements discussed in this section. Suspense and anxious anticipation for the next shoe to drop are just as critical as the bloody knife and dismembered corpse.

The Mystery and Suspense

The most difficult element of horror often seems to be creating suspense. Certainly it is a critical element in the story and definitely something that the game master must instill. The short adventure outlines and ideas in this book can only begin to create a bit of suspense, the rest falls to the GM. However, suspense is not as difficult or as elusive as some might believe, and any good GM will master it with time.

In role-playing, a great deal of suspense can be instilled by the *atmosphere* created by the GM. The surrounding environment, a fog, the full moon, darkness, strange noises, will all add to the magic of the moment.

Along these lines, a good story device (which you see done in movies all the time) is setting the characters up for a false start/attack. This is done by setting the mood and situation carefully. The group is expecting trouble. They are ready for a confrontation. Suddenly, a noise! Is there something in the shadows? Just as one of the characters peers behind a crate ... a cat leaps out of the shadows!!! It startles everybody! The tension builds.



For Example: Don't just say, "Yeah, you guys have heard lots of rumors about this thing that stalks this town at night, and your research shows that it is probably a vampire. Well, it's night and you hear a scream, wha'd ya do?"

Sheesh. How flat. I'm sure not shaking in my boots. But how about something like this? As GM, you've set up the basic vampire story. Fine. The group has heard rumors that have lead them to believe a vampire stalks this town. Fine. Now it's time to play on that and build some suspense and dread.

Despite what many game masters seem to think, secrecy is not the way to go. So many times I see GMs withholding information in the belief that this creates suspense and mystery, when all it often creates is confusion. I have found that letting the player characters in on what they are up against can be very effective, actually building the suspense and the inevitable confrontation. Of course, timing, as in when and how they learn this data, is equally critical in setting the mood. Don't just tell people stuff as the GM, weave it into the story.

Give the players some juicy rumors about this vampire. Remember, *rumors* are not truth, or at least not "whole" truths, but often wild speculation and gossip, so throw in some stuff that is not true (like there are several vampires or they are the minions of some psychotic mage or cult, etc.). It's not true, but it gives the characters something to think about and another line of investigation that they should explore. Have some lunatic (I love madmen as NPCs, they are so dramatic) recount his personal encounter with the vampire. The dialogue and tone of the poor madman (and the fact that the experience was so terrifying that it drove him mad) will go a long way in setting the tone. Something like:

"Yeah. Yeah, I lived, but I wish I didn't, 'cause I know it will come back for me. It said it would and it will... What? ... What happened? I was walking to my car see. I... I had to work late '... well, I was walking to my car, about six in the morning, and I thought I heard like... wings... like a big bird, but when I turned around, there was nothing there." He giggles and repeats, "Nothing there. Yeah, right. Nothing."

The man begins to perspire, his voice becomes more frantic. "So I turned around toward my car and there he was, just inches away from me. Out of nowhere he was there! The only thing I really saw was his face. Oh god, (whimpers a bit) like a corpse with red eyes and these fangs. Huge fangs, red lips. Laughing. Just standing there and laughing. I... I was terrified and tried to run, but before I could even take one step, it grabbed me around the neck."

Dramatic pause here and describe him rubbing his throat, which, in turn, reveals some ugly looking scars, like from the claws of an animal. If a character asks to examine the scars, the man will pull his collar up and hold it tight, refusing to let anyone get a closer look. (This can lead to somebody going to talk to the examining physician later. The physician may be puzzled and frightened, or callous and dismiss it all as self-inflicted wounds, which will force the characters to draw their own conclusions.)

The victim continues, "His grip was like a vice ... and ... I know I hit him. Yes... yes, I remember hitting and hitting and trying to break loose, clawing away, but he was like a damn statue made of iron. And laughing all the time (clutches his ears as if to block out the sound of laughter). Then he like... gasped and let me go. I fell to the ground. I think I was almost out of air from strangulation. Everything was spinning and all I remember is him saying, 'I be back, meat. You are mine.' And then... I guess I passed out. The next thing I remember is the

morning sun in my eyes as some paramedic lifted me into an ambulance." And the story can continue or end around here. What this does is give the players a very graphic idea of what they are up against (assuming this guy is telling the truth). **Note:** Always "show" the story, not tell it, whenever possible. This is a very simple principle of good story-telling, whether told in writing or verbally. A strong mental *picture* will always be more effective in conveying atmosphere and suspense than any flat statement of fact. Remember, this is "role" playing, not "rule" playing. The emphasis should be on the story, the adventure and its many aspects.

The Unknown

The trick to using the unknown is to reveal a lot to your players, but always leave them wondering about more.

The element of the unknown is always a factor in good suspense. The questions of who, why, how, when and where, will often come into play. The element of the unknown adds to the mystery and makes many adventures more than just fighting outrageous monsters. It makes the investigation and problem solving parts of the adventure have greater importance and can be a very fun aspect of any game. The degree of mystery and investigation will affect the pacing, mood, and atmosphere of the adventure. Not every adventure should have the same measure of elements. Some will be more suspenseful and "who dunnit" type investigations, while others will be more straightforward or combat oriented. But regardless of what the emphasis will be, some aspect of the unknown is likely to be present. Utilize it, for it can be an excellent tool in building mystery and suspense.

I find a brief "close encounter" can often add to the tension and power of the story. Such an encounter will answer many of the player characters' questions and raise a few new ones. **For example:** It is night. Suddenly, our heroes see a commotion, or hear on the police radio band about an assault in progress. They arrive at the scene in time to see a police shoot-out as the assailant survives a hail of bullets and disappears into the night. His victim, dead, throat ripped out and blood drained.

Or the characters arrive on the scene and see this large man in a flowing trench coat menacing a ... (man, woman, child; fill in the blank). They shout (maybe fire a gun) and run to the rescue. The man turns. He looks exactly like the lunatic's description from the night before; the red eyes, the fangs, etc. But this is not the confrontation we've all been anticipating. This is a dramatic device to give the players a better idea of what their characters are up against. The assailant shrieks something about meddlers and displays some aspect of his supernatural powers. Perhaps he throws his victim, like a toy doll, fifty feet, into a pile of garbage or at the heroes. Perhaps he overturns a car to block their path, etc. The GM may even let the characters engage in a brief combat (that may or may not go well for them) before the fiend turns into a mist or bat and escapes.

This prelude to the big confrontation/battle accomplishes several things. 1. The players now definitely know what they are up against, a vampire. 2. Will knowing what they must fight make their job any easier? More likely than not, they will worry even more and spend time preparing themselves. The tension mounts. 3. The fight is now personal. The monster has a face. 4. The encounter may also add an emotional connection, because they've had a tussle with it and they may or may not have been

able to stop the terror from killing his victim (frustration and anger). 5. Furthermore, it adds to the urgency and the desperateness of the situation. They must stop this thing before it kills more innocent people. All this adds to the momentum and suspense of the story.

Ahhh, but even armed with this data, there are still questions, still elements of the unknown. Where does this monster hide during the day? How can they find it? They can't expect the police to help them track down a "vampire," they'd never believe it, so the group is on their own. They've seen how tough this guy is, can they win in a fight? Maybe they can handle him, but what if the rumors about "several" vampires is true? Then what? This will definitely serve to increase the tension and suspense as they track him down.

Story options/subplots: Foiling another assault or two, or the vampire realizing who they are (psychics, mystics, or supernatural hunters) will certainly make the characters his enemy and could lead to him attacking them (One at a time? All at once? Get a friend to help?). The hunters becoming the hunted is always a fun twist, putting the characters on the defensive rather than the offensive. Or feeling that they must act quickly. Urgency is always a good mechanism for creating fear and suspense.

Also, familiarity and lack of fear on the monster's part can breed terror. Such as the vampire recognizing a particular character(s) by name; "Ah, the illustrious Doctor McTaggart, I've read so much about you. I almost feel like I know you. A pity you must die, we all found you so amusing."

About fear for a minute. In a role-playing game, the element of fear, in the sense of the players being frightened, is not an aspect of play. Rather, the story is much more of a *suspense thriller*. An adventure into the strange and frightful world of the supernatural. While the *characters* may be scared, the actual people playing should not be. After all, they are like actors telling a fictional story and, while one may fear for the safety of his or her character, one should not fear for themselves. The object of the game is to have fun playing at solving mysteries and stomping monsters.

The Final Conflict

Well, this is it. The big battle and finale (although one never knows the exact outcome of a confrontation in a role-playing game). All good stories have a beginning, middle, and end. We should be approaching the end of our tale. The end should be satisfying and dynamic; after all, this is what everything else has been leading to. It is also the time to introduce any final surprises. **For example:** In the course of investigating the vampire story, our characters uncover a number of other bits of data that may or may not have any connection. One such piece of information is that a reclusive old woman, Mrs. Baker, is considered to be a witch. The neighbors seem to give unusual conviction to the story, for these modern times. This is another place where word of mouth, tall-tales/rumors/gossip can play a part. However, even if she is a witch, the story is about a vampire and there is nothing (at least thus far) in the adventure to implicate her involvement. The Game Master continues to focus on the vampire. However, there is a turning point in the vampire story when our team of psychic investigators track down the vampire's lair. It is an old Victorian house near the center

of town. But wait, didn't they learn something about this house earlier? Yes, it's the home of Mrs. Baker, the alleged witch. Suddenly, the story takes a new twist and our heroes have a new problem. Do they attack like they planned or do they regroup and develop a new strategy? How does this woman figure into this vampire mystery? Is she really a witch? Or is she a hostage, another victim being used by the vampire? If she is a witch, is she responsible for the vampire's presence and assaults? If so, why is she doing this? And what new dangers might exist?

Our story has built into a suspenseful climax. All our villains are revealed. The answer to "why" may be revealed through further investigation (the town treated her like crap over this and that and she blames the death of her husband on them, so this is her revenge) or the answer may come out of the final conflict when the witch or vampire reveal the reason why in some dramatic speech.

Note: The most satisfying stories are stories with an end. So try not to leave an adventure without a logical conclusion. Always try to wrap up loose ends.



Good Vanquishes Evil

Generally speaking, good should vanquish the evil. I mean, this is "heroic fantasy" and the presumably good player characters have spent days or weeks (hours of game time) reaching this point in the story. However, success should be the reward for good playing and teamwork. If the group plays poorly the villains will escape and continue their evil works. Or the group may get

captured or seriously injured (and now that the villains know of their involvement, they may seek to destroy them) or even killed. The Game Master should remain flexible and go with the story flow. One of the great things about RPGs is that everybody playing contributes to the story and its development. Consequently, the actions of the players, through their characters, can directly alter the direction of the story.

Vanquishing evil does not always mean eliminating it. Using our example of the witch and vampire, it is possible that the witch is never directly involved in the conflict. The vampire is found in her home, but she never joins the combat herself (or so it may seem). She contends that she was a innocent victim of the vampire herself; "I'm an old woman, what could I do?"

The vampire is destroyed, but the witch remains. Of course, the story can have her attack the group, they fight, she dies. But she can also remain alive and free. The heroes may feel in their hearts that she is the puppet-master behind this entire mess, but if they have no proof, they may have to let her go. This turn of events can lead to future trouble in this town caused by the witch (perhaps worse than ever). Or she could send things after the heroes as an act of vengeance. She could become a continuing villain that plagues the group over a span of time and numerous adventures. Or she could stop her evil machinations, at least for a while, for fear of their reprisals; waiting until she believes they have forgotten about her.

The Magic

I know many of our readers/players feel that there is no reason to go on and on about the fictional aspects of the games nor to print our disclaimers. However, we get enough inquiries from concerned fans, fearful that they are being lured into the Satanic or occult, that I feel it warrants my attention.

The inclusion of magic, psychic powers, and supernatural monsters (demons?) are purposeful story elements to create the atmosphere of horror and the fantastic. ALL supernatural yarns have magic, strange powers, evil, and demons or supernatural creatures. A running theme is human corruption that leads to the villain's enlistment of fiendish monsters who can give him or her great power (or their desires), and corrupt them even more (evil). It is all part of the horror genre. The battle between good and evil is the heart of most drama, from afternoon soap operas to the evening police show. None of our books are meant to encourage or condone Satanism or the occult. Playing these games, with these elements of monsters/demons and magic, do not make a person a junior devil worshipper. Furthermore, this is all fictional! The magic, the monsters, the powers, are all make-believe. One can not conjure up an entity in his basement because 1. There is no such thing as an entity, and 2. The magic spell in the book is not real!!!

Please remember, this is a game. It is not a textbook for the occult. Okay? Good. Now let's have some fun!

Supernatural Organizations

Designing Agencies for the Investigation of the Supernatural

By Erick Wujcik and Kevin Siembieda

One of the questions I am often asked is, "I know our Beyond the Supernatural characters can be anybody, from a psychic investigator to an everyday Joe, but how does the group get together and why do they stick together?" This question is inevitably followed by, "Can't they form an organization or join an organization that investigates the paranormal?"

The answers are yes and yes. Here, let me provide some parameters for you to work with.

The following rules are based on *Erick Wujcik's* excellent method for designing spy agencies as found in the pages of **Revised Ninjas & Superspies**. The basic agency rules are unchanged; however, there are some specific modifications and additions for creating a *paranormal* investigation agency or secret magic organization.

Creating an Agency

Agencies come in all sizes, ranging from the one-man outfit over the corner laundromat, to the worldwide organizations of international importance. What we provide on the following pages are guidelines and rules for creating small and large organizations alike. The Game Master can select and build an agency with ease. Or, at the Game Master's option, the players can put together their own agency, using the point system provided. This saves the GM time and assures the players that their agency is satisfactory. If the group designs the agency, it should be by consensus, with everyone agreeing to the way the points are distributed.

There are six basic types of agencies presented here along with the total available points one can spend on agency features. To determine which one is right for your particular game, the GM and players should talk about what type of adventures they can expect to be involved in. Game Masters should pay attention to the players' goals and needs, because unlike real life, you can mold the agency around those needs. Also use logic. If the characters want a lot of freedom and desire to be their own bosses, they are likely to be a part of a smaller outfit; numbers 1-4. If they are secretive or emphasize science and research, then numbers 1-3 are most appropriate. The bigger agencies, numbers 5 and 6, offer greater resources, but also mean answering to bosses, supervisors, and a host of administrators, as well as company policies and interpersonal relationships with co-workers.

The game master can easily roll up both player and non-player agencies by the random, quick roll method. Just roll 1D6 for each category. The GM can also feel free to modify any of the results so the resulting agency will fit well into the rest of the campaign world.

Step One: Determine Size, Orientation, and Points

- 1. Supernatural/Paranormal Private Agency.** This is a very small organization, usually consisting of about a dozen personnel, including field operatives. They explore all aspects of the supernatural, from E.S.P. and magic to ghosts and demons. These agencies usually run on a shoestring and will have very few resources and even less political power (virtually none; considered quacks and charlatans by most). 90 POINTS, plus an additional 10 POINTS for the library and 10 POINTS for research. Note that the additional 10 points must be applied only to those specific features.
- 2. Paranormal Investigation Agency.** This group is involved in the *scientific* study of E.S.P. and paranormal phenomena. An organization such as this is frequently the most reputable in the eyes of science and the public. They will study E.S.P. and try to understand and develop the psychic abilities of individuals, investigate the supernatural in its many forms, and explore the concepts of magic. However, magic is not taught nor encouraged at such an agency. The emphasis is on scientific research regarding psychic powers and the supernatural. Still, there can be an arcanist or two involved in the agency. These organizations are sometimes funded by universities or corporations, but are considered a bit eccentric and are given low key attention; little political power. 140 POINTS, plus add an additional 10 POINTS for equipment and 10 POINTS for the research features.
- 3. Secret Club or Society of Magic.** This is an organization that knows magic and the supernatural to be real and who encourage its study and understanding. These are almost always secret organizations that are privately funded and/or co-financed through the word of mouth marketing of their special services and abilities. 160 POINTS plus 20 POINTS for the library and 10 POINTS for the research categories.
- 4. Crime and Supernatural Busting Agency.** An organization dedicated to fighting criminals and unscrupulous individuals who use magic and psionics for an evil end, as well as hunting down and eliminating supernatural monsters that prey on humankind. 175 POINTS are available, plus 10 POINTS for equipment and 10 POINTS for weapon categories.
- 5. International Crime and Supernatural Busting Agency.** This organization is a larger version of number four, with international members and facilities scattered around the world. 230 POINTS are available, plus 20 POINTS for offices and distribution and 10 POINTS for agency credentials features.
- 6. International Psi-Espionage Agency.** This group is involved in the contest between the world's superpowers (the U.S. and the U.S.S.R.). The "war in the shadows" of national spies and counter-spies should be the group's major concern. Only, unlike many spy agencies, this one specializes in special

operatives with supernatural powers; psychics, parapsychologists, and arcanists. 350 POINTS are available.

Note: The points listed are the total available points for all the different agency features. Even with 350 points, selecting an agency can be difficult. Remember that if no points are spent on a particular feature, say Internal Security, then the agency automatically has the worst level, 1. NONE, in that feature.

Non-Paranormal Agencies are structured a bit differently, but still fit the general size and available points for the agencies listed. Here are some basic comparisons. Small news agency is equal to #4, a large news agency is equal to #5, network T.V. is equal to #6 plus 100 POINTS, a large university #5, police force #4, lab or research facility sponsored by large university #4, small independent lab or research facility #2, a large private detective agency #5, a medium private detective agency #3 or #4, and a small private detective agency #1 or #2. **Note:** Give an additional 10 POINTS to all non-paranormal agencies.

Step Two: Agency Features

A. Outfits. The standard clothing issued by the agency to its members. Replacement of any agency-issued outfits is automatic.

1. None. The characters are responsible for their own clothing. No replacements of any kind are available.

Agency Cost: None

2. Utility Outfits. The agency has a standard uniform for all its employees. This is typically a one-piece coverall, with patches and shoes also provided free. The agency has plenty of replacements, in standard sizes, and also provides free laundry service. Quality is equivalent to what you'd find in a garage full of mechanics.

Agency Cost: 1 Point

3. Open Wardrobe. A complete range of civilian clothes, including disguises and foreign uniforms, is available to any agent of the organization. Quality is comparable to the stuff found in a discount department store or in a cheap mail-order catalog. Serve yourself.

Agency Cost: 5 Points

4. Specialty Clothing. Standard armor, protective clothing, pilot outfits, SCUBA gear, plus any other standard outfits are available. In addition, the civilian clothing is fairly classy, equivalent to what's available in expensive clothing stores.

Agency Cost: 10 Points

5. Gimmick Clothing. A full range of clothes, including standard armor, and up to \$10,000 per outfit of clothing gimmicks/hidden pockets, body armor, concealed silver bullets, etc. The quality is high-fashion, with designer labels in the very latest styles.

Agency Cost: 30 Points

6. Unlimited Clothing. The agency offers any and all clothing gimmicks in any standard clothing, uniforms or specialty outfits. Any quality level is available, and the world's top designers are on call to specially make appropriate outfits for any agent.

Agency Cost: 50 Points



B. Equipment. This describes all the equipment and supplies provided free of charge by the agency. Replacement of any lost or damaged agency-issued equipment is automatic.

Special Note: Unlike other categories, it is possible to pay points for more than one of the following features. For example, by spending 15 Points, an agency would provide both electronic (#3) and medical (#4) equipment as described below.

1. None. The characters are responsible for buying and replacing their own equipment.

Agency Cost: FREE

2. Cheap Gear. Each character has up to \$800 of equipment available for each mission. Note that replacement costs, at the completion of a mission, are subtracted from the amount available for the next mission. Serve yourself.

Agency Cost: 2 Points

3. Electronic Supplies. Up to \$5,000 worth of common sensory, recording, communication and/or computer equipment is available for each agent. No other equipment is available.

Agency Cost: 5 Points

4. Medical Equipment. First-aid and paramedic type equipment and pharmaceuticals are available. Includes antibiotics, painkillers, anesthetics, sodium pentothal (truth serum), E.K.G. and E.E.G. machines, oxygen, and one basic life support unit. Up to \$25,000.

Agency Cost: 10 Points

5. Special Equipment. Each agent has a budget of \$50,000 for any and all equipment issued at any one time. This includes silver bullets, rare herbs and magic components (availability

may vary), special construction or modified equipment, special optical enhancements, sensory items, and equipment used by parapsychologists (see **BTS**, pages 63 & 64, as well as, equipment section). Replacement of lost or damaged equipment is automatic, but the total amount of agency-supplied equipment can never exceed \$50,000.

Agency Cost: 25 Points

6. Unlimited Equipment. Characters can take any equipment, herbs, components, medical, electronic, optics, camera, surveillance, gimmicks or modifications, with a budget ceiling of about \$250,000. Note that this does not include clothing, vehicles, or weapons. Staff of technical specialists are also available for analyzing specimens (chemical, optical, etc.) as part of that quarter of a million budget.

Agency Cost: 50 Points



C. Weapons. This includes all the weapons issued from the agency's armory. Any agency-issued weapons come with an unlimited supply of ammunition. Any expended ammo or damaged weapons are replaced automatically.

1. None. The characters must buy their own weapons and ammunition. No automatic replacement.

Agency Cost: FREE

2. Ammunition. The agency provides ammunition for character weapons, but no weapons.

Agency Cost: 2 Points

3. Armed Agents. Each agent is issued two (2) weapons, with a maximum total value of \$2500. Ammunition is provided.

Agency Cost: 5 Points

4. Ninja and Ancient Weapons. Any and all ninja, martial arts and ancient weapons are provided. This includes swords, bows, spears, crossbows and the like. Ammunition is restricted to arrows, shuriken, slingshot pellets and so forth. Total budget is limited to \$10,000.

Agency Cost: 10 Points

5. The Arsenal. Each agent is allowed to choose up to \$20,000 worth of weapons per assignment. Ammunition is provided, including silver bullets, mallet and wooden stakes, etc. Plus one magic amulet of choice (see **BTS**, pages 122 & 123). The mystic charm can be exchanged for a different amulet depending on the assignment and availability (GM's control availability).

Agency Cost: 30 Points

6. Unlimited Weapons. Characters belonging to the agency can take any and all available weapons up to \$50,000 per each assignment, with unlimited ammunition and special features such as silver bullets. In addition, one magic amulet of choice is available (see **BTS**, pages 122 & 123). The mystic charm can be exchanged for a different amulet depending on the assignment and availability (GM's control availability). And one *talisman* is also provided (availability of spells and spell level is up to the game master; spell level is generally limited to spell levels 1-6).

Agency Cost: 60 Points

D. Vehicles. Transportation provided by the agency to the characters. Also includes information on the agency's fleet of vehicles.

1. None. Can you run? Fly? Swim? We sure hope so, because you're not going to get any kind of ride from the agency.

Agency Cost: FREE

2. Public Transportation. The agency has no vehicles of its own and sends all agents out using commercial transit facilities. In other words, the characters can take buses, regularly scheduled airlines, trains, and ships. It's also possible for the characters to hire taxicabs and rented vehicles, but they have to use their own money and will be reimbursed only if the proper receipts and paperwork is done.

Agency Cost: 3 Points

3. Company Fleet of Vehicles. The agency maintains a fleet of standard, non-modified vehicles. Small cars, mini-vans, small motor and sail boats and 1D4 propeller airplanes are available. All vehicles are the cheapest kind available. Special traveling arrangements and expenses for commercial airline flights are available upon authorization.

Agency Cost: 10 Points

4. Personal Vehicle and Expense Account. The characters are each given their own personal vehicle, worth up to a \$22,000 value, as well as additional access to a fleet of cars, vans, trucks, small private airplanes, helicopters, and even small jets (subject to agency/GM approval) and an expense account for vehicle maintenance, fuel, and rentals, including chartered aircraft and boats. The vehicles are of high quality, but are limited to standard production line versions. No fancy sports cars or luxury cars.

Agency Cost: 20 Points

5. Specialty Vehicles. Usually limited to large automobiles, mini-vans, full size vans, and trucks which are outfitted with special sensory, surveillance, electrical, and paranormal equipment. Also a variety of conventional cars and vans are available, as well as sports cars and luxury cars, helicopters, airplanes, and small jets. Each agent car may have up to \$30,000 worth of modifications done to his personal vehicle.

Agency Cost: 35 Points

6. Unlimited Vehicles. Any existing vehicle is available, including rare and expensive models (I'll take a 1928 Duesenberg Model SJ). Any and all modifications, including special equipment and "spy" modifications (bullet-proof windows, weapons, etc.; see **Ninjas & Superspies** or **Heroes Unlimited**) are available; budget is limited to about \$150,000 per vehicle. May include psi-mechanic devices.

Agency Cost: 50 Points

E. Communications. This is a measure of how good the communications network and devices are in the agency.

1. None. Characters must use public phones and pay for all calls out of their own pockets.

Agency Cost: FREE

2. Basic Service. The agency has telephones, two way radios and uses regular mail delivery. No scramblers or bug detectors available.

Agency Cost: 2 Points

3. Secured Service. All the agency's telephones and radios are equipped with scramblers. Important messages go by bonded private courier and armored truck services.

Agency Cost: 10 Points

4. Computerized. Top of the line, full system telephone network, FAX machine and a computer network link up the various offices of the agency with the central HQ. In addition, all radio and telephone communications have sophisticated computer scrambling available. The addition of a wire service costs 3 Points more.

Agency Cost: 15 Points

5. Satellite Network. In addition to telephones and wire service, there is the capability for instant communications with anywhere in the world through a system of ground-based microwave transmitters and satellite relay stations. Each and every individual agent is wired, with a scrambled private signal channel.

Agency Cost: 30 Points

6. Unlimited Communications. The agency has a private satellite network with 12 dedicated satellites covering the globe, its own private telephone network, and a private mail carrier system. Plus a worldwide data network serviced by a supercomputer at each main HQ.

Agency Cost: 50 Points

F. Offices and Distribution. Just how widespread are the offices and personnel of the organization?

1. None. All agency personnel, including the director, work out of their homes. There are no real offices connected with the agency.

Agency Cost: FREE

2. Urban. All the agency has is one central office (1D4+3 rooms, about 1200 square feet) in one building in one city. No remote offices.

Agency Cost: 2 Points

3. Regional. The agency has offices in 1D4+2 cities of its own country, within a 600 mile area. Field agents cover all strategic areas in the home country or state or province.

Agency Cost: 10 Points

4. National. The agency has offices and field agents in one country only. Offices and field agents are in 20 major cities of that country.

Agency Cost: 20 Points

5. International. Agency maintains offices and agents in 1D4+10+20 major cities in its native country and 20 offices around the world. Has field agents in every capital city, and in most strategic locations.

Agency Cost: 35 Points

6. Ubiquitous. Every major city in the world has an office or a field agent representing the agency. This agency is everywhere, with their people covering every population center of 100,000 or more.

Agency Cost: 90 Points

G. Military Power. The amount of military force that the agency can command directly. Note that directly means just that, the agency can order around the unit without needing permission or authorization from any other source.

1. None. The player characters are the agency's main security force.

Agency Cost: FREE

2. Security Guards. A few hired security guards with revolvers are all the agency has.

Agency Cost: 3 Points

3. Field Rescue Team. The agency has a special rescue team of ex-military and ex-police personnel who compose a 12 man rescue team. All are 3rd to 5th level and at least two will have psychic powers and two will know magic. The offices are also protected by four loyal security guards.

Agency Cost: 10 Points

4. Militia. The agency can call directly on a 48 man force of mercenaries; all 2nd level. They have access to standard military weapons and equipment. Few, if any, will have special powers.

Agency Cost: 20 Points

5. Private Army. A small unit of 24 experienced mercenaries and combat veterans; all are 6th level. As well as an additional 48 low level mercenaries; all 2nd level. They come complete with weapons and equipment. Constantly on duty and ready to mobilize.

Agency Cost: 40 Points

6. Strike Force. One of the country's commando battalions, with up to 450 soldiers, is ready to be air-lifted, anywhere in the world, at a moment's notice. Includes infantry weapons, eight tanks, and four artillery pieces, plus three armed helicopters. **Note:** Available only to government or military funded operations and spy agencies.

Agency Cost: 60 Points

H. Sponsorship. Exactly who is controlling the agency, providing them with their leadership and their real source of funds?

1. Self. The player characters are the agency. They are responsible for paying all bills and financing field operations, setting goals, and running the agency. This will usually mean a low budget and/or offering one's services for hire. The agency will be subject to the laws of the countries they are operating in.

Agency Cost: None

2. Secret. The player character agents have no idea who is really behind the organization or what hidden motives there might be in their assignments. For the moment, they are their own bosses, given a free hand at what they want to do, provided they stay within the framework of the agency. The features and equipment of the agency are paid for by this mysterious benefactor.

Add 15 POINTS for the purchase of additional features, but remember, you don't know who you are working for or toward what purpose. GMs should take advantage of this as a continuing story subplot.

Agency Cost: FREE

3. Military. The agency is run by a unit of the military who are specifically concerned with military goals. Spying on the enemy, national security, and stealing military secrets are always a top priority.

Agency Cost: 4 Points

4. Private Industry. The agency is set up by a private company who expects the organization to either show a profit or promote good will. Or the benefactor may have a personal interest in the supernatural and has the financial resources to establish his own paranormal investigation/research agency. The company owner or board of directors will demand complete access to all data, personnel, facilities, and services. The characters may find themselves sent on assignments they do not want or told to do things that may compromise their morals (if the sponsoring agency is corrupt), such as industrial espionage.

Agency Cost: 6 Points

5. Government. This kind of agency is sponsored by an official government and is covered by the government's legal framework. The group's emphasis can range from scientific research to national security and international spying. This could include internal security, ferreting out moles and traitors in government departments, espionage, and field investigations.

The agency is more likely to be a secret paranormal investigation agency assigned to covertly investigate and eliminate supernatural dangers without frightening the public. This agency would make a reasonable explanation fit, like swamp gas, hoax, etc., while secretly solving the real supernatural problem and eliminating any danger.

Agency Cost: 8 Points

6. International Spy Organization. Sponsored by an international body, the agency is free to set its own policies and to wage war against internationally distributed networks of criminal activity and terrorism, or be a part of a criminal and/or espionage network. Either way, the characters represent a special team of operatives who utilize magic and psychic powers. The organization may be good or evil, concerned with material things or the supernatural.

Agency Cost: 20 Points

I. Special Budget. Reveals the money available, not for regular operating costs, but for any kind of special projects. In other words, how much money is available to "front" an operation. For example, if the agents are ready to fly off to Brazil on an investigation, this would determine just how much cash the agency has to risk on such an operation (hotels, special equipment, legal expenses, etc.).

1. None. No money available for any special projects.

Agency Cost: None

2. Nickels and Dimes. Up to \$2000 is available for any one operation.

Agency Cost: 3 Points

3. Small Potatoes. Agency can dig up \$30,000.

Agency Cost: 8 Points

4. Large Loans. Agency has up to \$150,000 to kick into any important mission.

Agency Cost: 20 Points

5. Big Bucks. Agency can get up to \$5 million.

Agency Cost: 30 Points

6. Limitless. Agency has up to \$1 billion available.

Agency Cost: 50 Points

J. Administrative Control and the Law. This determines just how much freedom the agents have within the law and within the agency.

1. Rigid Laws. All agents must always abide by the letter of the law or face prison. Likewise, they must obey company rules (if any).

Agency Cost: None

2. Loose Laws. Agents have good connections with the authorities and can get away with minor violations (traffic offenses, littering), but must avoid committing any serious offenses.

Agency Cost: 6 Points

3. Free Hand. Characters work with the authorities or have such good connections that they are free to break most laws in the pursuit of official agency goals. Still liable for damages (can be sued) and will be held accountable for any accidental deaths. May also be subject to prosecution for serious crimes such as murder and assault with intent to kill, manslaughter, etc., as well as federal crimes such as kidnapping, espionage, smuggling, drugs, etc. Only a 1-28% chance that agency sources can protect them from serious allegations. **Note:** Unless the agency is evil/criminal, the people in charge will *not* protect agents who blatantly break the law and endanger lives.

Agency Cost: 30 Points

4. Agency Protection. The agents will be protected by the agency at all costs, shielded from any legal suits or prosecution. 1-60% chance can even protect agent from murder or federal crimes. **Note:** Unless the agency is evil/criminal, the people in charge will *not* protect agents who blatantly break the law and endanger lives.

Agency Cost: 40 Points

5. License to Kill. Each agent is specifically authorized to break any and all laws in execution of their duty. Murder, assassination, theft, and illegal interrogation are all allowed. **Note:** Limited to government and spy agencies only!!

Agency Cost: 45 Points

6. Above the Law. The agency is given authority above the laws of its country. Agents can do anything they wish. Not possible in the U.S., or most western democracies, but definitely an option in communist and most oriental countries. **Note:** Limited to government and spy agencies only!!

Agency Cost: 60 Points

K. Internal Security. This is the level of internal infiltration that the agency is vulnerable to. Note that this is the only thing that prevents spies and spooks from already having been placed in the organization. It varies according to the agency's security measures. Enemy agents, moles, "turned" employees and supernatural interlopers can only be prevented with high levels of internal security.

1. None. No security, anyone can walk in or out, and employ-

ees are not screened or given security background checks. 25% chance of each and every NPC employee being an infiltrator. No supernatural safeguards other than the character's own awareness and powers.

Agency Cost: None

2. Lax. A security guard at each entrance checks visitors in and out. Identification is simply printed and signed (no pictures or fingerprints). 15% chance of each NPC employee being an infiltrator. No mystic safeguards other than the player character's own awareness and powers.

Agency Cost: 5 Points.

3. Tight Alert security guards, electronic alarms and picture I.D. cards are all part of the agency's security system. A rigid check of prospective employees reduces the chance of infiltrators to 10%.

Supernatural safeguards include a security staff familiar with common supernatural occurrence and how to handle it (items such as silver crosses, garlic, and holy water are available). In addition, a psychic sensitive is on duty at all times (first or second level). This individual will sense for evil and magic and observe a person's aura and so on, if an individual is suspicious.

Agency Cost: 10 Points

4. Ironclad. Every entrance and exit is under constant video monitoring. Everyone entering is checked for fingerprints, signature, subjected to a metal detector and must be personally recognized. Clients are not subjected to finger printing, but are isolated to one specific area. Only a 5% chance of finding a mole in any office.

Supernatural safeguards include an arcanist (2nd level), in addition to a psychic sensitive (2nd or 3rd level), as part of the security staff, at all hours. The arcanist-security guard's spell knowledge must include see the invisible, see aura, sense evil, sense magic, detect concealment, turn dead, impervious to fire, paralysis: simple, and mystic alarms. Other measures of protection against the supernatural include motion detectors, heat sensors, mystic alarms placed on strategic locations, doors, and books. And lastly, a simple protection circle and a talisman with a negate magic spell in it.

Agency Cost: 25 Points

5. Paranoid. Top security and then some; all the measures taken in number four plus. Suspicious characters may be strip-searched or denied entrance, and no one can so much as enter a bathroom without surveillance. Multiple checkpoints and constant personnel checking reduce infiltrations to a 2% chance in each office. Several psychic sensitives are employed as part of the security force, as well as two 4th level arcanists.

Supernatural safeguards include two simple protection circles, and the library and the agency chief's room are protected by a sanctum spell and several mystic alarms. Player characters may upgrade by adding superior protection circles, wards, and more mystic alarms if they have that knowledge.

Agency Cost: 40 Points

6. Impregnable! An insanely complicated barrage of tests, signs and countersigns, searches and (choose one) either X-Ray Checking (comparing skeleton/dental patterns to make positive ID), Retinal Scans, or Bio-Chemical (checking a person's blood type and genetic markers for positive identifi-

cation) for each and every person entering any office of the agency. Only a 1% chance of an infiltrator being found anywhere in the agency.

An arcanist or psychic sensitive heads each security team and check point (2nd to 4th level). Each and every room is protected by a sanctum spell. Wards of alarm, sleep, paralysis, and banishment are placed at strategic locations. Lastly, there are two superior protection circles on every floor occupied by the agency, and a stone golem may be used as a watchdog.

Agency Cost: 60 Points

L. Agency Credentials. Just what is the reputation and authority of the agency? The credentials determine just how much respect character agents can command.

1. Hunted. The agency is assumed, by the public, to be a group of criminals, outlaws, or fanatics. Feared and not trusted.

Agency Cost: None

2. Unknown. No one has even heard of the agency. They get no cooperation and receive no attention.

Agency Cost: 3 Points

3. Faceless. The group is regarded as rich boys at play or just another bunch of scientists or government employees sponging off the taxpayers. Cooperation from authorities, particularly police, will be slow and reluctant.

Agency Cost: 5 Points

4. Known. The agency is known as a reputable scientific, private business or effective and loyal government agency. Police and local authorities will help with matters that are in their jurisdiction.

Agency Cost: 10 Points

5. Recognized. Agents are known as "good guys" who deserve all the help they can get. Police, foreign governments and bureaucrats will all help and cooperate to their fullest in any investigations and operations.

Agency Cost: 30 Points

6. Famous Heroes or Villains. Characters are known as bigger-than-life heroes fighting against mysterious forces of evil. Any official, and any citizen, would jump at the chance to risk their lives helping the character's agency. They always receive favorable press and are swamped with fan letters.

Or villains that are known to be notorious fiends by the public and authorities alike. Citizens and law officers will do their utmost to crush any activity. Or those of famously *bad* reputation. People and authorities dislike anybody associated with agency and will do little if anything to help.

Agency Cost: 50 Points

M. Agency Salary. The amount of money received weekly by the player characters.

1. None. The character must get a day job and work for the agency as a volunteer.

Agency Cost: None

2. Freelance. Agents are paid at the completion of each assignment. Price can vary, but generally it's about \$500 per

week; whether expenses are included or not will depend on the agency. Experienced freelancers may receive 1D4×100 dollars more per week. **Note:** This is not full-time employment, but by the job.

Agency Cost: 2 Points

3. Pittance. The agency employs the characters on a full-time basis, but is strapped for money. Agents get paid \$300 per week. Payment for expenses and equipment is made depending on the type of agency. The agency runs a 5% chance per week of experiencing a money shortage or labor strike.

Agency Cost: 5 Points

4. Good Salary. Characters receive a weekly salary of \$500, but work long hours. The job doesn't pay as well as some in private industry, but job security is solid. Experienced characters may make as much as double. Expenses may be paid by the agency depending on its size and range of features.

Agency Cost: 10 Points

5. Excellent Salary. Characters receive a weekly salary of \$1000! Experienced characters can earn as much as double. Bonuses of 2D6×100 dollars are given out for a job well done. These characters can afford to dress well, eat well and live upper-class lives. Expenses are paid depending on whether or not the agency is set up that way.

Agency Cost: 20 Points

6. Outrageous Salary. Want your characters to hang around with Jackie O and Princess Di and the rest of the jet set? This feature pays them a weekly salary of \$2500! Experienced characters can earn as much as triple, and bonuses for a job well done are common (1D4×1000 dollars).

Agency Cost: 50 Points

N. Research and Information Gathering. The available resources and methods of collecting, collating, storing, and accessing information.

1. None. The characters are responsible for buying their own books, newspapers, computers, recording equipment, and paying for research/information facilities. They must do their own foot work at libraries, etc.

Agency Cost: None

2. Cheap Resources. Each character has up to \$2000 of computer equipment, as well as a TV, VCR, police band radio, and commercial radio. The agency has 1D4 national and one international clipping service. Note that replacement costs, at the completion of a mission, are often subtracted from the amount available for the next mission if the equipment is destroyed. Serve yourself.

Agency Cost: 2 Points

3. Good Connections. The agency has \$10,000 worth of computer equipment, two modems, is on line with a dozen national and international computer networks, a score of clipping services, both national and international (with 1D4 staff sorting and updating data), and has a source at 1D6 major newspapers, allowing access to newspaper files/records and wire services.

Agency Cost: 10 Points

4. Excellent Connections. \$30,000 computer system with a computer and modem for every field operator, is on line with

40 national and 20 international computer networks, 1D6×10 clipping services, a staff of 3D4 leg men to do research and monitor the news services. Plus, connections at 4D6 different major newspapers and 1D4 TV stations nationwide and 1D6 foreign news agencies.

Agency Cost: 20 Points

5. Superior Connections. Has twice as big budget, services, news connections and staff as described in number four. Special Connections include Interpol and several police forces, scientific agencies, and universities across the globe. Has reasonable access to laboratories and research facilities at half price (agency picks up all lab and research fees).

Agency Cost: 30 Points

6. Unlimited Connections. Massive research and information network with full-time staff monitoring all data, up to the minute up-dating, assistants and private research personnel for grunt work. Staff of technical specialists and laboratory facilities are also available at key centers around the world. Connections: 2D6×100 news agencies around the globe, Interpol, the military, and spy agencies.

Agency Cost: 50 Points

0. Library. The archives of books and information kept by the agency.

1. None. Only whatever each character may bring into the agency over the years.

Agency Cost: None

2. Small. A mostly insignificant library in the way of magic. Popular books on the occult, the paranormal, ghosts, legends, UFOs, mysterious happenings, all of Victor Lazlo's books, and newspaper clippings. Also included are several recent world atlases, dictionaries and other common scientific and geographic references.

Agency Cost: 3 Points

3. Good Library. An impressive selection of over 800 books on the paranormal, supernatural, lore, E.S.P., magic, and magazine articles that span the last 100 years. Included are many rare and hard to find books (15%). Also an excellent reference library on the subjects of religion, geography, history, and science. Also contains all articles and data from clipping services (if any). Approximate value: \$75,000.

Agency Cost: 10 Points

4. Excellent Library. A vast selection of nearly 3000 books on the usual subjects, spanning the last 250 years. A few are reproductions of rare, ancient tomes and diaries. Approximate value: \$225,000.

Agency Cost: 15 Points

5. Superior Library. A large library of over 5000 books on the usual subjects spanning the last 500 years. Also newspaper clippings that date back 200 years. 20% are extremely rare and valuable items. Approx. value: \$500,000.

Agency Cost: 25 Points

6. Library of the Arcane. A large library of about 4000 reference books on magic, the supernatural, legends, and lore. Plus an additional 2000 rare books, private diaries, original letters and scrolls on the subjects of magic and the paranormal. The rarest authentic books contain instructions on casting

spells and ritual magic rituals. **Note:** The GM may select a total of 20 spells from levels 1-6 (generally the more common ones) and a total of eight (8) rituals/circles selected from levels 3-12. Approximate value of the library is four million dollars.

Agency Cost: 50 Points

Other Information

Each organization should also have a name, and perhaps an insignia and symbol. It's also a good idea to come up with a director, an agent's executive officer, and a few technicians, all as NPCs, when playing a large agency. Remember that interesting guards, secretaries and fellow (or senior) agents can make an agency a lot more interesting.

Agency Example

The After Midnight News Agency

Here's an idea of how designing an agency might work. The newspaper is not entirely a paranormal investigating agency but it falls into that general category. Although the features are the same, some of the choices fall in between the standard offerings. The **After Midnight** news agency is the equivalent of a #4 Crime and Supernatural Busting Agency.

A. Outfits: #1. None	0 Points
B. Equipment: #2. Cheap Gear	2 Points
C. Weapons: #1. None; this is a newspaper	0 Points
D. Vehicles: #3. A limited fleet	10 Points
E. Communications: #4. Good/ computer/wire service	18 Points
F. Offices and Distribution: #4. National	20 Points
G. Military Power: #1. None	3 Points
H. Sponsorship: #4. Private Industry	6 Points
I. Budget: #5. Big Bucks	30 Points
J. Administrative Control: #2. Loose Laws	6 Points
K. Internal Security: #2. Lax	5 Points
L. Agency Credentials: #6 Famous	50 Points
M. Agency Salary: #4. Good	10 Points
N. Research and Info: #4. Excellent	20 Points
O. Library: #3. Good	10 Points

The After Midnight News Agency Total Points: 190 Points
The 10 points for weapons was not used; however, since the paper is not really a paranormal agency, it received the 10 *non-paranormal* agency points; 5 points were not used and are permanently lost.

The After Midnight News Agency

The following is some background information about the publishers of the ridiculous supermarket tabloid known as **After Midnight**. The newspaper is published by the giant media conglomerate *Gnatison Media Corporation*, which is a multi-million dollar corporation with ties all over the world. Holdings include a major legitimate newspaper in Georgia, 28 radio stations, one national television station (cable network), two national printers, a book publishing house, and partnership in a medium-size

California movie company. Media and news connections are international.

The flamboyant and controversial owner and CEO is *William Bennet Gnatison*. Mr. Gnatison created the **After Midnight** tabloid for two reasons: one, big bucks, which he has seen from this popular medium of yellow journalism, and two, because he has a real interest in the paranormal. Unfortunately, he pursues this interest like most everything else he does, loudly, arrogantly, obnoxiously, exploitively, and sensationally. Thus, rather than promote the serious scientific study of the unknown, he only fuels the flames of disbelief with his paper's outlandish stories. Of course, he does not see things that way and believes that one day he will be heralded as a pioneer of paranormal research at least equal to the late Victor Lazlo.

The publisher is a fast talking, quick thinking immigrant from Germany by the name of Henrik Kross. Henrik has found that people love the supernatural and the bizarre, so he capitalizes on it. He personally does not believe in the supernatural one bit, but he is willing to milk the foolish and misguided for every buck he can get. Ironically, Henrik is a mega-psychic (10th level journalist too, with a good head for management)!

The paper has a staff of supposedly psychic and mystic investigators, but Henrik often hires freelance psychic investigators as well. Of course, he thinks that they are all quacks and weirdos, but they bring him stories and that's all that matters. His feelings of disdain toward these charlatans causes him to treat psychics and mystics with a cold shoulder and with extreme rudeness. Henrik is a bully in the first place and these oddballs just turn his stomach. Why, if it weren't for the money involved, he'd move on to a more respectable tabloid.

Although the paranormal investigators bring home the facts and may even write the story, the articles are *always* rewritten by a skilled staff writer to capture that perfect feeling. You know, titles and dialogue that will really grab the reader, like, "Big Foot Married My Daughter," or "Elvis Presley's Clone Living in Cincinnati!"

The more violent or strange a story the better. There is nothing too outlandish! Nothing!! The only stories that may be pulled are ones where the investigators and the paper might be implicated in some illegal activity. Now Henrik doesn't mind his people bending the law or even breaking the law, like stealing evidence or breaking and entering, to get a good story, he just does not appreciate his reporters getting caught at it.

Freelancers of all kinds are hired from time to time, especially paranormal investigators. Freelancers are paid per assignment at a rate of about \$250 per week, with a bonus of 1D6 x 100 dollars each for a job well done, and on schedule if there is a deadline. The paper also pays for all reasonable expenses.

Freelance photography is not as in demand and payment is limited to published photos. Generally, \$50 to \$100 is the usual rate; however, sensational photographs can get as much as \$6000 each. Gnatison Corp. purchases exclusive rights and all other rights along with the negatives! Photos may also be purchased for reference file or future publication. Payment is usually \$10 to \$25, but can be as much as a hundred or two if unusual. All rights are purchased, along with the negatives.

The following are some interesting Non-Player Characters (NPCs) who work at the newspaper.

Raven Davenport

Reporter and Latent Psychic

Alignment: Anarchist

Hit Points: 32 S.D.C.: 20 Male

Weight: 160 lbs **Height:** 6 ft **Age:** 28

Attributes: I.Q. 14, M.A. 7, M.E. 10, P.S. 15, P.P. 18, P.E. 12, P.B. 15, Spd. 11

Experience Level: 5th Level Latent Psychic & Reporter

Magic knowledge: Demon and Monster Lore 65%, Ghost and Faerie Lore 65%, and Religion Lore 60%.

Psychic Powers: Latent Psychic: Sense evil, clairvoyance, total recall, mind block, resist fatigue, summon inner strength.

P.P.E.: 13 I.S.P.: 63

Combat Skills: Martial Arts; three attacks per melee, karate kick does 1D8 damage.

Bonuses: +4 to strike, +5 to parry and dodge, and +3 to roll. Attribute bonuses included.

Weapon Proficiencies: W.P. automatic pistol, W.P. knife, both at third level proficiency.

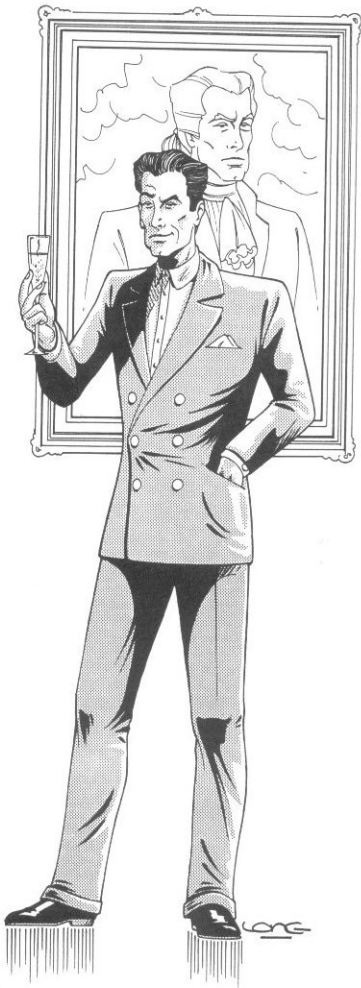
Weapons: P5 Walther (2D6 damage, 8 rounds), switch blade (1D6).

Skills of Note: Trade school education. Journalism Skill Program: Computer operation 90%, intelligence 68%, photography 80%, research 80%, and writing 56%. Technical Skill Program: The three lores listed under magic, history, and art. Secondary skills: Pilot automobile 96%, pilot motorboat 76%, swimming 72%, martial arts, pick locks 55%.

Description: Raven Davenport is an obnoxious and arrogant blow-hard who believes that he is god's gift to women and the world. He struts around the office like a peacock, with his perpetual grin and perfect white teeth. He is cold and impersonal, with a nasty habit of insulting everyone around him, especially fellow psychics, investigators and reporters. To no one's surprise, he is a bootlicker of those in positions of power and authority.

What makes matters worse is that Davenport is a damn good investigative reporter, with an eye for details and a spectacular memory. He's also a fairly good writer, by *After Midnight* standards, and is one of the few investigators allowed to occasionally write his own stories for publication, mostly because he can capture the flamboyant writing style of the tabloid rather than any true writing talent. This has led to his writing three rather preposterous books, all published by the Gnatison Publishing Group.; one is the *Best of After Midnight*, another book is about haunted houses, called *Ghost Stories for After Midnight*, and a semi-autobiographical book recounting his most hair-raising investigations, entitled *Adventures After Midnight*. All are pretty trashy, but excellent sellers.

Davenport is notorious for stealing the limelight, credit, and stories. He is a tricky, back-stabbing twerp, not especially liked by most of the *After Midnight* staff, but he is a star loved by the publisher and W.B. Gnatison (he's a money and news maker).



Julie Star

Staff Writer and Researcher

Alignment: Scrupulous

Hit Points: 35 S.D.C.: 20

Weight: 100 lbs **Height:** 5 ft 5 inches **Age:** 27

Attributes: I.Q. 20, M.A. 8, M.E. 18, P.S. 7, P.P. 9, P.E. 10, P.B. 14, Spd. 9

Experience Level: 6th level journalist/writer.

Magic knowledge: Lores, see skills of note.

Psychic Powers: None!!!

Combat Skills: None!!

Bonuses: I.Q. applied to skills, +2 to save vs psychic attack (high M.E.).

Weapon Proficiencies: W.P. Blunt

Weapons: None as a rule, blackjack (1D4 damage) in purse when in the field, baseball bat (1D6 damage) in trunk of car.

Skills of Note: Bachelor's degree in journalism. Journalism Skill

Program: Computer operation 98%, intelligence 68%, photography 98%, research 98%, and writing 84%. Technical Skill Program: Demon and Monster Lore 86%, Ghost and Faerie Lore 86%, and Religion Lore 81%, history 96%, and art 86%. Language Skill Program: English (native language), Spanish, French, and Japanese all at 98%. Secondary skills: Pilot automobile 98%, pilot airplane 96%, swimming 98%, fencing, dancing 71%, singing 71%, and cooking 86%.

Description: Ms. Julie Star is the paper's resident psychic expert and psychic sensitive, except that she has no psychic powers whatsoever! She is a child of the stars, a metaphysical mama, who believes in reincarnation, crystal power, horoscopes, E.S.P., U.F.O.s, magic, ghosts, demons, Atlantis, the Locke Ness Monster, that Elvis is alive, and the list goes on. Most importantly, Julie believes, 100 percent, that she is a psychic sensitive "attuned to the cosmic vibrations of the paranormal."

She is a well-meaning fruitcake who loves a mystery as much as she loves people. She writes the paper's horoscope and spiritual advice columns. She also serves as the technical advisor on many of the articles and is an excellent source for getting accurate theories, legends, and data about the world of magic and the supernatural. She has immersed herself in this stuff and knows it inside and out. It's not her knowledge that is flawed, but her application of that knowledge and her personal will conclusions.

Julie is a chatterbox who can talk at a speed that boggles the senses, especially when she is excited. Although well meaning, she can be annoying and has gotten herself and fellow reporters in trouble by getting involved in paranormal situations that she could not handle. Julie has a crush on Raven Davenport, who she thinks is a genius and a hunk. Raven thinks she is a kook and rebuffs all her advances, but Julie has not given up hope yet.

Walter Zarren

Freelance Investigator

Alignment: Miscreant

Hit Points: 37 S.D.C.: 33

Weight: 150 lbs **Height:** 6 ft **Age:** 25

Attributes: I.Q. 12, M.A. 10, M.E. 14, P.S. 19, P.P. 17, P.E. 17, P.B. 9, Spd. 12



Experience Level: 4th Level Arcanist Investigator

Magic knowledge: Blinding flash, death trance, see aura, see the invisible, fear, levitation, turn dead, impervious to poison, breathe without air, invisibility: simple, telekinesis and multiple image.

Psychic Powers: None

P.P.E.: 40

Combat Skills: Expert; two attacks per melee, karate kick does 1D8 damage.

Bonuses: +3 to strike, +1 to parry and dodge, +3 to roll, +4 to damage, +4 to save vs magic, +4 to save vs horror factor, +4 to save vs possession, +1 save vs psychic attack. Attribute and skill bonuses included.

Weapon Proficiencies: W.P. automatic pistol, W.P. automatic rifle, and W.P. knife.

Weapons: Colt .45 (4D6 damage, 6 rounds), 7.65 PP Walther (2D6 damage, 8 rounds, concealed), and a survival knife.

Skills of Note: All lores at 90%, research 90%, body building, Stage Magic Program: Concealment 66%, palming 60%, pick locks 62%, sleight of hand (see BTS, page 39). Physical Skill Program: Body building and general athletics and expert hand to hand.

Description: Walter Zarren is a scum bag who uses the newspaper for his own purposes, as well as making some extra money. He has been accused of assault, breaking and entry, theft, extortion, and of staging his own supernatural stories and photographs. However, he is often employed by the publisher because he gets things done.



Adventures

Trouble in Old Town

(A Detective or Crime-Busting Style Adventure)

Tabletop tie-in: Monster Trashes Drug House.

Note: This adventure should be played before one plays *South American Skulduggery*.

This story starts at the end of a story. That is to say, the player group arrives to investigate a number of strange occurrences just as the police announce that they have solved the case.

Or have they?

The Setting

The setting can take place in any city through out the world. The paranormal events center around the older, poorer section of that particular city. The place that transients, the homeless, bums, drug sellers, junkies, and gangs inhabit.

Story Background

The homeless

In recent weeks, the media has jumped on the "Satanic" bandwagon. Devil worship and the occult always interests the public, especially when connected with murder. Over a six week period, the media has had a field day.

The story actually begins a year earlier, with the discovery of a slain elderly man known to be one of the homeless in the area. Sadly, the quiet deaths of these tragic souls are rarely headline news, and this was no exception. The man died as anonymously as he had lived. The only thing that marked his passing was the coroner's report sent to the homicide division of the police force. In it was revealed that the derelict died from knife wounds. However, the wounds were not normal stabbings, but surgical or dissection style cuts. Worse, the liver and kidney were removed. The file on this grisly and unusual murder was buried and forgotten under a pile of more pressing cases.

In fact, it was a local television reporter and his news team who would later unearth three similar slayings of other derelicts over a sixth month period. Each victim was cut in a such a way as to suggest surgical procedure and each had organs removed (although the type of organs differed). The media coverage suggested a serial killer. The fact that the police had overlooked the connection of the three other murders was a significant embarrassment to the police department.

The animal graveyard

During this same period, *animal theft* was on the rise. One local news station even did a five part investigation on the theft of household pets, specifically dogs and cats, and their sale to research facilities. However, the public was horrified when a group of children playing in an abandoned house discovered an animal graveyard. The remains of 86 were identified, mostly dogs, but also included were 21 cats, 11 squirrels, 4 ravens, 5 ground hogs, 6 sheep, an iguana, a boa constrictor, and what appeared to be parts of a horse. This is when the specter of

"devil worship" came into play. Suddenly, the newspapers and airwaves were filled with headlines like, "Satanic Cult Terrorizes Homeless" and "Murderous Cult Plagues City; Police Baffled" and so on.

An eyewitness to destruction

The supernatural aspect came into play again when a reputed Crack drug house was the target of a gangland assault. The news reported that nine members of a powerful drug gang were "brutally slain in what appears to be a massacre." The images of bullet riddled walls and carnage splashed across the 11 o'clock news. The report had an eyewitness, one of the neighbors.

"I heard shooting and screaming, man. I hid underneath my bed an' prayed. Shit, I had three o' them bullets come through my (--Bleep--jin') window. I guess somebody called the police, 'cause I could hear their sirens. 'Bout then the shooting and screaming stopped an' I sneaked out my back door ta git a look see. Shit man, I seen 'bout four brothers hop into a black car and peal outta there, down the alley. I figured they musta hit the house, man. Then like, I heard this crash an' the (--Bleep--) in' screen door comes flyin' past my head. I slipped an' fell an' looked back at the back door and there it stood, man. This... thing! Big! I mean huge. Like some kinda (--Bleep--jin') demon! It leaped off the porch and started ta run at me. I just covered my head. Thought I was dead for sure. Shit, I musta been scared ta death, 'cause they tell me I was still screamin' when the police come. Lookit, man, I'm still shakin' an' kin hardly stand up."

The young man's report was, of course, disregarded. The authorities were quick to point out that the 22 year old male had enough drugs in his system to kill a horse. And was, in fact, so doped-up that he was unaware, at the time of his TV interview, that he had been shot in the right shoulder and was suffering from a gash in his forehead. (GM Note: Caused from the flying screen door.) The loss of blood from both wounds was the reason why his body was trembling and he had difficulty standing.

The next day, newspapers reported that two huge and monstrous footprints were found about 10 feet (3 m) from the back porch. Authorities insist that the footprints were a hoax created by teenagers who had seen the witness' story about a monster on the previous night's newscast. The Police issued this official statement:

"Although there is some evidence that a cult of some kind may exist and be involved in the ritual sacrificing of animals, the wild stories of monsters and magic are unfounded and, in the opinion of this office, ridiculous. Furthermore, last night's incident on the 2400 block of Kennelworth is entirely unrelated to the possible activities of this cult. It was an 'atypical' gang conflict over disputed drug territory. The reports of a monster's footprints found at the scene are nothing more than a prank."

Game Master's Note: However, the police took photographs and a plaster casting before rubbing the prints out.

The monster strikes again

"Hysteria. The unprofessional journalism we have been experiencing has created mass hysteria. There is an air of terror on the streets that stems not from fear of a murderer who randomly attacks our homeless, but from the superstition and misdirected fear that such misleading and exploitative journalism always creates. People are seeing hell spawned monsters in every shadow. Let this office repeat: there are no monsters or crazed cultists stalking our streets. The only monsters on those streets are the drug dealers who pollute our youngsters with their poison and the callous journalists who will stoop to terrifying an innocent public in order to sell news." A statement from the Chief of Police.

Indeed, hysteria seemed to grip many in the city. In the last few months of the murder and cult investigations, talk of murderous devil worshippers, voodoo, curses, and monsters filled the inner city streets and the headlines. Hundreds of calls flooded the police department and the local news agencies regarding sightings of shadowy figures, ghosts, monsters, and even space aliens. The police were accused of everything from stupidity to indifference. However, the police could not escape the specter of the supernatural.

Over the next month, several suspected drug houses met with one "accident" after another. All were places operated by the same gang. Three were set on fire, one blew up from a natural gas pipe rupture, and another was the scene of an assault. This time, there were only two fatalities, a two-bit drug runner and an undercover cop. Rumor has it that the dying officer's last words were, "It is real." Of course, most assumed he was referring to the monster.

This line of conjecture was given more credibility when a member of the *Street Men* gang, Emanuel Lopez, a small-time dealer, came forward, offering to provide state's evidence in exchange for Federal protection. According to Lopez, a new drug gang calling itself the *Demon Fist* was invading their territory on a war-path of blood. The new gang was well organized, well funded, and possessed a great deal of firepower. They had already seized 65% of the Street Men's territory and had, according to Lopez, allegedly killed off 23 Street Men, wounded another 40 and closed down seven crack houses that the police knew nothing about. To the authorities dismay, Lopez also claimed that the *Demon Fist* were utilizing "some kinda voodoo and a monster." He claimed that while he had never personally seen the monster, a dozen of his gang buddies swore they had seen it, in some cases, fought it.

The creature fit the earlier description: eight to ten feet tall, hunchbacked, lizard-like in appearance. If not for Mr. Lopez's valuable data regarding illegal drug operations, the Feds would have sent him packing. One DEA agent would later comment, "If there really is this so-called monster, my guess is that it's some kind of costume designed to frighten the competition. Kevlar plates or even steel plates and padding would explain why this 'monster' is said to be bullet-proof."

Ape-napping

The next incident was the capture of two members of the *Demon Fist* gang while they were attempting to steal a pair of chimpanzees from the zoo. The two teens insisted that the attempted theft was a joke and not gang related. They currently await trial.

Some members of the media have wondered if this incident did not relate to the other animal abductions and mass grave. The authorities believe the incident is unrelated.

The Crimes are solved

1. **The alleged murderer of the derelicts** was killed during a chase by the police. The disturbed young man attacked an undercover officer disguised as a vagabond. The assailant was pursued into an abandoned building where he fell through a rotted staircase and was killed by the fall (broken neck). The youth was 23 year old Calvin Yearst, an ex-medical student expelled for drug abuse. He had a history of mental illness, including schizophrenia. Speculation is that his victims, all elderly men, were substitutes for his father, who he blamed for many of his problems. A surgical kit was found at Yearst's apartment, along with traces of the most recent victim's blood and hair, as well as a collection of newspaper articles about the slayings. The Case is closed.
2. **The Cult.** Two days later, thanks to an anonymous tip, the police raided an east-side home where they found six robed individuals involved in a ritual ceremony. All have been arrested and await formal charges. Three ounces of opium, six ounces of marijuana, and numerous other chemicals and herbs were also found on the premises and are likely to lead to drug charges as well. The alleged cultists insist that they follow the practices of an ancient druidic sect that does not partake in the sacrifice of living creatures. In fact, they claim to have been trying to solve the puzzle of the monster using their own magic.
3. **An end to the gang violence.** Thanks to Mr. Lopez's information, the police were able to make a stunning arrest of the Street Men gang's leaders and confiscated over one million dollars worth of cocaine and crack, over one hundred thousand dollars in cash, and a virtual armory of weapons. The *Street Men* gang is permanently out of business and the gang violence has come to an end. None of the allegations regarding the *Demon Fist* gang have been substantiated, although an ongoing investigation continues.
4. **A side note:** A large lizard-like clawed hand from a costume was found floating along a river bank. Police cite it as evidence of the possible "monster hoax."

Our Story Begins

Everything has been wrapped up in a nice, neat little package. At first glance, it appears that the player characters have made the trip for nothing. However, if they examine any of the facts in this case they will find some disturbing inconsistencies.

First, and most obvious to a group versed in either arcane-study or the paranormal, is the so-called cultists. They admit to being members of the Celtonic Ribvurium Sect, which is, just as they claim, completely non-violent. The traditional members are vegetarians and pacifists. They never partake in blood sacrifices.

A minimal amount of investigation will uncover that these people are definitely card carrying Celtonic Ribvurium Druids dedicated to a peaceful coexistence with mother earth. They can

not be responsible for the animal sacrifices. The opium and other herbs may be illegal but are used for medicinal purposes. **Note:** The authorities are under a great deal of pressure to solve this case. During their initial bungling of the serial killer case and being caught in the middle of a crime wave (with the killer, gang wars, and alleged cult activity), they have not looked too good in the eyes of the public. Solving these problems one, two, three, has helped to restore their image and promote a great deal of peace on the streets. Consequently, they will not take kindly to outsiders telling them that the druids are not responsible for the animal slayings.

Secondly, the "monster" question has not been solved at all, but swept under the carpet by a wave of enthusiasm and hype regarding the end of the gang war, an impressive bust, and restored peace. The question remains: is there, or was there, a monster stalking the streets? And if so, why was its target always the Street Men gang? Could the *Demon Fist* actually be involved with the supernatural? **Note:** Again, the authorities will not appreciate anybody trying to breathe life into that issue. They are glad the entire monster incident is being accepted as mass hysteria and/or a hoax, and desire to forget the whole matter. They honestly believe that it was all hysteria; after all, there are no such things as monsters, is there? The police will not release or show the photographs or plaster castings of the creature's footprints that they have on file.

Lastly, are questions that tie to the first two questions. If the druids are not responsible for the animal slayings, then who is? Certainly the evidence points toward blood sacrifices (as did the murders of the old vagabonds). Rumors of magic and the monster seemed to incriminate the *Demon Fist* gang. Nobody has sufficiently investigated this angle.

Part One: The Investigation

The characters should find enough concerns to engage in at least a minor investigation. This will, in turn, lead to a number of disturbing data and our adventure unfolds.

The following is a presentation of information. The Game Master can use any and all of it and deliver it in any way and order he or his group desires. Remember, a colorful (but not boring) delivery will add to the suspense and atmosphere.

The Police

As stated previously, the police will be of little help. They feel pressured and hounded by everyone. They are not going to take kindly to a bunch of "nut cases who believe in ghosts" or especially, investigators for the infamously exploitative national tabloid *After Midnight* (or any reporters)! They view media reporters and outside investigators with paranoia and will offer only short "official" statements. Even characters with police connections will not gain access to information, files, or photos involving any of the cases.

Police rumors are also surprisingly sparse. All that can be learned is...

1) Other gangs and people on the street attribute the *Demon Fist* gang with voodoo and magic.

2) Many people also seem to believe that the gang does have a monster to eliminate its competition and troublemakers. Nobody has challenged the *Demon Fist* gang in any way.

3) Many of the *Demon Fist* leaders are not from the area and it may be a South American organization establishing new international connections.

4) Three new incidents of animal mutilations have been reported and kept secret. There is inconclusive evidence that the animals were butchered after the arrest of the druids, who are presently in custody, awaiting bail.

5) A known derelict on the opposite side of town has recently disappeared. While there was no evidence of foul play, the 69 year old man left all his possessions in the little shanty he had built behind an old warehouse. People fear the worst.

6) There was an eyewitness to the death of serial killer Calvin Yearst; however, the police have suppressed this fact, because the case was resolved and did not require the testimony or statement of the witness. Further digging will reveal that the police did not believe him to be a reliable witness (he's an alcoholic known as Willy "the Mooch" Carlye).

The Missing Witness

Finding the witness to Calvin Yearst's demise will be a difficult task. This Willy Carlye is another vagabond who makes his home on the street. Since the Yearst incident, he has disappeared; no foul play is suspected. Talking to Willy's acquaintances will take a long time, both to find and to get any valuable information. However, a few dollars and some booze can go a long way in this leg of the investigation.

Data about Willy:

1) Most people don't like Willy. He has earned his nickname, "the Mooch," by pestering everybody for handouts. He is infamous for mooching a person's booze, food, cigarettes, etc., always with the promise of paying his pal back later, only Willy never seems to have anything to ever pay back. Few are sad to see him gone.

2) Willy's disappearance is not unusual. He has come and gone off and on for years.

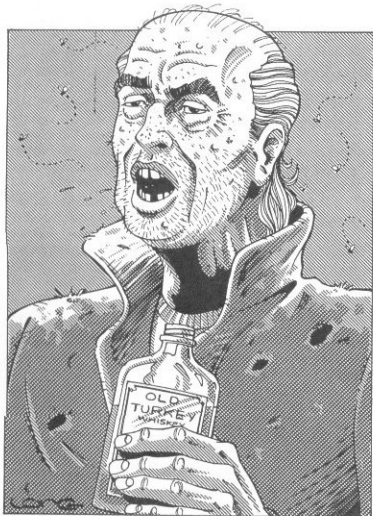
3) Several people will confirm that Willy is a drunk given to hallucinations and wild stories. They will also recall that Willy seemed spooked a few days after the Yearst incident and talked about some tall "Mexican" being after him. Something about him *calling* him in his head. They dismissed it as Willy going through DT delusions again.

4) Old Tom, a buddy of Willy's, will recount the following story for ten dollars and a bottle of whiskey.

"Yep, that Moocher thought he wuz some kinda heero or somethin', talkin' to the pole-lease, an' everythin'. Said he'd seen it all. How this big shadow jist came alive an' grabbed that killer 'fore the pole-lease coulda git 'em. 'Cording to Moochy, that shadow jist picked that feller up, snapped 'is neck ... real loud snap he said ... an' pushed 'im right through them rotted stairs. 'Course none of us or the pole-lease believed that of 'foe."

"Hell, he wuz always spinnin' some wild story. I remember one story 'bout Martians. Moochy wuz sure he'd seen Martians an' ... (GMs may elaborate on this meandering tale or get Old Tom back on track.)

"Anyways, couple days later, Moochy comes up ta me, beggin' fer a drink. Said some Mexican wuz after 'im. Some gent in a thousand dollar suit who had bought 'im a bottle earlier that day an' asked a bunch of questions 'bout what Moochy had seen that night that crazy killer got hisself kilt. O'course, Moochy



tells 'im everything; wish you could shut thet ol' boy up when he got a talkin' sometimes. Well, he says to me, thet this here dude in the thousand dollar suit comes back, an' jist stands outside the buildin', not sayin' a word, but Moochy says he kin here 'em callin' 'im in his head. Says he know that he'll send the monster after 'im too. Shit, I ain't stupid. I could see Moochy shakin' from no drink. He said he wuz shakin' from scared, but I seen 'im like this 'fore an' told 'im he weren't gittin' my bottle, not this time.

"Well, next day Moochy wuz packed up and gone." Old Tom scratches his head and takes a long swig of whiskey. "You know, funny thing is, I seen this fancy dude, didn't look Mexican to me though, later thet night, sittin' in a Caddy limo (Cadillac limousine), jist lookin' at the buildin' where Moochy used to stay. While later, thet Caddy is gone an' the buildin' is on fire. Kinda strange, eh? But then these buildin's are always gettin' torched by dumb folk or fer insurance."

Note: Old Tom doesn't know anything else of value. The police have checked the building for signs of arson and the structure checks out clean. Apparently the fire was caused by spontaneous combustion. The Cadillac and the rich dude have not been seen since.

Willy the Moocher is in hiding. If the player characters are persistent, the GM may allow the characters to track him down to a neighboring city/suburb, but he really can't tell them any more than Old Tom. Willy did not get a good look at the creature nor does he remember the Mexican gentleman he spoke to. All

Willy can add is that the monster was big, about ten feet tall, it simply stepped out of the shadows for an instant, killed the man, and disappeared back into the shadows. Neither he or the police knew it was there and there was no trace of it later. The "slick Mexican Dude" was a tall (6 foot some inches), handsome fellow who spoke with a "Mexican" accent, and dressed very expensively. That's it.

The First Monster Sighting

Going to the site where the monster was first seen will reveal little, other than the majority of the neighborhood believes that there really was a monster and that evil and magic are at work. They will talk about rumors of the Demon Fist gang using voodoo and of a police cover-up regarding the footprints.

Access into the old drug house is simple, as it has been broken into numerous times by the curious and vandals. The physical evidence includes the police markings where bodies fell and walls riddled with hundreds of bullet holes. Blood covers the floors and walls where the battle took place.

A psychic sensitive will be unable to detect anything unusual, as there is no lingering supernatural evil or magic. However, the place is a grim sight and will fill all with a sensation of foreboding. Only an object read or clairvoyance while touching the bloodstained walls or floor will provide any further information.

A GENERAL object read for impressions of the house will indicate that the house was used for the sale of drugs and for hiding drugs and munitions. The psychic will also sense evil, pain, despair, fear, death, and the past presence of supernatural evil/magic. There are no lingering spirits.

A thorough object read for images will definitely reveal the last traumatic battle in the house! The emotional impressions are supernatural evil, hate, sadistic pleasure from death, surprise and terror.

Images include snippets of a frenzied gunfight with thugs shooting and screaming, "What is it?! What is it?! Help!! God save us!!!" Suddenly, there is an image of a man dropping to his knees, clutching his stomach, which has been torn out. The image changes to show others attempting to scoop up drugs and money, then gunned down in a hail of bullets. Still others are caught off guard and are killed before they can make a move ... Again, the image changes: There are three gunmen... invaders ... a rival gang ... they are dressed in leather, their faces can not be seen, but their gang colors suddenly fill the psychic's image, the clenched claw of the *Demon Fist* gang. An instant later, the fist transforms into the screeching face of the creature. Blood and saliva flying from its mouth; a mouth filled with huge teeth. Burning red eyes sparkle with glee. The images stop! The sensitive will be momentarily weak and visibly shaken by the experience.

If the psychic has a knowledge of demon and monster lore, he or she may be able to identify the creature; roll under lore skill. A failed roll means the image was too brief and startling to make an identification. Otherwise, all the sensitive can confirm is that the monster has a lizard-like head, huge toothy maw, and is definitely some sort of supernatural predator.

Sensing the present will reveal only the image of a hand with a large, blood red sapphire; nothing more.

Successful Clairvoyance will flood the psychic with a feeling of impending danger (not immediate), and he sees a bloody sacrificial knife laying on a stone slab. A man's hand reaches down to pick it up. The only distinguishing feature is a large sapphire ring.

Successful Divination will reveal a monstrous clawed hand and a comparatively tiny human hand (male, wearing a red ring) wrapping a thick chain around the throat of a junkie. There is laughter and a sense of power and evil. The diviner will conclude that a human has joined with supernatural evil to acquire power. The human's power is strong. He grows stronger by enslaving his victims (through drugs and magic) and has no fear. He will be a dangerous foe.

Word on the Street

There is an uneasiness on the streets. Many will not talk to strangers. Those who are willing to talk, speak of voodoo, magic, and monsters. Nobody knows a lot about the Demon Fist gang other than that they are a new organization that appeared about eight months ago. Rumor has it that they are financed and supplied by a Columbian drug kingpin. Some believe that the Demon Fist gang is the cause of the magic mumbo jumbo. All know them to be responsible for the destruction of the Street Men gang. For the moment, the Demon Fist seem satisfied with their latest conquest, but the other gangs are filled with anxiety and many prepare for war. Others believe that a terrible creature stalks the streets and that anybody could be its next victim, including the Demon Fist. Still, the majority believe that monsters and magic are nonsense and go on with their lives.

Part Two: Tackling the Demon Fist

Our heroes may find themselves in a bit of trouble. While they may be familiar with combating the supernatural, they are not likely to be prepared to wage their own war against drugs. The people they will be interfering with are cold, calculating killers with a small army of "soldiers" at their command. (Note: The term "soldiers" refers to the network of drug runners, dealers, and enforcers/thugs involved in organized drug gangs.) However, any character of a good alignment will not be able to turn his back on this situation, especially knowing that evil magic and blood sacrifices are involved. However, there are a couple of approaches one can take other than out and out combat.

One such option would be to uncover evidence linking the Demon Fist's leader(s) to the animal sacrifices and better yet, the murders of the homeless men. Along these lines, proving kidnapping, extortion, and the sale of illegal drugs would put these guys away for a long time. Although our heroes are not policemen, they do have investigative skills and, most importantly, possess psychic powers (and possibly magic) that will give them an edge. Certainly, they will be far better prepared for the supernatural.

Another tactic would be the elimination of the mystic aspect of the drug organization. This could be done by focusing their efforts on getting rid of the arcanist leader(s) of the gang through evidence and imprisonment, or by the much more extreme meas-

ure of actually destroying the mage and his monster. The latter case may be too violent for some, although the group may be forced to face this life and death confrontation whether they want to or not. These are vicious criminals fighting for their lives and livelihood. They will not cast a friendly eye toward troublemakers.

Our heroes will also have to be careful not to break the law themselves and land in jail. If they are smart they will *only* bend the law and use their special abilities and unique knowledge to foil their foe. Also, while the police are resistant to know-it-all snoops, they are not the bumbling incompetents the media has recently made them out to be. Consequently, they will not ignore substantial evidence or a threat of serious injury to others. Unfortunately, it may take some work to get them on the right track and moving. Any presentations about magic and monsters will not be effective and are likely to be dismissed without further consideration. A better tact would be focusing on more tangible evidence and less radical/ridiculous speculation (even physical evidence of a monster or magic is likely to be dismissed as a hoax; working for the **After Midnight** tabloid will reduce the character's credibility even more).

Tracking the Bad Guys

Once our investigators are on the right track, they will have little trouble following the activities of the Demon Fist gang nor tracking down their leaders. The majority of the legitimate gang members all wear black leather jackets with a monstrous clawed fist on the back. Most are hoodlums recruited from the local neighborhoods. However, the big boss and most of his lieutenants are South Americans (not Mexican as Willy the Moocher believed; to him, Mexicans or South Americans are the same).

There are a half dozen significant street corners and crack houses scattered over a 10 mile area that mark major tactical locations in Demon Fist territory. All are located in the old section of town. A few of the lieutenants live in this ten mile area, but the big boss lives in the wealthiest section of town and is seldom seen slumming in old town.

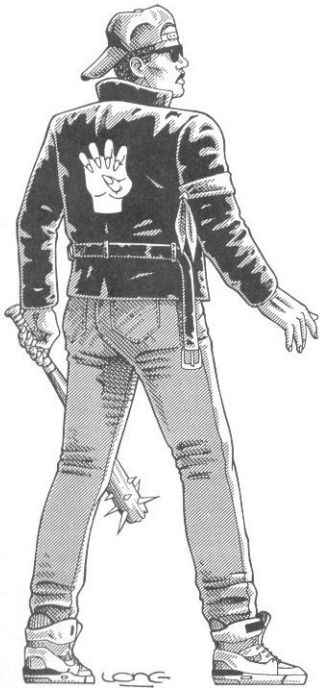
The head of this drug ring is a native of Brazil by the name of Alonzo Diaz Chapa. Senior Chapa is a tall, handsome man in his mid-thirties and always the epitome of fashion. He is said to play the stock market and is independently wealthy. He has also expressed an interest in the plight of the homeless and urban crime and decay. At a recent thousand dollar a plate anti-drug fund raiser, Chapa announced that he would like to help revitalize the community of his adopted home city.

Checking into his past will show that not much is known about Chapa. He comes from a large family in a small village in Brazil. His grandfather was a shaman said to possess great mystic knowledge, but who was slain by his own village people for releasing "evil spirits" into their land and causing the village great hardship. Shortly after this, young Alonzo Diaz Chapa moved to Columbia, where he was educated and became a successful businessman (but far from wealthy). He has ties with several families and importers suspected of smuggling and drug dealing.

Chapa lives on an estate isolated by twenty acres of lightly wooded land. The entire estate is surrounded by an eight foot iron rail fence and guarded by a private security force of a dozen men. The security force and his chauffeur live in the sizable

servants' house an acre or so away from the main house. The main house is a mansion that is inhabited by Chapa, his current mistress, and two of his most trusted lieutenants (also South American). No other personnel stay at the mansion, although several servants and a cook are employed. He entertains a select group of friends and business associates (his other lieutenants and wealthy clients) frequently.

Police/DEA file: Suspected of narcotics trafficking. Known associates include several international drug dealers. Suspected of murder and rape, although both charges were later dropped (lack of evidence). Believed to be the head of the Demon Fist gang; insufficient evidence. No known affiliation with religious or occult sects or practitioners.



Game Master Data

The stage is set. I leave the rest up to you Game Masters out there. Elaborate as much or as little as you wish. The following are some final conflict plot suggestions, additional information, and villain data.

A confirmation of magic

Checking out the various drug houses will not provide too much more info other than confirming that Alonzo Chapa is definitely the leader of the crime organization. Psychic reading will also confirm that Chapa possesses mystic knowledge, is probably an arcanist, is at least mid-level, and definitely evil! Getting an object from one of the crime lieutenants (most are South Americans) and object reading it, will produce a variety of images, from beating up somebody to counting money, but the most frightening image will be that of the lieutenant participating as a member of a coven, dressed in robes and about to murder an old man in a ritual magic ceremony! These guys are all evil with a capital "E."

The psychic may also get an image of the lieutenant accompanying Chapa to a rival drug house. The two men and another (in shadows) are in a car near the house, Chapa is muttering, the lieutenant smiles and patiently waits. Suddenly, the psychic realizes he is casting a spell, an instant later, the house bursts into flames; the image ends.

The psychic may also get a picture of an unpublished assault on members of the rival drug gang. The crime lieutenant watches as the monster terrorizes the dealers before it tears them to pieces.

GM Option: Through object read, clairvoyance, divination observation, by staking out the mansion, or a reliable tip on the street, our heroes learn that another human sacrifice is about to be made (tonight or tomorrow kind of thing). Remember the recently missing derelict? If you recall, the reason foul play is suspected is because the old man disappeared, leaving his belongings behind. An object read of his possessions could provide a great deal of information (still alive, healthy, scared, prisoner). Likewise, a seance might reveal pertinent data (talking to one of the previous victims). Explore the possibilities. Then ask yourself, will their snooping arouse Chapa or one of his henchmen? Will this cause an encounter with thugs who will try to scare or strong-arm the group? Will Chapa use his magic against them or send the monster? Probably not yet. Not until he realizes the full danger they represent to him.

Possible Endings

This can lead to a couple of different scenarios. The group can attempt to sneak into the mansion (the guards are half their usual number and seem careless tonight). Once in, they can try to find the intended victim and rescue him without a major confrontation and/or try to get evidence of this and other crimes. This could make the villains aware of the player characters and cause all kinds of insidious problems, magic or monster attacks, or a shake-down/attack by thugs could happen shortly after their bold intervention. Chapa and his men will definitely seek to eliminate troublemakers, especially psychic or mystic interlopers.

Or, once inside the mansion, the player characters find that events have gone too far and a major confrontation, fighting

magic, magic, monster and monster, ensues (GM's option). They will inevitably have to fight the monster and probably Chapa, at some climactic point.

GM Note: See the various NPC character and monster descriptions for more data regarding magic and monsters. Also note that neither Chapa or any of his henchmen or known associates wear a red sapphire ring. That reoccurring psychic image appears to be a dead end. The psychics will have to conclude that the red sapphire ring was symbolic of the blood spilled by the criminals to attain their wealth; blood money and blood sacrifice. There are no leads on anyone else involved in this drug organization. However, this adventure ties into the adventure: *South American Skulduggery*.

Chapa's Mansion

The players should already know about the estate owned by Demon Fist drug boss Alfonso Diaz Chapa; see *Tracking the Bad Guys*. It is a large, fashionable estate with several acres of lightly wooded land patrolled by a half dozen guards at all times (the other half dozen are found at the servants' house). The guards are armed with 9 mm pistols and a shotgun or assault rifle.

The smaller servants' house, located closer to the main gate, is where Chapa's dozen guards/gunmen live. Other than a small arsenal of weapons and several automobiles in the attached garage, there is nothing of importance to be found in or around the building: no drugs, no magic, no incriminating evidence. Most of the gunmen are loyal South Americans who have served as Chapa's protectors/muscle men for many years. They know that their boss believes in magic and they are sometimes asked by him to partake in strange mystic ceremonies. However, none have seen a monster and none understand the reasons for the rituals (often there is no immediate result or effect from the ceremony). Most know their boss to be a cool and cunning crime lord with the potential for greatness. They also acknowledge that he seems to possess certain unique abilities and uncanny luck. Whether this is a result of magic or the ingenuity and luck of their boss is unknown. They really don't care, either. They do not ask questions, they just do or die.

The gunmen also respect and fear the boss' two main men, Alvaro and Rivera, both of whom live in the mansion with Senor Chapa. They will obey orders from these two men as unquestioningly as from Chapa himself.

The mansion is a large and luxurious brick manor house. The ground floor contains a sizable entrance sitting room, connecting dining room and a connecting living room. Down the hall is a private den/study and bathroom, across from which is a library. On the opposite side of the house, near the dining room, is the huge kitchen and walk-in pantry/storage. The second floor is all bedrooms (8 in all, each is huge and all have connecting private baths). One of the central bedrooms has been converted into a den type room that conceals an armory of automatic weapons and a wall safe containing a quarter of a million dollars in cash, and twice that amount in women's jewelry, Chapa's coded drug files, a silver ceremonial short sword (1D6 damage), and an Ingram sub-machinegun. The safe is connected to the silent alarm system. Only boss Chapa, his mistress, and Alvaro and Rivera live in the house and occupy this floor. The third floor is a ballroom, as well as two servants' quarters (not in

use), and another den/study area (seldom used). Note that no servants live in the house, although a chef, his kitchen help, four maids, a secretary and four other servants are present 8 a.m. to 8 p.m. daily.

The attic is the fourth and final floor. It is locked at all times and is connected to a concealed alarm system that quietly buzzes in the bedrooms of Chapa and his two main men and the downstairs den. The attic is divided into three sections, the first quarter is obviously storage (nothing of value; only personal items). The second half is accessible only through a metal security door (door 500 S.D.C., lock 100 S.D.C.) which is to be locked at all times, but is left open 12% of the time. Inside is a chilling sight right out of an old horror movie. Along one wall are 13 pegs, hanging from each are 12 black, hooded robes and one red silk robe. Along the same wall, nearest the door, is a large stainless steel sink, the washtub type usually found in a basement. On the other end is a beautiful and ornate oak and glass cabinet containing a variety of herbs and components, a pair of silver-plated ceremonial daggers, pair of ceremonial gold goblets (worth \$5000 each), an ornate, gem studded, gold crucifix that looks like an antique (value is \$50,000), a hand-held mirror, chalk, charcoal, paint brushes, dip pen, six ceramic bowls of varying sizes, bronze brazier, two dozen candles, towels, washcloths, a .45 automatic pistol (loaded with silver bullets; plus two clips of additional silver cartridges) and two concussion grenades.

In the center of the room is a ten foot long (3 m) marble altar, or sacrificial slab, complete with run-off grooves and concealed containers for blood (ick). On either side of the altar are six foot tall iron candleholders (hold six candles each). Next to the altar is a small pushcart that contains a set of keys to unlock the manacles and handcuffs, a small, gold sacrificial knife, and a number of different knives, picks, and torture devices, two pair of handcuffs, plus three black body bags, each neatly folded. Just beyond the altar is the place where the sorcerer stands to conduct the terrible ceremonies. It is denoted by the circle of *Superior Protection!* Beyond this are several other magic circles, which include: constrain being, summon lesser being, protection circle (lesser), and domination.

Along the opposite wall is an ornate tapestry of mystic symbols (all design, no mystic significance; just looks good) and three sets of steel manacles built into the wall to accommodate special guests. There is also an unlocked chest that contains a half dozen extra robes, an extra set of keys to unlock manacles and handcuffs, two shotguns (one loaded with a mix of herbs and spices along with rock salt; inflicts 2D6 damage), a sub-machinegun, another .45 automatic pistol also loaded with silver bullets, and a flame-thrower!

There is a second door directly opposite the entrance. It leads to the last quarter of the attic. The windows have been sealed and the room made soundproof. This is the chamber where prisoners and sacrificial victims are kept. There are three sets of manacles built into the wall. Two coats, a toilet, and washbasin are the only other items in the room. **GM Note:** Depending on when the player characters arrive, the old derelict or other prisoner will be found in this room. Also note that if the heroes arrive during a ceremony, the creature will be guarding the front part of the attic and Alvaro will be wearing his full riot armor under his robes; see NPC description: Weapons.



Alonzo Diaz Chapa

Alignment: Diabolic Evil

Hit Points: 35 **S.D.C.:** 21 **P.P.E.:** 43

Weight: 190 lbs **Height:** 6 ft 4 inches **Age:** 36

Attributes: I.Q. 15, M.A. 20, M.E. 17, P.S. 14, P.P. 13, P.E. 12, P.B. 19, Spd. 15

Experience Level: 6th level Arcanist

Magic knowledge: Sense magic, sense P.P.E., see aura, see invisible, death trance, befuddle, concealment, detect concealment, fear, turn dead, ignite fire, fuel flame, impervious to fire, impression, charismatic aura, blind, calling, domination, escape, heal wounds, horrific illusion, superhuman strength, call lightning, words of truth, constrain being, summon lesser being, and both protection circles.

Psychic Powers: None

Combat Skills: Hand to Hand: Expert, five attacks per melee.

Bonuses: +2 to strike, +4 to parry and dodge, +3 to roll with impact, +5 save vs horror factor, +2 save vs psi-attacks, +4 save vs magic and possession.

Weapon Proficiencies: W.P. Short Sword, W.P. Dagger, W.P. Automatic Pistol, W.P. Rifle; all at sixth level skill.

Weapons: Always carries a .45 Colt automatic pistol (4D6 damage per bullet, six shot clip). His arsenal at the mansion includes Ithica shotguns, a variety of sub-machineguns, and additional handguns. He has these weapons in his bedroom and in the attic.

Skills of Note: All Lores 85%, Research 98%, Chemistry 95%, Chemistry: Analytical 90%, Mathematics 98%, Computer Operation 98%, Dance 90%, Sing 85%, Fishing 95%, Archery, Prowl 90%, General Athletics, Pilot Automobile 98%, Pilot Motorcycle 85%, Pilot Airplane 95%.

Description: Alonzo Diaz Chapa is evil. He craves power and wealth over all else and will stoop to whatever means necessary to gain them. He has learned the mystic arts from his grandfather, who was a good man, but called on forces he could not control and paid the price with his death. His grandpa's murder turned Alonzo's heart to stone. At an early age he decided that he would not follow in the footsteps of his kind mentor, but would use his magic for his own selfish purposes.

Alonzo sees most people as stupid sheep waiting to be sheared. He respects intelligence and enjoys a good challenge as long as he comes out the winner in the end. He is cold, calculating and ruthless. While he does not enjoy killing, he sees murder as a means to his end and will not hesitate to kill. Indeed, he is responsible for a score of deaths in Old Town, added to a previous two dozen over the years as he climbed to the top as a drug dealer. His hard life in South America and the too often low regard for human life there has helped to mold his killing ways.

Note: Julio Alvaro and Pepe Rivera are Chapa's two most trusted lieutenants and live in the mansion, each with their own suite and arsenal.

Julio Alvaro

Chapa's right-hand man and chief lieutenant

Alignment: Aberrant Evil

Hit Points: 58 **S.D.C.:** 39 **P.P.E.:** 7

Weight: 210 lbs **Height:** 6 foot **Age:** 52

Attributes: I.Q. 14, M.A. 12, M.E. 21, P.S. 20, P.P. 14, P.E. 18, P.B. 8, Spd. 10

Experience Level: 9th level criminal (equal to a mercenary soldier)

Magic knowledge: Knows only some lore.

Psychic Powers: None

Combat Skills: Hand to Hand: Assassin, six attacks per melee.

Bonuses: +3 save vs psychic attack/horror factor, +2 save vs magic and poison, +2 to strike, +6 to parry, dodge and roll, +9 to damage, knockout/stun on natural 19 or 20.

Weapon Proficiencies: W.P. Blunt, W.P. Knife, W.P. Automatic Pistol, W.P. Rifle, W.P. Automatic Rifles, W.P. Sub-machinegun, and sniper (+1 to strike); all are at 9th level skill. W.P. Chain and Heavy Weapons are at 4th level proficiency.

Weapons: Always carries a .44 caliber auto-Magnum pistol (4D6 damage, with an 8 shot clip), mini-Uzi (2D6 damage, 25 rounds), switch blade (1D6 damage, usually in jacket pocket), survival knife (1D6 damage, concealed in boot), Manriki-Gusari (1D8 damage, weighted chains), and a brass knuckles (1D4). **Note:** Will wear Kevlar riot armor if he

knows he will be under heavy assault, and always wears it under his robes during magic ceremonies and around monsters; A.R. 14, 180 S.D.C., full suit.

Skills of Note: Demolitions 98%, Demolitions Disposal 98%, Detect Ambushes 98%, Intelligence 98%, Wilderness Survival 98%, General Athletics, Boxing, Climbing 98%, Prowl 98%, Swimming 98%; Pilot Automobile, Truck, Motorcycle and Motor Boat each at 98%, Lore: Demons and Monsters 60%, Lore: Religion 55%, Speaks English, Spanish, Portuguese, and Italian at 98%, Speaks French and Chinese at 75%.

Description: Julio Alvaro is a tough, old gangster who has been a soldier, professional mercenary, military assassin, and smuggler before joining Chapa's drug ring as his "Enforcer." He has been with Chapa for seven years and loves him dearly (like father and son). Julio will do anything to protect or serve Chapa. Likewise, Alonzo Chapa will never abandon his dear friend (except in a tactical retreat). If Alvaro is captured, Chapa will definitely use all his resources to free him. If either man is killed or seriously injured, the other will go on a rampage of vengeance that will be a blood bath.

Alvaro is cool under fire, a quick thinker, and an excellent tactician. He is a deadly master with numerous weapons, as well as hand to hand combat. He loves intrigue and espionage. His favorite weapon is the knife, manriki-gusari chains, and sniper rifle, although he is equally expert with most automatic weapons.

Pepe Rivera

Another Demon Fist Gang Lieutenant Close to Chapa.

Alignment: Miscreant Evil

Hit Points: 27 S.D.C.: 24

P.P.E.: 14 I.S.P.: 54

Weight: 154 lbs **Height:** 5 ft 9 inches **Age:** 30

Attributes: I.Q. 15, M.A. 9, M.E. 12, P.S. 18, P.P. 17, P.E. 13, P.B. 10, Spd. 14.

Experience Level: 4th level

Magic knowledge: None, other than allowing an arcanist to draw on his P.P.E.

Psychic Powers: Latent Psychic: Sixth Sense, Astral Projection, Ectoplasm, Bio-Manipulation (evil eye), and Electrokinetics.

Combat Skills: Hand to Hand: Basic, three attacks per melee.

Bonuses: +2 to save vs horror factor, +1 save vs magic, +5 save vs possession, +3 to strike, +4 to parry, dodge, and roll.

Weapon Proficiencies: W.P. Blunt, W.P. Automatic Pistol, W.P. Sub-machinegun.

Weapons: Always carries a .44 auto-Mag (4D6 damage, 8 shots, concealed under jacket in shoulder holster), 7.65 mm PP Walther (2D6 damage, 8 shots, concealed on back hip), and a blackjack (1D4). An Ingram Model 10 sub-machinegun is always nearby (back seat or trunk of car, under bed, etc.; 4D6 damage, 30 rounds).

Skills of Note: Escape Artist 45%, Pick Locks 50%, Pick Pockets 45%, Wilderness Survival 55%, Basic Electronics 55%, Auto-Mechanics 59%, Communications Skill Program (+10% to each), General Athletics, Running, Swimming and SCUBA, Languages: Spanish 98%, French and English at 80%, Pilot Automobile 88%, Pilot Truck 72%.

Description: Pepe Rivera is a young tough with a great deal of cunning and a knack for mechanics and communications. He is extremely observant and always alert (+2 on initiative rolls). He is not the murderer that some of the other gang members are (he's only killed twice), but he will not hesitate to hurt or kill to save his skin. He is loyal to Chapa and sees him as a potentially great criminal kingpin and sees himself as one of Chapa's generals. He is currently considered to be Chapa's right-hand man, second only to Julio Alvaro (whom Rivera both respects and fears).

Rivera finds the use of magic and the supernatural as clever and innovative. His own psychic powers lend themselves to such an operation very smoothly. Powers such as Evil Eye, which seem magical, only adds to the mystique of the Demon Fist.

Typical Demon Fist Gang Lieutenant

Alignment: Miscreant

Hit Points: 20 S.D.C.: 20

Weight: 160 lbs **Height:** 5 ft 10 inches **Age:** 27

Attributes: I.Q. 11, M.A. 13, M.E. 12, P.S. 19, P.P. 14, P.E. 12, P.B. 9, Spd. 10.

Experience Level: 5th level (although a few are third)

Magic knowledge: None

Psychic Powers: None

Combat Skills: Hand to Hand: Expert, three attacks per melee.

Bonuses: +2 to strike, +3 to parry, dodge, and roll, +4 to damage.

Weapon Proficiencies: W.P. Knife, W.P. Automatic Pistol, W.P. Automatic Assault Rifle.

Weapons: .45 automatic, M-16 or AK-47 or similar assault rifle, sub-machinegun (any), and knife.

Skills of Note: Pilot Automobile, Pilot Motorboat, Chemistry, Chemistry: Analytical, Chemistry: Pharmaceutical, Pick Locks (secondary skill). All are fluent in Spanish and English.

Description: Usually Hispanic, preferably South American, but a couple are black and a couple others are white natives of the city. They are usually dressed in expensive clothing, suits, and jewelry. Most are extremely loyal, and a bit fearful, of their sorcerer leader. All are regularly included in ceremonial magic at the mansion.

A Typical Demon Fist Henchman/Dealer

Alignment: Miscreant Evil

Hit Points: 18 S.D.C.: 20

Weight: 200 lbs **Height:** 6 foot plus **Age:** 20

Attributes: I.Q. 6+1D4, P.S. 17+1D4, P.P. 12, P.E. 10+1D4, all others are average.

Experience Level: Second level thugs.

Magic knowledge: None

Psychic Powers: None

Combat Skills: Hand to Hand: Basic. Two attacks per melee.

Bonuses: +2 to parry, dodge, and roll, +2 or more to damage.

Weapon Proficiencies: W.P. Blunt or Chain, W.P. Knife, W.P. Automatic Pistol or Sub-machinegun.

Weapons: Automatic Pistol, Assault Rifle or Sub-machinegun (not usually around in public), and knife.

Skills of Note: Pilot Automobile, Pilot Motorcycle or Truck, Body Building and General Athletics. Few speak any language other than English.

Description: Always wear their colors, the black leather jacket with the monstrous clawed fist on the back. The majority are young, bitter, poor, cocky, arrogant, and aggressive. They view a life of crime as the way off the street and the smart, easy way to riches. Few are well educated (some are illiterate) and have learned to use their muscle and cunning to get what they want.

Few of the Demon Fist henchmen know anything about monsters, magic, or blood sacrifices. All they do know is that Chapa and his top men are tough, bad mothers, who have the streets fearful of the Demon Fists, and that's cool! It means power and strength, or so that is how they see things. Yes, they have heard wild rumors about Chapa and Rivera being "some kinda wizards using voodoo or somethin, man. Righteous! A couple of bad ass dudes, gonna take these streets, man, and make 'em all Demon Fist turf." Few really stop to think about how Chapa gets things done, they simply enjoy it. As for monsters and magic...if Chapa can put the fear into people, all the better, whether or not it's true doesn't really matter. Of course, there are all sorts of rumors and stories about Chapa possessing superhuman strength, causing fires with a glance, and consorting with demons. Rivera is known for having eyes in the back of his head (sixth sense) and giving people the evil eye. "Hell, who knows, man. Maybe these dudes are supernatural. All I know is, they ain't people you mess with."

The Monster

A mythical beast know as the Devouring Horned Lizard-Beast

Horror Factor: 12

Alignment: Diabolic Evil

Size: 8 to 10 feet tall (2.4 to 3 m) plus tail.

Weight: 600+ lbs

Armor Rating: 10

S.D.C.: 2D4 × 10.

Hit Points: 2D4 × 10, but regenerates.

Attributes: The number of six-sided dice are indicated as follows: I.Q. 2, M.A. 1, M.E. 4, P.S. 5, P.P. 3, P.E. 4, P.B. 1, Spd. 5.

Natural Abilities: Regenerates 2D6 hit points every two melees, nightvision 600 ft (183 m), shadow meld at will (same as spell), can teleport (10 mile/16 km radius) once every 96 hours (4 days), track by smell 30%, smell blood up to half mile away, track blood scent 60%, climb 70%, prowl 40%, and can leap 20 ft across and 20 ft (6 m) straight up.

Magic Abilities: None; predator

Psychic Powers: None

I.S.P.: None **P.P.E.:** 2D4 × 10

Attacks per Melee: Four; claws inflict 2D6 damage plus P.S. bonus, bite does 3D6 (no P.S. bonus). Never uses weapons other than an occasional club or thrown object, including throwing bodies (does 3D6 damage).

Bonuses: In addition to attribute bonuses, +2 to strike, +4 to parry and dodge, +2 save vs psionics, +3 save vs magic, +8 to save vs Horror Factor.

Description: The Devouring Horned Lizard-Beast (the literal translation from Spanish) is a supernatural predator that feeds on human flesh and blood. The dread creature is known in Brazilian legend as a devourer of man and beast. Many are the tales of these horrid lizards found feeding on cattle or an unfortunate farmer.

According to legend, the devouring lizard-beasts are not of this world and must be summoned by an evil mage. It is a willing servant to evil and will loyally obey its summoner as long as it is allowed to engage in wanton destruction and murder. In ancient times, the lizard-beast was usually sent down upon a village as terrible retribution for some offense to the gods or to the ruling powers/sorcerer. They would slaughter cattle, destroy crops, and murder villagers in the fields and jungle. Some would even grow so bold that they would roam the village, hiding in the shadows. Because the monsters' special power is melding into shadows, they seldom attack during the day, but are nocturnal predators.

Lizard-beasts are hunters who love to the drink blood and eat the internal organs of both man and beast.



A Slice Out of Time

(A wild illusionary Adventure into the Bizarre)

Tabloid tie-in: Jack the Ripper Captured by British Bobby!

This adventure is suitable for any number of players. It is a supernatural slug-fest that will carry our investigators into an alien dimension and to the brink of insanity.

The Setting

The setting can take place in any city throughout the world, but for the best effect and atmosphere, the characters should be in London, England.

In England, a man claiming to be Jack the Ripper has been apprehended by authorities. The player team will be called in as consultants or attracted to investigate by the several supernatural qualities about the individual. In circles that deal with the paranormal, word has spread about the mystery man, and British authorities are presently asking for assistance from reputable paranormal investigators and psychics alike. The **After Midnight** tabloid will definitely smell a story and send its team of paranormal investigators as an offer to help (and to get a great story).

In general, the media has not, yet, been attracted to this story, although word has leaked that a mental patient believes he is Jack the Ripper. This has led to a few tabloid articles, including a brief one in **After Midnight**, that have focused around the man's delusions of being the famous serial killer of the 19th century. This obviously can not be true since the murders were perpetrated over a hundred years ago and this man is in his mid-thirties. Most of the details regarding the individual are baffling and have been withheld from the media.

The Story Background

British authorities apprehended a man in the old *White Chapel* area in London, where he accosted a middle-aged prostitute. There is nothing particularly strange about such a crime, except the perpetrator seems quite insane and not quite human.

The individual, simply known as "Jack," is a complete mystery. The man has no identification and insists that he is Jack the Ripper. When apprehended, he was wearing authentic articles of clothing from the 1888 period. Not one item was modern era. Furthermore, he can not be enticed to provide any information whatsoever about his family or true identity. Fingerprints have drawn a blank; no previous fingerprint record. And photographs distributed to mental institutions, as well as minor media coverage, have failed to produce anybody who can identify the poor soul.

Jack has been preliminarily diagnosed as a paranoid schizophrenic who is predominantly in a depressed and despondent state, refusing to talk to anyone and exhibiting severe mood swings. However, he is subject to unpredictable eruptions from his quiet state with fits of violence. During these periods he is incredibly alert, easily agitated, aggressive, given to violent temper tantrums, and possessed of seemingly superhuman strength.

Physically, the patient presents unusual anomalies. While awake

and active, all vital signs are comparatively human, although blood pressure is high, the pulse unusually fast, and adrenaline pumping. When asleep (which is about 3 hours a day; seldom sleeps at night) or docile, the body temperature drops ten to twenty degrees below normal and the metabolism slows to an almost hibernative state. On two separate occasions, orderlies thought Jack dead. But there is more.

Jack seems to be insensitive to pain, virtually impervious to drugs, impossible to hypnotize, and heals at five times the normal rate. He has a phobia about fire that will send him into a berserker frenzy or rage. On one occasion, he awoke from one of his semi-sleeping, depressed conditions, leapt up and nearly beat an orderly to death because he had produced a lit cigarette lighter to light his pipe. A second incident involved a patient who had stolen some matches and started a fire in a wastepaper basket. The tiny fire sent Jack into a frenzy, causing him to literally climb the walls. The entire incident lasted less than two minutes. In that brief period of time, Jack tore down window curtains, smashed furniture, shattered widows and nearly battered through the heavy iron meshing that bars the windows with his bare hands. He has been isolated and monitored 24 hours a day ever since.

Even more disturbing is Jack's unexplainable escapes from his locked and monitored room. On four occasions now, the patient has been found wandering the grounds. Once, he had managed to travel 15 miles (24 km) within an estimated ten minute period, on foot. On each occasion his room was locked and completely secured. It is as if he had simply teleported himself from the room to the grounds outside his window. When asked how he escapes, the man smiles and says only, "I'm Jack the Ripper, an' my work calls to me."

Jack is unshakably resolved that he is "the" Ripper, as in the genuine and original article. To give his delusion credence, Jack bears a remarkable resemblance to two of the original suspects (who also resembled each other), M.J. Druit and the Duke of Clarence. Jack also knows everything about the ancient murders to the tiniest detail. He even knows details that have been kept secret by Scotland Yard all these decades. One police inspector has been reported as saying, "Blimey, o'course this man thinks ee's the Ripper, I half believe 'im meself."

A psychic, sometimes recruited by the police, was brought in to do a reading on the mystery man. The moment she entered the room she was staggered by what she later reported as incredible evil energies. After a few minutes in the room she demanded to leave. Outside the room the psychic was physically shaking and faint. Her brief statement was, quote, "What manner of man is this, if he is truly human. His thoughts ... his mind ... unspeakably evil. His entire essence radiates hate and a lust to mutilate and kill. I'm sorry, but I can not go back in there again." With those words she left and has refused all further requests to help in this investigation. The patient seemed elated, saying, "You see, she knows me. She recognized me the moment she saw me. Why can't you?"

Thirteen hours ago, Jack escaped.



Game Master Information

The chase is on

The British authorities will welcome any assistance on this case by any known or reputable psychic or parapsychologist, even those employed by the tabloid *After Midnight* (although they will get a lengthy lecture on being discreet, cooperating with the law, and being professional). Everything presented in the story background will be presented to the characters, including access to current police files (not the secret Ripper files) and Jack's period clothing.

Exactly how the player characters track Jack down is up to the Game Master. Our heroes can track the fiend down using magic or psychic powers or, ultimately, the group can stake-out the White Chapel area and run into him one night. This is more likely than one might initially think.

This Jack the Ripper is a supernatural creature that thinks it is "the" Ripper (see *Jack the Ripper, a Doppelganger Entity*). Its limited memory is that of 1888 London. The changes of the last hundred years are too subtle for the alien creature to notice. It will act on the memories, emotions, and madness of the original Jack the Ripper, only this Ripper is supplemented by supernatural powers and even more evil. First, it will re-create the clothes it remembers (a strange combination of molecular manipulation with ectoplasm), so the villain will be a bit conspicuous in a turn of the century suit and cape. Second, it will be less secretive and more obvious. The creature has a low intelligence and functions more on the instincts of a supernatural predator than it does on human-like cunning or ingenuity. However, it has natural powers that will make up for its lack of cleverness.

This Jack the Ripper will be also be easier to find because the creature must feed once every 72 hours or begin to lose control over its physical form and risk slipping back to its natural dimension. The entity has no need for physical food, but must consume the P.P.E. of its victims at the moment of death. Consequently, the Ripper will stalk new prey every 48 hours. Because it thinks it is the original Jack the Ripper, it will prey on victims within and around the old White Chapel district exclusively; approximately a four mile area (6 km). He will attack only at night, between the hours of 10:30 p.m. and 4:30 a.m., and his victims will always be women, preferably middle-aged prostitutes, but a hungry entity is likely to make an exception and attack any woman it can find. It is also likely to stalk the exact streets/areas of the 1888 murders since those memories are the most vividly delicious. **GM Note:** Unless the player characters act quickly, there will be a new murder victim approximately every 48 hours.

Psychic sensitive characters also have an additional edge. The sensitive's innate ability to sense supernatural evil will warn him whenever Jack is within 300 ft (91.5 m). Also, he will recognize Jack's distinctive energies, so he will be certain that it is the supernatural Ripper. The sensitive can also use Jack's clothes (police evidence) to track the fiend. The psychic will instantly sense the supernatural nature of Jack's first set of clothing, confiscated when apprehended by the police. The clothes radiate as being both supernatural and magic. Even the essence of supernatural evil can be automatically felt by the sensitive, because the clothes are a physical extension of the actual creature. As a result, the psi-sensitive can track the entity by using object read,

clairvoyance, sense magic, sense evil or empathy on any of the articles of clothing. The link between them and the supernatural Ripper is so intense that even simple psychic sensing abilities, like sense magic, will give the sensitive a psychic flash, showing the Ripper's present location and a sense of how close he may be; very near (a few blocks), near (within a mile), not too far (within five miles), or far (over 10 miles). The clothing are physical manifestations created by the creature and linked to its existence. The police will allow the psychic to borrow an article of clothing as long as he swears to return it undamaged. **Note:** The clothing, as well as Jack's body, will disappear the moment the entity's physical form is destroyed.

However, the hard part will not be finding Jack. The hard part of this adventure will be destroying him and living to tell the tale. See the description of Jack the Ripper for details!

Jack the Ripper

A Doppelganger Entity

This current manifestation of Jack the Ripper is a rare **Doppelganger Entity**, a supernatural creature that can temporarily assume a completely human form (or nearly human). They are attracted by psychic energy and powerful emotions. They are especially attracted to evil, which is their natural essence. After a pleasingly evil individual is found, the entity assumes the physical appearance/identity of the individual and empathically and telepathically absorbs a certain amount of the person's memories and personality (usually focusing on the evil and traumatic). The individual being duplicated never knows anything has happened and goes about his business in blissful ignorance. In this particular case, the creature encountered Jack the Ripper back in 1888. It immediately assumed his identity, absorbing portions of memory and insanity, and began to imitate his crazed obsession to kill middle-aged prostitutes.

This would explain the incidents of September 30, 1888. On that Sunday morning, between the hours of 1:00 am and 1:45 am, the Ripper was credited for two slayings in one night. The first body was found in a narrow courtyard off of Berner Street. When discovered, the body was still warm, meaning that the Ripper had been present only moments earlier and had managed to slip away into the darkness.

At 1:45 that same Sunday morning, a second body was found in Mitre Square. She too had been slain only minutes before her body was found. This is documented because a Bobby patrolled the Square, making his rounds every 15 minutes. At 1:30 a.m. the square was empty. At 1:45 a.m. the Ripper's victim lay in a pool of her own blood and entrails. The double slaying has always been a perplexing incident because it defied the Ripper's previous pattern; 1) he had never killed twice in the same night, 2) the second woman was the only one of the Ripper's victims not killed in the White Chapel area, but in the city of London proper.

Then there was the question of how the Ripper could get from one place to the other, approximately four miles a part (a fair distance to traverse in 30 minutes while avoiding the authorities and cleaning oneself from the previous foul deed, especially if on foot), and retain enough composure to find, kill, and methodically dissect yet another victim, without witnesses. Equally disturbing was that both murder victims had been seen with a

man around the age of 30, who stood 5 feet, 5 inches tall, fair complexion, dark hair, thin, brown mustache, broad shoulders, and dressed in dark jacket and trousers and a black cape. Both descriptions matched perfectly.

The two women had been killed instantly by a six inch cut to the throat. Both women were brutally dissected, as was the Ripper's trademark. At the time, the police even considered a copycat killer, but dismissed that notion (this was the first recorded serial killer in modern history). The appearance of the doppelganger entity now explains how the same man could be at two places at about the same time. The doppelganger would imitate the real Jack the Ripper as closely as possible, thus the patented Ripper mutilation. But the doppelganger is never an exact copy of the person it impersonates, thus it did not follow the real Jack the Ripper's pattern of making assaults exclusively in the White Chapel district and strayed into London City, a few miles away. It was coincidence that the two struck on the same night, around the same time, but then both are essentially the same person.

Whatever happened to the human fiend known as Jack the Ripper may remain a mystery, but the presence of the doppelganger may explain that as well. When a doppelganger entity enters our dimension it must assume the identity of a living creature from this new world within 48 hours or slip back to its natural dimension. It is this physical manifestation that anchors it to our world. Once it has assumed a human identity, it can exist in our dimension indefinitely. The identity it has assumed is its only memory. The creature has no recollection of its previous existence whatsoever. Thus, it lives on in our dimension as that person might live, only crueler and more evil.

Two things can send a doppelganger entity back to its own dimension: destroying its physical form, which can be extremely difficult, or by confronting it with the person it has impersonated. The shock of seeing itself makes the entity wild. Its immediate reaction is to kill its other self, which it will always try to do. But the experience, while often fatal to the human, will usually cause the entity to revert to its energy form and disappear, back to its own dimension. The entity will retain a lingering memory of its previous incarnation, but usually forgets those memories when it assumes a new form. Fortunately, doppelganger entities are incredibly rare and the same ones seldom reenter our world. This entity is the exception.

One late night in October 1888, the doppelganger, on the prowl for a new victim, encountered the man whose identity it had taken, Jack the Ripper. Perhaps the two fiends were even stalking the same woman as their next victim, the symbiotic relationship they shared could have accounted for such a coincidence. Both man and monster stared with disbelief at the copy of himself that stood before him. Suddenly, the entity screeched and attacked. The real Ripper may have been slain, his identity as Jack the Ripper never discovered. Or the engagement may have driven him completely into the abyss of insanity, and he lived out his years as a madman in an asylum. As for the entity, the experience automatically repelled him back into its own dimension. The madness of Jack the Ripper was over as suddenly as it had started.

As fate would have it, the entity has returned to our world for the first time in over one hundred years. The dimension of the entity is not like our own, so a hundred years may seem like

a week to this supernatural thing; the juicy memory of its previous life still vivid in its mind. Suddenly, Jack the Ripper is reborn, and a supernatural menace stalks the streets of London just as it had begun four generations earlier.



The Power of the Doppelganger Entity

A trip back to 1888

In addition to its superhuman strength and other natural abilities, the creature has the power to impose its perception of reality on those around it. Presumably, this is some sort of mystic illusion or form of mind control, but no one knows for certain. This is partly because there have been only four encounters with a doppelganger entity in the last 200 years, and partly because the events seem so real. **GM Note:** Characters do not get to save versus this attack. The effects are automatic and immediate.

The final confrontation between Jack and the player characters will involve such an attack. One moment they will be standing in the dank streets of modern London, the next moment, London 1888! The characters can be spread blocks apart, it does not matter, they will all be seemingly transported back in time. The illusion (if it is an illusion) is so real that no amount of meditation, mind block, or denial can erase it (no saving throw either). Even the people in the illusion will seem real, to the point that they will react to the character's strange clothes and accents. Our heroes will feel, hear, see, smell, and taste everything as if it were real. They will also feel pain, bleed and die as they would in the real world.

Still, while this world seems real enough, there are definite differences. For one, time is distorted. For example, it will be eternally nightfall in Jack's world. Daybreak will never come regardless of what the characters' wristwatches may tell them. London may only be a mile away, but they will find themselves running in a two mile circle of the White Chapel area. Likewise, time and events may repeat themselves, like a fragment of memory caught in a loop. For example, it may have been summer or winter in the real world moments ago, but in Jack's London it is Fall. It may have been midnight when the characters arrive and they may spend hours on the run or fighting Jack when suddenly, it is midnight again, and the alleyway that should put them at the banks of the River Thames, places them on the street they first arrived at when time changed. This is Jack's reality. A sliver of memory twisted and manipulated by an alien mind.

The group's major disadvantage is that the doppelganger entity is the master of this world. He can sense that the group seeks his destruction, so he must destroy them first. Worst, just as the psychic sensitive could sense Jack in modern London, the supernatural Ripper can sense him or her in his illusory world of 1888 London, only he does not need an article of their clothing to find them. Fortunately, although the world is twisted like a nightmare, the entity is tied to the memories of Jack the Ripper and his perceptions of the human reality. Thus, the entity believes that it can be hurt and killed just like the human Ripper. However, it will instinctively use its supernatural abilities, including the power to heal and rebuild itself, except instead of healing five times as quickly, it can heal and regenerate in a matter of minutes in this illusory world (the human characters do not enjoy this luxury).

To stop the creature, it must be captured/cornered and destroyed. Hurting it and allowing it to escape will always mean that it will momentarily return, completely healed and ready for combat. It will try to separate members of the group to attack them one at a time or in pairs. If unsuccessful, it will attack the

group, striking at one or two and then fleeing. This hit and run tactic can be lethal against the characters (who can not regenerate like their supernatural opponent).

The availability of weapons is limited to the items the group had when they were transported into the entity's domain and those they may find in 1888 White Chapel. Guns were not common, so they do not exist in this world. However, swords, canes, clubs, knives, tools, oil lamps, and so on, are accessible and effective against Jack. **Note:** The laws of science exist in a fundamental way; consequently, starting a fire could set a building ablaze and could kill the group, as well as seemingly kill innocent by-standers. Likewise, the people will react as they might in the real world. Shooting somebody will kill him/her and likely to cause a lynch mob to pursue our heroes. A fist fight with an individual who is not Jack will still cause lasting damage to the player character. However, whenever Jack engages the character(s), there will be no outside interference nor witnesses.

Jack is not invincible and has a great weakness. Fire. Whether the fear of fire stems from the entity or from some traumatic memory it stole from the original Jack the Ripper, is unimportant. What matters is that Jack is deathly afraid of fire, although it will not prevent him from attacking for long. However, this fear of fire is so strong that the entity believes that fire can destroy it, thus all fire attacks inflict triple damage. Setting Jack on fire (without any means for it to put out the flames) will destroy the entity's physical link to our world and plunge it back into its own dimension. The moment the Jack the Ripper persona is destroyed, the characters will find themselves back in modern London; 1D4 minutes of real time has passed for every hour in the illusory world of the entity.

GM Note: White Chapel, London, 1888

The following is a brief description of London's White Chapel area during the days of the Ripper.

The White Chapel area was more of a suburb of the city of London found in the "East End." In 1888, unemployment was out of control and the disparity between the rich and the poor was immense. The East End became a place for the outcast, unemployed, loafers, the semi-employable, criminals, and homeless. It was said that everyone in the East End wore a black eye. It is a rough and tumble slum where London's poor and destitute lived in squalor and ruined buildings. The business area was comprised of warehouses, furriers and slaughterhouses. Cattle were herded down the streets, adding to the refuse already found there. The stench was awful.

The East End packed a population of about 900,000 into its crowded streets. The White Chapel area contained 10% of the East End's population, about 90,000 of the poorest. Approximately 8% were homeless and unemployed, another 8% were unemployed or occasionally employed (often in tailor sweatshops, as laborers shoveling coal, and in slaughterhouses), about 40% were dirt poor but scraping by on less than 30 shillings a week, the remainder were the poor and lower middle class (mostly shop owners). Prostitutes, homeless, and scoundrels of all sorts littered the streets all hours of the day and night. This was the hunting ground of the Ripper, rich with likely prey.

A Doppelganger Entity

Horror Factor: 10

Alignment: Miscreant or Diabolic Evil; Jack is Diabolic.

Size: Human; as Jack the Ripper: 5 ft 5 inches tall

Weight: Human; as Jack: 130 lbs

Armor Rating: 4

S.D.C.: 2D4 × 10 **Hit Points:** 1D6 × 10, but regenerates. **Note:**

The Jack the Ripper entity has 70 S.D.C. and 40 Hit Points.

Attributes: The number of six-sided dice are indicated as follows: I.Q. 2, M.A. 2, M.E. 2, P.S. 5, P.P. 4, P.E. 4, P.B. varies; usually 3D6, Spd. 4.

Jack the Ripper Entity Attributes: I.Q. 8, M.A. 5, M.E. 7, P.S. 25, P.P. 20, P.E. 21, P.B. 9, Spd. 19.

Natural Abilities on the Physical Plane: Heals five times faster than a normal human, impervious to drugs/chemicals, can teleport up to one mile (1.6 km), but must be line of sight, once every 48 hours (or immediately after feeding on P.P.E.). Also has the power to pull victims into an illusory world (see previous description and explanation). This power can only be used once every 48 hours.

Also see P.S. attribute for incredible strength, bonuses for resistance to mind control/hypnosis, and psychic powers.

Jack the Ripper Skills: Prowl 54%, surgical skill equal to Medical Doctor 60%, biology skill 85%, ride horse 66%, swim 75%, and hand to hand: Basic (4th level).

Additional abilities on the Illusory Plane: Completely regenerates all S.D.C. and H.P. after 2D4 minutes of meditation, Nightvision 600 ft (183 m).

Magic Abilities: None; predator

Psychic Powers: Impervious to poison, impervious to cold, resist fatigue, sense evil, sense magic, see the invisible, meditation, empathy and empathic transmission: Fear ONLY.

I.S.P.: 2D4 × 10 **P.P.E.:** 1D4 × 10

As Jack: 60 I.S.P. and 20 P.P.E.

Attacks per Melee: Three; hand/punch inflicts 1D6 damage plus P.S. bonus, or by weapon. **As Jack** the villain has his favorite 12 inch knife (1D8 damage), two scalpels (1D6 damage), and a sword cane (1D6 damage as a cane/blunt attack or 2D4 as a sword).

Bonuses as Jack: In addition to attribute bonuses, +3 to strike, +5 to parry and dodge, +10 to damage, +2 save vs psionics, +8 to save vs mind control (including hypnosis), +4 to save vs Horror Factor.

Description: Previously described.

The Box

(An adventure of hunting and capture)

Tabletop tie-in: Zoo Keeper Torn to Pieces by Ape!

This adventure is suitable for any size group that's ready to play hide and seek with the supernatural.

The Setting

The setting can be in any city where there is a zoo. A strange and horrible death reveals that a monstrous beast has been inadvertently unleashed into the midst of civilization.

The player characters may get involved by investigating the story for one reason or the other, or be called in by zoo administrators to use their *special* abilities to discreetly locate a mysterious and missing animal.

Story Background

The tragic and horrible death of Doctor Carl Mavek has splashed across the headlines. The good doctor was a zoologist who had held the position of assistant zoo director for the last seven years. He was well liked and good natured. A hard worker and an excellent administrator. He had spent much of his youth exploring the world's great forests and jungles in the study and preservation of animal life. His great, unattained dream was to discover a new species of animal. His experience in the field and in animal safety/handling makes his untimely demise all the more puzzling.

Dr. Mavek was apparently dismembered by an animal in the confines of one of the zoo's laboratories. What makes this odd is that the doctor was always careful and an unlikely candidate for grievous injury from an animal mauling. There are also other disquieting facts in his death. No apes or other animals had been placed in Dr. Mavek's charge. Nor are any of the zoo's animals missing or blood splattered. The assault was so destructive that it is impossible to have been a human attack. Likewise, no animal, including a crazed baboon, which has been suggested by some (the zoo has no baboons), could have been responsible for the onslaught, because the body was too viciously ravaged. Each and every limb, and head, torn from the body. A normal animal would stop its attack the moment its prey was dead. Although the body shows signs of being bitten, no part of it has been eaten.

The police are puzzled, but have discounted murder. The zoo is under investigation. One of the police's major concerns is that a wild and dangerous animal may be on the loose in the city.

The Zoo Cover-up

The zoo administration knows a bit more than they are willing to admit to the authorities. However, they will only disclose this information to characters who are working for them. The only other way player characters may acquire the information is from a zoo official suffering from a guilty conscience. One way or the other the following will be revealed:

An old colleague of Doctor Mavek's discovered a strange new form of animal in the outback of *Tasmania*. He was able to capture a specimen and sent it to his old pal, and private sponsor,





Dr. Mavek. The animal arrived the afternoon of the doctor's terrible death. Presumably, the beast inside escaped and killed the doctor. What has the zoo terrified is that the creature, whatever it is, escaped! They are afraid that the zoo and its administration will be held responsible for the beast's escape and any damage or injury it may inflict. Ideally, they'd like the thing captured and/or destroyed (as discreetly as possible). Unfortunately, they do not know what they are dealing with. So they have no idea what its habits or habitat might be. The other problem is that there may be two of these animals on the loose.

"The creature is a complete mystery. According to Professor E.C. Gaines, Dr. Mavek's associate in Tasmania, the animal is some sort of predatory primate. If not an ape, a lemur perhaps. He even speculated that it may be a missing link in the evolution of humans. However, Professor Gaines is ... well ... it seems the professor is missing, so he can be of no further help to us." A statement issued by the zoo.

Professor E.C. Gaines is on an expedition in the Tasmanian outback and has not been available for comment. It seems that his small expedition has been having radio trouble and can not be raised by that means. The zoo has a pair of local huntsmen/guides on his trail now, and expect to have him back in the real world in a few days; a week at the latest.

The zoo's officials and most professionals in that field have little regard for Professor Gaines. Gaines is a naturalist who has consistently failed to conduct himself by the standards of his profession. He is seen, at best, as an unconventional and reckless eccentric who continually defied convention with outlandish methods, crazy theories and unsupported speculations. Most consider him a harmless, old nomadic dreamer, living 50 years in the past. His career is marked by dozens of blunders and foolish suppositions.

Professor Gaines's most famous blunder was the 1959 Sasquatch (Big Foot) of India scandal. He had contended that he had proof that a creature resembling the North American Big Foot legends existed in a secluded Indian jungle. He believed the beast was a lowland cousin to the mythical Abominable Snowman of the Himalaya Mountains. He spent two and a half years collecting an impressive (though unscientific) amount of evidence that included nearly a hundred plaster cast footprints, hair samples found on the branches of shrubs, feces, and a half dozen fuzzy or silhouetted photos of the elusive beast, which he had sworn he'd seen on a dozen occasions with his own eyes.

This ultimately led to the infamous 16 mm film taken by one of his porters, showing a pair of the creatures eating vegetation in a clearing before running away. Gaines presented the six minute film as conclusive evidence that the Indian Big Foot was real. He had written volumes on his speculations of the creature's existence and the existence of similar humanoids, and even a new theory of human evolution. Shortly after his presentation to the scientific community, an indisputable amount of evidence was discovered, proving that the creature was a hoax. A handful of Indians confessed that they had faked the entire mountain of evidence. The hand carved artificial foot used to make the fake footprints, the fur samples (the hair of a hog), and even the costumes worn by two men in the film were all unearthed, as well as signed confessions. Professor E.C. Gaines was a laughingstock and an embarrassment to the scientific community. He had squandered nearly three years of his life, a small fortune,

and destroyed his reputation. He would never regain his status in the world of science.

His one supporter was Doctor Carl Mavek, who had befriended the well meaning eccentric on an expedition in South America during his college years. The two men remained friends for life. From time to time, Mavek would help raise money to fund one of Gaines's wild goose chases. Often, the majority of the money would be from Mavek's personal savings. Gaines's Tasmanian expedition was one such endeavor, only this time, Gaines found something real.

GM Note: Eventually, somebody will cough up the letter from Professor Gaines that accompanied the crate.

Game Master Information

The zoo officials have kept what little they know very hushed up. Only a dozen individuals know anything at all about the incident. Only a half dozen know about the shipping crate and the letter that came with it. Unfortunately for psychic sensitives in the group, the officials had the crate broken into pieces and burned. Even the ashes have been discarded. The metal cage portion of the box has been sold to another institution and is no longer in the country.

Object reading any of Doctor Mavek's clothing or possessions will reveal nothing other than a content administrator. The clothes he was killed in are in the possession of the police and absolutely not available.

The only other physical evidence in the zoo's possession is a letter that accompanied the box from old Professor E.C. Gaines. Its contents will be of some value, but a psychic reading will tell nothing of the creature(s). However, a check on the condition of Professor Gaines will reveal that he is not in good health (seriously hurt) and still in the wilds of Tasmania.

The Letter

"My Dear Friend,

"Over the long years, only you have not abandoned me and our dreams to find new mysteries in this old world. This time, I have really found something. An animal that defies any known genus or species.

"I came upon the little devil while investigating the complaints of local farmers and sheepherders that a strange predatory animal was feeding on their livestock. I was intrigued by their consistent comments regarding the cunning of the animal. No traps could catch it and the beast avoided poisoned bait (perhaps because it only feeds on living creatures and avoids dead/prepared meat). More curious, was that the nocturnal hunter was seldom seen by human eyes. Those few who had seen it claimed that the animal was a tiny humanoid or ape-like animal. All the more curious.

"Over the months, I have collected dozens of castings from both hand and foot, but resolved not to submit them into evidence until I had the elusive beast itself. I am not the fool people believe me to be and I am not about to repeat my earlier mistakes. To avoid scandal by word of my activities leaking out, I have maintained the utmost secrecy, keeping my finds even from you. I had no desire to implicate you in any of my nonsense if things went awry.

"Interestingly enough, legend tells of a small demon or devil that would appear from time to time in this secluded region. The flesh-eating demons were said to appear only after certain events of astronomical significance and preyed on the creatures of the land. During droughts and periods of poor hunting, the demons would prey on the beasts of man and sometimes, man himself. In the latter case, the demons would slay only the old and sick, and are sometimes called the Hounds of Death.

"At last, I've captured the damn thing. A real Tasmanian Devil it was too, not the canine scavenger, but like the whirlwind in the cartoons. This thing has raised ten kinds of hell, killed two pack animals and has given me and a few of my men some nasty scars to remember it by.

"I can not put into words my feelings of elation over the capture of this animal. I have never seen anything like it. To call it an ape is most definitely inappropriate as the animal cannot be classed as any known species of ape. Certainly it has many of the characteristics of the primates, but it is no ape or monkey. The feet are neither human nor ape-like, though more human than ape. The creature can stand erect (about four and a half feet tall) and can walk erect on legs and feet developed for roaming the ground. Still, the animal runs in a leaping movement, using all fours. The powerful hands greatly resemble a human's, with fully developed HUMAN features. The body is mostly hairless except along the back and pelvic regions. The body is thickly muscled and the animal is easily twice as strong as a man. It has a long hairless tail that resembles the devil's right out of catechism. The head is that of a goblin's, with a pair of huge, pointed ears, large, flattened nose (somewhat ape-like), tiny, round eyes spaced widely apart and pronounced eyebrow ridges. It has virtually no forehead which curves into a long, sloping cranium. Its mouth is large and filled with teeth that are neither ape nor quite canine.

"The beast is extremely aggressive and shows no fear toward man or fire. Although intelligent by animal standards, it exhibits no inkling of human intelligence, although it is difficult to tell under these conditions; all the animal does is snarl, attack, and try to tear free of its bonds and confinement. Carl, you tell me what this little devil is.

"I will leave the examinations and explanations to you, my friend, as you are infinitely more qualified. I will also give you the privilege of naming our goblin. It is you who funded this and so many of my other expeditions. I know it is your fondest dream to have a part in such a find, I am glad that I was able to bring that dream to reality. For me, it is enough to know that I am the SCIENTIST to discover and capture this hellion.

"I have pulled a great many strings, and at great expense, to smuggle the animal out to you. I do not relish the thought of having our thunder stolen by Tasmanian bureaucrats. You should have him delivered to your doorsteps in less than 36 hours. I know the vicious little bastard will easily survive the trip.

"As for myself, I am off to a village that, I am told, is plagued by a pack of these devils. I can not resist seeing if these creatures do indeed exhibit some sort of social behavior. I'm afraid if I wait, the creatures may slip back into hiding with the coming rainy season. The last time I can find any record of these devils was back in 1917. I will wire you my findings posthaste. Till then, my friend, take care."

Signed: Ever Yours, Everett Charles Gaines

"P.S. Great news, our luck has changed once and for all. Just this night we have captured the little devil's mate. We have packed them both securely and send them to you. A mated pair of creatures, what good fortune! One for the history books."

Good old E.C. Gaines may have seen this as good fortune, but it only spells trouble for our heroes. They must find and catch or eliminate both creatures. If both are hunting together, as a mated pair should, they will be far more dangerous and will protect each other. The long term trouble is the possibility of the female giving birth to more of the fiendish predators. A pack will be far more deadly than a few.



To Capture a Little Devil

Exactly how game masters wish to conclude or expand this adventure is, as usual, left to the GM. Here are some tips and ideas.

1. **Where are they?** The Tasmanian Devils could be anywhere. On zoo grounds (although they haven't been sighted), in the city or suburbs, or on a freight train to Columbus, Ohio. Here are some important factors:

The creatures are very territorial. Once they have selected a lair, they will stay there until driven out by hunters or other threatening conditions. They will prey on animals and humans within a 20 mile radius of the lair, seldom venturing beyond.

2. **The Hunting Zone.** The *hunting zone* will be rich in prey. Wherever the pair is, animal pets will start to disappear, first. Next will be people. Note that the penned animals at the zoo may be easy targets for the beasts, although household pets and humans will be just as easy. Only the smallest prey will be taken back to the lair. All others, which are most, will be devoured on the spot of the kill, or dragged to a secluded location nearby.

Only one of the pair will do the hunting, in this case, the male. But the mate will always be watching nearby and

attack if the other is endangered. Once the prey is killed, the other will join the hunter and feed.

3. **The female is pregnant!** This is why the male is doing all the hunting. This also means the male will always be near and very protective of her. He will fight to the death if she is captured or killed. The female will give birth to 1D4 young in three weeks. She will stay at the lair with them for the following eight weeks, until the young are ready to join the parents on hunting expeditions. Until then, the male will hunt small prey and bring it to the lair. The young reach full maturity within one year, but must fend for themselves after eight months. Until then, reduce normal stats/attributes, hit points, and abilities by half. A mature female can give birth every 12 months.
4. **The lair** can be subterranean or not. The only requirements will be a certain amount of seclusion, difficult access for larger predators, like humans, and its being dry and comfortable. Thus, it could be a basement, an abandoned building, a seldom used warehouse, the inside of a car or truck at a junkyard, etc.
5. **Finding the lair** can be accomplished by triangulating the locations where the remains of prey/victims have been found or pets have disappeared. Or magic or psychic powers may help. Or from an actual sighting: "Mommy, Mommy, a monster monkey (or goblin) leaped down from the garage and killed Mrs. Abragast's poodle. Then it jumped over the fence and ran down the alley with the poodle in its mouth. Yeeuuw, it was gross. Jimmy and I followed it to the junkyard (or railroad tracks or ...), but it got away. Boy, could it run and jump."
6. **The last act** in this little drama is the fight with the critters. GMs can add whatever other elements of drama, intrigue, or plot lines they want. For example: perhaps the little devils are smart enough not to kill the Doberman pinscher's that guard the junkyard (the dogs serve to protect them and their lair after all). This might rule out the junkyard as a likely lair, so the group skips it for a while. Later, the characters may have to fight the dogs to get to the creatures (the T.D.s might be clever enough to feed the dogs a part of their kill and in so doing, become the dogs' friends or masters).

Will the Tasmanian Devils get away? Will they become the pawns of other supernatural forces in the area, like a cult or wizard looking for lesser supernatural beings? More likely than not, the group will have to destroy the creatures, if nothing else, so that they do not fall into the wrong hands and be used for evil purposes.

Story Option

This tale can continue, if players and GM wish, by going to rescue Professor E.C. Gaines in Australia. The good professor has gone to investigate the reports of a pack of these so-called Tasmanian Devils. He and his group of explorers have, indeed, found them and have been attacked. Professor Gaines was hurt in the battle and three of his people have been killed. Gaines and five of his people are holed up in a deserted, tiny, eight building, town. Approximately 30 of the creatures roam the area, usually in packs of four to twelve (3D4). In this desolate land and roaming in large packs, the creatures are extremely aggressive. About a dozen prowl the town, waiting for the right

moment to attack and kill the Professor and his men (their food and water are running low).

A dimensional rift will open up within 1D4 weeks and the devils will instinctively sense it, follow the psychic emanations, leap in, and be transported to an alien world. **GM Note:** If the player characters follow them into the rift, you can pop the characters into the future world of **Rifts**. However, if you do this, I'd suggest that this adventure be played last, so that you can enjoy all the adventures in this book.

The Tasmanian Devil

Also known as the Hounds of Death

Horror Factor: 9

Alignment: Miscreant Evil

Size: 4 to 5 feet tall (1.2 to 1.5 m) plus tail.

Weight: 90+ lbs (40 kg)

Armor Rating: 6

S.D.C.: 2D4 × 10

Hit Points: 1D4 × 10

Attributes: The number of six-sided dice are indicated as follows: I.Q. 2 (animal), M.A. 1, M.E. 2, P.S. 5, P.P. 4, P.E. 4, P.B. 1, Spd. 4.

Natural Abilities: Nightvision 600 ft (183 m), see the invisible, track by smell 65%, climb and rappel 70%, prowl 66%, and can leap 20 ft (6 m) across and 10 ft (3 m) straight up.

Magic Abilities: None; predator

Psychic Powers: Healing touch, increased healing, impervious to cold and fire, empathy, sixth sense, and summon inner strength.

I.S.P.: 2D6 × 10 **P.P.E.:** 3D6

Attacks per Melee: Three; claws inflict 1D6 damage plus P.S. bonus, bite does 2D6 (no P.S. bonus). Never uses weapons or tools, but can figure out how to open doors and simple locks such as sliding bolts (high animal I.Q.).

Will prey only on living animals, preferring medium-size mammals, including cats, dogs, groundhogs, cattle, sheep, even horses. May attack humans (alone or in pairs) who are old, weak, disabled, injured, or sleeping. May also attack children. Remember, it is a predator and functions much like the predatory big cats of the jungle, only this predator will prey on humans.

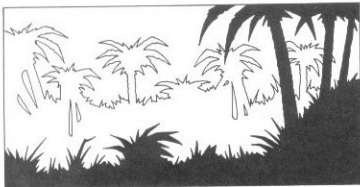
Bonuses: In addition to attribute bonuses, +1 to strike, +1 to parry and dodge, +4 save vs psionics, +2 save vs magic, +10 to save vs Horror Factor.

Description: The *supernatural* Tasmanian Devil is a superhuman predator that dates back to prehistoric times. Unlike many supernatural creatures, the Tasmanian Devil possesses no magic nor great psychic powers; however, it does possess some psychic powers which help it survive in the wild and will make it a formidable opponent for humans. Though small, the creatures are extremely powerful, roughly twice as strong as the average human. (**Note:** Minimum P.S. should be 19 and this is a puny little devil.)

They are predators that do function much like jungle cats. They are usually nocturnal hunters, stalk their prey, and often attack from an ambush location such as from behind, from above, etc. They eat what they kill and will eat only prey that they have killed. The Tasmanian Devils will find the city

habitat an excellent environment, for it offers numerous hiding and hunting places; high up on rooftops, below in sewers and basements (nice caves), in abandoned buildings, and along dark streets and alleyways, not to mention the more familiar trees and underbrush of parks and neighborhoods.





South American Skulduggery

(An all-out magic and monster stomping adventure)

Tabloid tie-in: South American plantation owner offers a COOL MILLION to anybody who can rid him of demons.

This adventure is ideal for a large or experienced group and the bombastic use of magic and psychic powers. Game Masters may wish to modify the villains and monsters (beef-up or cut-down) to best accommodate the needs of your particular player group.

Note: For more story intrigue, it is best if the adventure, *Trouble in Old Town*, is played sometime before this one.

The Setting

The setting is South America. The general area should be in Columbia near the Brazilian border and near the Amazon River, or in Brazil near the Columbian and/or Peruvian border (within a few hundred miles) and near the Amazon River.

The actual location is a coffee plantation in an area that is still wilderness and jungle. There are some signs of civilization such as the huge sections of the rain forest that have been obliterated by lumbermen. The nearest real town is the lumber town of about 12,000 people; it is a mere 150 miles away (240 km). There are also other tiny towns and villages scattered throughout the area, but these are all comparatively primitive. Most do not have indoor plumbing or electricity. Few have more than 500 residences. There are no paved streets or highways, only dirt roads and pathways sliced into the jungle. This place is one of the last domains on Earth where nature dominates the land and human life is the rare intruder.

The player characters will definitely realize how petty tyrants and land barons could establish their own little kingdoms and do as they please, even kill, without the outside world being the wiser. They should also realize that they are very isolated from the world they know and could easily *disappear*.

Story Background

The Juazeiro Plantation (pronounced Wa-Z-arrow) is under siege by what locals call "evil spirits." The family has offered one million US dollars and all expenses to any person or group who can rid them of these evil spirits. The player characters may have come to assist the Juazeiro family and to collect the

million dollars by eliminating the dangerous supernatural forces that seem to threaten the area and/or to investigate a major paranormal phenomenon. Or the group may have established a reputation that has led the family to contact them directly, begging for their help (the one million dollars and all expenses still offered). Or the player group may have been sent by their sponsoring organization to do what they can. Investigators who are sponsored by an organization will not receive the full million, but split 30%, while the rest belongs to the company.

If that organization is the **After Midnight** newspaper, the paper will pay for all expenses. During their assignment, the individual characters will receive their regular paychecks and all reasonable expenses will be paid by the paper (and the Juazeiro family). If the group solves the supernatural problem, they will not be allowed to keep any portion of the million dollars, because the newspaper was the sponsor. Consequently, it is the Gnatison Company that receives the million dollar reward. A portion of that money will go toward reimbursing the company for expenses (which suddenly triple), another tiny portion will be applied to bonuses of 10,000 dollars to each member of the investigating team, and the rest will be donated to charity.

The Juazeiro Family Estate

Heitor Juazeiro, the current owner of the plantation, is a wealthy landowner who is trying to bring the 20th century to this part of world. The Juazeiro family has grown coffee and raised livestock here for nearly 200 years. But it has been Heitor who has tried to "civilize the jungle," as he calls it. He has made the plantation an icon of technology and wealth with independent and state of the art electrical generators, full electricity, water pumping and purification, indoor plumbing, central air-conditioning, satellite television, and all of the newest appliances and comforts. There are private tennis courts, five swimming pools (three enclosed in an air-conditioned gymnasium), a miniature golf course and driving range. Five smallish mansions serve as luxurious lodgings for visitors. The family home is a 46 room manor that is staffed by 40 servants.

An OH-6A Cayuse light observation helicopter and helicopter pad are located about 300 yards/meters from the main house. The garage contains a Rolls Royce sports car and limousine, ten jeeps, six four-wheel drive pickup trucks, three 8 ton cargo trucks, two campers, and two M-113 Military Personnel Carriers (Max. speed: 42 mph/67 km, A.R. 14, S.D.C. 600, weapons include a .50 caliber machinegun/7D6 damager per round, can carry 11 people).

He has also helped to build a sort of workers' village, with a small hospital, school, library, police force (more of a non-professional militia of about a dozen well-meaning men), recreation center, automotive garage, and housing with many of the amenities of the modern cities; population: 1800. He employs over 4000 laborers, virtually the entire workers' village and hundreds from a score of neighboring villages over a hundred mile radius. He represents these people's only means of income other than the ancient ways of farming and hunting. Wages and benefits are exceptional for the area, higher than all others, but still far lower than a comparable operation in North America.

Heitor is also greatly responsible for the lumber operation and owns 41% of it. Furthermore, he has his hand in most of the land development. It is the lumber mill and land development

endeavors that many people suspect to be the root of the Juazeiro family's problems. Many believe that Heitor is pushing modernization too hard and too fast for some people to understand. The rapid changes of life style and environment frightens and confuses them. The modernization is changing a way of life that has existed for thousands of years and is destroying the rain forest. Rumor has it that a fanatic group opposed to the changes is the cause of the evil spirits.

Still, Heitor is loved and revered by his employees and the majority of the local population. He has a reputation for kindness, strength, insight, compassion, charity, and an awareness for the plight of the people.

The Man in Charge

Presently, Heitor Juazeiro and his immediate family are on a business trip in Rio de Janeiro. They are not expected back for weeks, perhaps even months. **The man left in charge is cousin Carlos Vargas**, a distinguished looking gentleman with greying temples and a deep, soft voice. He has been educated in the United States and speaks perfect English. It is Vargas who oversees the operation of the plantation. It is also Vargas who suggested soliciting paranormal investigators and the offer of a million dollar reward to solve their supernatural problems.

He will imply that poor Heitor is so concerned and stressed out that he was forced to get away from the mounting crisis or suffer a nervous breakdown or worse. His family accompanies him to add comfort and to keep them safe from attack by the evil forces. Vargas believes that the supernatural crisis is growing in magnitude and will soon erupt with deadly consequences. He is convinced that the Cult of Light is responsible for all their troubles and that the cult is about to do something extreme. "I fear that my cousin, his family, and perhaps hundreds of innocent people may be ... well, killed by these madmen. I pray that your own ... uhmm ... special powers can prevent a disaster."

Investigating the surroundings

First of all, the group will need a translator, unless they can speak Spanish, and a guide when travelling beyond the confines of the plantation or the neighboring *workers' village* (about 1800 people). The Juazeiro's will gladly provide as many interpreters, guides, drivers and/or vehicles, and porters as requested. Everybody, from their hosts and guides to the villagers, will warn the characters not to venture into the rain forest unescorted for fear that they will get lost, hurt or killed. Even the guides will only travel so deep into the jungle before refusing to go any farther (about 10 miles/16 km). Such expeditions will usually follow narrow paths that connect the smaller, more primitive villages. Travelling into the rain forest will always be on foot. There are only a few dirt *roads* suitable for vehicular travel connecting some of the larger communities. All others are pathways travelled by foot or by animal.

The general sentiment of the people is that Heitor and his family are good, well-meaning folk who have done a great deal to help them. Some have reservations regarding the development of the rain forest, but will admit that life is now much improved. Most have only the highest praise for the Juazeiro family, and Heitor in particular. Everybody will have a theory about what's going on. Just as many will have stories of strange happenings (GMs, feel free to add as many stories and rumors as you desire).

Stories of strange happenings will include tales of sudden and terrible storms, eerie sounds and voices that come from the trees (no other visible source), spoiled food and water, livestock slaughtered by demons, damaged and destroyed property (usually owned by the lumber company or the Juazeiros), disappearances of people (especially at night, near the plantation), an occasional murder (usually brutal and not of human origin), curses, bad luck, banshees, ghouls, and evil spirits.

Individual theories about what is the cause of the strange happenings are endless. About 10% attribute the trouble to the destruction of an ancient burial ground where the Juazeiro plantation now sits. 20% believe the evil spirits have been sent by angry gods or jungle spirits who do not wish to see the rain forest destroyed. 60% attribute the problems to a group of fanatics known as "the Light" or the Cult of Light. The remaining 10% don't know and refuse to comment.



The Light

Without a doubt, the finger of accusation will point the fanatic cult known as the *Light*. The cult is lead by a tribal shaman of great repute, El Lampiao or "the Lantern". Many will insist that in calmer, happier times, the shaman was a gentle, wise man who could see the future and heal with a touch. He was quite a figure of power and a spiritual leader among the villages in the region. He was known to possess great magic power and said to exorcise or control evil spirits and calm the storm. He was both respected and feared by the people and was a great influence in their lives. Many will still speak of the Lampiao in great reverence and in a hushed voice. Many can not believe

that their beloved shaman would turn to such evil ways, yet they are certain that he is responsible. Again, there are many tales of his magic, past and present, that have been allegedly witnessed by scores of villagers throughout the land.

The most incriminating (circumstantial) evidence is the well-known animosity between the shaman and Heitor Juazeiro. As the story goes, the Juazeiro family were once dear friends with the Lantern and patrons of his cult. Heitor was even tutored by Lampiao, who is quite educated in both the ways of the land and the teachings of man, as well as magic. However, trouble started when Heitor returned from college in a distant land with new and opposing views of life. The Cult of Light believed in the spiritual harmony of man and his surroundings. The old shaman was very metaphysical and locked in his druid-like beliefs. The two men had a quarrel of some sort and were never as close as they had once been. Over the next two decades, the rift between the Light and the Juazeiro family widened.

Heitor would speak of progress and change, while the Lampiao would speak openly of his disapproval of such change. The Juazeiro family, under the astute guidance of Heitor, began to expand and modernize. Soon Heitor had replaced the Lantern as the spiritual/political leader in the hearts of the people. The feud of words continued for years, but suddenly changed to outright attack a few years ago. The Lampiao warned that the Juazeiro family was raping the land and the people for their own selfish purposes. That Heitor, in particular, had been corrupted by wealth and a lust for power. That he preyed on people's fears and weaknesses and offered them some seemingly impressive reward to compensate them, but is only buying time to hurt and destroy more lives and more rain forest.

The Lampiao warned that the people had been blinded by this so-called progress and new wealth. That Heitor was evil and was using them all. He admonished that someday the people would suffer greatly for Heitor's sins against nature and man. The speech was unusually intense and vindictive. Those who witnessed the shaman's speech say that the skies turned dark, black clouds appeared in a sunny sky, and thunder boomed overhead as if the very skies were reflecting the old man's inner turmoil. Lampiao paused for a moment, a great sorrow washed over his face, looked toward the heavens and placed a curse on the Juazeiro family. He then looked down at the frightened crowd and swore to stop the Juazeiro family even if it costs him his life! A terrible storm of pounding rain and pelting hail began moments later and lasted six days damaging 40% of the plantation's crops. Shortly afterward, the Cult of Light disappeared into the forest. Evil spirits and misfortune have besieged the land ever since (about three years).

The healer and teacher once revered by the people is now the symbol of terror and misfortune. The Lampiao and his Cult of Light are blamed for all the evil and bad luck that occurs. The Juazeiro family is always quick to point an accusing finger and publicly condemn the shaman, who they now call a madman possessed by evil. The Juazeiro family hopes the player characters can find and neutralize the Light and its insane leader. They have decided that they can only fight magic with magic (and psychics) of their own.

Game Master Section

Supernatural Encounters

The Banshee

Within forty-eight hours of our heroes' arrival, they will have the disturbing experience of encountering a banshee. Indeed, the very first night they may hear a distant howling or mourning, like a dog in a trap. If they inquire as to its source, Vargas or their guide will make the sign of the cross and whisper, "The Banshee, she has hovered over the village for over a week."

The next day arrives with the rumor that the Cult of Light is planning to unleash an unspeakable evil into the workers' village. Vargas will insist that the group spend the night in the village, alert for danger and magic. Vargas may even accompany them, armed with a gold crucifix medallion around his neck, a .38 caliber revolver loaded with silver bullets, and an AK-47 assault rifle.

Shortly after midnight, the familiar wailing begins. Following the sound, or psychic sensations, will lead the player characters to a small, well kept house. The inhabitants will not open the door unless Vargas is with them. Crying and comforting voices can be heard from inside. If Vargas is with the group, the husband and wife will answer the door. The woman is sobbing uncontrollably, the daughters try to comfort and pull her away from the door. They beg and plead that Vargas do something. The wretched creature has been at their back gate for three nights and they are mad with sorrow and terror. No neighbors will give them shelter for fear that the banshee and death will follow them.

The wailing is coming from the rear of the house. Sure enough, there is a banshee. The creature appears as a semitransparent, ghost-like figure that vaguely resembles a woman dressed in long, flowing sheets or a gown. It hovers about four feet above the back porch, gazes at the characters and hisses at them in defiance. Then the creature lets loose with a long, loud moan. As usual, everybody within 60 feet (18.3 m) of the banshee will be automatically assailed by a feeling of sorrow and must make a save vs psychic attack (see *Beyond the Supernatural*, pages 154 & 155, for Banshee description and page 87 for the *Empathic Transmission* psychic power/attack). A failed saving throw means that the victim is emotionally distraught, -2 to parry and dodge, and there is a 1-50% chance the individual will leave to the front of the house, sobbing uncontrollably for 6D6 minutes!

The banshee looks at them, using empathy to read their emotions, and moans words that sound like, "Deeeeth... oooooohh, sweeeet deeeeeeeth ... wait ... deeeeeeeth coooooomes." Unless otherwise threatened, the spectral being simply hovers at the back stairs, softly whimpering to itself. If asked questions, the banshee will repeat over and over again, "Deeeeth cooomes ... sooooooon ... mooouuch ... mooouuch deeeeth to drink ... mooouuch ... oooooohhh ..." Empathy will only show the usual sadness and frustration felt by these creatures.

To remove the banshee from the back of the house and give the tormented family inside some peace, the characters must use magic or psionics to encourage it to move elsewhere. The family will be thrilled and our heroes will have won the first step in conquering the hearts of the people. Vargas will be delighted and encouraged; "At last, someone who can stand up to these inhuman nightmares!!"

Moment later, a bloodcurdling scream shatters the rejoicing. Running down the street toward the sound of the scream is a crowd of gathering villagers. Two are consoling a weeping woman, the others stand transfixed in horror. Dangling from a large tree are four village men, suspended upside down, ropes tied to their ankles. Their bodies are horribly slashed. Each is a foreman at the Juazeiro plantation. One is already dead, his right arm bitten off at the shoulder. The other three are near death, beyond medical or psychic help. As they are lowered to the ground by their fellow villagers, one gasps for air and hisses, "Ghouls and demons." Another says only, "Lampiao" and both slip away to death. The third coughs and dies.

The banshee hovers overhead, invisibly, sucking up the escaping P.P.E. and purrs in delight, "Deeeeth ... oooooh ... sweeeet deeeeth ... more ... moore ... I waaait ..."

Ghouls in the Graveyard

For the next day, the village is abuzz with the tragedy of the night. There is talk of magic and madness and of flesh eating ghouls. Vargas expects the group to investigate the graveyard a half mile (0.8 km) north of town later that evening. Any character who has ever seen the victims of a *Dybbuk* will recognize the ghoul's handiwork on last night's four victims. Object reading or similar sensing of the dead men's clothing will reveal images of torture and shadowy figures, human and non-human. There is also a 1-30% chance that the name Lampiao will be revealed (mainly because that's who the victims believe is responsible for their torture).

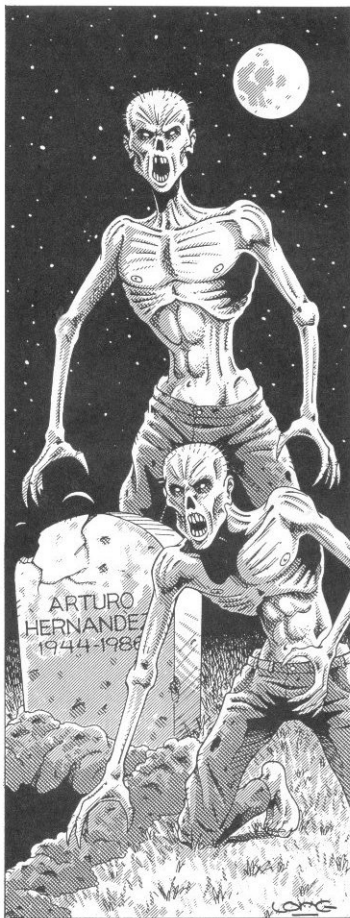
That night, a visit to the graveyard reveals a great deal of vandalism. A handful of gravestones have been knocked down and graves dug up and corpses exhumed. Many of the bodies show signs of having recently been removed of their flesh.

Suddenly, a pale, thin figure darts from behind a tombstone or bush. It leaps into one of the recently dug graves. If the characters rush over, they will see a grave ghouling burrowing into the ground to escape them. Fifteen feet (4.6 m) away, the earth visibly moves and undulates as if a giant mole was making its way through the dirt; another grave ghouling. A third cringes in the shadows of a large tree, hoping nobody will notice him. **Note:** Grave ghouls are notorious cowards and will not fight unless cornered. They represent little danger to the living populace, although their disgusting presense only confirms that great supernatural forces and dark magic are at work. These ghouls are not responsible for the torture of the four village men. (See *Beyond the Supernatural*, page 167, for details regarding Grave Ghouls.)

The grave ghouls have little to offer in the way of information, although a careful and cagey group may be able to extract the following data from one or more.

1. The Lampiao has sent them to feed on the dead with the promise of more fresh dead to come.
2. The Lampiao killed and tortured those men. Lampiao and his dybbuk.
3. The Dybbuk is currently on the prowl for victims to eat; probably in town.
4. They are stupid scavengers and really do not know where the Lampiao or the dybbuk are.

Our heroes can leave them to eliminate later or dispatch the ghouls with relative ease.





The Dybbuk

Arriving Back in the Village

The village is in an uproar. The brother of one of the slain foremen has gone berserk, attacking his dead brother's widow. The madman nearly killed her (she's in the hospital), and injured two of the five men it took to pull him off the woman. The man, Juan, is only 17 years old and known to be quiet and gentle. This display is not at all like him. Juan escaped into the night. **Note:** Characters with a knowledge of supernatural creatures will remember that the dybbuk can inhabit the body of a recently slain victim. It is possible that poor Juan fell victim to the demon ghoul and the ghoul now possesses the dead boy's body. This would explain the strange behavior and superhuman strength.

Finding Juan will take hours. Vargas or one of his men will instruct the villagers to go home and bolt their doors. The meager police force of about a dozen men and the player characters will be given the responsibility to hunt down Juan. 1D4 hours later, our heroes will hear a slurping and slobbering noise from behind a barn or shed. Sneaking behind it or charging around, will reveal a startled Juan, face and body covered in the blood of the police officer he (the dybbuk) has recently killed and is drinking his blood.

Juan will grin and spring up, dropping the corpse of the policeman. "Ahh, you are the foreigners summoned to save Juazero and his pawns. Ha! You are fools. Let us see how well you fair against me." With these words the creature leaps toward the nearest target. The demon ghoul, in the body of Juan, will fight to the death; four attacks per melee, 2D4 + 7 to damage. **Note:**

See *Beyond the Supernatural*, (BTS) pages 157 & 158, for a full description of the Dybbuk, Demon Ghoul.

Juan the Dybbuk, Demon Ghoul

Horror Factor: 14

Alignment: Diabolic Evil

Size: 7 feet tall (2 m), monster form

Weight: 500 lbs (225 kg)

Armor Rating: 4

S.D.C.: 100 **Hit Points:** 40

Attributes: I.Q. 9 M.A. 5, M.E. 19, P.S. 21, P.P. 15, P.E. 11, P.B. 3, Spd. 9.

Natural Abilities: Nightvision 600 ft (183 m), see the invisible, track by smell 85%, dig six feet (1.8 m) per minute, impervious to cold, fire resistant (half damage). Also see **BTS** pages 157-158.

Magic Abilities: None; predator

Psychic Powers: None

I.S.P.: None **P.P.E.:** 7

Attacks per Melee: Six in natural form; has four arms. In human form, four (4) attacks. The two big claws inflict 2D6 damage plus P.S. bonus, the small arms do 1D6, bite does 2D4 (no P.S. bonus). In human form the fiend inflicts 2D4 damage + P.S. bonus.

Bonuses: Including attribute bonuses, +1 to parry and dodge, +7 to damage, +4 save vs magic, +8 to save vs Horror Factor.

Note: Daylight inflicts damage; see **BTS**, page 158.

The Spider Demon

This can be one of the most deadly encounters our heroes will have to face, because of the magnitude of magic they will combat.

One of the villagers will report that he has followed two members of the Light to what he believes is the lair of the Lampiao. It is a cave nestled deep in the rain forest. "Where The Trees Lay Down." This is a location known to all locals and is said to be haunted by evil spirits. He will gladly lead the group to it, but will not stay to see what happens.

Vargas is delighted with this news and provides the group with whatever weapons and provisions they may request. He will also provide as many as eight men to accompany them. Each is armed with an AK-47, a 9 mm pistol, and one hand grenade. The men are not professional soldiers, but workers at the plantation; all are frightened. **Note:** At least the one usual guide and one gunman will be sent with the characters whether they want them to go or not.

The Journey

The trip to the Place Where The Trees Lay Down is a difficult trek through nearly 60 miles of rain forest. The journey will require 8 + 1D4 hours on foot. The guide will suggest they leave at the crack of dawn (about 5:30 a.m.) and pitch a camp five or six miles from the suspected cultists' hide-out and attack the next morning. This is only a suggestion, so the group can press onward without much complaint from the guide or the men.

Along the way, the travelers are attacked by one lone **hell hound**, a huge and deformed dog-like supernatural beast (see *Beyond the Supernatural*, page 168). The cursed monster will

attack a non-player character (NPC) first and fights to the death.
GM Note: If the player group is especially large or powerful, GMs may add up to four more hell hounds.

A typical Hell Hound

Horror Factor: 16

Alignment: Miscreant Evil

Size: 4 feet tall (1.2 m), 4 feet long (1.2 m)

Weight: 100 lbs (45 kg)

Armor Rating: None

S.D.C.: 30 **Hit Points:** 20

Attributes: I.Q. animal, equal to a real dog's.

Natural Abilities: Running speed 20 mph (32 km), nightvision 400 ft (122 m), track by smell 71%, and never tire; see **BTS**, page 168.

Magic Abilities: None

Psychic Powers: None

I.S.P.: None **P.P.E.:** 6

Attacks per Melee: Three; bite does 2D6 damage, claws do 1D6 damage.

Bonuses: +2 to strike, +2 to dodge, +10 to save vs Horror Factor.

Note: Vulnerable to all physical attacks.

The Lair of Evil

The Place Where The Trees Lay Down is a strange portion of forest where the trees in a half mile circle all grow at a 25 degree angle. They are all healthy and undamaged, but for some inexplicable reason, all the trees are laying down. The area radiates with magic energy. Any arcanist in the group will recognize the area to be on a ley line. As fate would have it, the suspected lair rests on a ley line nexus (three small, mile long, ley lines intersect here). **Note:** This means that arcanists and other users of magic can draw on an extra 10 P.P.E. points every melee (See **BTS**, pages 132 & 133, for ley line bonuses). Beneath a canopy of flattened trees is the opening of a cave. Just outside the cave is a talisman to ward away intruders. Checking for footprints reveals numerous large dog footprints (about 6 or 8 hell hounds), a pair of human foot prints, and some strange markings that look like holes made with a stick. There is an unusual amount of spiders and their webs under the bent trees and in the mouth of the cave. The cave opening is about five feet tall by five feet wide (1.5 m), enabling two people to enter simultaneously, brushing away spiders' webs and vines.

About six feet (1.8 m) in, the cave tunnel expands to a 10 foot (3 m) ceiling and slopes gently downward. The smell of decay and death fills the air. Another 20 feet (6 m) down, the cave widens to about 12 feet (3.6 m) wide and 20 feet high (6 m). Along the walls is the grisly sight of a half dozen human skulls impaled on sticks. Spider's web laces them together like a tapestry of silk. Sixty feet (18.3 m) deeper, the cave ends in the giant, circular chamber; a huge natural cavity which measures nearly 100 feet (30 m) round with an arched ceiling 90 feet (27.4 m) overhead. The ground is littered in bones and bugs. The full skeletons of at least two dozen humans lay scattered along the walls. It is impossible to tell how old the bones are as they have been picked clean by scavengers (ghouls?). In the center of the chamber is a 20 foot (6 m) long, five foot high boulder that could be used as a natural altar. The rock appears black, but on

closer inspection, the examiner will be horrified to find that the dark color is from the caked blood that covers it!

Looking up, one can only see clearly about 30 feet, the rest of the view is obscured by a latticework of spiders' webs that cover the ceiling like a tent. A hundred tarantula size spiders can be seen moving along the web netting. Closer examination of the floor will also show a variety of circles (an arcanist may recognize some of the more common ones). The inhabitant attacks!!!

The inhabitant of the cave is not the Cult of Light, but a *Death Weaver, spider demon*. It has been quietly observing from its comfortable nest along a corner of the ceiling. It will first attack by casting a *fear spell*, quickly followed by an *apparition spell* (see **BTS**, pages 110 & 111). The apparition will be some supernatural horror, most likely a *malignous demon* or a *boschala*. Of course, it is really an illusion, but to all who fail their saving throw, the monster will seem very real!

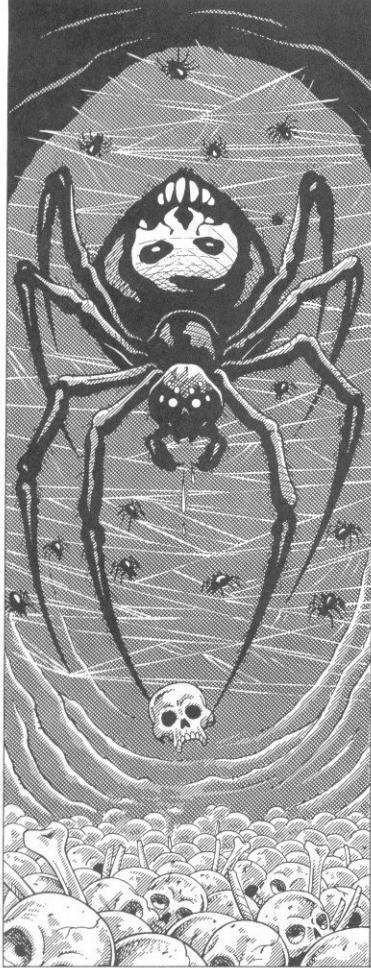
Spider Tactics. The spider demon may fire magic energy bolts from its concealed vantage place on the ceiling. It is a smart monster and will not stay in one place. Instead, it will use its power to adhere to any surface and great speed to continually change its location on the ceiling and walls. When needed, the monster will use a force field to protect itself, as well as superhuman speed. It will use shadow meld to effect an escape or to momentarily hide. **Note:** Shooting into the ceiling webbing with assault rifles or sub-machineguns will cause 2D6 tarantula type spiders to fall on each person in the room with every onslaught. The spiders are not dangerous, but a dozen large spiders falling on top of and on all sides of a person is frightening and repugnant. The natural and automatic response is to be startled and immediately knock the things off of yourself. The result is being momentarily distracted, disgusted, and losing a melee attack spent brushing the spiders off oneself or moving out of the way; the equivalent of a horror factor of 13. Roll each time.

The death weaver's most devastating attack will be the animation of the skeletons laying around the cave floor. The damned monstrosity can animate and control a total of 10 skeletons. See **BTS**, pages 112 & 113, for full information about the spell and the skeletons' stats (80 S.D.C.).

The spider's most deceptive play will be a metamorphosis into a human (into an insect only to escape). The human form it assumes is that of the Lampiao! The creature will make a brief appearance as Lampiao, make some threat like, "Fools, those who dare to defy the Lampiao shall suffer his wrath," and disappear into the shadows or make a run for it. The creature's true nature will be known only if it is killed or if cornered. It will assume its natural form if cornered, to better terrify (horror factor 16) and fight. Of course, psychics may sense supernatural evil, but so much is happening, it is difficult to pinpoint the source of the evil. Still, it may make one suspicious.

Game Master's Note

The exact tactics and methods of attack are left to you. Remember two things: One, the spider will try to keep its own P.P.E. in reserve, always first using the 10 Nexus Point P.P.E. every melee round. Two, it has been instructed to assume the shape of the Lampiao to incriminate him as the source of evil! See the **GM Story Data** section in this adventure.



If the group is getting the tar beat out of them and they look like they may be killed, the spider is likely to allow them to escape (figuring that it may have scared them into leaving the country and establishing a need to use deadly force against the shaman), but only after they have seen him in the guise of Lampiao. Or you can have the *real* Lampiao rescue the player characters, but all NPCs are slain. Again, it is best that this happens only after the monster has made its appearance as the shaman. I suggest you only have the Lampiao enter the scene if absolutely necessary, as it will dramatically change the course of the story. If the Cult of Light convinces them that *they* are the pawns of evil, the group will suddenly find themselves on the wrong side of the law.

To find out what's really going on, and as GM you should know, read the **Story Data** section which follows after the Demon Spider data.

The Death Weaver, Demon Spider

Horror Factor: 16

Alignment: Diabolic Evil

Size: 7 feet tall (2 m), 8 feet long (2.4 m)

Weight: 800 lbs (450 kg)

Armor Rating: 7

S.D.C.: 30 **Hit Points:** 60

Attributes: I.Q. 13, Spd. 22 (15 mph/24 km), all others not applicable.

Natural Abilities: Climb and run on all surfaces and at all angles at max spd 22. Nightvision 200 ft (61 m), prowl 88%, and spins web; see **BTS** page 172.

Magic Abilities: Spell level equal to a 5th level arcanist.

Spell knowledge: See the invisible, cloud of smoke, extinguish fire, fear, blind, energy bolt, energy field, shadow meld, superhuman speed, tongues, animate/control dead, wind rush, metamorphosis: human. **Ritual magic:** Impression, negate poison, astral projection, multiple image, domination, trance, horrific illusion, apparition, enhance memory, teleport (lesser), constrain being, life drain, second sight, banishment, exorcism, immure entity, negation, locate, spoil, metamorphosis: insect and human, summon entity, summon rain, summon storm, restoration, and superior protection circle.

Psychic Powers: Presence sense, total recall and suggestion; equal to second level psychic.

I.S.P.: 14 **P.P.E.:** 40

Attacks per Melee: Three physical or two magic. The mandible bite does 3D6 damage, strike with a leg does 1D6 + 2 damage.

Bonuses: +2 to strike, +4 to parry, +2 save vs magic, +3 save vs psionics, +10 to save vs Horror Factor.

Note: Vulnerable to all physical attacks.

STORY DATA

WARNING! Players should not read this section because vital plot twists and information is revealed!

The True Story

The player characters are being used as pawns by the Juazeiro family. Heitor and the whole family are rotten to the core. Heitor is the head of one of the largest and fastest growing illegal drug cartels in the world.

Yes, he is involved in land development and coffee bean marketing, but his main revenue comes from crops of cocaine and marijuana. As an excellent businessman, he has recently expanded his operations to include the full range of drug marketing. He grows the plants, processes the drugs, smuggles them into other countries, distributes the drugs, and, now, sells them on the streets, too. His latest scheme is to utilize magic and supernatural forces to give him an edge in the very competitive American market. It is Heitor who was the power behind the *Demon Fist Gang* (see the **Old Town** adventure)! In fact, Chapa and a handful of others around the country have been specifically trained as young arcanists to head his street operations. **Note:** When Heitor finally makes an appearance, he will be wearing a large sapphire ring. If you recall, the psychic flashes in the **Old Town** adventure showed a man's hand with a blood red sapphire ring as the source of the trouble. It's Heitor Juazeiro.

The entire Cult of Light and Lampiao scam is a double-crossing frame-up. The Lampiao discovered what Heitor is doing, but made the mistake of confronting his old friend and trying to convince him to give up his evil ways with an appeal of words and compassion. Of course, Heitor refused. The drug kingpin then tried to enlist the Lampiao to his forces, there was a violent argument that ended with both men threatening the other. The Lampiao vowed that he would not let Heitor destroy his people nor the people of the world. Heitor swore that nobody, including the powerful Cult of Light nor its famous leader, would stop him. The cult finally had to go underground to fight the Juazeiro family, for Heitor had grown more powerful in the mystic arts than the Lampiao had imagined. Furthermore, Heitor had been secretly subverting the cult's influence over the village people for years. It is Heitor whom they now trust above all others. To increase his hold over them, he has made them all dependent on him and has given them a taste of the good life, which they will lose if something happens to the family business.

Heitor has successfully fooled the people. He is perceived as the great and benevolent benefactor; an almost saintly person. Meanwhile, he has been able to make the Cult of Light and Lampiao appear to be the jealous and insane villains. The Lampiao and his tiny group of followers represent the only real threat to Heitor's corrupt empire. Thus, they must be eliminated.

The ghouls, hell hounds, spider demon and other supernatural menaces have all been unleashed by Heitor Juazeiro. However, Heitor is so cunning that many of these creatures honestly believe that they have been summoned by the Lampiao! The spider demon has been instrumental in this deception by metamorphosing into the form of the Lampiao and then summoning, directing and controlling the diabolical monsters.

Important Game Master's Note: As the person who must role-play Heitor and his insidious minions, you must try your best to continue to frame the Lampiao, yet at the same time give the players an occasional clue otherwise. Heitor's ultimate goal is to have the player characters (his pawns) find and kill the old shaman. Or at least capture him. This way the shaman can have a deadly accident while in captivity. Heitor would eliminate the old man himself except that the wily Lampiao has been able to elude capture and continues to destroy his drug crops and wreak havoc on his operations. Also, it may look bad if he or his family had a direct hand in the shaman's demise. However, if foreigners were responsible, the family would be clean and could mourn along with the rest of the people.

The scheme then became this: hire good intentioned outsiders to do the dirty work (Vargas' idea). The Lampiao would be at a great disadvantage for three reasons: 1) He would not know these people's powers or methods. 2) He would realize that they are good people being used for evil intent by the Juazeiro's. This means the Lampiao would not use deadly force against them, as he has against the family. In fact, he will try to avoid hurting them in any way; a great disadvantage, especially if that opposing force sees the Lampiao as evil incarnate and may not hesitate to use deadly force against him. 3) The Lampiao now has two mystic enemies to contend with, the duped foreigners and Heitor's minions. Plus, the people themselves have turned against the shaman and will definitely not give the tired old man assistance or shelter (thanks largely to the propaganda campaign of the Juazeiro family).

Heitor is presently in Rio with his wife and family for reasons other than business. He wishes to be far away when the Lampiao is killed (it asserts his innocence). Also he is cagey enough to realize that the foreign mystics and psychics might get disparaging readings from his aura and create suspicion. Heitor will return when he has received word of the shaman's demise. He will greet and thank the player characters personally. As usual, he is wearing the red sapphire ring. Any psychic who has seen this ring in the **Old Town** adventure will instantly recognize it and be washed with the sensation of great evil, magic, and dread. They will know in an instant that Heitor is the force behind the *Demon Fist* drug operation.

Heitor will also return if the group turns against him and/or throws in with the cult of Light or begins to question the cult's guilt.

A major story change or continuation of the adventure will occur when the player characters realize that Heitor is the source of evil, not the Lampiao. How the group reacts and what they do will depend greatly on when and how they find this out. It is very, very likely that they will find and kill or capture the Lampiao before they suspect the truth. To discover that they helped to destroy an innocent man will be devastating. To realize that they were the pawns of evil forces is another blow.

Are they so demoralized that they go home with their tails between their legs, or do they stay to destroy the evil? Bear in mind that this means they must tackle the armed might of the criminal forces (yet unseen), magic, and supernatural minions of the Juazeiro family. Heitor can be much more blatant in his attacks on "loco foreigners" possessed by the Lampiao's evil, especially if the shaman is dead (no longer a factor in this struggle). This can turn into a real slug-fest/war.

It is important to note that no government or outside authorities will get involved in anything happening in this distant and secluded little wilderness community. This gives both the player characters and the villains a free hand in this conflict. Also note that if the story takes this twist (and it is very likely to), the characters and their sponsoring organization will lose the million dollars and expenses, and are likely to lose the story too. Why? Because the story is a) too unbelievable, and b) too incriminating, the characters will definitely want to maintain a low profile. **Note:** Reason b) leaves open future stories of revenge by surviving members of the Juazeiro family and/or members of the drug cartel.



This plot line can continue into other adventures of supernatural crime busting. Our heroes will learn that the *Demon Fist Gang* is operating in 1D6 other cities in the United States (South America too?). Each is headed by an arcanist drug lord who is using magic for evil. Fortunately, none are yet as powerful as Alonzo Diaz Chapa (they are third and fourth level arcanists).

Some important plot factors

1. The one guide (and Vargas) continually assigned to the group has orders to kill the Lampiao at the best opportunity. He has been warned that the Lampiao is a master of deceit and may be able to trick the gullible foreigners into joining him or other folly. Thus, he is to kill the evil shaman no matter what happens.

The guide is of a good alignment, but believes his employer and will definitely try his best to kill the shaman.

2. The shaman and his cult members will try to avoid the group for fear of unnecessary conflict and injury. They don't believe that they need their help. However, the Lampiao will keep an eye on their activities. He will be impressed by courage, honesty, and compassion. If he believes them to be good people, he or one of his followers will secretly try to help/protect the group from time to time, even though they pose a threat to him.

3. At some point, Vargas will receive accurate information on the whereabouts of the Lampiao and will send the group and the usual 2D4 gunmen to confront him. This may happen two or three times before the shaman convinces the group that they are the pawns of evil or he is slain.

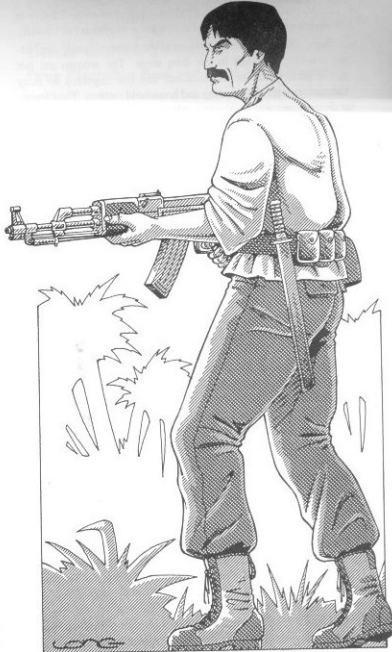
4. Vargas and his supernatural associates may stage other acts of evil and disaster to prove the shaman is bad and that the level of danger has escalated to deadly proportions.

5. Take a look at the NPCs working for Heitor, including the spider demon mentioned previously. Use these characters to enhance and develop the conflict. They are powerful and may potentially overwhelm the group, but a compensating factor will be the arrogance and overconfidence of Heitor and his supernatural minions. This means the villains may get careless and underestimate their opponents. Also, the group may get occasional intervention (a la the calvary in the nick of time) from the Lampiao or other members of the tiny cult. This can include sanctuary, healing, and assistance. Reward the players' cleverness with carelessness by their opponents and success in their characters vanquishing the villains.

6. **The Cult of Light** has been reduced to a handful of men and women who continue to fight at their mentor's side. Other cult members have been slowly hunted down and terminated by Juazeiro's gunmen or monsters. Presently, the cult has fourteen members, including the Lampiao. Two have secretly infiltrated the Juazeiro criminal operation as laborers on the cocaine plantation. Both are second level arcanists with minimal magic knowledge. A third spy is a servant at the mansion. She is a follower with no magic powers (but much scholarly knowledge in the ways of magic) in order to avoid detection by the mystic forces at work there. Three second level arcanists stay at the Lampiao's side at all times.

A sixth level arcanist and the Lampiao's heir apparent, is a 28 year old by the name of Bernal Velazquez. He is of scrupulous alignment, smart (I.Q. 17), an excellent tactician, an equally excellent leader, and fiercely passionate. Bernal leads the remaining cult members (1st to 3rd level) on raids and operations against the Juazeiro drug operations and helps to keep the hoodlums off the shaman's trail. Bernal loves the elderly shaman like a father and will become an avenging fiend if the Lampiao is killed. The death of the shaman may be so devastating to Bernal that his alignment may change to unprincipled or anarchist and he will take extreme and deadly action against the Juazeiro family and all who stand in his way.

The magic knowledge of the Cult of Light is generally limited to nature and healing powers, few, if any, are directly offensive spells, like fear, energy bolt, paralysis or trance. Only the Lampiao and Bernal Velazquez possess arcane knowledge that lets them summon and control other creatures, and magic that can be used to hurt others.



The Juazeiro Criminal Operations

Approximately 50 miles (80 km) west of the coffee plantation is a second, smaller plantation concealed in the rain forest. The drug plantation. A modest manor house is the residence of the visiting Juazeiro family. Nearby are four long, camouflaged buildings where the drugs are processed and stored. Farther back is a garage that houses a dozen jeeps and a score of trucks. A clearing along the woods serves as a helicopter pad. Two miles east is an airstrip and another camouflaged building for more drug crooks.

The plantation is obviously a tiny coffee bean operation, but scattered all around it are a hundred small, camouflaged patches of cocaine and marijuana crops. About 200 men work the plantation, another 50, the drug processing and refining. All have a full knowledge of what it is they are doing.

The supernatural sowki resides in the manor house, taking the form of the human supervisor known only as Diablo. The supervisor answers only to Heitor, Ernesto, and Carlos Juazeiro.

It is said that even Vargas and Geisel fear this man. Diabolo is known to be a powerful mage, but few know that he is not human.

There are over 40 male members of the Juazeiro family, including cousins, involved in the drug trade. The women are not active participants in the business and are expected to busy themselves with child rearing and household matters. The character descriptions that follow are only the most important members of the Juazeiro business. All others are first to 4th level criminals or corrupt businessmen. Only those listed here know any magic.

Heitor Juazeiro

Alignment: Miscreant

Hit Points: 53 S.D.C.: 30

Weight: 200 lbs **Height:** 5 ft 9 inches **Age:** 51

Attributes: I.Q. 17, M.A. 23, M.E. 20, P.S. 22, P.P. 15, P.E. 14, P.B. 9, Spd. 7.

Experience Level: 9th level Arcanist

Magic Knowledge: Understands magic 94%, reads magic 98%, sense magic (automatic) 120 feet (36.6 m), recognize enchantment 90%. Spell strength is 14, meaning that opponents must roll a 14 or higher to save versus Heitor's spells.

Spell Knowledge: Globe of daylight, see aura, see the invisible, sense P.P.E., concealment, detect concealment, extinguish fire, levitation, mystic alarm, wards, turn dead, breathe without air, impervious to fire and poison, negate poison, cure minor disorders, heal wounds, impression, second sight, invisibility: simple, charismatic aura, enhanced memory, tongues, eyes of Thoth, swim as fish, escape, fly, sleep, metamorphosis: animal, negation of magic, protection circle: simple and superior, transferal, summon and control entity, immature entity, summon lesser being, banishment, constrain being, exorcism, sanctum, remove curse, and create zombie.

Offensive spells: Agony, befuddle, fire bolt, paralysis: simple, superhuman strength, call lightning, energy disruption, multiple image, repel animals, compulsion, trance, sickness, luck curse, phobia curse.

Psychic Powers: None

Combat Skills: Hand to Hand: Basic; 4 attacks per melee. Judo throw and kick attacks inflict 1D6 damage each.

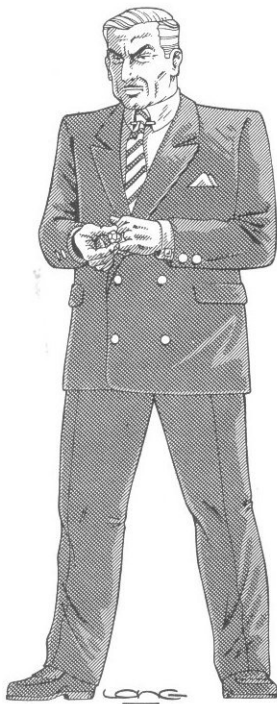
Bonuses: +1 to strike, +2 to parry and dodge, +2 to roll, +9 to damage, critical strike on natural roll of 18-20, +4 to save vs magic, +4 save vs possession, +4 save vs horror factor, +4 save vs psychic attack.

Weapon Proficiencies: W.P. Short Sword, W.P. Automatic Assault Rifle, W.P. Rifle (hunting/bolt-action) — all at 9th level, W.P. Automatic Pistol at 4th level proficiency.

Weapons: In combat Heitor will use any weapon available, but prefers those he has a weapon proficiency in. On the plantation, he will often carry an AK-47 and/or pistol.

Skills of Note: Radio: basic 98%, radio: scrambler 98%, optic systems 98%, T.V./video 88%, cryptography 88%, read sensory equipment 98%, pilot helicopter 98%, pilot automobile 98%, wilderness survival 83%, land navigation 75%, forgery 73%, and body building. Languages include Spanish, English, Portuguese, French, and Cuban at 98%. All lores and research 98%, chemistry 93%.

Description: Heitor Juazeiro is a charismatic individual who radiates strength and confidence; an obvious leader. He is a skilled liar and diplomat. He is a cool and calculating thinker



and a master planner. He enjoys a challenge and loves the competition as long as he can win. He has grown tired of this long and personal war between himself and the Cult of Light and wishes it to end soon. He also loves to manipulate people and events like a master chess player manipulating his playing pieces. He is obsessed with power and is beginning to believe that he is unstoppable (megalomania setting in). Despite all this, Heitor is dedicated to his family and will avenge any wrong done to them, including his worthless brother, Ernesto and crazy Uncle Carlos.

Ernesto Juazeiro

The younger brother of Heitor

Alignment: Diabolic

Hit Points: 41 S.D.C.: 20

Weight: 200 lbs **Height:** 6 ft 2 inches **Age:** 44

Attributes: I.Q. 11, M.A. 9, M.E. 12, P.S. 15, P.P. 10, P.E. 13, P.B. 11, Spd. 14.

Experience Level: 3rd level Arcanist; 6th level hoodlum.

Magic Knowledge: Understands magic 78%, reads magic 86%, sense magic (automatic) 120 feet (36.6 m), recognize enchantment 60%. Spell strength is 12.

Spell Knowledge: Globe of daylight, see aura, see the invisible, sense P.P.E., levitation, mystic alarm, breathe without air, impervious to fire and poison, negate poison, heal wounds, second sight, invisibility: simple, tongues, swim as fish, escape, fly, sleep, metamorphosis: animal, protection circle: simple, turn dead, immure entity, banishment, and exorcism.

Offensive spells: Agony, befuddle, fire bolt, paralysis: simple, superhuman strength, call lightning, repel animals, and trance. **Note:** All magic taught to him by Heitor.

Psychic Powers: None

Combat Skills: Hand to Hand: Basic; 3 attacks per melee. **Judo** throw and kick attacks inflict 1D6 damage each.

Bonuses: +1 to strike, +2 to parry and dodge, +2 to roll, +4 to save vs magic, +4 save vs possession, +4 save vs horror factor, +4 save vs psychic attack.

Weapon Proficiencies: W.P. Short Sword, W.P. Automatic Assault Rifle, W.P. Sub-Machinegun all at 6th level, W.P. Automatic Pistol at 2nd level proficiency.

Weapons: Always carries an auto Beretta 951R 9 mm pistol (2D6 damage, 10 rounds), a concealed 7.65 mm PP Walther (2D6 damage, 8 rounds, silver bullets). He will often carry an AK-47 and machete when in the field.

Skills of Note: Mathematics 98%, chemistry, chemistry: analytical, chemistry: pharmaceutical, biology.

Description: An arrogant and lazy bully who wishes all his needs and desires were brought to him on a silver platter. He is a cocky smart mouth who always underestimates his enemies. He tends to act without thinking, then he whines and whimpers when things go against him. Vargas is also correct in his assessment that Ernesto is a coward and a lying cheat whose loyalty is to himself. If push came to shove, Ernesto would inform on his own brother without hesitation.

Insanities: Schizophrenic; hears a voice telling him how much better and deserving he is than anyone else. This makes him jumpy and short tempered. He is also a junky hooked on speed (amphetamines, uppers). Drinks too much too and occasionally snorts coke.

Uncle Carlos Juazeiro

Drug Plantation Boss and Lord of the Zombies

Alignment: Miscreant

Hit Points: 53 S.D.C.: 30

Weight: 210 lbs **Height:** 6 ft **Age:** 71

Attributes: I.Q. 14, M.A. 9, M.E. 13, P.S. 14, P.P. 11, P.E. 12, P.B. 8, Spd. 6.

Experience Level: 5th level Arcanist, 10th level thug.

Magic Knowledge: Understands magic 90%, reads magic 95%, sense magic (automatic) 120 feet (36.6 m), recognize enchantment 75%. Spell strength is 13, meaning that opponents must roll a 13 or higher to save versus Carlos' spells.

Spell Knowledge: See aura, see the invisible, sense P.P.E., detect concealment, extinguish fire, levitation, mystic alarm, impervious to fire and poison, negate poison, cure minor disorders, heal wounds, impression, invisibility: simple, tongues, eyes of Thoth, swim as fish, escape, fly, sleep, turn dead, constrain being, exorcism, metamorphosis: animal, negation of magic, protection circle: simple and superior, summon and control entity, immure entity, remove curse, create zombie. **Offensive spells:** Agony, fire bolt, paralysis simple, call lightning, multiple image, repel animals, trance, sickness, and luck curse. **Note:** Everything he knows about magic was taught to him by Heitor.

Psychic Powers: None

Combat Skills: Hand to Hand: Expert (10th level); 5 attacks per melee. **Judo** throw and kick attacks inflict 1D6 damage each. Paired weapons.

Bonuses: +2 to strike, +3 to parry and dodge, +2 to roll, +3 to damage, critical strike on natural roll of 18-20, +4 to save vs magic, +4 save vs possession, +4 save vs horror factor, +4 save vs psychic attack.

Weapon Proficiencies: W.P. Short Sword (machete), W.P. Automatic Assault Rifle, W.P. Rifle (hunting/bolt-action) — all at 10th level, W.P. Automatic Pistol and Knife at 5th level proficiency.

Weapons: On the cocaine plantation, he always carry an AK-47, .45 pistol, and a pair of machetes (both silver plated).

Skills of Note: Computer operation, first aid, interrogation, detect ambush, land navigation, and wilderness survival, English, and Spanish, all at 98%.

Description: Generally, Carlos is seen as the aging caretaker and boss of the plantation. All answer to him, including Diablo. The only exception is Heitor. He is an exceptional manager, clever, aggressive, and sneaky. He has grown cruel and a bit insane with age. He loves to evoke fear in those around him.

Insanities include: Phobia of confining enclosures and psychic strangers, obsessively loves danger! He is 100% loyal to his nephew Heitor, who he admires above all others.

Carlos also commands an army of 40 zombies (his favorite spell) who tirelessly work the fields and guard the airstrip. He is always accompanied by two zombie protectors who will not let anybody raise a hand against the old man and another two guard his living quarters at all times. See zombies in BTS, page 123.

Diablo, The Sowki

Horror Factor: 14

Alignment: Miscreant

Hit Points: 80 S.D.C.: 20

Weight: 300 lbs (136 kg) **Height:** 7 ft (2.1 m) **Age:** Unknown

Attributes: I.Q. 17, M.A. 21, M.E. 20, P.S. 18, P.P. 13, P.E. 11, P.B. 7, Spd. 10

Natural Abilities: Superior vision, like a hawk, third eye can see the invisible, fire resistant (half damage), and speaks ALL languages.

Experience Level: Equal to a 4th level arcanist

Magic knowledge: Calling, invisibility: simple, paralysis: simple, blind, sleep, agony, and metamorphosis: human (often disguises itself as Lampiao, Uncle Carlos, and even Heitor), summon lesser beings. **Illusory Magic:** Death trance, concealment, detect concealment, charismatic aura, multiple images, mask of deceit, horrific illusion, apparition, and hallucination.

Psychic Powers: Meditation, mind block, sense magic, speed reading, suggestion, summon inner strength and total recall. All are equal to a third level psychic.

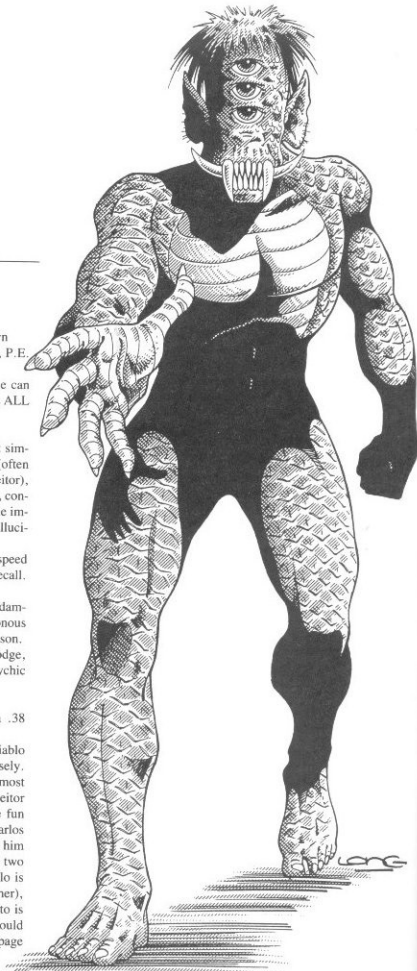
Combat Skills: 3 attacks per melee, fists/claws inflict 2D4 damage (+ P.S. bonus), bite does 2D4 damage plus poisonous toxin does another 2D6 damage unless he saves versus poison.

Bonuses: +1 on initiative, +3 to strike, +2 parry and dodge, +3 to damage, +3 save vs magic, +2 save vs psychic attack, +8 save vs horror factor.

P.P.E.: 60 **I.S.P.:** 21

Weapons: Likes to use the machete and enjoys using a .38 caliber revolver (W.P., 3D6 damage, six rounds).

Description: A master of deception and subterfuge, the Diablo is enjoying his association with Heitor Juazeiro immensely. The damnable creature has been at Heitor's side for almost four years now. It is fairly loyal and subservient to Heitor and will remain so for as long as he allows it to have fun manipulating and hurting people. The sowki will obey Carlos Juazeiro because it is truly fond of the old man, finding him to be delightfully intelligent, creative, and insane; the two are often seen laughing and talking to each other. Diablo is also subservient and gentle with Ernesto (Heitor's brother), not out of friendship, but because he realizes that Ernesto is a fool and may become a valuable pawn in the future should Heitor turn against him. See *Beyond the Supernatural*, page 171 for a full description of a sowki.



Cousin Pedro Juazeiro

The son of Uncle Carlos

Alignment: Aberrant

Hit Points: 22 S.D.C.: 30

Weight: 170 lbs **Height:** 6 ft **Age:** 36

Attributes: I.Q. 12, M.A. 10, M.E. 13, P.S. 18, P.P. 14, P.E. 12, P.B. 12, Spd. 10.

Experience Level: 2nd level Arcanist; 6th level hoodlum.

Magic Knowledge: Understands magic 74%, reads magic 83%, sense magic (automatic) 120 feet (36.6 m), recognize enchantment 55%. Spell strength is 12.

Spell Knowledge: Globe of daylight, see aura, see the invisible, levitation, impervious to fire and poison, heal wounds, invisibility: simple, tongues, swim as fish, escape, fly, sleep, protection circle: simple, turn dead, and exorcism. **Offensive spells:** Befuddle, fire bolt, paralysis: simple, superhuman strength, and call lightning. **Note:** All magic taught to him by Heitor.

Psychic Powers: None

Combat Skills: Martial Arts; 3 attacks per melee. Jump kick (critical strike) inflicts 2D8 damage. Critical strike on natural 18-20.

Bonuses: +2 to strike, +3 to parry and dodge, +3 to roll, +3 to damage, +4 to save vs magic, +4 save vs possession, +4 save vs horror factor, +4 save vs psychic attack.

Weapon Proficiencies: W.P. Fencing, W.P. Automatic Assault Rifle, W.P. Sub-machinegun, W.P. Revolver all at 6th level, W.P. Automatic Pistol at 2nd level proficiency.

Weapons: Always carries a .357 Magnum revolver (4D6 damage, 6 rounds, silver bullets), a concealed 7.65 mm PP Walther (2D6 damage, 8 rounds). He will often carry an AK-47 and machete when in the field.

Skills of Note: Mathematics 98%, chemistry 85%, chemistry: analytical 80%, chemistry: pharmaceutical 75%, biology 75%.

Description: Pedro is the son of Carlos Juazeiro and helps his father run the drug plantation. He is concerned that his father is becoming a bit *eccentric* (crazy) and cruel, but is steadfast in his loyalty to both his father, cousin Heitor and the Juazeiro family. However, he does not entirely trust cousin Carlos Vargas and despises cousin Ernesto, whom he sees as slovenly and dangerous to the family.

Pedro has a twisted code of honor and loyalty, but is as evil and dangerous as anyone in the family. He is intelligent, strong willed, and capable, but has little ambition for power or wealth. He does what he must for the family.

Cousin Carlos Vargas

First Cousin and Heitor's Right-Hand Man

Alignment: Anarchist

Hit Points: 39 S.D.C.: 35

Weight: 150 lbs **Height:** 5 ft 8 inches **Age:** 39

Attributes: I.Q. 14, M.A. 15, M.E. 11, P.S. 15, P.P. 14, P.E. 10, P.B. 12, Spd. 10.

Experience Level: 7th level criminal mastermind

Magic knowledge: Demon and Monster Lore 70%

Psychic Powers: None.

Combat Skills: Martial Arts; three attacks per melee. Paired weapons, critical strike on natural 18-20, karate kick does 1D8 damage.

Bonuses: +2 to strike, +3 parry and dodge, +3 roll or pull punch.

Weapon Proficiencies: W.P. Chain, W.P. Blunt, W.P. Sword, W.P. Automatic Rifle, W.P. Revolver. All at 7th level proficiency.

Weapons: .357 Magnum revolver (4D6 damage; three of the six bullets are always silver and carries additional silver bullets with him), pair of nunchaku (often concealed). Carries a pair of machetes and an AK-47 in the field and on combat missions.

Skills of Note: Radio: Basic 80%, Radio: Scrambler 70%, Radio: Satellite 65%, T.V./video 80%, cryptography 80%, read sensory equipment 80%, pilot helicopter 94%, pilot airplane 98%, pilot automobile 98%, wilderness survival 70%, land navigation 66%, forgery 60%, and body building. Languages include Spanish and English 98%, plus Portuguese, French, and Cuban at 80%.

Description: A strong, soft-spoken man who seems to exude confidence. He is well educated, intelligent and capable, but motivated by greed and a lust for power. Vargas is Heitor's right-hand man and fronts for the legitimate portion of the family business. The innocent coffee plantation workers and villagers all know and like Vargas, although they consider him a bit arrogant and aloof.

He is completely loyal to his cousin Heitor and assists him in every aspect of the business. It was Vargas who developed and executed the plan to frame Lampiao and have foreigners brought in to kill the shaman and his followers.

Note: Hates and fears Diablo, the sowki, and hates Ernesto Juazeiro, who he sees as an arrogant, careless and stupid coward.

Cousin, General Bernardo Geisel

Head of the Private Army

Alignment: Aberrant Evil

Hit Points: 40 S.D.C.: 40

Weight: 192 lbs **Height:** 6 ft 11 inches **Age:** 45

Attributes: I.Q. 15, M.A. 14, M.E. 12, P.S. 23, P.P. 19, P.E. 20, P.B. 14, Spd. 18.

Experience Level: 8th level mercenary

Magic knowledge: Demon and monster lore 75%

Psychic Powers: None

Combat Skills: Martial Arts; 5 attacks per melee.

Bonuses: +1 to strike, +1 to parry and dodge, +2 to roll or pull punch, +8 to damage, +2 to save vs magic and poison.

Weapon Proficiencies: W.P. Knife, W.P. Automatic Pistol, W.P. Automatic Rifle, W.P. Rifle, W.P. Heavy — all at 8th level, W.P. Sub-machinegun and sword are at 3rd level.

Weapons: Always carries mini-uzi (2D6 damage, 25 rounds), .45 model 15 general officers automatic pistol (4D6 damage, 7 rounds), .38 special revolver (3D6 damage, 6 silver bullets), survival knife (1D6 damage) and a concealed throwing knife (silver plated) and a concealed wooden knife (1D4 damage). In the field and into combat the general usually uses a M-16 with a M-79 40 mm grenade launcher (see BTS pages 237

& 239) and a new multi-shot combat shotgun (5D6 damage, 30 rounds)!

Note: Body Armor is a Riot Jacket, A.R. 10, S.D.C. 60.

Skills of Note: Espionage Skill Program: intelligence, land navigation, tracking, pick locks, disguise, sniper. Other skills: demolitions, demolitions disposal, Languages: English, Spanish, Portuguese, all 98%.

Description: Bernardo Geisel is a masterful strategist and good tactician. He is especially skilled in guerilla warfare and espionage. He is bold, confident, alert, and willing to take chances to seize the moment, without being reckless. General Geisel has served in various armed forces over the last 26 years and has earned the official title of colonel. The designation of *general* has been given him by the Juazeiro family.

He is loyal to Heitor and the family but finds cousin Ernesto Juazeiro to be a spineless worm and is certain that he will be the source of great trouble. General Geisel is also uncomfortable with the use of zombies (other monsters do not bother him as much) and is concerned that his old mentor, Uncle Carlos Juazeiro, is quite insane. Still, he respects the old man, as well as cousin Pedro, and would give his life to save them.

General Geisel coordinates the defenses of the plantations and the smuggling of drugs. He also arranges the elimination of competition and other troublemakers. His troops are 112 men who have fought with him for years. All are 3rd to 5th level mercenaries. He also utilizes and incorporates supernatural forces at Heitor's disposal. If needed, the general knows an additional 500 mercenaries he can call upon at virtually any time. The general and his men are responsible for tracking down and killing 17 members of the Cult of Light and over a hundred sympathizers.

Lampaio

Shaman of the Cult of Light

Alignment: Principled

Hit Points: 59 S.D.C.: 28

Weight: 142 lbs **Height:** 5 ft 7 inches **Age:** 65

Attributes: I.Q. 15, M.A. 24, M.E. 20, P.S. 17, P.P. 15, P.E. 18, P.B. 9, Spd 9.

Experience Level: 12th level Arcanist

P.P.E.: 82 **I.S.P.:** None

Magic Knowledge: Understands magic 98%, reads magic 98%, sense magic (automatic) 120 feet (36.6 m), recognize enchantment 98%. Spell strength is 15, meaning that opponents must roll a 15 or higher to save versus Lampaio's spells.

Spell Knowledge: Globe of daylight, see aura, see the invisible, sense evil, sense magic, sense P.P.E., thunder clap, ignite fire, extinguish fire, levitation, mystic alarm, turn dead, breathe without air, invisibility: simple, impervious to fire and poison, negate poison, cure minor disorders, cure illness, heal wounds, purification, remove curse, impression, locate, oracle, second sight, charismatic aura, enhanced memory, memory bank, words of truth, locate, tongues, eyes of Thoth, swim as fish, escape, fly, astral projection, metamorphosis animal, negation of magic, protection circle simple and superior, transference, amulet, animate and control dead, summon and control entity, immure entity, summon lesser being,

summon greater being, summon fog, summon rain, summon storm, calm storms, banishment, constrain being, exorcism, sanctum, and restoration. **Offensive spells:** Befuddle, fire bolt, paralysis simple, superhuman strength, call lightning, energy disruption, multiple image, repel animals, trance, sleep, sickness, and luck curse.

Psychic Powers: None

Combat Skills: Hand to Hand Basic; 4 attacks per melee. *Judo* throw and kick attacks inflict 1D6 damage each.

Bonuses: +2 to strike, +3 to parry and dodge, +4 to roll, +4 to damage, critical strike on natural roll of 18-20, +4 to save vs magic, +4 save vs possession, +4 save vs horror factor, +4 save vs psychic attack.

Weapon Proficiencies: W.P. Short Sword, W.P. Blunt, Rifle, W.P. Rifle (hunting/bolt action) all at 11th level, W.P. revolver at 7th level proficiency.

Weapons: In combat will use any weapon available, but prefers those he has a weapon proficiency in. Is usually seen with a matchette and knife hanging on his belt, and a quarter staff used as a walking stick.

Skills of Note: Pilot automobile 98%, pilot sail boat 98%, cook 98%, Dance 98%, fish 98%, sew 80%, sing 80%, wilderness survival 98%, land navigation 98%, escape artist 90%, paramedic 98%, general athletics and body building. Languages include Spanish, English, Portuguese, French, and Cuban at 98%. All lore and research 98%.

Description: The old shaman is a charismatic individual who is willing to sacrifice his life to help his people and to put a stop to the unspeakable horrors that the Juazeiro family is inflicting with their drugs and black magic. He clever, calculating, fast thinking, resourceful and compassionate.

Bernal Velazquez

The Light's Second in Command

Alignment: Scrupulous **Hit Points:** 29 S.D.C.: 36

Attributes: I.Q. 17, M.A. 15, M.E. 17, P.S. 21, P.P. 14, P.E. 16, P.B. 11, Spd 12. **Weight:** 160 lbs **Height:** 6 ft Age: 28 **P.P.E.:** 43 **I.S.P.:** None **Psychic Powers:** None

Experience Level: 6th level Arcanist

Magic Knowledge: Understands magic %, reads magic 98%, sense magic (automatic) 120 feet (36.6 m), recognize enchantment 98%. Spell strength is 13, meaning that opponents must roll a 13 or higher to save versus Bernal's spells.

Spell Knowledge: Globe of daylight, see aura, see the invisible, sense evil, sense magic, sense P.P.E., thunder clap, ignite fire, extinguish fire, levitation, turn dead, breathe without air, invisibility: simple, impervious to fire and poison, negate poison, cure minor disorders, cure illness, heal wounds, oracle, charismatic aura, enhanced memory, memory bank, words of truth, tongues, eyes of Thoth, swim as fish, escape, fly, astral projection, metamorphosis animal, negation of magic, protection circle simple, animate and control dead, summon and control entity, immure entity, summon lesser being, summon fog, summon rain, summon storm, calm storm, banishment, constrain being, exorcism.

Offensive spells: Befuddle, fire bolt, paralysis simple, superhuman strength, call lightning, energy disruption, multiple image, repel animals, sleep.

Combat Skills: Hand to Hand Basic; 3 attacks per melee. Kick attacks inflict 1D6 damage each.

Bonuses: +1 to strike, +2 to parry and dodge, +2 to roll, +6 to damage, critical strike on natural roll of 18-20, +4 to save vs magic, +4 save vs possession, +4 save vs horror factor, +4 save vs psychic attack.

Weapon Proficiencies: W.P. Short Sword, W.P. Blunt, Rifle, W.P. Archery, W.P. Rifle all at 6th level.

Weapons: In combat will use any weapon available, but prefers those he has a weapon proficiency in. Is usually seen with a machete, knife, and war hammer hanging on his belt, and a bow and arrows over his shoulder.

Skills of Note: Pilot automobile 96%, pilot sail boat 80%, first aid 70%, cook 90%, Dance 80%, fish 95%, wilderness survival 98%, land navigation 70%, escape artist 65%, general athletics, running, swimming 98, and body building. Languages include Spanish and Portuguese 98%, English, French, and Cuban at 90%. All lore and research 85%.

Description: Bernal is dedicated to the shaman who loves like a father. Like his mentor, he is resourceful, and compassionate.

Plantation Worker/Evil Henchman

Alignment: Any Good or Anarchist alignment if a worker or villager, Anarchist or Miscreant if a willing part of the drug operation. **Hit Points:** 16 **S.D.C.:** 18

Weight: 150 lbs **Height:** 5 foot 9 inches **Age:** 20+3D6

Attributes: I.Q. 6+1D6, P.S. 14+1D4, P.P. 12, P.E. 10+1D4, all others are average. **Experience Level:** Second

Psychic Powers: None **Magic knowledge:** None

Combat Skills: Hand to Hand: Basic, two attacks per melee.

Bonuses: +2 to parry, dodge, and roll, +2 or more to damage.

Weapon Proficiencies: W.P. Blunt or Short Sword (machete), W.P. Knife, W.P. Rifle (and W.P. Automatic Pistol and Auto Rifle if drug henchman).

Weapons: Automatic Pistol, Assault Rifle or Sub-machinegun, usually for evil henchmen. Bolt-action rifle or shotgun and knife or club for workers and villagers.

Skills of Note: Pilot Automobile, Pilot Truck, General Athletics. Few speak any language other than Spanish. 50% are literate.

Description: The village folk are your typical Columbian peasant/laborer class. As a people, they are brown skinned, black haired, generally thin and muscular (from labor). The men tend to wear white, light blue, and light tan pants and shirts, and a wide brim hat to block the sun. Women also wear light colored clothing, generally ankle length dresses and skirts. They are a simple people trying to survive in a hard land. They have been swept up in the political and criminal machine of evil and corruption of Heitor Juazeiro and know absolutely nothing about his drug and other criminal activities.

The criminal henchmen pretty much look like anyone else. However, there are some things that set them apart. Most are young, muscular and healthy looking males; average age, 17 to 30. Many wear blue jeans and a gold necklace, but most notable is the 9 mm pistol that hangs at their hip (along with a large knife or short sword/machete) and often an AK-47 or other assault rifle over their shoulder. Visitors are told that the assault rifles and apparent guards or private army is to protect the village and plantation from the evil that has been going on for the last several years. The men are generally tight lipped around strangers and uncooperative. They are found mostly near or on the plantation (and the secret cocaine plantation).

It Must Be Magic

A mini-adventure with lots of potential for expansion

Tabloid tie-in: 140 Million Dollars in Gems Stolen by Flying Thief! and Man Scared to Death on Vacation!

The Setting

Anywhere. The USA, Canada, England, Australia, Europe, South America, absolutely anywhere, but probably a big city environment. For a change, the setting could be some place exotic and/or expensive, like Rio de Janeiro, or Acapulco, or the French or Italian Riviera.

Story Background

Over the last year there have been numerous and spectacular acts of theft and murder in some of the wealthiest cities in the world. Spectacular in the sense that many of the incidents seem to be physically impossible! One example of this is the Sky Tower incident. Over 140 million dollars in precious gems and jewelry were stolen from a high security vault on the 39th floor. The time between the activation of the silent alarm and the security force's arrival was less than three minutes. Furthermore, the instant that the alarm was tripped, all doors in the room and the entire floor were sealed. Security expected to find a couple of embarrassed thieves trapped inside the room. Instead, they found an empty room with a broken window, suggesting that the thieves had made their escape outside, via ropes or helicopter or similar method. However, the roof is constantly monitored, no helicopters were in the area, nor was there any physical evidence indicating the means of entry or exit.

The general conclusion is that it was an inside job, but while there were many suspects, no evidence could be uncovered to implicate anyone. The case, like so many others in recent months, remains open. One investigator on the case jokingly stated, "It's obvious. The perpetrator magically flew up to the 39th floor window, blew out the glass, walked in, waved his hand, the safe opened, he took what he wanted and flew away." The officer was severely reprimanded for his apparent cavalier attitude and lack of discretion in making such an embarrassing statement in front of the press. He was widely quoted.

But was he really so off base?

There have been far too many incidents, like this, that seem to defy rational explanation. And in some cases, seem to defy the laws of physics. Of the dozen or so incidents made public, there are three times as many incidents discretely covered up to avoid panic among wealthy tourists who might take their vacations and business to a safer locale. For example, there has been a recent rash of burglaries, over 20 in the last month, by an expert cat burglar who seems able to avoid detection by the most sophisticated surveillance systems, let alone be captured.

The Characters' Involvement

The player characters may have caught wind of these goings on and come to investigate. And/or they may have heard rumors about a criminal organization that reportedly offers the services



of psychics and arcanists. Or they may have been hired by one of the insurance companies or hotel/casino owners to use their "special talents" to put an end to their troubles. Certainly, these unusual happenings do imply something may be occurring on a paranormal level. **Note:** Game Masters who also play *Heroes Unlimited* or *Ninjas & Superspies* might consider turning this into a semi-super hero or spy type scenario. These role-playing games would combine easily with this story.

Game Master Information

Game Masters have a few options.

One, there is no criminal organization. There are, however, two or three mystics utilizing their secret knowledge to pursue a successful life of crime.

Two, there really is a criminal organization that is recruiting gifted individuals, especially those skilled in magic, to become very specialized thieves and assassins. The size of the organization I leave to the desires and needs of the individual GM and campaign. It could be a tiny, new, criminal group that currently has only two or three such special operatives (they may or may not wish to expand) or a slightly larger group with 2D4 + 2 paranormal operatives.

Three, it could be a large criminal organization that has added (or even trained) a dozen or two special operatives who utilize magic or psychic powers. **Opting for the larger organization**, my thoughts are that the special operatives have been specially trained by one or two high level arcanists (7th to 12th level). While these special operatives understand the basic principles of magic on an arcanist's level, they are taught spells that specifically apply to the art of thieving and assassination, not summoning or other areas of magic. These characters are very much thieves and assassins augmented with magic and the specific spell knowledge reflects that trade. At this point, neither the operatives nor their more knowledgeable teachers, are willing to call upon supernatural monsters to do their bidding (generally speaking, a wise and safe decision).

The conflict between these villains and the player characters can also be handled in any number of ways that I leave to the individual GM. Usually, our heroes are not likely to engage in vigilante tactics that will lead to serious violence with these crooks, although it is a possibility. They are more likely to work with police or a sponsoring organization/employer to help catch these mystic foes in the act of a crime and bring them to justice that way.

The NPC Villains

The following three characters are the specific criminals responsible for the current white-collar crime wave. However, they are also designed to be a basic model for a typical Arcanist Thief, Arcanist Assassin and Psychic Thief.

Lisa Charboneau, Arcanist Thief

Alignment: Anarchist (can be any selfish or evil alignment).

Hit Points: 21 S.D.C.: 32

Weight: 120 lbs (54 kg) **Height:** 5 ft 9 inches **Age:** 24

Attributes: I.Q. 14, M.A. 10, M.E. 13, P.S. 17, P.P. 20, P.E. 9, P.B. 18, Spd. 11.

Experience Level: Third level Arcanist Thief; level of education equal to two years of college (+ 10% skill bonus added to all applicable skills).

Magic knowledge: All lore, recognize magic enchantment 60%, thunderclap (great for distraction), befuddle, climb, levitation, swim as a fish, fly, superhuman speed, escape, invisibility: simple, shadow meld, concealment, detect concealment, mystic alarm (a great silent warning system), fingers of the wind, float in air (avoid those pressure sensitive floors and so silent too), charismatic aura, trance, eyes of Thoth, tongues, enhanced memory, memory bank, and sleep. *Optional additional spells, great for thieves* (GM's option as to which and how many are available): Time slip, teleport: lesser, words of truth, invulnerability, energy disruption, repel animals, telekinesis, heal wounds, and hallucination.

P.P.E.: 38

Psychic Powers: None

Combat Skills: Martial Artist; two attacks. Karate kick inflicts 1D8 damage.

Bonuses: +5 to strike, +6 to parry and dodge, +2 to damage, +3 to roll and pull punch, +1 save vs psychic attack, +4 save vs magic, +4 save vs possession, +4 save vs horror factor. **Note:** All attribute bonuses have been included.

Weapon Proficiencies: W.P. knife or blunt, W.P. automatic pistol.

Weapons: Blackjack (1D4 damage) and sap gloves (+2 to punch damage), .32 caliber pistol (2D6 damage), knife concealed in boot or glove.

Skills of Note: Language skill package: French 98% (native language), English, German, and Spanish 75% each. The next five skills are from the Stage Magic skill package: concealment 45%, palming 50%, pick locks 57%, pick pockets 60%, and juggling (see *BTS*, pages 39 & 40, for description). All other skills are secondary skills: General athletics, climbing 68%/rappelling 40%, prowl 54%, pilot automobile 84.

Description: Beautiful French woman with short, brown hair and blue eyes. Thin and muscular, but shapely figure. Lisa plays the coy, young innocent very well, cleverly disguising her sharp mind and special skills, both physical and magical. She often works with her brother, Deni, who she loves dearly. However, she is not completely comfortable with his cold and lethal profession.

Lisa can be a warm, friendly, outgoing person, and always alert, very observant, and cool under fire. Tends to be cocky and a bit overconfident.

Deni Charboneau

Alignment: Miscreant

Hit Points: 35 S.D.C.: 47

Weight: 185 lbs **Height:** 6 ft 3 inches **Age:** 26

Attributes: I.Q. 12, M.A. 10, M.E. 11, P.S. 20, P.P. 14, P.E. 21, P.B. 17, Spd. 14.

Experience Level: 4th level Arcanist Assassin

Magic knowledge: See the invisible (just in case), see aura (the better to size you up, my dear), impression, locate, climb, levitate, telekinesis, float in air, breathe without air, swim as a fish, fly, energy field, impervious to flame, invisibility: simple, multiple image, mask of deceit, and negate poison/toxin. **Offensive Spells:** Energy bolt, ignite fire, fuel flame,

fire bolt, call lightning, fear, blind, rebel animals, superhuman strength, superhuman speed and apparition. *Optional additional spells, great for assassins* (GM's option as to which and how many are available): Impervious to energy, invulnerability, calling, compulsion, sickness, paralysis: simple, shadow meld, escape, locate, second sight, negation of magic, teleport: lesser, and metamorphosis: animal.

P.P.E.: 44 **I.S.P.:** None

Psychic Powers: None

Combat Skills: Hand to Hand: Assassin; four attacks per melee (includes boxing bonus).

Bonuses: +2 to strike, +1 parry and dodge, +5 to pull punch, +8 to roll, +8 to damage. Attribute bonuses included.

Weapon Proficiencies: W.P. Blunt, W.P. Knife, W.P. Revolver, W.P. Automatic Pistol, W.P. Rifle (bolt-action), W.P. Automatic Rifle.

Weapons: Dragunov SVD sniper rifle (4D6 damage, 20 rounds, favorite rifle), also likes the 7.62 mm C1A1 modified rifle (Belgium, 5D6 damage, 20 rounds), 7.65 mm 140 double-action FN pistol (2D6 damage, 13 rounds), blackjack (1D4 damage), tiger claws (1D6 damage), knife (1D6) and Sa Tjat Koen (1D10 damage; see **BTS**, page 228).

Skills of Note: Modern Weapon Proficiency Skill Program: See W.P.s above. Physical skill package: boxing, wrestling, gymnastics (see **BTS**, page 36), prowl 58%. Other skills: running, general athletics, swimming 74%, computer operation 70%, pilot automobile 88%, pilot motorcycle 72%, languages include English and Spanish at 70% and French 98%.

Description: Deni is a handsome Frenchman with short, dark brown hair and steel-blue eyes. He is tall and muscular, with broad shoulders and great strength. He is quiet, cool, and aloof, but can turn on the charm when he desires to do so. He has an air of arrogance mixed with bitterness and is capable of acts of cruelty and murder. He enjoys his profession as a paid assassin and prides himself on being one of the best. One of his specialties is *accidental* deaths. He tries to be less sadistic and vicious when working with his sister.

Raymond Carter, Psychic Thief

Alignment: Miscreant

Hit Points: 29 **S.D.C.:** 41

Weight: 150 lbs **Height:** 6 ft **Age:** 25

Attributes: I.Q. 10, M.A. 9, M.E. 12, P.S. 14, P.P. 17, P.E. 18, P.B. 13, Spd. 15

Experience Level: 3rd level Physical Psychic Thief

Magic knowledge: None

Psychic Powers: Electrokinesis, impervious to cold, impervious to fire, resist fatigue, levitate, mind block, total recall, and meditation.

P.P.E.: 6 **I.S.P.:** 76

Combat Skills: Martial Arts; two attacks per melee, karate kick does 1D8 damage.

Bonuses: +1 to strike, +4 to parry and dodge, +5 to roll, +3 to damage, +3 to save vs magic, +2 to save vs horror factor, +5 to save vs possession. Attribute bonuses included.

Weapon Proficiencies: W.P. chain, W.P. knife, W.P. automatic pistol.

Weapons: Nunchaku (1D8 damage, hip holster or concealed on leg), Kyoketsu-Shogi (1D8 damage, easy to conceal and can be used for climbing in an emergency), knife, Browning GP 35 pistol (2D6 damage, 13 rounds). Sometimes conceals a .22 pistol (1D6, six rounds) in a wallet holster in a pocket.

Skills of Note: Mechanical Skill Program: Mechanical engineer 70%, locksmith 55%, automotive mechanics 69%. Physical Skill Program: Acrobatics (+10% on these skills, body building, climbing 95%). Other: Prowl 68%, swimming 84%, pick pockets 50%, pilot automobile 88%, pilot motorcycle 72%, pilot motorboat 72%. Languages include French and Spanish at 70% and English 98%.

Description: A nice looking Australian, with long, sandy hair. Thin and muscular, broad shoulders. Warm and witty. Confident and clever. Fearless of heights and loves daring (but not foolish) jobs. Has recently begun working with a partner, Lisa Charboneau. He has a crush on Lisa, which Deni is not happy about.

The Hitchhiker of Death

(An adventure of mystery and supernatural mayhem).

By Kevin Long and Kevin Siembieda

Tabloid tie-in: Crazy Killers Stalk the Highways of Maine.

The Setting

This adventure takes place in and around a small, picturesque town in Maine. Much of the countryside is forest that stretches across the northern border, into Canada. It is quiet and peaceful. Visitors can imagine how the pilgrims must have seen this brave new world. Yet something unnatural has invaded this tranquil domain. Something evil.

The player characters can be called in as advisors to help with the investigation, or, more likely, have come on their own to investigate the strange occurrences surrounding the town.

Story Background

The town of Doverton, Maine, population 2551, has been witness to a bizarre string of nearly a dozen murders that have gotten national media attention. All the murders have taken place along a desolate stretch of highway I-490. In each case, the assailant's *modus operandi* (MO) was identical; the throat was slashed, the entrails and scalp removed, and the body hacked up with a sickle. The victims were both men and women of all ages. Each victim's only mistake was being at the wrong place at the wrong time.



Serial killers always seem to attract the media and public interest, but this rash of murders has gotten additional coverage, because the horrible crimes have been committed by three different men. In each case, the man was 35 years old, used a sickle as the murder weapon, possessed inhuman strength, and seemed to be out of his head. Yet despite their insane behavior, none had a history of mental illness, nor drug or alcohol abuse. None of the three had any previous criminal record nor did they know each other. Two of the murderers were not even residents from the area.

The first Hitchhiker of Death was Jerome Kikowski, a Missouri truck driver reported missing by his employer. His truck was found along the side of the road on highway I-490, near the site where the first murder victim would be found a few weeks later. This so-called Hitchhiker of Death killed five people, three men and a woman, before being gunned down by police. Mr. Kikowski was found hunched, naked, over his fifth victim, sickle in hand and covered in blood. He was shot nine times, and died from a gunshot to the head, when he charged five policemen. Two of the policemen suffered minor injuries.

The second Hitchhiker of Death was Jeffrey Pike, a New York businessman visiting Maine on his way home from a plastics convention in Quebec, Canada. The same day his family reported him missing, his first victim was found, disemboweled and mutilated, along the same stretch of highway along I-490 as his predecessor's. A few days later, a second victim was found at the Doverton exit. Good fortune, a week later, would see this "copy-cat" Hitchhiker of Death's third victim saved and Mr. Pike slain by police.

An alert motorist notified police that she had just seen a woman struggling with a naked man off the highway, near the woods. Arriving at that location police rescued a Mrs. Austin, chasing her assailant into the woods. After a wild three mile foot chase through the forest along the highway, the crazed maniac leapt out of a tree he had climbed and attacked his pursuers. Two policemen were seriously injured (both nearly died) before the Hitchhiker was killed by a shotgun blast to the head.

The third Hitchhiker is a veterinarian from the quiet, little town of Doverton, Doctor Steven Shale. Like his predecessors, Shale murdered the occasional passer-by along the same strip of highway I-490. The M.O. was identical. Unlike his predecessors, Shale was captured alive the day after the discovery of his fourth victim. He was found living in a handmade shelter of wood and cloth. The blood of his last two victims still covered his half naked and filthy body. One policeman was killed and two others were injured before he could be subdued.

The first night in custody Shale was a raving lunatic and required physical restraints. However, the next morning he is soft-spoken and confused. He claims to have no recollection of the past few weeks and insists that there must be some mistake regarding the murders, because he could never hurt a living soul. **Note:** Steven Shale is captured the night before the player characters arrive. Thus, they have arrived in the midst of quite a commotion, with newsmen and police all over the tiny town.

Finding Accommodations

If the characters thought to make reservations in advance, they can go directly to any one of the bed and breakfast places

or small boarding houses in town. If they just pop in without prearranged accommodations, they will find all the facilities in town packed by reporters. They are forced to stay at a motel along the highway, 4D6 miles away. But even the farthest hotel is only 20 minutes from Doverton, not too inconvenient. The capture of the third Hitchhiker of Death is the news of the moment, which means the reporters will leave as soon as he is moved to the county jail or some other big story captures the people's attentions, but this means that they will be hanging around at least 2D4 days.



Following Leads

At this point, nobody is allowed to see the murder suspect, but there are other things to do, especially for those looking for a supernatural angle.

The Town Newspaper

A visit to the town newspaper will provide some valuable leads. First, the paper, **The Crier**, has no additional data on the murders than what is already known. Skimming through the microfiche files shows nothing unusual has happened in this part of the country in generations; the files go back to the Korean war, circa 1951. Of course, ghost stories don't usually make the news.

One interesting item is that the police briefly considered the possibility that the murders may have been instigated by a cult of some kind, since three different individuals were conducting

the same destructive acts. But this proved to be a dead end. None of the men have any strange religious or philosophical leanings nor connections.

The only other item of interest is a tiny article dated May 20th, shortly after the first killer had appeared on the scene. The article briefly recounts the escapades of another murderer that stalked the same roadway about 200 years ago. The article reads as follows:

"In the summer through the autumn of 1790, twelve grisly murders rocked our quiet community of 423 pioneers. Then, highway I-490 was but a dirt road that connected our fledgling town to the larger communities to the south. Doverton was more of an outpost for lumbermen and trappers than anything else, but the community was growing, with more families arriving every spring. The violent murder of 12 people, three of whom were women, sent our town into an uproar.

"The militia was called and finally put an end to the nightmare when William Oliver Paine, a mountain man and known troublemaker, was discovered mutilating his last victim. He was captured by the militia and hung by the neck at the old oak tree near Potter's Creek, just off I-490. How ironic that the murderer called the Hitchhiker of Death killed his first victim under the very tree that saw the just demise of a similar fiend 200 years earlier. We can only pray that our police will put an end to our nightmare with greater haste than did our forefathers."

Visiting the office of the paper's publisher, Harry Caruthers, is enlightening. Mr. Caruthers is a rotund man in his early fifties and is the town newspaper's publisher, editor-in-chief, and author of the article. He will greet the psychic investigators with the same cordiality with which he has greeted a hundred reporters. As he talks, he mindlessly twists and twirls his large, grey handle-bar mustache and pokes at his eyeglasses, pushing them back up the ridge of his bulbous nose.

He does not know any more about the murders than what is already in the press. As for Doctor Steven Shale, the current Hitchhiker of Death, he is stunned. The good doctor has conducted his veterinary practice in Doverton for nearly six years and has always been a happy and generous fellow. "Why, I've even taken my old golden retriever, Rusty, to him on several occasions over the years. A good man. Gentle, soft spoken, very professional. A bit shy, you might say. Kept to himself. Never married, is my understanding. Originally from North Hampton, Massachusetts."

Mr. Caruthers admits that he knows little about the town's history, having moved here with his parents just after World War II. "From what I do know, there really isn't much to tell. There must be a thousand New England towns like Doverton."

For more historical data, he suggests talking to Hazel Thornton at the library next door. "Hazel is the person who can help you. She knows everything there is to tell about Doverton. Just let me warn you that, while Hazy is a sweet old gal, she is the worst gossip in the state and will talk your ears off if you let her. I just don't want you folk to say that I didn't warn you."

As for the article about William Oliver Paine, Caruthers says, "Don't know what else there is to tell. I just found it kinda ironic, you know. Everybody in the region has heard tell of the story. Kids have called it the Haunted Oak ever since Paine was hanged from its branches. Always some kind of prank there

every Halloween. I'm sure Hazy can tell you anything you might want to know about Paine or the Haunted Oak."

Just as the characters are about to leave, Caruthers adds, "Say, you know who else could tell you about Paine and town history, Jeb Wheeler. He's a scholarly old book worm who lives up in the woods, 'bout 10 miles northwest of Potter's Creek. Fancies himself to be a historian. Used to speak at the high school from time to time. Nice fella. But Miss Thornton's a hell of a lot closer. I hate trekking through those woods unless I'm hunting deer with five of my buddies and a keg of beer. Know what I mean? Oh, one more thing. If Hazy gets talking about Martha Ederling, run for the hills."

The Librarian

A visit with Hazel Thornton. "Hazy," as she is known by most of the town-folk, is your stereotypical New England librarian. She is in her early 60's, tall and painfully thin, her grey hair is pulled into a bun, and a pair of round, Ben Franklin-style bifocals rest upon her prominent hawk nose. Her appearance is strikingly reminiscent of Icabod Crane from the Legend of Sleepy Hollow; cousins perhaps. She greets the group of visitors with a cheery smile and a firm handshake. Before one knows what has happened, Hazy has them swept away to a room in the library where they can talk.

The characters will find it hard to keep her on the subject at hand, as she jumps from gossip of June Temple's brother's wife's drunken uncle Bob, to Herbert Jenkin's ingrown toenails. If the group can politely sit through all this drivel, they may garner some useful information. Remember, Mr. Caruthers's did warn them.

Hazy has all kinds of stories about the murders, including exact dates, theories, the people in charge, how Police Chief Turner had insomnia, and on and on. Unfortunately, none of it is anything that hasn't been covered by the media, other than chief Turner's insomnia. But she does have some interesting theories and superstitious notions of her own. **GM, read to players:**

"Well, let me tell you, I've heard all sorts of nonsense about this horrible affair... Oh, speaking of affairs! Thelma Thompson's daughter and one of those New York reporters have been carrying on like school children. I mean ... oh ... excuse me. What was I saying? Oh yes, there has been talk of secret cults, you know, magic ... devil worshippers. Even the police looked into that notion, but it was nonsense. That sort of thing just doesn't happen in these parts. Everybody knows that."

"And then Thelma Thompson's daughter and that reporter saw a group of young men with long hair on motorcycles, up in the woods, near Jeb Wheeler's place. Well, right away there's talk that a motorcycle gang is prowling the woods and killing people. Or that they are a part of a cult or commune like Charles Manson and his cult. Oh, how people will carry on. What I'd like to know is what was that girl doing alone in the woods with that reporter?! Thelma ought to tie that girl down before ..."

After long minutes about Thelma Thompson's daughter and the decaying state of America's morals, the librarian gets back on track.

"Now don't you laugh, but I firmly believe that all these horrible things are the fault of that awful Indian burial ground near the interstate. I told them then, let those spirits rest in peace,

but no, they built the highway just a quarter mile (0.4 km) from the grave site. I mean, how would you like your eternal rest interrupted by the roar of traffic? The white man had done enough to the Indians in these parts and now this. Well, I say the Indian spirits have had enough and are trying to pay the white man back for all of the terrible things they say we did to them. Caruthers says I'm batty if I believe that. Can you imagine saying such a terrible thing to me? All I know is that the parcel of highway where all the murders have taken place has been a sacred place for thousands of years. Thousands of years! There's a group of Indians who still make a biannual sojourn down from Canada every summer and winter solstice, to pray and pay homage to their dead ancestors. Kind of sad ... in a spooky way, don't you think?"

In regards to the murders of 1790, by William Oliver Paine, Hazel will say, "See, that's exactly what I mean! That devil murdered and scalped four Indian men and their women. Heavens, he may have killed more than nobody knows about. If he hadn't gone mad and started to attack white people, he might have caused an Indian uprising all by himself! How terrible. Jeb Wheeler knows all about that sort of thing. Even has documents from the day."

The librarian doesn't know too much more about Paine, other than that he was a drunk and a bully chastised by the townfolk. It would later be discovered that he was behind the murders and he was hanged at the Haunted Oak of Potter's Creek. She has a hundred stories about the tree. All are the usual ghostly fare about horses rearing and refusing to go past the tree, strange noises, sudden gusts of wind, rattling branches when there is no wind, ghostly forms seen in the fog, etc. If anything, the stories sound like the work of poltergeists or the overactive imaginations of people who were raised on these spooky stories and thought they saw something one moonless night.

Then she stops for a moment, obviously lost in thought, and says, with a start, "Say, did you hear that Martha Ederling is pregnant?!? My goodness, she's almost my age!! Why it's almost an abomination...." If the group lets her, she could go on for hours.

Game Master Note: At this point, the characters are likely to want to investigate the Indian burial ground, the haunted oak tree, or Jeb Wheeler. It really does not matter which they do first, or whether they even go to each location. What is important is that they finally talk to Jeb Wheeler. After their talk with Jeb, the adventure takes off full tilt.

Jeb Wheeler

Getting to Jeb's house is easy if the group doesn't miss that first turn six or seven times. His house is cradled in the wilderness along with five or six others, down a narrow gravel road. He is only about 20 miles from Doverton and 10 miles from the infamous haunted oak (in fact, the characters pass it on the way to Jeb's and are not likely to even notice it).

They will find Jeb, and he prefers to be called "Jeb" rather than Mr. Wheeler, sitting in his rocker on the front porch of his beautiful, old Victorian house. He is a warm and friendly 95 year old who doesn't look a day older than 70. His mind is as sharp and quick as one of the player character's. He loves history and is glad to talk to the group (they are the first people to come and talk to him, despite the hoopla back at Doverton). He will

insist on getting the characters a glass of fresh squeezed lemonade and sitting on the porch.

He does not know anything about Steven Shale that the group doesn't already know. About William Oliver Paine, he can tell a great deal. **GM, read to players.**

"Fear and suspicion, that's what they felt. Fear and suspicion toward their neighbors, as well as strangers. Everybody knew that William Paine was a troublemaker and an Injun killer 'cept nobody thought he could be responsible for the death of them white women. See, you have to understand the time. There weren't no psychopathic killers, or serial killers, like you've got today. I ain't saying that they didn't have had people back then, they did, an' Paine was one of the worst, but the brutal murder and mutilation of white people by a white person just didn't happen. Not like that.

"William Oliver Paine was blamed for many crimes, most of which he was probably guilty. Paine was a drunk and a mean fella. I mean really mean. Would likely be considered anti-social, you know, a sociopath by today's psychologists. He was a trapper, so he was out in the wilderness most of the time, summer and winter. But he considered this area his home and built himself a small lodge in the woods near these parts, as I understand it. He was always getting in street brawls, 'specially with rival trappers, every time he'd come to town. Got so that he wasn't allowed into certain shops and taverns. Oh, the people hated this man. He was loud, smelled bad, made advances toward married women, and was a bully to everybody. He beat an Injun boy to death with his bare hands, right in the street, because the boy was sick an' vomited on some of his furs. Paine was accused of stealing chickens, raping Injun women, and burning crops. This bastard was capable of anything, 'specially when he was drunk, which he was most of the time.

"Yeah, ol' William Paine was the local black sheep, drunkard, womanizer, blasphemer, and some say, devil worshipper. But folk let him be, mostly because Paine was so ornery that nobody wanted to cross him. Secondly, because he vented his anger on the Injuns. You have ta understand that to most white folk, the red man was like a wolf, always sniffing around camp and scaring the women. Doverton actually had surprisingly good relations with Injuns, 'specially for them days, but a man would hang quicker for killing another man's horse than killing an Injun. People just turned a blind eye when it came to the red man. Hell, most damn people hated or feared the Injuns, even the friendly ones who traded with the town. Consequently, one more dead Injun was just one less Injun to worry about. 'Sides, Paine may have beaten and bullied folks in town, but 'cept for the Injun boy, nobody could ever prove anything on him.

"The summer of 1790, something happened out in the wilderness that sent Paine over the brink of madness. Rumor said that he had come across some white folk who had been horrible butchered by an Injun raid and the sight of it snapped his mind. Maybe, maybe not. I've never found anything about a massacre like that in these parts, but you never know. There's a lot of stories 'bout what drove Paine mad, but nobody really knows. After a while, it's impossible to tell fact from fancy.

"Anyway, for whatever reason, that summer, Mr. William Oliver Paine was drunker and meaner than ever. One day, in June I believe, he comes to town smelling like something that

had died and was ripe in the sun; boozed up and in a terrible mood. He had come to trade a pile of pelts with the furrier. Only these four Injuns who frequently traded furs were already in town with the most beautiful pelts people had seen in four seasons. These skins were far superior to Paine's. In fact, Paine's furs looked to have been removed by drunk man, all cut up and mangy. Hell, half of them weren't even cured properly and were rotting and covered by maggots. Needless to say, the proprietor at the furrier's rejected Paine's disgusting lot, an' made the mistake of pointing out the furs he'd just gotten from the Injuns.

"Paine was furious and cursed up a blue streak about the red man stealing food out of the white man's mouth. He vowed to kill the Injuns who had done this to him, but nobody would tell him where they might be. Paine started to throw things around and bust up furniture. He got his butt thrown out of the furrier's office and continued his fit in the street, where he struck and knocked down a small woman named Elizabeth Adams. Mrs. Adams was six months pregnant, so the attack was doubly malicious. The men of the town rushed over and beat Paine into unconsciousness and dragged him out of town. Poor Mrs. Adams had a premature birth, eight days later and lost the baby. Whether the loss of the baby was caused by Paine's assault is unknown, but the townfolk sure thought so. Several men even went out looking for Paine, but his lodge was empty.

"About two weeks later, Paine came back into town with four Injun scalps hanging from his belt. Bragged about how they were the scalps of the four Injuns from that day at the furrier's. No one ever did see those Injuns again. The bully got into a fight when somebody mentioned the loss of Mrs. Adams's baby, but Paine got away. That same night, the furrier's burnt to the ground. Nobody would see that madman again for several months.

"It was shortly after these events that word came that the Injuns were getting riled up by a trapper who was raping their women and killing their men. A Thomas McGee found the body of an Indian woman so badly mutilated he assumed that the body had been laying there for some time and had been chewed up by wolves or a bear, but the physician who examined the remains said she had been diced up with a hatchet or something similar. Over the next three months, two more Injun women and a male was found killed the same, and always along the same strip of road. The Injun graveyard was desecrated too, and word was that other Injuns were butchered the same up in the wilderness, but always in about a hundred mile area around Doverton.

"The Injuns were getting pretty annoyed and a militia was gathered to counter a possible Injun uprising. You see, the white law men didn't do much about the white man attacking the Injuns. The mistake this lunatic made was turning from the red man to white. One late July evening, Miss Elaine Fitzpatrick was attacked and brutalized like the Injuns. Now, the community was frantic.

"A few days later, another town woman was found stripped naked, killed, scalped, and mutilated. A witness had seen William Oliver Paine talking to her earlier that day. The militia and a hundred volunteers scoured the woods for three weeks. All they found was another dead Injun boy, killed exactly the same way.

"Three more weeks went by with the militia pokin' around the woods and trampling crops. Most of the men were tired and

wanted to go home, back to their wives. Several quit and did just that, but Colonel Thaduis T. Parker, a veteran of the Revolutionary War, persuaded the majority that it was their duty to rid the countryside of such an insidious evil.

"Finally, in October, after a long period of quiet, Colonel Parker and his men happened upon the villain as he butchered his last victim under the old Haunted Oak by Potter's creek. Hold on a minute."



The Diaries

The old man shuffles into the front room, putters around the bookcase, and reappears through the doorway, slowly paging through an ancient looking book. Two other similar books are cradled under his left arm.

"This here, is one of my great, grand-daddy's diaries. Reverend Klaxton Wheeler, my ancestor, was the parson of the Doverton parish back then. He was a mighty curious and diligent man, who kept a record of everything he considered to be important. His diaries contain the births and deaths of his parishioners for 30 years, as well as some Injun lore and stories he had heard about the area. Ah! ... Hear we go...

"October 22, 1790, ... Today, a terrible thing befell the community. God willing, it will be an end to the death and madness that has plagued our good town this frightful summer. On this day, Colonel Thaduis T. Parker and his righteous volunteers have sent William Oliver Paine to his final resting place. It

appears that William is the man responsible for all the evil of this past summer. As I am told by the men who were there, the good Colonel had tracked William and his captive to the base of a towering oak near the road. I regret that they did not arrive in time to save sister Selma Martin who had been stolen away in the night by the mad William.

"I have seen her poor, tortured body and it is barely recognizable. How any man could do this to another one of god's chosen children is beyond my comprehension. And to think they call the red man the savage. We all have the savage in us. I must work all the harder to see that we keep that savage darkness locked within our souls. Kept prisoner by the light of the one true god.

"I have tried to console many of the militia men this night, but fear that only god and time will erase the horror they have seen. Each man has related to me the same story. Shortly after midnight, they came upon the great oak. Beneath its golden branches stood William Oliver Paine, naked and covered in blood and gore from head to toe, howling like a crazed wolf in a trap. In his hand the instrument of his evil, a sickle. Under his feet, the dear, innocent Selma Martin. The Colonel fired his musket and William Oliver Paine fell. But the devil was still in him and he jumped up and killed the two boys who had been sent to retrieve his fallen body. Three others were grievously injured before they could overpower him.

"As was his right to do, Colonel Thadious T. Parker bound and hung brother Paine by the neck, until dead, on a branch of the oak tree. A squad of men are posted there now. William Oliver Paine will remain hanged from the tree for two days so that all who desire to do so may witness his punishment."

Jeb Wheeler pauses for a moment, and goes on to say that there are a number of other interesting entries about that period such as rumors of werewolves, Indian attacks, and so on. Jeb will be glad to continue to talk about things or read from the diaries. He will even offer to put the characters up at his place if they would like to spend the night and examine the Reverend's diaries. Jeb will let them read the books as long as they are careful and do not take them off his premises. **GM Note:** Jeb will instantly and permanently dislike and distrust anybody who steals (including borrowing a diary or book without asking) or damages his possessions, especially one of the many diaries in his collection.

Other data found in the diaries include:

1) The fact that Colonel T.T. Parker insisted that William Oliver Paine be decapitated and his head and body buried in separate graves for fear that Paine may have been a vampire.

2) William Oliver Paine's last words just before he was hung, were, "You can kill me, but I'll continue my purification!" He was 35 years old when hung.

3) Paine was buried under the oak tree, because no God fearing citizen wanted his remains in the hallowed ground of their cemetery.

4) Paine is credited for the murder of "three women" and a dozen people total. Translated for the jargon of the time, this means that Paine is known to have killed three *white* women from Doverton (each of whom had spurned his amorous advances) and nine Indians, two of which were female. However, Reverend Wheeler counts five additional victims who were not

included, all of whom were Indians. He also goes on to suggest that Paine may have performed additional murders and other atrocities to the Indians which no one ever knew. Atrocities that are likely to have been going on for years.

5) Trouble continued. Over the autumn months, trappers, lone travelers, and even Indians disappeared or were found dead in the woods. Most bodies were too decayed to determine a cause of death, but a few were obviously mauled by a huge animal. Speculation included a man-eating bear, werewolves, and avenging Indian spirits. The Reverend supported the idea of avenging Indian demons or werewolves sent to punish his parish for turning a blind eye to Paine's assaults on the Indians. Rumors of the day said that the Indians had called upon a "wolf god" to avenge the murders of the red man by the white man, particularly the savage assaults by William Oliver Paine. Colonel T.T. Parker seized upon this and went on a warpath of his own. By November's end he had slain over twenty Indian men and chased another hundred Indians out of the territory. Surprisingly, the killings ended.

6) That winter was mild and peaceful. Tension between the red man and the white man would continue for years to come, but nothing unusual.

7) A few years after Paine's death, reports began of his ghost and odd happenings around the oak tree and that strip of road. After a short while, the oak became known as "the Haunted Oak Tree of Potter's Creek."

8) Skimming through the rest of the diaries will find occasional mentions of sacred Indian ceremonies in the area around Doverton and mention of the land being considered to be magic to the Indians. **GM Note:** A psychic sensitive or other character trained in mystic knowledge (or additional research) will be able to confirm the strip of road where the ancient and modern day murders occurred is a six mile long ley line. Three other ley lines intersect at a ley line nexus point near the old indian burial ground. This would explain the indian's sojourn to the burial ground on winter and summer solstice. Whether a solstice, or other time of increased P.P.E., is coming soon is up to the game master and time of year this adventure takes place.

9) The rest of the books are just interesting history. Jeb will not accompany the characters on any adventures.

Note: There are remarkable similarities to the recent murders: Age 35, used a sickle to kill all his victims, all victims were scalped and mutilated, all victims were found along the same stretch of road, the assailants were all naked and seemed to be quite insane.

Police Files

Any characters with police credentials or authorization will be allowed to see the official case files on the three Hitchhikers of Death. Likewise, polite and helpful characters are also likely to earn an opportunity to see the files. The police force is not corrupt, so a bribe is likely to get somebody thrown in jail. Most of the data has already been made public; however, there are a few interesting details that may not already be known.

1) The first Hitchhiker of Death was reported missing by his employer. His truck was found parked on the side of the road, under the shade of the **Haunted Oak**. A short time later, his first victim was found at the same location!

2) All Hitchhikers of Death were males, age 35. All killed their victims the same way and along the same six mile area of highway. (GM Note: The entire length of the ley line.) All used a sickle. All were found naked and covered in their victims' blood. All obviously had survived in the wilderness for weeks. None had a previous criminal record nor history of mental illness.

3) Each man's last statement, when confronted in the wild, was, "You can kill me again, but I'll continue my purification!"

4) The third, captive, Hitchhiker of Death, Steven Shale, has no recollections of his murders or capture. He has accepted that he must have done it (the evidence is overwhelming), but remembers absolutely nothing! Hypnosis has proven ineffective and three different lie-detector tests show that he is telling the truth.

An insanity plea will be the obvious defense. The media is playing up hype on the idea of a split personality. The police psychiatrist is currently at a loss and has recommended extensive psychiatric investigation of the prisoner.

5) The coroner's reports are all mostly identical. However, there are two murders that do not seem to fit the Hitchhiker's modus operandi. In both cases, the bodies were mutilated beyond recognition. However, the description of the wounds is: "slashes and cuts; almost like those of an animal" rather than the predominately puncture and chopping wounds inflicted by sickle. Also, one had his scalp torn off, but it was left laying next to the head. The other had its scalp intact. The coroner speculates that the assailant was scared away before he could remove the hair. The most disturbing statement regarding these two victims is, "almost animal-like teeth and claw marks appear to be evident." The aberration in the mode of the slayings seems to have been overlooked or swept under the table in order to satisfy the public outcry. The question then, is there another killer who is not the Hitchhiker of Death, or were these two corpses simply mauled by a bear, mountain lion, or dogs after the person had been slain? That will be the response give by the police, along with, "If we were trying to hide something, would we have let you see the files?" That will satisfy most people, but it is not a satisfactory answer.

GM Note: Remember that psychic sensitives and arcanists are likely to sense the distinct energies of the ley lines in the area, especially along the now infamous stretch of highway I-490.

Game Master Option: Talking with Steven Shale

The third Hitchhiker of Death is under police custody at Doverton, pending his move to a state prison and undergoing psychiatric examination. If our heroes get the opportunity to speak to the third Hitchhiker of Death, Steven Shale, this is what he'll have to say:

"You'll only think I'm crazy, but ... I don't remember a thing about any murders or how I ended up out on I-490. All I do remember ... is ... is that my pet dog, Angus, walked in through the swinging door I built for him, so he could come and go when he pleased, and ... talked to me!

"He did, I tell you!! He did. I know it sounds crazy ... I ... know. He walked over, sat down in front of me, and ... seemed to smile when he said, 'Hello Steven, join me in a little killing?' Then all goes blank until I wake up in jail, covered in blood. What's happened to me?! What's going on?!"

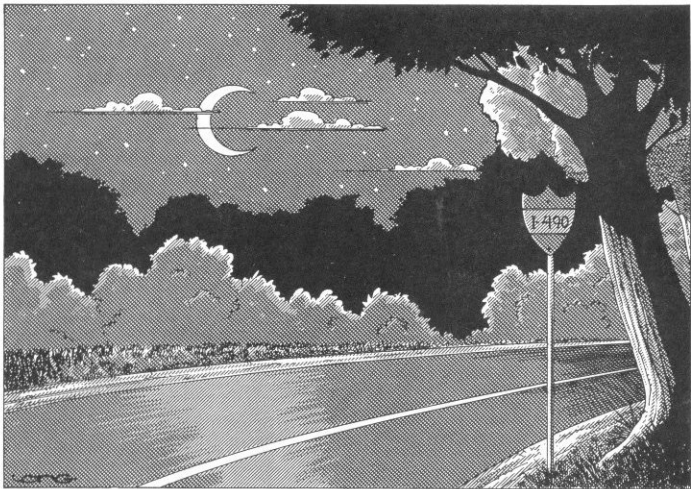
Talking to Mr. Shale will not provide any additional information. The man really does not remember a thing. Examining his aura will reveal a normal 35 year male, very stressed out, depressed and on the verge of a nervous breakdown. Remember, living creatures can not be object read, and even using object read on the murder weapon, the sickle, will only reveal the Hitchhiker of Death doing his deed. There is no indication of magic or the supernatural on the weapon, the victim's clothing or other belongings.



A note about the police. The police force of Doverton is a good, caring and sincere group of individuals who are dedicated to the task of helping and protecting the citizens of Doverton. There is no corruption or cover-ups. However, the tiny group of law enforcers is quite beleaguered and exhausted by the continuing saga of the Hitchhiker of Death and the public scrutiny it has caused. They are weary of the big city newsmen and other outside forces who have examined and questioned their every move. They feel like they are being watched under a microscope. The authorities long to bring an end to the murders and restore peace to their community. Consequently, as one might imagine, the Doverton police are more than a bit cranky, edgy, and sometimes intolerant (rude) toward outsiders, especially reporters.

Chief Turner has been an anchor through this entire ordeal and has held his police force together. Yet even the stalwart Chief is wearing thin and has been uncharacteristically rude and short tempered the last day or two. His aide will apologize for

any outbursts or malevolence on the part of Chief Turner, saying, "You have to forgive the Chief. The man is a rock, but even a rock can get worn down. Really, the Chief just isn't himself these days. Ever since they brought in that Steven Shale, Chief Turner has been on edge. Great responsibility on his shoulders. Hell, I don't think he's even slept since they brought that lunatic in. That's what now? 48 hours. More? I hope you understand."



Going to the Haunted Oak Tree

An encounter with a ghost from the past.

Those who can tell such things, will instantly recognize the oak tree to rest on a powerful ley line which runs along I-490 for six miles and ends at the Doverton Exit. There is also the definite presence of the supernatural and the familiar tinge of ley line magic energy common to such places. Or is it something more?

Standing under the oak will fill any psi-sensitive with the feeling of psychic energy and the supernatural (although not necessarily evil). Suddenly, the tree branches will start to shake, but there is no wind. At the base of the tree a mist of ectoplasm begins to rise from the ground (the grave of William Oliver Paine). Slowly, it begins to take on the shape of a man. The man is naked and blood covered, he holds a sickle in his right hand. The hair is matted and in a state of wild disarray; the eyes, dark and empty. Without a doubt, it is the image of William Oliver Paine.

At first the grim specter will simply stand, gazing at the group, saying nothing. Then it will raise its left hand and suddenly, a hangman's noose dangles from one of the branches (also created with ectoplasm). A feeling of *anger* washes over them (roll to save vs psychic attack; empathic transmission). Still the apparition makes no move to attack. Psychics will also feel themselves being psionically probed, both empathically and telepathically (surface thoughts); only mind block or save versus psychic attack will prevent the probes.

If the ghost is addressed first, it will be happier and more cooperative. If it must make the first communication it will be belligerent and hostile, resenting what it perceives as the characters' arrogance and disdain for William Oliver Paine. Regardless of the tone and presentation, the following will be learned:

1) This is the ghost of Paine, the 1790 psycho, or more correctly, a *haunting entity* (see **BTS**, pages 161 & 162). The misguided creature was attracted by the strong psychic vibrations of the tragic events that remain imprinted on this spot and has absorbed them. Thus, it possesses some small snippet of Paine's

personality and a bit of history. It knows what Paine did, that he was captured and hung at this location. It also knows that its head was severed from its body and buried in a separate grave under the oak tree. It also understands why it was killed, having also absorbed the emanations of Colonel Thaduis T. Parker and his men. In a twisted way, the thing feels remorse.

2) It will talk to the group, addressing the most psychic (sensitive or arcanist are first choices; excellent if somebody in the group can commune with spirits or be a medium). "I am glad you recognize me." (knows this from empathic and telepathic probes.) "I can not rest until he is put to rest once and for all. He who continues the Paine."

3) The entity is not the one responsible for the death and mayhem that has plagued Doverton, but knows who is. GM, read aloud: "One day he came and liked what was here. He drank deeply the Paine and the sorrow and the anger and the hate ... All these things he liked. I said ... I said to the other ... these things are mine. The Paine is mine. They/he are not for your taking, but take he did ... my essence ... my crimes ... and makes them live in flesh again."

If asked **who** this mysterious "he" is, all the ghost can tell is, "He who even now stalks victims anew. He who will not let me rest. He who will continue to kill until he himself is purified." And with this, the haunting entity screams an ancient Indian war cry that is filled with agony. The haunting entity is frustrated because it can not convey what it wants the group to understand. "Stop this Paine! You must!! Stop him so I may rest!"

Game Master Information

The Haunted Oak

The haunting entity's constant reference to "Paine" may be perceived by the characters as *pain*, a physical or emotional hurt, which is how the dialogue sounds when spoken aloud. However, it refers to the man, William Oliver Paine. Anyone who is communing with the entity as a medium or with telepathy will realize this and will also realize that the mysterious "he" is a possessing entity. The haunting entity is trying to tell the group that another entity is responsible with words like, "the other," meaning the other like itself, an entity. "He drank deeply ..." should also help tip characters off, but depending on the mind-set of the players, these hints may be too cryptic. Furthermore, the comment, "... he stalks anew ..." means that the evil force is currently on the prowl! After a while, the entity will disappear, but will remain in the general area (refuses to talk out of frustration). Further contact will only get more of the same. Note that destroying the possessing entity will put the haunting spirit to rest and it will move on. An exorcism will also get rid of the haunting spirit.

Conducting a seance under the haunted tree is likely to get the entity who thinks it is Paine, 1-60% likelihood, but may also latch onto any of the nearly dozen victims killed along the six mile length of highway in recent months, 61-84%. These victims have little knowledge of what is going on. All they can

add is that some "supernatural evil is at work." Or the seance may contact one of the first two Hitchhiker's of Death, 85-94%. Either one of these men will insist that they are innocent of the crimes and that they were *possessed* by a supernatural evil. They will also plead that their names be cleared if at all possible (this would be incredibly difficult). There is also a chance of communing with one of William Oliver Paine's victims, 95-00. This spirit, an Indian, will be able to articulate that "an evil spirit possesses the innocent and makes them the instrument of ancient evil." It will go on to say, "The evil spirit walks among men at this moment in the streets of the white man's village. But be warned! The evil knows of you (the group) and plots your destruction." The spirit can also add, "He who was once its tool, is released. The evil has a new tool to conduct its folly."

GM Note: As game master, you can opt to provide more information or select, rather than randomly roll, the spirit who is contacted through the seance. The same basic information can be gotten by a seance at the Indian burial ground or one of the murder scenes. Roll percentile (or select) to see who is contacted; 1-60% the Indian victim of William Paine, 61-84 one of the recent victims, 85-94 one of the first Hitchhikers of Death, 95-00 the haunting entity from the oak tree.

The Indian Burial Ground Option

If the Game Master wants to add more intrigue and/or needs to give the player characters more hints, he can have the group encounter an Indian medicine man (about 50 years old) and his two young assistants (both male, about 25 years old) at the Indian burial ground. Only the older shaman has special powers; 7th level arcanist.

The shaman had a premonition that evil forces were at work at the sacred burial ground and has come to help. He has held a commune with spirits and spoken to his ancestors, thus he knows that a *possessing entity* is responsible for the murders. He also knows that the prisoner, Steven Shale, has been released by the entity and that a new host body has been selected. Unfortunately, he does not know who is currently possessed by the entity. The shaman will offer his services in helping to get rid of the entity (exorcism).

The Confrontation

As the player characters pull onto the Doverton exit ramp (or drive past on route to their motel) and head for town, a police car speeds past them, headed, the direction from which they've just come. Alert characters will recognize one of the young policemen from town and an unidentified passenger. Moments later, another Doverton police car speeds by, headed in the same direction; Chief Turner is at the wheel. **GM Note:** If the group decides to follow, that's fine, simply jump ahead to the next section. If they continue into town or back to their motel, that's okay too.

When the player group arrives in town or at the motel (which should be moments later), they will learn that rookie cop Matthew O' Leary attacked Chief Turner and took off with the prisoner, Steven Shale. Chief Turner recovered and is giving pursuit, and several other policemen are expected to respond. Additional word about the confusing situation is that somebody said something about "purification" and the haunted oak. Another comment about the rookie is that he'd been acting strange, "kinda

spooked," ever since coming back from the Indian burial ground last night.



Arriving at the Haunted Oak

Our heroes should go driving off to the haunted oak or they aren't very heroic. After all, they know more about what's going on than anybody else. If the Indians are with them, or some other NPCs, they will encourage the group to join the pursuit.

As the group approaches the haunted oak, they see the two police cars, lights still flashing. It appears that Chief Turner ran the rookie off the road and into the ancient oak. The doors to the rookie's car's are wide open and the car engine is still running. Droplets of blood dot the seat, indicating that somebody was hurt in the crash.

From a distance of about one hundred yards into the woods come the sounds of a struggle and cry for help. When the group arrives, they will see the fallen bodies of the rookie cop and Shale. Near the rookie's hand is a blood covered sickle. A bruised and bloody Chief Turner stands over the unconscious rookie. He turns to address the group.

"Damn. Boy went crazy. I ... don't exactly know what happened myself ... it all happened so fast. Both of 'em are alive. Stopped O' Leary from killing Shale. Shale ... he's hurt bad ... needs an ambulance ... Here, help me get them to the car."

The chief bends over and picks the sickle up, muttering, "Damn, the kid was a good cop. What would make him do something like this?" Turner is hurt and seems a bit dazed himself; he could use some assistance himself. Or will stagger back to the cars, falling twice. He will thank the group for their help and apologize for snapping at them in town.

GM Note: Fun facts that you'll need to know if an observant player should ask:

1) Chief Turner is bloody. The blood is not his own, though it may be difficult to tell at first, but is that of Steven Shale.

2) The Chief says that O' Leary attacked Shale, but the rookie only has a few blood splatters on his clothing, which are from the cut on his head.

3) O' Leary's revolver is missing.

4) The rookie, Matthew O' Leary, is okay, just unconscious. Steven Shale is in bad shape, having been stabbed or slashed by the sickle three or four times.

5) Examining auras is difficult due to the magic and supernatural energies of the ley line and the haunted oak. Chief Turner and the others all appear to be normal, at least for the moment.

Plot Option One

Moments later, another police car arrives. The Chief of Police staggers over to them and whispers to them. Suddenly, the two officers draw their weapons and train them on the group; one has his .38 caliber service revolver, the other, a shotgun. They instruct the group to put the two wounded men down and to put their hands on their heads. They are "under arrest for attempted murder and kidnapping of a prisoner. Now move it!" Chief Turner stands in the shadows behind the two officers, grinning, a crazed look in his eyes and drooling saliva. Turner's grin widens, he points the sickle at the group and says in a deep, ominous tone, "You heard the boys. Hands up! Don't make things any worse for yourselves. Boys, while you cuff 'em, I'll call for an ambulance and back-up."

Note: A see aura now will reveal the supernatural entity that has possessed Turner for the last few days. Earlier, the entity let Chief Turner have control of his faculties to trick the characters. Its supernatural essence was screened by the ley line energy and submerged by Turner's own strong personality.

If the group resists arrest they'll have to fight the two police officers. Remember, these are innocent pawns who are acting on orders from the Chief of Police. They've been told that the group is part of a cult and that they kidnapped Shale and attacked O' Leary and the chief when they were apprehended. Fortunately, he (Chief Turner) was able to capture them. Note that this is a very fast and confusing situation, the cops are acting on the word of their *trusted* superior without asking questions. Characters of a good alignment will try their utmost not to seriously hurt the law men. The two cops will not listen to anything the group has to say and will continue to try to handcuff the characters to take them into custody.

If combat ensues, Chief Turner will run down the road with amazing speed and agility. He is certainly recovered from any injury he may have suffered earlier. The two cops will continue to subdue their assailants. **Note:** Officer O' Leary regains consciousness.

Plot Option Two

If the group does not resist arrest the officers will handcuff two people together as they recite them their rights. This is followed by a quick frisking (under the circumstances, there is a 1-80% chance that concealed weapons will NOT be found). Once the prisoners are secured, the officers will drag them over to their car and shove them into the back seat. Up to four prisoners will be put into the back seat. Additional prisoners will be put in the back seat of the Chief's car.

Before the car door is closed, Turner attacks, smashing one of the officer's heads into the roof of the car, knocking him out, and stabs the other with the sickle (he falls to the ground in shock and falls unconscious).

"Come out and play," shouts Turner to our heroes inside the car's. "You wanted to find me, didn't you? Well, here I ammmmm." With this the possessed Turner jumps on the hood of the car and leers into the front window, still grinning like a Cheshire Cat.

"Oh, the big, bad psychics are afraid," he purrs, then screeches, "Come out!! Come out!!! Or I'll come in an' gut ya!"

A police siren can be heard approaching from the distance and, at that same instant, a gunshot erupts. Police officer O' Leary has regained consciousness, grabbed one of the fallen officers' revolvers and just shot at Chief Turner. Of course, our heroes can take action at this point too.

Whatever, else happens in the next 15 seconds, the rookie's shot just misses, Turner looks momentarily confused, then grins and runs off down the road.

If the characters counterattack with magic or psychic powers, that, combined with the shot by officer O' Leary and the sound of the siren in the distance, will only convince Turner that it is time to retreat.

Note: The possessing entity has psychic powers of its own that it will not hesitate to use to protect this body and/or its escape. Most notable is its *telekinesis*. The entity may telekinetically throw rocks, dirt, leaves, and/or its unconscious victims at the group. One of the most important things to remember, is that the person possessed (in this case, Chief Turner) is not evil, but taken over by an evil entity. Characters of a good alignment should not want to kill the possessed person, but try everything they can to save that person from his supernatural tormentor. Likewise, such characters will try to prevent their companions from using deadly force against the innocent possessed individual. However, the ferocity of the possessed individual may make saving his life impossible; the entity cares little about its host body.

Pursuit!

Observant player characters will remember that the arresting officer's key to the handcuffs is in his back pocket. However, it will take a melee or two (at least 30 seconds) to get it and unlock themselves. This will give Turner, possessed by the entity, enough time to make a break for it. In the distance or through the light fog that often covers this stretch of road, the group will see Turner/entity pry open a manhole cover with his bare hands and leap in, hollering, "Come and get me if you dare."

The rookie is too dazed to continue to shoot and drops to his knees. "The old Indian was right," he mutters. The young officer will quickly begin to regain his composure and explain that it is not Chief Turner gone mad, but "some kinda ghost ... ah ... evil spirit that's taken over his body. You ... you ... gotta believe me!"

He will be delighted that the group does believe him and he will help them grab weapons and ammunition and follow Turner into the sewer. His feeling is that the approaching squad car can take care of the injured, but he must go after Chief Turner to save him (he'll chase Turner whether the player characters ac-

company him or not). "We gotta get the Chief and rid him of that thing before he kills somebody or gets killed. And we gotta get rid of that ... that possessing ghost before it takes over somebody else. I think ... No! I'm certain the damn thing tried to possess me earlier. That's why I knocked the Chief out and grabbed Shale. Only the Chief seems tougher possessed by ... by that thing and came after me."

The rookie realizes that the other cops will never believe any of this and Turner is likely to get killed if they join the chase! The rookie will then run over to the open manhole cover and begin to climb down. "I hope you guys are coming with me. I can use your help."

Note: If the group needs the Indian shaman to exorcise the entity from Turner, then this is the time to pop him in. The Indian will just suddenly be there, guided by the spirits of his ancestors. If the group has never met him, the startled rookie cop will shout, "He's a friend! He can help!" and continue his descent into the sewer, followed by the Indian, dressed in traditional medicine man clothing.

The arriving squad car will tend to the injured and call for medical treatment. If the group is quick, they will be in the sewer system and out of sight long before the police can figure out where they went. Recovering the manhole will completely cover their trail.

In the Sewer

The rookie cop can supply the group with two .38 service revolvers (six rounds each, no extra rounds except the ones on his holster), one riot shotgun and a box of shells (but only 7 rounds left), two flashlights, four road flares (burn for 3D6 minutes each) and a walkie-talkie. O' Leary himself, has a .38 service revolver, 20 bullets, a pocket knife, nightstick, flashlight, and walkie talkie. The revolver is holstered, arming himself only with the nightstick and flashlight. The Indian, if present, is armed with his medicine bags and talismans, and a war hammer (1D6 damage and effective against magic/supernatural creatures; it's magic!).

In the sewer, our heroes find themselves in a rather dank and dim situation. The sewer's ceiling is high enough to accommodate standing and walking erect. About every hundred yards is a swinging light bulb; unfortunately, many of the bulbs are broken or burnt out. The walls and ceiling are covered with pipes for telephone and electrical wires, gas lines, and steam. The walls and floors are also covered in a slippery slime or sludge which can make travel a bit treacherous. As well as noisy.

GM Note: Maximum speed is reduced by 25% and characters are -1 to dodge. Any attempt to make a dodge, or other sudden move, or to run, means the character is likely to slip and fall; roll 20-side die, a roll of 12 (add in dodge bonuses) or less means a fall into sludge, 1D4 damage, and a loss of one attack/action that melee.

The light from flashlights or flares shows Turner's footprints in the sludge, headed toward Doverton! Following the tracks leads to a junction where the tunnel branches in two different directions. To make matters worse, the footprints disappear!

GM Note: The entity is using *levitation* to raise itself out of the muck and then is pulling its host body along the network of pipes, hand over hand, like a rope or railing. The process is also quiet; no sounds of feet splashing through the slime. Only sensing

for supernatural evil will send them down the right tunnel. Otherwise, it's a matter of luck. **This may be good time to consider using the random sewer encounter table.**

If, when, and how the entity attacks is left up to you, the Game Master. Read the description of the possessing entity's powers in **Beyond the Supernatural**, pages 163 and 164. Remember, the sewer system runs under I-490, which is also along a ley line, so the entity can convert ley line P.P.E. into I.S.P., making it more dangerous. Of course, in addition to its psychic powers, the entity can use its host body to physically attack. **Note:** Matthew O' Leary is correct in his statement that the entity tried to possess him less than an hour ago, which means the creature can attempt only one more possession within a 24 hour period. A failed possession attempt means it will lose its ties to this world and go back into its own dimension and the Hitchhiker of Death will be gone forever. However, this means that the entity will take good care of its current host body for fear of being sent back home. This also means that it will not attempt to possess anybody unless its capture and exorcism (another means of sending it back to its own dimension) are inevitable.

The entity will use hit and run tactics unless the group has split up into two small groups. If they number three or less, the entity may try an all out attack. It may telekinetically fling debris, rocks, sewage, slime, and live rats (rats have a horror factor 8) at our heroes to slow them down or to create confusion. It may also use fire (which it can make Turner impervious to) and all its other powers.

Random Sewer Encounters

Roll as often as desired and/or upon reaching every new junction point.

01-04 Four crack heads in need of money for more drugs. One has a .32 automatic pistol (8 rounds), the other three have switchblades. They are only a potential problem for small groups and offer the entity more choices for possession. Average hit points are 15, S.D.C. 20, two attacks per melee.

05-10 A large dog cringes in the shadows. It looks up, its large, yellow eyes reflecting the light. It growls an almost human sound resembling the words, "oh nooo." When it stands up, it is huge, perhaps six feet long and four feet tall, but it turns and runs away at an amazing speed. In a blink of an eye it is gone. Will not attack!

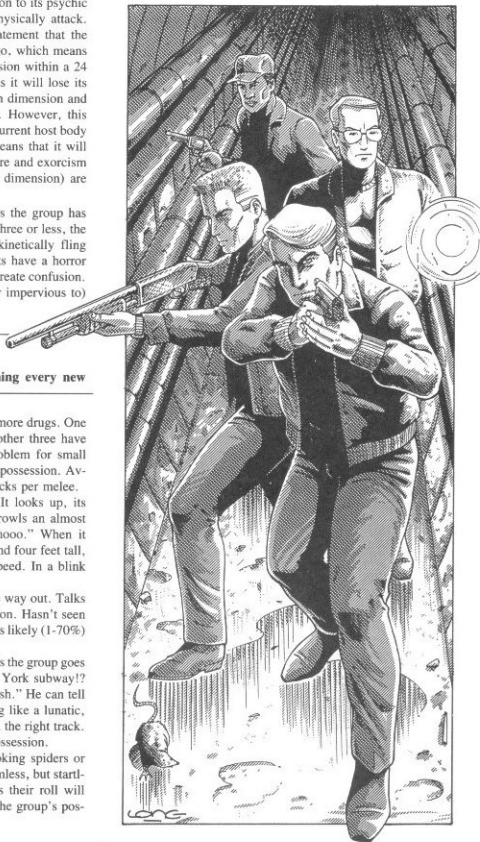
11-20 A lost and drunken bum looking for the way out. Talks too loudly and gives away the group's position. Hasn't seen anybody else. An attack by the entity/Turner is likely (1-70%) within the next 1D6 melee rounds.

21-25 A Con-Ed workman replacing wiring. As the group goes by, he yells, "Hey! What is this? The New York subway!? First that black cop and now you guys. Sheesh." He can tell the group that the black cop ran by, grinning like a lunatic, just 1D6 minutes ago; they know they are on the right track. The worker is another potential target for possession.

26-30 Spider's webs and some big, nasty looking spiders or foot long centipedes right on top of you! Harmless, but startling; horror factor of 10, anybody who fails their roll will automatically let out a scream. Gives away the group's position.

31-40 A pocket of bad air. Smells horrible, makes the eyes water and burns the throat. Roll to save versus poison/toxin; a failed roll means that it induces vomiting. The foul air lasts for 3D6 x 10 feet.

41-50 A rat stampede! There are 6D6 x 10 rats coming from behind you. Think quick! **Typical sewer rat:** Body 8 inches to 24 inches long, plus tail, weighs up to two pounds. Attacks per melee: two (2), bite does 1 point of damage per rat, or



1D6 damage per every four rats (easier for GMs when playing multiple rat attacks). Hit Points: four (4) each, no S.D.C., speed is 10, nightvision 60 ft (18.3 m), climb 70%, prowl 80%. Bonuses: +1 to strike, +4 to dodge. No, rats can not be possessed by the entity.

51-60 The sewer has caved in or is blocked by debris. The characters can go back and try to go around via another passage or squeeze through the small opening, pressing against slime and sewage, one at a time. This could be a great place for an ambush by the entity/Turner (GM option).

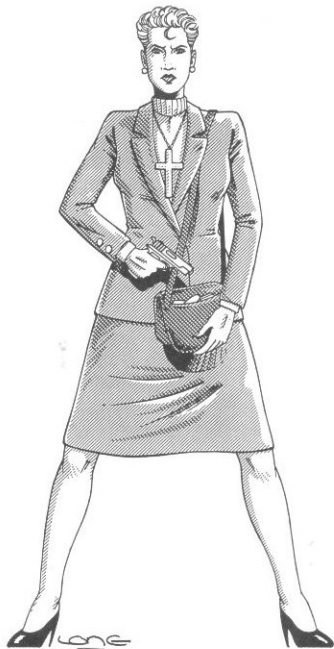
61-70 The entity/Turner attacks, using one of his psychic powers. He himself is in the shadows up on the ceiling, hanging from one of the pipes; may drop down and attack too, or just run away. Hit and run tactics. Will not hang around.

71-75 An 18 foot (5.5 m) alligator who is tired of eating rats. Attacks the nearest person; was once someone's six inch pet. **The 'gator:** 1000 lbs (450 kg), A.R. 8, hit points: 27, S.D.C.: 20. Attacks per melee: Two (2), bite does 2D4 damage (plus bonus), tail does 1D6 damage. Bonuses: +2 to strike, +2 to damage. Normal speed is 6, but can run at a speed of 44 for brief bursts of about 30 seconds, swim 90%.

76-85 This portion of the sewer is lower and is filled with waist deep water and raw sewage. The smell is horrendous and induces coughing and eye watering. Speed is reduced by 50%. There is a chance of vomiting (roll to save vs poison/toxin; lose two melee attacks if vomit). There is also a chance that a character will succumb to the fumes (roll again to save vs poison/toxin), pass out, and slip under the raw sewage. He/she will drown unless saved and then given mouth to mouth resuscitation. The raw sewage and fumes run 2D6 x 10 feet.

86-90 Telekinesis or bio-manipulation by the entity (hiding in shadows at maximum range/distance). Runs away immediately after initial attack.

91-00 A gas line break is spewing noxious fumes. Everyone in the area will cough and gasp for air continually while in this 2D6 x 100 foot expanse of sewer tunnel. The noise will give their position away. Fortunately, the entity does not know anything about gas or it being flammable.



The End?

One possible ending, after several attacks, could have our heroes encounter a weaponless and weary Chief Turner stumbling towards them. He is holding his head and moaning. The more learned characters in the group will know that Turner is really not to blame for his vile actions, so they should have compassion for his predicament. Still, caution is advised.

A quick aura check and/or questions will reveal that he is no longer under the possessing entity's influence, but has it released him completely? Asking Turner questions will prompt him to reply something like, "Yeah, I'm okay. What happened? Where the hell are we? What ... what the hell is going on? No ... I don't remember anything after ... after ... Geez, why am I covered in blood? Did I get hurt?"

The poor Police Chief is near exhaustion and confused. While the rookie or somebody else may try to explain what has happened, this is not the best time to let down one's guard. If the

entity is really gone (one can not be certain that the entity is not still inside Turner unless an exorcism is performed), then it must find another host body within 24 hours. To play it safe, the entity is likely to try to possess one of the player characters as soon as possible. It's not likely to try the rookie because he beat it once before, nor the shaman because he is too powerful. Likewise, the entity is likely to avoid any physical or nega-psychics in the group. All others are open game.

If one of the player characters gets possessed the entity will not show its influence for a day or two and the adventure/terror will continue. The only way to be certain that no one in the group is possessed is to have the entire group submit to a mass exorcism and the sooner the better; yes, right here in the sewer. If nothing else, it will force the entity to show itself by attacking or making a run for it.

Another possible ending is the same basic situation, only the entity is still inside Chief Turner! Suddenly, a psi-sensitive senses the entity's presence. Turner grins and lunges at the nearest or most vulnerable character, and grabs for a weapon

(remember, the slippery floor when our heroes react). The entity will use empathic transmission, bio-manipulation, and telekinesis in its assault and will fight with murderous intent, although it ultimately wishes to escape.

If the group can restrain Turner, the shaman can put the Police Chief to sleep and prevent the entity from fleeing the body by sprinkling it with a magic powder (no, he will not share the secret). Then, if the group can continue to restrain Turner for the duration of the exorcism, the Indian shaman can rid the planet of this particular evil spirit.

With the help of Chief Turner and/or the rookie, the group will be cleared of any criminal accusations, and a plausible explanation of events will be devised for the police records and the press. Quick medical treatment, summoned by the police above ground, will see that everyone attacked by the possessed Turner lives. These unfortunate souls are not sure what happened or who attacked them, so any story concocted will fly with them.

Non-Player Characters (NPCs)

The Entity

See *Beyond the Supernatural*, pages 163 & 164, for full details.

Horror Factor: 10

Alignment: Diabolic

Hit Points: 140 in energy form, or see Chief Turner (the host body).

S.D.C.: Not applicable, see Chief Turner.

Weight: 300 lbs (136 kg) **Height:** 7 ft (2.1 m)

Age: Unknown

Attributes: I.Q. 18, enjoys the physical attributes of its host body; see Chief Turner.

Natural Abilities: See BTS, pages 163 & 164.

Experience Level: Equal to a 6th level psychic.

Magic knowledge: None

Psychic Powers: Mind block, empathic transmission, bio-manipulation, levitation, telekinesis, impervious to fire, telepathy, see the invisible, death trance, and sixth sense. All equal to a sixth level psychic.

Combat Skills: Four (4) hand to hand attacks per melee, fists inflict 2D4 damage (+ P.S. bonus) or by weapon. Has two (2) psychic attacks per melee.

Bonuses: +2 on initiative, +4 parry and dodge, +6 to damage, +2 save vs magic, +2 save vs psychic attack, +10 save vs horror factor. **Note:** Also has the physical attribute bonuses of its host body, but not the host body's skills or memories.

P.P.E.: 20 **I.S.P.:** 30

Weapons: Likes to use the sickle, but may also use the .38 caliber revolver (3D6 damage, six rounds).

Description: Unlike the haunting entity, the possessing entity does not absorb the identity or emotions of psychic impressions. However, this particular entity entered into our world at the Indian mound nexus point and was attracted to the

intense psychic impression of the haunted oak, specifically those of William Oliver Paine. It telepathically probed the haunting entity (who has existed here for decades) and especially enjoyed its Paine delusions and the fact that the haunting entity got so upset when it thought he was stealing its identity. Being a particularly malicious entity, it decided to re-create the murders of William Oliver Paine and has enjoyed its little game and all the pain and sorrow it has caused.

Police Chief Daniel J. Turner

The Man

Alignment: Scrupulous

Hit Points: 45 **S.D.C.:** 55, plus 10 when possessed.

Weight: 206 lbs

Height: 6 foot 4 inches (1.9 m) **Age:** 45

Attributes: I.Q. 12, M.A. 14, M.E. 15, P.S. 16, P.P. 15, P.E. 17, P.B. 11, Spd 14.

Experience Level: 6th level cop

Magic knowledge: None

Psychic Powers: None

Combat Skills: Hand to Hand: Martial Arts, four attacks per melee.

Bonuses: +2 to strike, +2 to parry, dodge, and roll, +3 to damage.

Weapon Proficiencies: W.P. blunt, W.P. revolver, W.P. shotgun, W.P. automatic rifle.



Weapons: .38 service revolver and fiberglass nightstick always on person, shotgun in trunk of car.

Skills of Note: Computer operation 90%, Pilot Automobile 90%, Prowl 68%, and Body Building.

Description: Chief Turner is an ex-Marine and Vietnam veteran who was decorated three times with the Purple Heart and once with the Silver Star. Elected Chief of Police eight years ago, he has proven to be a dedicated and capable law man. He is compassionate, diligent, honest, and a hard worker who expects all of the same from his men. He is loved and respected by his officers and the people of Doverton. Chief Turner is unmarried and a bit of a homebody. His two loves are his job and reading (especially murder and detective stories). He enjoys weight lifting, jogging, and football.

Chief Turner becomes the helpless victim of the possessing entity and its murderous games.



A Typical Police Officer or State Trooper

Alignment: Scrupulous or Principled

Hit Points: 25 S.D.C.: 35

Weight: 175 lbs **Height:** 6 foot (1.8 m) **Age:** 25 + 1D6

Attributes: I.Q. 10, M.A. 12, M.E. 11, P.S. 14, P.P. 13, P.E. 10, P.B. 10, Spd. 10.

Experience Level: 2nd level cop

Magic knowledge: None

Psychic Powers: None

Combat Skills: Hand to Hand: Basic, two attacks per melee.

Bonuses: +1 to parry, dodge, and roll.

Weapon Proficiencies: W.P. blunt (nightstick), W.P. revolver, W.P. shotgun.

Weapons: .38 service revolver and fiberglass nightstick always on person, shotgun in trunk of car.

Skills of Note: Pilot Automobile 90%, Prowl 40%, 75% also know first aid, and 30% know auto mechanics.

Description: These guys are simply your typical, dedicated, small town and highway cops. They are particularly familiar with traffic laws, gauging speed, high speed chases, and emergency procedures (auto accidents). They are generally cool under emergencies.

The Indian Shaman

Name Unknown, refers to himself as a "Wandering Spirit"

Alignment: Principled

Hit Points: 35 S.D.C.: 20

Weight: 175 lbs **Height:** 5 foot 8 inches (1.7 m)

Age: 52

Attributes: I.Q. 14, M.A. 21, M.E. 15, P.S. 12, P.P. 11, P.E. 10, P.B. 11, Spd. 9.

Experience Level: 7th level arcanist

Magic knowledge: Blinding flash, globe of daylight, death trance, see aura, sense evil, sense magic, sense P.P.E., climb, levitation, breathe without air, negate poison/toxin, cure minor disorders, cure illness, heal wounds, enhance memory, tongues, charismatic aura, paralysis: simple, energy bolt, circle of flame, negation, impression, second sight, oracle, commune with spirits, turn dead, constrain being, exorcism, and simple protection circle.

Psychic Powers: None

Combat Skills: Hand to Hand: Basic, three attacks per melee.

Bonuses: +1 to strike, +2 to parry, dodge, and roll, +2 to damage; critical damage on a natural 19 or 20.

Weapon Proficiencies: W.P. blunt (nightstick), W.P. revolver, W.P. rifle.

Weapons: Indian war hammer (1D6 damage, also effective against all supernatural creatures; magic).

Skills of Note: All Lore 98%, Research 98%, Pilot Automobile 98%, Prowl 68%, Swim 98%. Speaks English, French and four different Indian languages at 98%.

Description: "Wandering Spirit" is an Indian shaman who has visited the sacred place of magic near Doverton all his life. He was taught the ways of the shaman by his father and grandfather who were also tribal shaman. While performing an oracle ritual, he learned that evil stalked the sacred land. A commune with spirits and other rituals informed him about the possessing entity and its ties to the ancient atrocities of William Oliver Paine. He is a truly good person who has come to help rid the land and the people of the terrible evil.

The shaman also knows of the werewolves and will help the characters in this matter as well.

What? Another One?!

Isn't this the end of the Adventure?

Yes ... and ... no. Yes, it is the end of the possessing entity. However, there is still trouble afoot around Doverton. Of course, this is at the Game Master's option. If you'd like to end the story here, you can, and the following adventure could take place virtually anywhere, at any time.

The following can happen when the group returns or a few days later.

Story Background: Prison Break

After the climactic battle in the sewers against the entity, our heroes will stay a few days to unwind, recuperate, and finish any possible research they may have. Most of the reporters have left the town, so it can now resume its quiet existence. Then, one morning the town is abuzz about a brutal prison escape the night before. If in Doverton, the characters have won the trust of the police and will be told all details. The police are also shorthanded, with several in the hospital, and would welcome the group's assistance.

If this tale takes place somewhere else, the characters can track down one of the guys in the drunk tank who witnessed the entire incident.

As the story goes, a Doverton police officer found a naked man laying near the Doverton exit around noon. "Yeah, I saw him laying by the side of I-490, curled up in a ball and bloody. At first I thought he was another murder victim. I thought, God no, not another one. So I stopped my car, got out and poked him with my nightstick and he moves and groans. I think, thank goodness, and poke him again.

"He wakes up real groggy like, sees me and tries to get up and run, only he's so drunk or drugged out that he can barely walk. I cuff him, read him his rights, and toss him in the back of the car. Sucker won't tell me his name or answer my questions. After a while he seems a little more alert, but his eyes are still glazed, and I ask him what he's doing sleeping by the side of the road. This is when I knew he was a junkie. Get this. He says that he wasn't sleeping, but thinks he got hit by a semi when he ran across the road. Geez! A semi? He'd be so broken up ... Well, anyway, I gave up talking to him, came back to the office, tossed his butt into the cell next to the drunk tank and went back on the road. It's all in my report."

The John Doe slept most of the day. Fingerprints were of no help; apparently no prior record. The doctor confirmed bruised ribs and some minor cuts and bruises, but nothing serious. A blood sample was sent to the lab. The stranger has been extremely uncooperative and refused all chemical tests and medical treatment (it took three officers to hold him down to get the blood sample). He's not a local boy as far as anybody can tell. Tourist or hitchhiking junkie who got himself mugged, was the popular theory.

That night is when trouble struck. According to witnesses, the man was laying, curled up in his blanket, against the far corner of the wall when he started to make gagging and growling sounds. Then he began to go into convulsions and let loose with several gut wrenching screams. The guys in the drunk tank across the way also began to holler for help. Two police officers ran over to help. One opened the cell to assist the apparently sick prisoner while the second stayed back, armed with a shotgun.

The witnesses all insist that the man in the cell had transformed into some sort of animal or animal man and attacked the officers, growling and snorting like a wild thing. One witness is quoted as saying, "The damn thing was a wolfman I tell ya! Like out of the movies!! He was all covered in fur, his head was this huge wolf or dog head with slobbering fangs and yellow eyes!! The one cop shot that ... that ... thing ... square in the chest wit' the shotgun. Didn't even slow it down. Leaped on top of him and beat him senseless. Then ran out the door, tossing a third cop out of its way, he musta been tossed 15 feet, maybe 20! Then we heard screams, gunfire and breaking glass. Guess it leaped through a window and got away." The three other prisoners confirm the description and events. The other two police officers at the station heard the commotion, saw officer Richards thrown 15 feet and saw a grey blur that resembled a huge dog, running on all fours, leap through the heavy glass front door and lope into the night. Before they could react, the creature was gone and three officers lay unconscious.

The three cops were hurt badly. One had his throat torn out (witnesses report that the wolfman bit him in the throat), he is not expected to live. The other cop at the prison cell has a broken arm, four broken ribs, cuts and lacerations from the brutal attack, but is expected to recover. The third officer who was thrown by the thing, does not remember what happened and is suffering from a severe concussion, a broken collarbone, and bruises.

Fun Facts

- 1) It was a full moon last night!
- 2) A few farmers in the region have reported a pack of wild and aggressive wolves that have been killing livestock. However, they have not seen the wolf pack itself, only the animal victims of their attack.
- 3) Two people have been injured by a wolf attack in the last month. Two campers disappeared three months ago and remain missing. Some fear that they may have fallen victim to the Hitchhiker of Death and their bodies were not found. Could they have fallen victim to a werewolf?
- 4) A pair of young lovers reported a pack of four to six huge wolves ran across the hood of their car. One stopped, stood on its hind legs and seemed to look at them, smile, and howl before it ran into the woods! The report was dismissed as a hoax or hysteria.
- 5) Remember the coroner's reports that stated that two of the victims of the Hitchhiker of Death had been mauled or partially

eaten by animals? Could these two have been victims of werewolves, but assumed to be the Hitchhiker's victims by mistake?

- 6) Indian legend speaks of "the wolf god" and his children.
- 7) Areas such as this, where there are ley lines and a nexus point, often attract a variety of supernatural critters.
- 8) This is a secluded area. A werewolf could roam around for months, perhaps years, without being discovered.
- 9) The Indian shaman may make another timely appearance and confirm that "the demon wolf who walks like a man has claimed these woods." He will try to help the group track the beast down if they desire his help.

10) With everything that has transpired over the last several months, not to mention the last few days, the police are just about willing to accept anything. Chief Turner and the rookie, Matthew O' Leary, will be especially receptive to supernatural explanations (unofficially) and help supply the group with maps, provisions, and encouragement. Note that the Chief is still recuperating at the hospital and the rookie is needed on duty, so neither can join in the hunt.

11) The report on the blood sample is inconclusive. The report states that the blood is not human nor animal and suggests that sample must have been polluted by an unidentifiable chemical or chemicals. A new, uncontaminated sample is requested.

12) O' Leary reports that bits of grey fur he found at the site where the John Doe was first discovered and hairs on the blanket at the police station match. Analysis confirms that it is wolf's fur.

13) A local farmer claims to have killed a werewolf 30 years ago. Nobody really believes him.

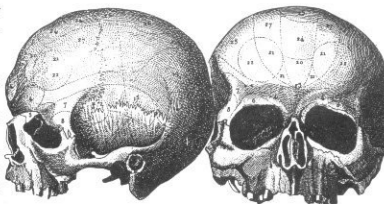
Hi Ho Silver!

Everything certainly seems to point to a werewolf roaming the hills. The question is, what is the group going to do about it? If they elect to hunt the creature(s) down they will have acquire some special equipment, most notably *silver bullets*.

Any silver knives or magic weapons the group may already have can only give them an edge. But they will still need to get silver bullets. There are two places they can get such an odd item: from a place called **Olivia's Occult Emporium** and from the, now old, man who claims to have killed a werewolf years ago.

Olivia's Occult Emporium is an occult bookstore and knickknack shop. Much of the items sold are designed for the tourist. Located just off the main drag in Doverton, the tiny store looks fairly new and well stocked. In the front picture window is a display of various mystic talismans and charms. There is also a little felt lined box containing six silver bullets. The sign above it reads: "Silver Bullets. Buy your family and friends a keepsake that could save their lives."

Entering the cramped store, one's nostrils are assailed by the smell of musty, old books, and burning incense. 1960's psychedelic music is softly playing in the background. The store's shelves are filled with books ranging from the American witch hunts to exorcism. There are numerous volumes on magic, ghosts, North American legends, UFOs, and religions (99% is the common fare; nothing rare or authentically magic). Plaster castings of human skulls, painted to look authentic are used as



book-ends. Some animal skulls hang from the walls as decorations. Behind the counter is a shelf of rare herbs (all real) and such disgusting items as pickled bat wings, eyes of newt, etc. In the glass display case is a beautifully finished mahogany box with a red felt interior containing silver bullets.

The proprietor is a skinny, red haired woman in her early forties, dressed like a hippie, complete with bell bottom pants, flowered shirt and love beads. She is surprisingly pretty (P.B. 20) and friendly. She will approach the group with a smile and say, "Hey man, I see you folks are admiring the silver. I just had those delivered. They're real popular, man. Beautiful, hand-made mahogany box to keep the bullets in or to be used as a jewelry box. The bullets will make quite a conversation piece. I mean, how many people can claim to own authentic silver bullets, man." She lowers her voice to a seductive whisper and purrs, "They'll kill werewolves, vampires, and most supernatural beasts, should you ever need to use them. Really, hun. And they are a good investment too."

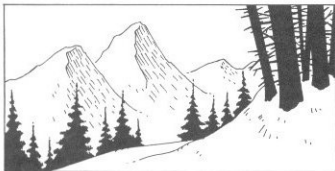
Olivia has stumbled onto a great scam that has made her a nice profit. Everybody has heard about silver bullets in the movies and literature, but nobody sells them. She found that many tourists will buy them as a curiosity item and some will buy them just for the heck of it, while others will buy them just for the lovely mahogany box. With the Hitchhiker of Death scare, sales have increased dramatically. She will not sell the case or the bullets separately. The cost is \$89.95 for the small box and six bullets.

Unfortunately, she does not have many bullets left, explaining, "Hey man, with the Hitchhiker of Death stalking the highways, I've sold dozens of these babies. The Hitchhiker is a supernatural fiend you know. My guess is a vampire or more likely, a possessing entity (she does know her supernatural lore). These will help protect you (she's a con artist, too)."

Olivia will go on to say that her regular silversmith had an accident about three months ago and went out of business. And just yesterday, some old-timer came in and bought out her last supply. However, as "fate would have it," she just received a new shipment in from her new supplier just an hour ago.

Available calibers are limited to .32 (2D6 damage) and .38 (police revolver type, 3D6 damage) rounds. She has three boxes of each (that's 18 rounds per caliber) and an old, dusty box of nine .44 Magnum shells (5D6 damage) that was a special order that was never picked up. She also happens to have a .44 Magnum for sale, saying, "Take a look at this, man. The big boy on the block is the Desert Eagle .44 Magnum. I have one of these myself (she winks). It has gas recoil suppression, an ambidextr-

ous safety, and the magazine holds eight rounds. Nine, counting the one in the chamber. It has a rugged mount for either a sighting scope or a laser targeting device. Pretty sweet, eh?" She smiles and adds, "My old man, my EX-old man, used to be a gun nut. This baby is for sale if you're interested. Only 1200... no make that 1100 bucks. Comes with a nice carrying case and 48 rounds of conventional bullets, too." **Note:** The group's police connections can supply the appropriate revolvers for the two common caliber types, but the magnum is a different story. Remember, each box of six bullets costs \$89.95 and no quantity discounts.



The other source of silver bullets is from old **Clyde Chaney**. Clyde and his wife, Maizy, and their son, Donald, live on a sloppy, little farm about 20 miles northwest of Doverton. The elder Chaney's are friendly and talkative. The son is never around. Clyde will tell the group the entire tale of how he and a pal pumped 20 rounds of silver, with a shotgun, into a werewolf and killed it. Pounded a wooden stake into its heart and buried it out in the woods 30 years ago. Neighbors insist it was just a big wolf, but he knows better. Clyde will gladly give the group most of his ammunition, about 20 shotgun shells filled with silver pellets. He'll lend them a shotgun too, if they need one.

Clyde will go on to say that he's seen a wolf prowling around his farm for the last three nights. He's set traps, but the critter avoids them. He will invite the group to stay and check things out if they would like too. If the group refuses, Clyde will politely let them leave.

To Slay a Werewolf

If the group left Clyde's, their police buddies will notify them, later that night, that Clyde just called, frantic about a werewolf killing his cattle and that they should come quick. He said that he'd try to "bag another one," but didn't know if he could do it alone. Then his phone went dead.

If the group stayed, Clyde and his wife Maizy will feed them supper and offer them their fill of beer. About 9 pm, Maizy will go to bed, Clyde will stay with the group, shotgun in one hand, a beer in the other. It is a cloudless night, with a three quarters moon aglow among the stars. The night air has a bit of a chill to it and a slight breeze rattles the trees. All is quiet till about 11 pm.

A loud howl breaks the night air. It is close by. Maizy runs from the bedroom and warns everybody to be careful. Another howl splits the night. "That's by the barn," announces Clyde. Maizy nods in agreement.

Game Master Information

We present the following action and data in a brief outline-like description, because different elements can change the adventure. Much will depend on the actions of the player characters. Here's the story:

Clyde, Maizy, and Donald Chaney are all werewolves. They have lived in the area for nearly 50 years. They feed on cattle and unsuspecting campers. Over the years they have been responsible for well over a hundred deaths, disappearances, or apparent accidents. They have taken great delight in living among humans undetected. Their favorite ploy is to take advantage of disasters and trauma to go on a hunting frenzy. They killed 11 in one night, eight years ago, during a forest fire, and another six during the big flood of 1969. The Hitchhiker of Death only provided another opportunity to get wild. Only this time, they may have pushed their luck.

The Chaney family hopes to lure the group into a trap. Don Chaney is the werewolf by the barn. Clyde is in the middle of the group and Maizy will attack from behind or wait in the house and ambush any who enter. After this mayhem, they plan to finally move on to someplace where they can continue their secret carnage. That's the plan.

If the group stayed for dinner and is going to investigate the howling at the barn, they will be caught by surprise when old Clyde takes a shot at them (the first shot will miss) and the werewolf leaps to attack, with Clyde joining in the assault (may retain his human form to keep the characters confused). The fight will be to the death, with Maizy joining at the GM's discretion.

However, this trap might not work.

1) Any psychic sensitive characters will immediately sense supernatural evil the moment they arrive on the farm, although a search will reveal only large wolf tracks around the farm (can not be followed).

2) Any character who senses for evil will realize that the members of the Chaney family are all evil (sonny is working in the fields).

3) Examining any of the Chaney's auras will unmistakably reveal that they are not human! The auras radiate the supernatural and intense evil. Anyone who has seen a werewolf before will recognize that they are werewolves; otherwise, they can only speculate. **Note:** The person must roll to save versus horror factor 12. A failed roll means he/she suddenly turns pale, looks frightened and is speechless for a moment. Depending how the character conducts himself and covers his horror, a battle could ensue at that very moment! An accusation or attack on the player characters' part will incite a fight to the death. If Clyde or Maizy suspect that the character(s) know the truth, they will either attack on the spot or ambush the group on the road or follow them to their motel and attack them there.

4) Any shotgun shells given to the group by Clyde are duds or contain so little true silver content that they are useless against werewolves; the shot does no damage to the creature, only stings a bit. This better not be the group's only means of defense or they are in serious trouble.

5) There are 2D6 big dogs on the farm at any given time that can be controlled by the werewolves.

6) It was the Chaney family that caused the silversmith who supplied Olivia's to go out of business.

7) The old timer who bought out Olivia's supply yesterday, was Clyde. He buries them behind the barn.



The Werewolves

Clyde Chaney

Horror Factor: 12

Alignment: Miscreant

Hit Points: 23 S.D.C.: 32

Weight: 190 lbs (85.5 kg)

Height: 6 ft (1.8 m) **Age:** Unknown

Attributes: I.Q. 10, M.E. 10, M.A. 18, P.S. 19, P.P. 14, P.E. 17, P.B. 8, Spd. 21 as human, 32 mph (50 km) as wolf.

Natural Abilities: See BTS, pages 175 & 176.

Experience Level: Not applicable.

Magic knowledge: Metamorphosis: animal and human, control canine, and tongues.

Psychic Powers: Mind block, see the invisible, and sixth sense. Equal to first level psychic.

Combat Skills: Four (4) hand to hand attacks per melee, claws inflict 1D6 damage (+ P.S. bonus), bite does 2D6 damage (but must be in wolf form to bite), or by weapon.

Bonuses: +2 to strike, +2 parry, +3 to dodge, +4 to damage, +3 save vs magic, +6 save vs horror factor. Attribute bonuses included.

P.P.E.: 60 **I.S.P.:** 18

Weapons: Prefers to use natural claws and bite or knife.

Description: Looks like a 68 year old man when not in wolf form.

Donald Chaney

Horror Factor: 12

Alignment: Diabolic

Hit Points: 29 S.D.C.: 37

Weight: 220 lbs (100 kg)

Height: 6 ft 6 inches (1.8 m)/ 7 ft (2.1 m) in werewolf form.

Age: Unknown

Attributes: I.Q. 12, M.E. 9, M.A. 13, P.S. 25, P.P. 18, P.E. 17, P.B. 9, Spd. 22 as human, 32 mph (50 km) as wolf.

Natural Abilities: See BTS, pages 175 & 176.

Experience Level: Not applicable.

Magic knowledge: Metamorphosis: animal and human, control canine, and tongues.

Psychic Powers: Mind block, see the invisible, and sixth sense. Equal to first level psychic.

Combat Skills: Four (4) hand to hand attacks per melee, claws inflict 1D6 damage (+ P.S. bonus), bite does 2D6 damage (but must be in wolf form to bite), or by weapon.

Bonuses: +4 to strike, +4 parry, +5 to dodge, +10 to damage, +3 save vs magic, +6 save vs horror factor. Attribute bonuses included.

P.P.E.: 90 **I.S.P.:** 19

Weapons: Prefers to use natural claws and bite or knife.

Description: Looks like a 30 year old man when not in wolf form.

Maizy Chaney

Horror Factor: 12

Alignment: Diabolic

Hit Points: 25 S.D.C.: 30

Weight: 230 lbs (100 kg)

Height: 6 ft (1.7 m)/ 7 ft (2.1 m) in werewolf form.

Age: Unknown

Attributes: I.Q. 9, M.E. 12, M.A. 9, P.S. 22, P.P. 18, P.E. 15, P.B. 10, Spd. 22 as human, 32 mph (50 km) as wolf.

Natural Abilities: See BTS, pages 175 & 176.

Experience Level: Not applicable.

Magic knowledge: Metamorphosis: animal and human, control canine, and tongues.

Psychic Powers: Mind block, see the invisible, and sixth sense. Equal to first level psychic.

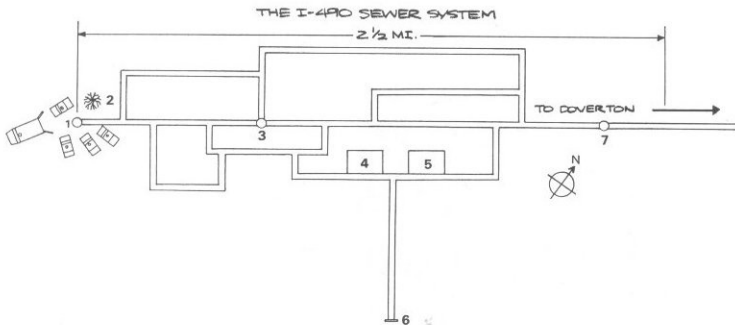
Combat Skills: Four (4) hand to hand attacks per melee, claws inflict 1D6 damage (+ P.S. bonus), bite does 2D6 damage (but must be in wolf form to bite), or by weapon.

Bonuses: +4 to strike, +4 parry, +5 to dodge, +10 to damage, +2 save vs magic, +6 save vs horror factor. Attribute bonuses included.

P.P.E.: 50 **I.S.P.:** 22

Weapons: Prefers to use natural claws and bite or knife.

Description: Looks like a 60 year old woman when not in wolf form.

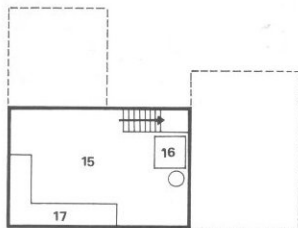


1. The manhole that Turner/Paine first jumped into. The paddy wagon and state trooper backup that just arrived are here.
2. The old oak with Thomas Paine's remains buried nearby.
3. Manhole cover.
4. Supply/Tool Storage room. The door is locked. Holds tools like pipe wrenches, pliers, etc. Also spare piping, elec. wire, bulbs, etc.
5. More supply storage, plus a toilet. Door is locked.
6. A locked heavy steel door which leads to the power company.
7. Another manhole cover.

CLYDE & MAIZY'S HOME



1st FLOOR



BASEMENT

8. Living room with one couch, two easy chairs, and a T.V.
9. Kitchen with refrigerator, stove plus the usual utensils, knives (steak/butter), forks, spoons, glasses, plates, etc.
10. Stairwell leading to basement.
11. Bathroom with one toilet, one bathtub.
12. Bedroom with no windows, contains one bed.
13. Bedroom with bed.
14. Bedroom with bed.
15. Basement with dirt floor.
16. Furnace and water heater.
17. Workbench with drawers filled with tools, a number of screwdrivers, pliers, wrenches, etc. Power drill, buzz saw, and a 20ft length of extension cord. One of the larger drawers is locked forcing it open will reveal a slew of silver weapons daggers, one sword, bullets, crosses, etc.

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