

For play with the
James Bond 007 Game

An Adventure
for 1 to 3 Players
PLUS Gamesmaster

Enter the Victory Games World of

JAMES BOND 007



Role Playing
In Her Majesty's
Secret Service

GOLDFINGER II THE MAN WITH THE MIDAS TOUCH

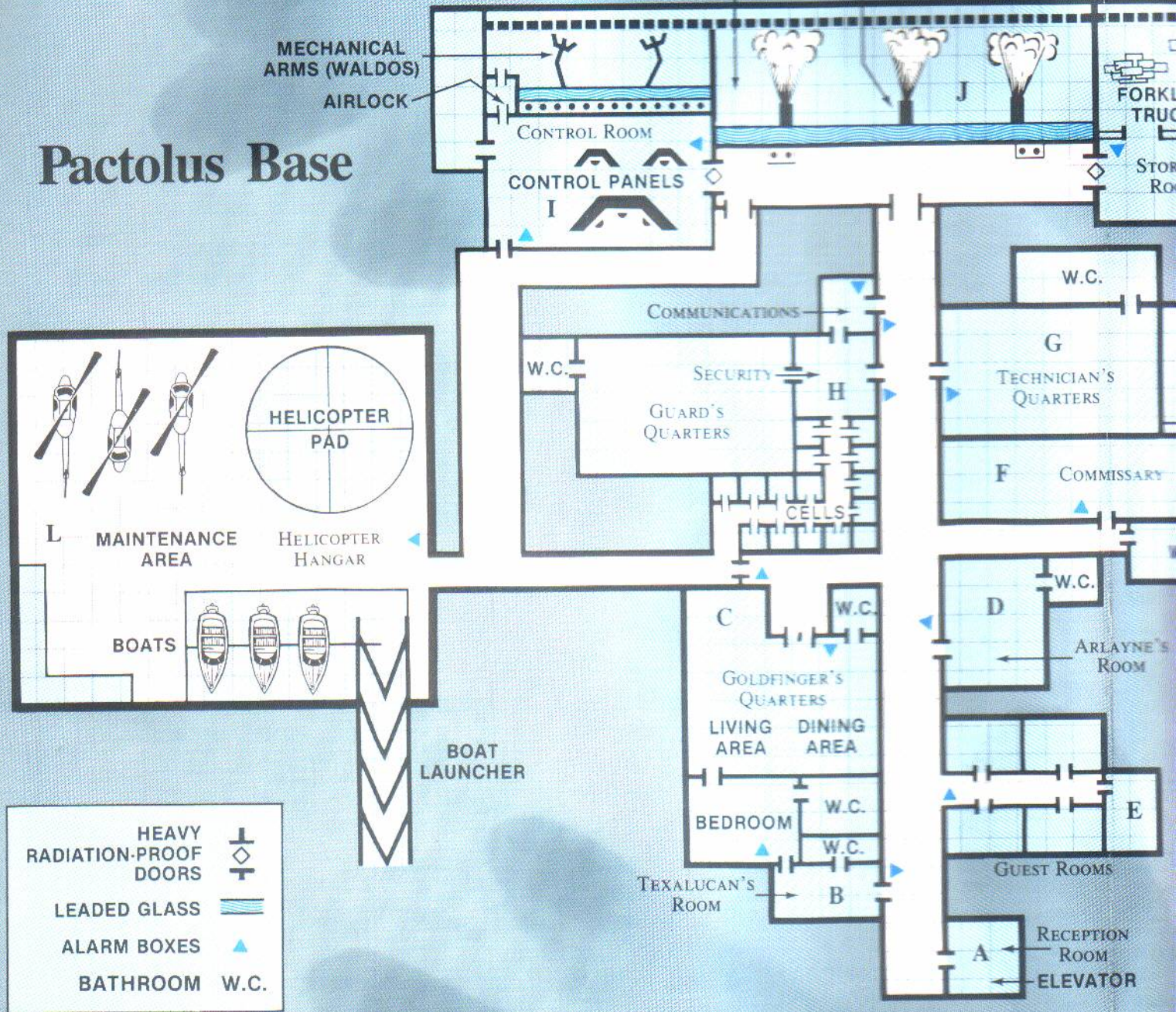


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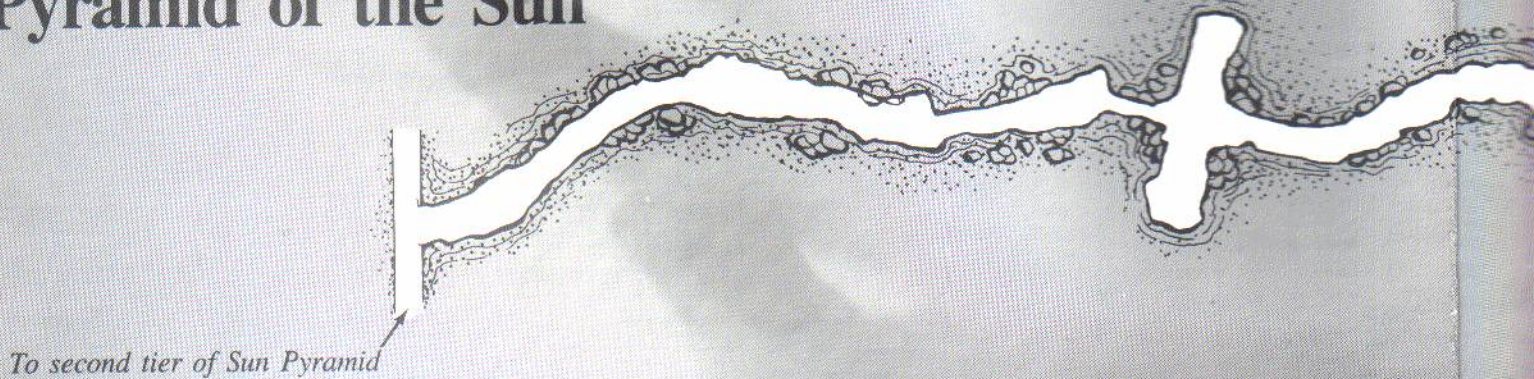
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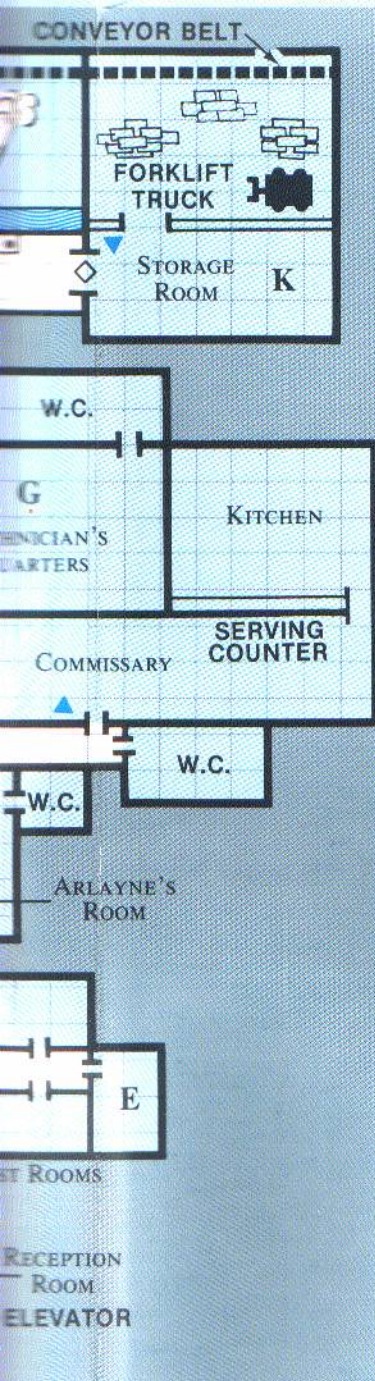
For Ages 12 to Adult

Pactolus Base



Cave System Under Pyramid of the Sun





Gamesmaster Screen

This screen is part of the *Goldfinger II: The Man with the Midas Touch* Adventure Module, a supplement to the *James Bond 007* Game.

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GOLDFINGER II TIMETABLE

Monday, July 1

Evening

Optional Teaser (3)

Wednesday, July 3

Evening

Briefing for the Characters (4)

- Dossier on scientists

In transit to Mexico City

Thursday, July 4

Morning

Arrive in Mexico City (17, 46)

Morgue (17)

- Photograph of Abrest and Torrance

Hotel Rey del Sol (18)

Afternoon

Arlayne's hotel suite (19)

- Brochure of Floating Gardens of Xochimilco

Floating Gardens of Xochimilco (21)

Evening

Hotel Rey del Sol lobby (22)

- Somerset's map of Teotihuacan

Teotihuacan (27)

- Program of light and sound show

Caves under Sun Pyramid (28)

Hotel Rey del Sol (30)

- Postcard from DuLac to Somerset

In transit to Pamplona

Friday, July 5

Afternoon

Arrive Pamplona (30, 47)

Te Gustamos Restaurant (30)

Evening

Diamante International Warehouse (32)

Saturday, July 6

Morning

The Running of the Bulls (33)

Diamante International Warehouse (34)

- Telegram from Goldfinger to Diamante
- Carbonless shipping manifest

Afternoon

In transit to Ankara

Sunday, July 7

Morning

Ankara (35)

- Aston Martin DB-V spec sheet

Afternoon

Dobrosk (35)

- Hand-drawn map to Cenotaph of Midas

Cenotaph of Midas (36)

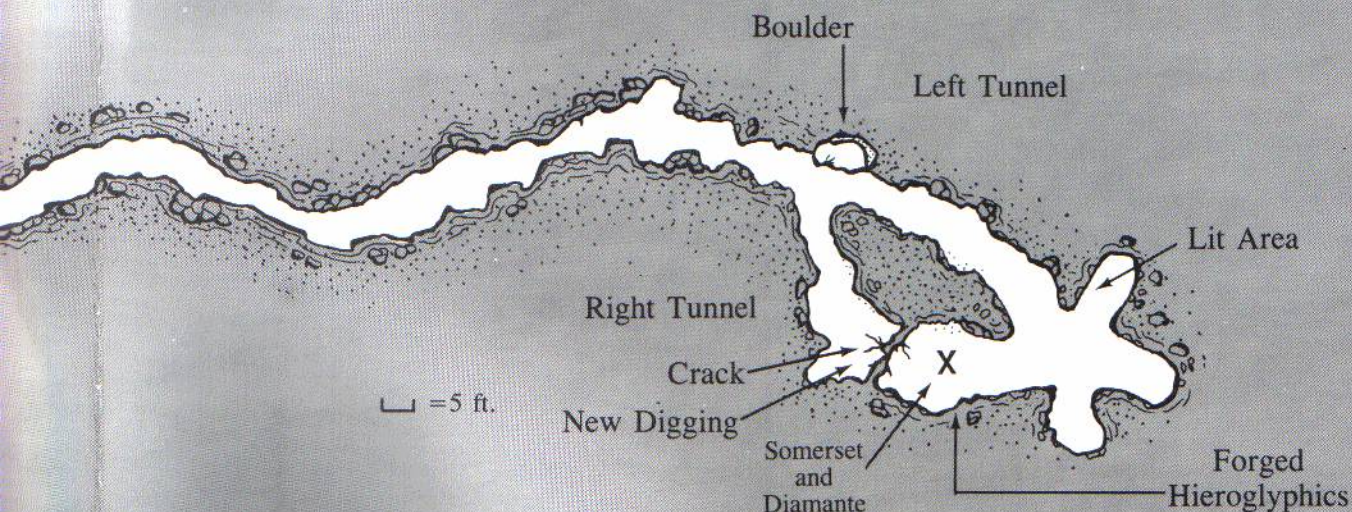
Pactolus Base (37)

Evening

Dobrosk or Ankara (42)

Pactolus Base (42)

Note: Numbers in parentheses give the page where each location is described in the GM's Guide. Bullets denote props that characters could receive at a location.



FOR YOUR EYES ONLY



ASTON MARTIN DB-V

PM	RED	CRUS	MAX	RGE	FCE	STR
+2*	2	100	160	180	3	9

* +3 PM on Quick Turn and Double Back Maneuvers

.50 caliber machinegun ☐ ☐ ☐

PM	S/R	AMMO	DC	CLOSE	LONG
0	25	75	3xL	na	na
	JAM	RL			
	98-99	na			

BULLET-PROOF REAR WINDOW SCREEN

OIL SLICK SPRAYER

SMOKE SCREEN

EXTENDING BUMPERS



WEAPON SYSTEMS (AMMUNITION)

As the ammunition (or device) is used, check off the boxes for that system. Once all boxes for a system have been checked off, it cannot be used until it has been reloaded.

Ejector seat ☐

Smoke screen ☐

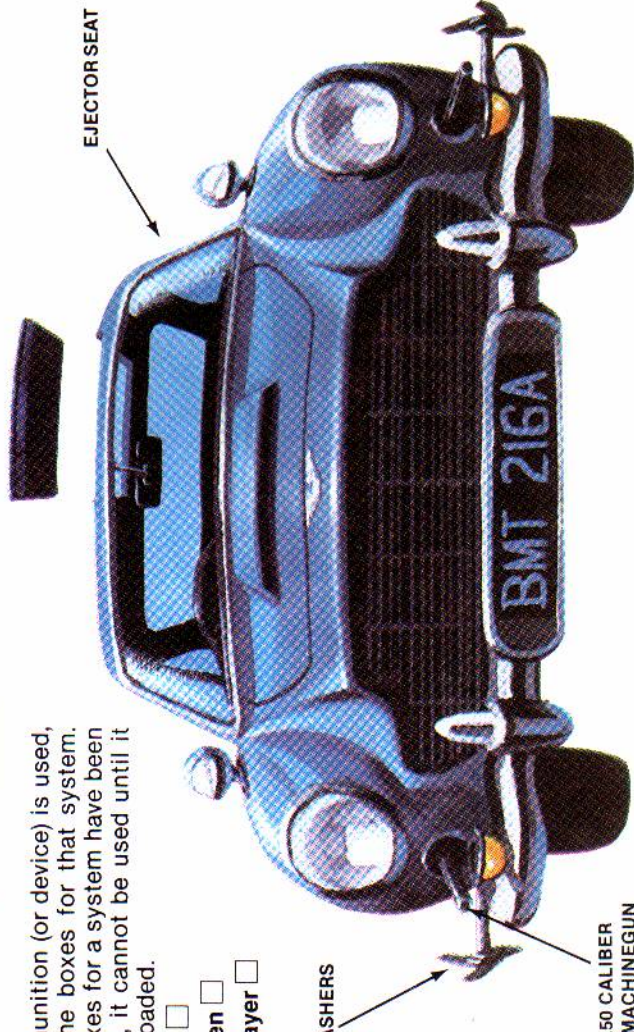
Oil slick sprayer ☐

LEVEL III ARMOR

RADAR TRACKING SCREEN

PUNCTURE-PROOF TIRES

EJECTOR SEAT



TIRE SLASHERS

.50 CALIBER
MACHINEGUN

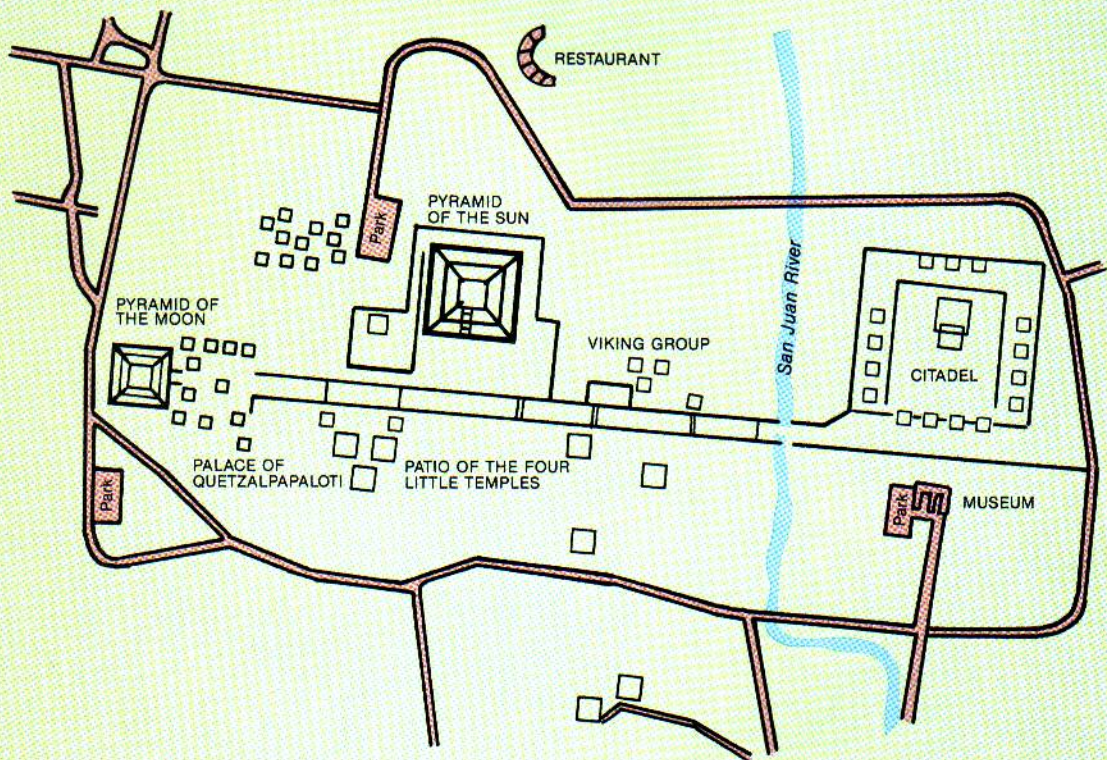


HER MAJESTY'S SECRET SERVICE

MI.6

MINISTRY OF INTELLIGENCE DEPARTMENT 6

The Teotihuacan Light and Sound Show — Where the past comes to life



San Juan de Teotihuacan is the legacy of ancient Mexico, of times rich with vivid beauty and terrifying savageness. In Teotihuacan can be found the story of the Aztecs, the Toltecs, and the Spanish conquistadores, of mighty civilizations that rose from the dust, only to return to the dust. It is a story of gods and men, heroes and villains.

From Teotihuacan, the Toltecs, and later the Aztecs, ruled their mighty empires. Little is known about these great civilizations, or why they disappeared. This 2,000 year-old city, filled with temples, art and architecture, stands as the final monument to these lost people.

They are gone now, these proud and mighty people, but perhaps, for a short time, we can bring them back to life to tell us their stories. Here, amid the ruins of San Juan de Teotihuacan, we will recreate through words, light and music the passions and glory of those days that will never return.

Visit our museum, wander through the ruins and watch the light show. Marvel at an age and people swallowed by time. Let the glory of Teotihuacan enter your soul and heighten your spirits.

English show begins at 7:00 p.m.

Spanish show begins at 8:15 p.m.

The wearing of a jacket or sweater is suggested.

English
Program

TEOTIHUACAN IS ONE OF THE GREAT TREASURES OF MEXICO. PLEASE RESPECT THE CITY BY NOT LITTERING. PLEASE STAY IN THE AREAS THAT HAVE BEEN OPENED TO THE PUBLIC.

WORLDWIDE TELECOMMUNICATIONS

We'll help you reach anyone in the world

ANKARA TO PAMPLONA: FYT6299

JULY 5 (FRIDAY)

DIAMANTE:

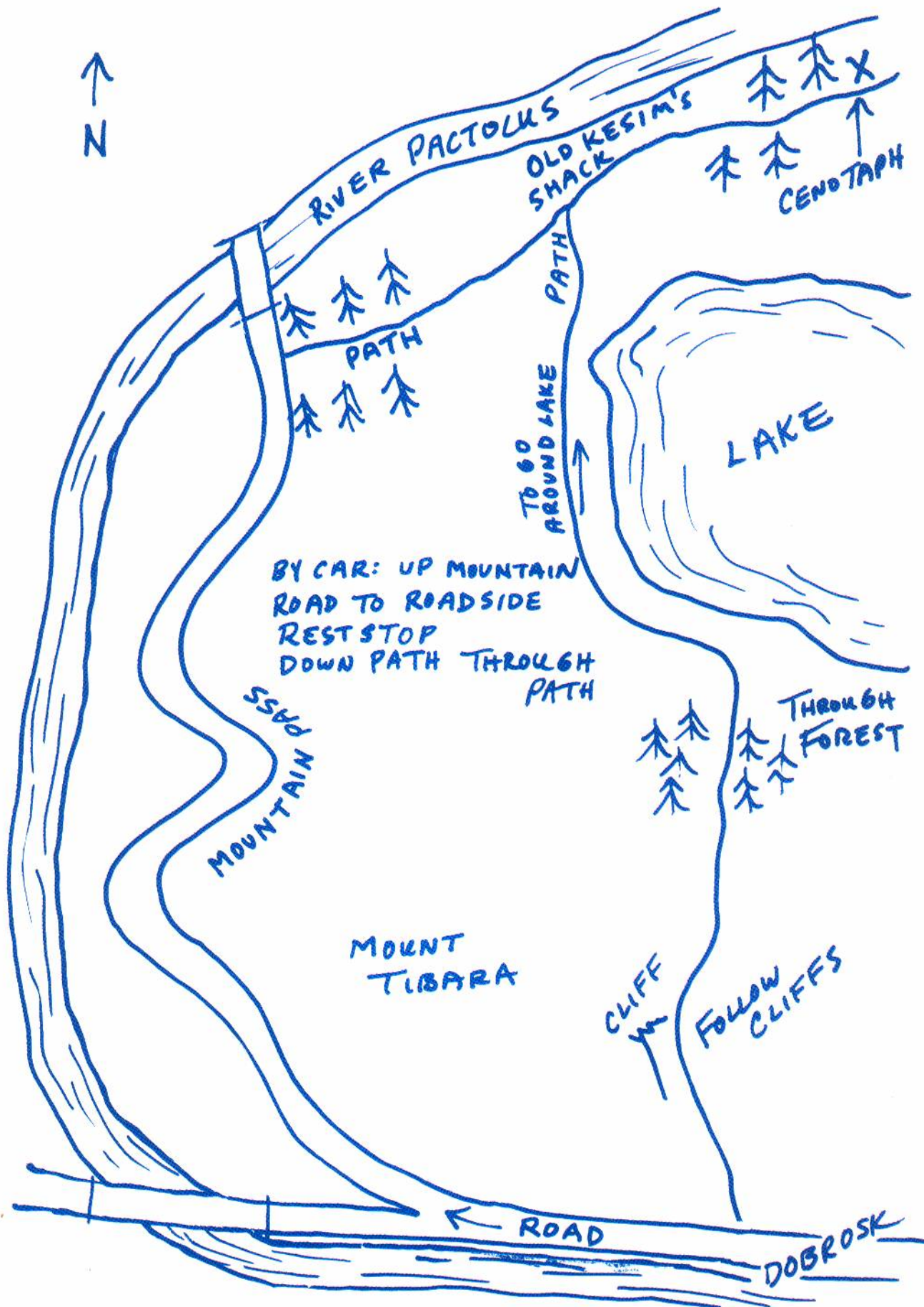
AGENTS ON WAY - STOP - DETAIN THEM THEN RETURN TO PACTOLUS BASE - STOP -
UNDER NO CIRCUMSTANCES ARE THEY TO BE HURT - STOP

AG

CUT HERE AND STAPLE YELLOW COPY OVER PINK COPY

Diamante Internacional	
Avenida Santo Domingo Pamplona, Espana	Fecha: _____
De: _____	
Nombre: _____	
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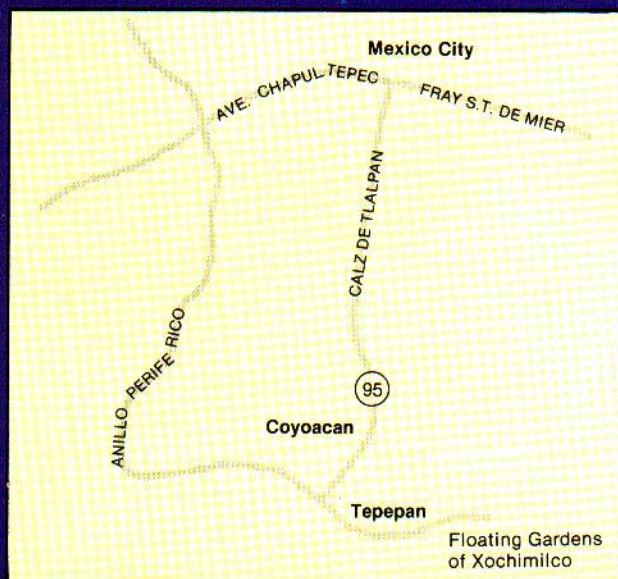
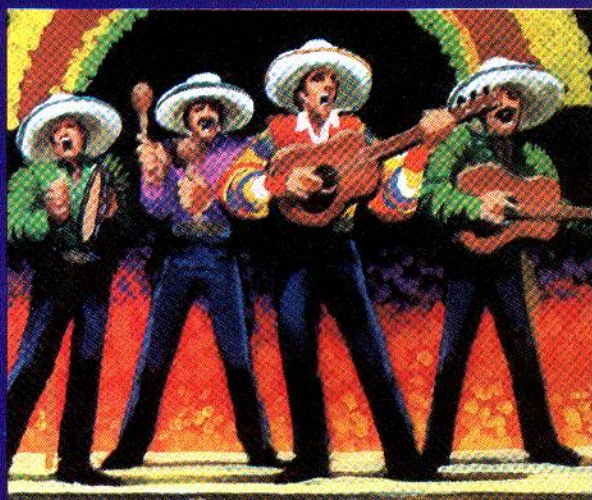
Come languish in the flowering splendor of Xochimilco

Spend a quiet day surrounded by the wonders of nature's beauty, and history's grandeur, at Xochimilco, the "place of the flowering fields".

This garden of delights, originally created by the Aztecs for farmland, is today one of the most popular attractions for visitors to Mexico City.

The Aztecs, at the height of their glorious empire, built floating barges on the shores of Lake Xochimilco and covered them with soil, because they needed the extra land for growing food. The lake disappeared, and the barges became little islands separated by a maze of canals. These islands are today covered with flowers, parks, and quaint shops and restaurants for the millions of tourists who come to spend a quiet afternoon enjoying Xochimilco's bounty.

Listen to the mariachi bands, shop from the floating merchants, or enjoy a relaxing picnic on a slow floating *trajinera* (gondola), far away from the cares of the world.



Explore the wonders of Xochimilco: the canals, the flowers, the shops, the music, the history, the tranquility. It is an experience you will not soon forget

Xochimilco is easy to get to by car, just a short 7 km (4½ miles) south of Mexico City.

THIS BROCHURE COURTESY OF:

Hotel Rey Del Sol
Avenida Luis Moya

HOTEL REY DEL SOL

AVENIDA LUIS MOYA



Teotihuacan
Dr. f

PARK

e in the sun!

Your place

plement to the *James Bond 007* Game.
985)

This Mission Sheet is part of the *Goldfinger II: The Man with the Midas Touch* Adventure Module, a s
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HER MAJESTY'S SECRET SERVICE



M.I.6

MINISTRY OF INTELLIGENCE DEPARTMENT 6

SUBJECT: Composite dossiers on Casimir Markov, Marlena Hall, Mario Vitale and Maurice Somerset.

Subjects are leading scientists in various specialized fields of nuclear physics. Casimir Markov, Marlena Hall, and Mario Vitale have disappeared within last four months; possibility exists that Somerset will also disappear unless comprehensive measures are taken to protect him.

Markov is Russian expert on particle acceleration and fusion. Four months ago attended conference in Budapest, speaking on metamorphological effects of radiation on inert substances. After conference went on holiday in Georgia area of Soviet Union. Subject failed to attend Soviet Science Conference in Leningrad eight weeks ago. Official reason given for his absence was illness, but reports indicate that Soviet intelligence and police agencies have been searching for him without success since that time.

Vitale is leading metallurgist and molecular physicist in Italy. Recently published a paper titled "The Strengthening Effects of Low Level Radiation Treatments on Structural Steel", which was presented to the International Conference of Molecular Physicists in Geneva. Ideas considered brilliant, but too dangerous for application with today's technological capabilities. Unofficial report indicates that Vitale left for a holiday in Torino five weeks ago and never arrived at destination. No information available from Italian authorities.

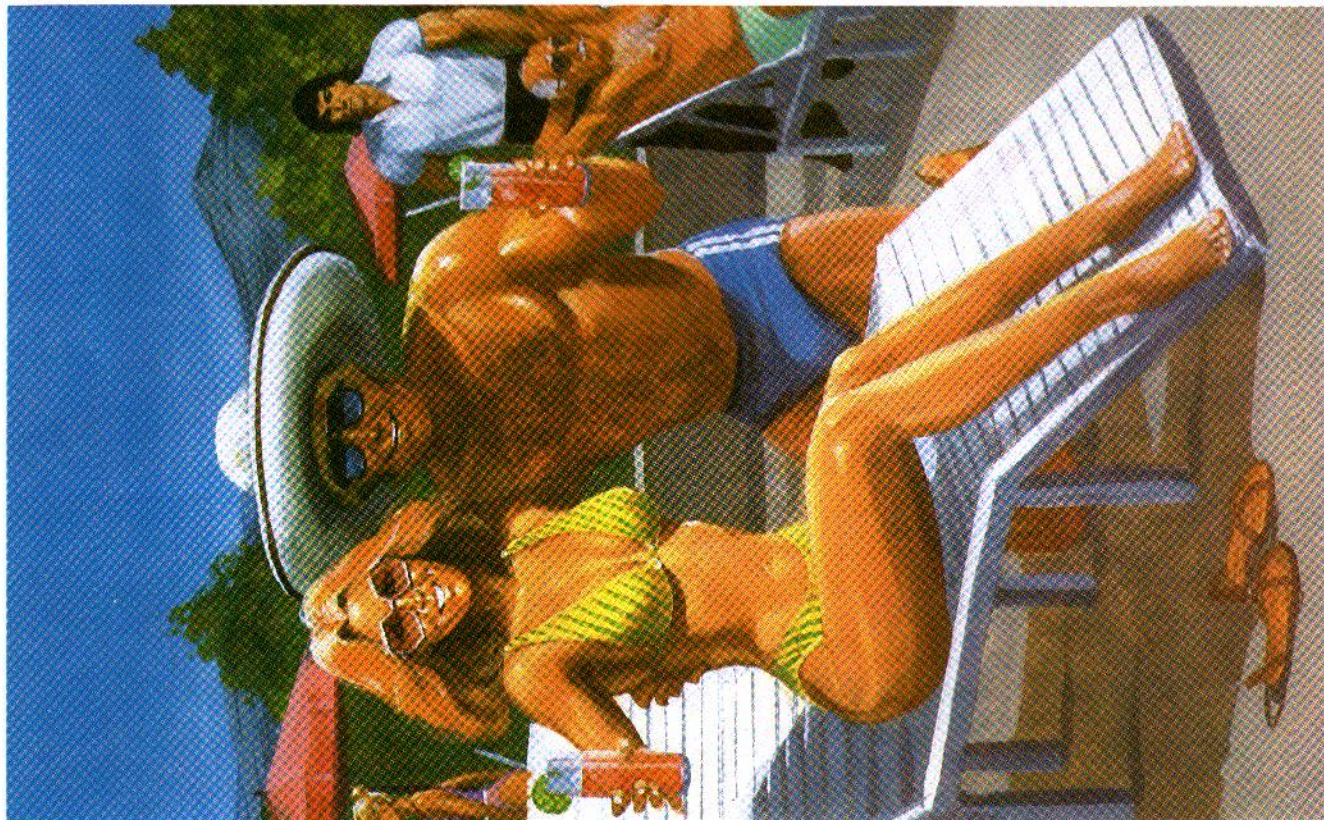
Hall is a professor at Stanford University in California, U.S.A. Subject recently acclaimed for forcing a covalent bond between two mutually repellent molecules by introduction of highly charged positrons via particle accelerator. Subject disappeared from her hotel room while on working holiday in New York City 18 days ago. C.I.A., F.B.I., and police reports indicate no progress in investigations into her whereabouts.

In each case subject was on holiday and disappearance was not noticed for an appreciable length of time. When investigations began, each trail was cold and unfruitful.

Somerset graduated from Cambridge with honors. Subject is currently a professor there, doing research on creating first economical fusion breeder reactor. Subject is generally recognized to be world's foremost authority in this field. Currently on holiday in Mexico City, Mexico. M.I.6 surveillance maintained.

COMMON

DENOMINATOR: All scientists know each other, and some years ago collaborated on a paper detailing the effects of exposing metals to various kinds of radioactive substances.

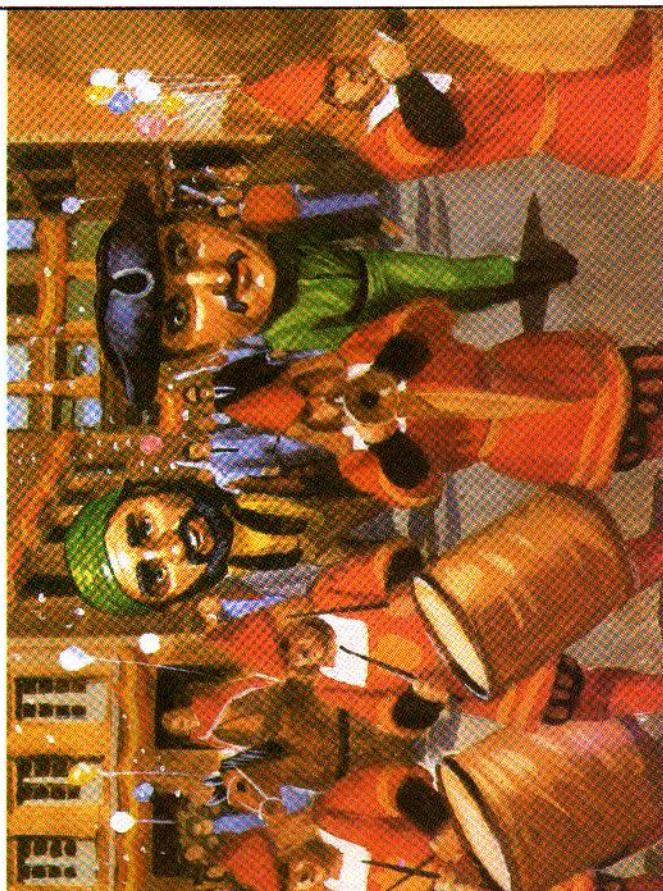


FOLD HERE & GLUE TO MAKE A 2-SIDED POST CARD

Pamplona's Fiesta de San Fermín, made famous in Ernest Hemingway's *The Sun Also Rises*, is held annually from 6 July to 14 July.

Maurice,

Looking forward
to seeing you again
Friday afternoon
at Le Stadames.
We must discuss
your new theories.
Stay well -
Rene Dulac



Prof.
Maurice Samuel
Hotel Rey Del Sol
Avda. Luis Mayra
Mexico City, Mexico

TOP SECRET
Classified
Information

Gamesmaster Guide

GOLDFINGER

THE MAN WITH THE MIDAS TOUCH

An Original Adventure Module
for the *James Bond 007* Game

CREATED AND PUBLISHED BY VICTORY GAMES, INC.

ADVENTURE DESIGN

Robert Kern

ADVENTURE EDITING

Gerard Christopher Klug



Victory Games Inc.

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Credits:

Editor: Paul Murphy

Graphic Design: Ted Koller, Rosaria Baldari

Illustrations: James Talbot

Prep Dept. Coordinator: Elaine M. Adkins

Production: Rosaria Baldari, Colonial Composition,
Ted Koller, Monarch Services, Inc., Paul Murphy

Project Oversight: W. Bill

Part I: Introduction and Briefings



A. Introduction

The *Goldfinger II: The Man with the Midas Touch* Adventure Module can be played by up to three characters and a Gamesmaster. It offers a challenge to one character of "00" rank, two of Agent rank, or three of Rookie rank. With a different combination of character ranks, you may have to increase or decrease the number, characteristics or Skill Levels of the enemy Non-Player Characters.

Note: *The information contained in this booklet is for the Gamesmaster's eyes only. Players should not read this booklet. If any of your players have read this adventure, you will have to make significant changes so that the players will not be able to anticipate events. Guidelines for making changes in the adventure are provided in Part IV: B. Altering the Adventure.*

This adventure can be played on its own or as a sequel to the Victory Games *Goldfinger* Adventure Module. It is written as if it were a direct sequel, however. The section, "Changing the Adventure to Fit Your Campaign," in Part IV: B. Altering the Adventure, explains how to adjust the adventure according to the outcome of the first adventure.

Familiarize yourself with the mission. It is not necessary to memorize it, but you should know it well enough so you will be able to find information quickly during play. First read the adventure through to gain an overall under-

standing of the plot. Then read it again, underlining important details and making notes in the margins.

This booklet is organized to help you run the mission smoothly. The "Teaser" is an optional opening for the mission; the "Briefing for the Characters" presents the background materials the characters will receive from M.I.6 before they head for Mexico City, while "Q Branch Equipment" describes the special items the characters will be given by Q for the mission. The "Briefing for the Gamesmaster" outlines the information the characters should uncover during the mission. "Notes on the Adventure" describes what the characters should do during the adventure, and describes the props and maps.

Part II provides descriptions of the NPCs in the adventure. Part III describes the major locations the characters will visit, and what will occur there. Part IV explains the consequences of the adventure should the characters succeed or fail, plus ideas on altering the adventure and creating new missions. Finally, Part V contains descriptions and information about Mexico City and Pamplona.

This adventure also includes an M.I.6 Mission Envelope, containing eight Mission Sheets, which are handed to the players as indicated in the text. On the Gamesmaster's screen is a map of the subterranean cave at Teotihuacan, a map of Pactolus Base, and the Mission Timetable. The other maps appear in the center pages of this book.

B. The Teaser

Goldfinger's Plan for the Teaser: The teaser is Goldfinger's way of announcing to the characters that he is back in action. Goldfinger hopes the murder will infuriate the characters, so that they will want to track him down, and will follow the clues all the way to Pactolus Base.

The teaser should be used only if the characters involved have met Auric Goldfinger previously; it will take place whether Goldfinger survived or was killed in the encounter. If they have not met Goldfinger, skip the teaser and proceed immediately to the Briefing for the Characters sec-

tion. Only one character will be involved in the teaser.

Choose or randomly pick one of the characters. The character will be going on a date with an NPC who is an average Civilian with no combat abilities. (The NPC involved could be a character's spouse, but for obvious reasons you should think carefully before picking an NPC who is a recurring character in your campaign.) Depending on the degree of role playing you plan to use in the teaser, you may wish to play it out before the regular play session starts so the other players do not have to sit and wait for the outcome.

When the couple return from their date, Texalucan and soldiers, all in civilian garb, will be hiding in the character's

apartment. (You should determine the number of soldiers based on the ability of the character; use the guard characteristics from Part III: H. Pactolus Base, or determine them yourself.) They will Stealth up behind the character and knock him out either by a direct Specific Blow or by Restraining and then knocking him out.

The character will awaken unharmed, but his companion will not be so lucky. He will find her lying on the couch in the living room. She will have a peaceful look on her face, as if enjoying a pleasant dream. She will also be covered from head to foot with gold paint . . . dead from skin suffocation. Goldfinger has returned.



C. Briefing for the Characters

It is 9:00 P.M., well past the usual quitting time, which explains the restlessness of the characters. But orders are orders. Word came down earlier from M's office that the characters are to stay at headquarters until they are called. Just as the characters are about to nod off, the silence is broken by the sound of their phone bell.

It is Money Penny. The characters are to report to M's office immediately. During the conversation she uses the code word *Charon's Ferry*, which means that an operative has been killed in the field. When the characters reach M's office all they will receive from Money Penny is a solemn, "He's waiting for you." Any attempt at banter with Money Penny or Smallbone will be interrupted by M's voice, coming from the intercom, saying: "Money Penny, where the devil are they?"

The thick haze of pipe smoke in M's office suggests that something big is afoot. M's coffee cup shows signs of overuse and his ashtray is filled with the pips and dottles of several pipe-fulls. It is obvious that M is in no mood for snappy patter. From behind the piles of handwritten notes, M will wave the characters to be seated.

"We have something of a crisis on our hands. Last night it became critical. Ever hear of a Casimir Markov, Marlina Hall or Mario Vitale? Each of these people is the leading expert in his or her respective field. Markov is a Russian; he's an expert on particle acceleration. Hall is one of the leading nuclear physicists in the United States, and Vitale is working for the Italian government in the field of molecular physics. Here's a breakdown on them, with additional data on our own Professor Somerset." (Hand the players the M.I.6 dossier on the scientists from the Mission Envelope.)

"Each of the scientists, with the exception of Somerset, has disappeared within the last two months. Each of them was on holiday; one day they left on some excursion and never returned. There's been no evidence of foul play, nor has there been any ransom demands, so we do not have any proof of kidnapping.

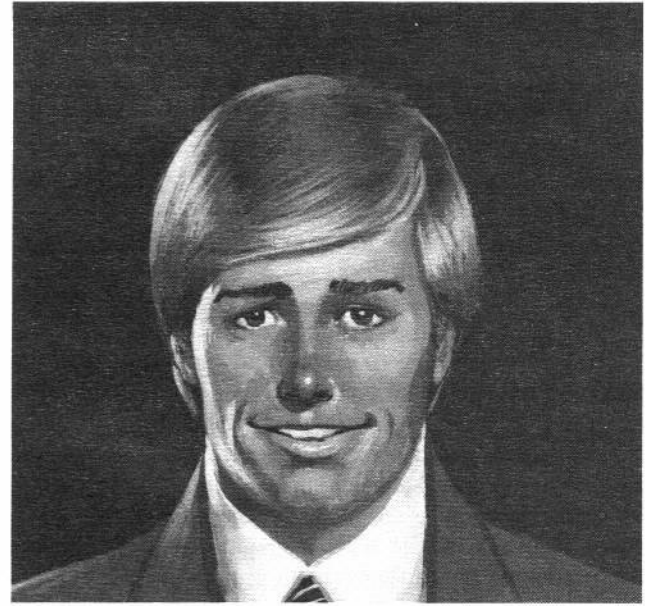
"Professor Maurice Somerset, one of our leading atomic scientists, is on holiday in Mexico City. In the light of these other disappearances, I decided the Professor needed looking after. Unfortunately, Somerset abhors the Service, and has refused offers of protection. According to

him, we are, quote: ‘. . . pawns of the Military, who steal my ideas and stifle my creativity.’ So I sent one of our lesser-known agents, Torrance, a rookie from Investigations and Enforcement, to watch over Somerset. His cover was as a Universal Import and Export salesman on vacation; we thought there was not even a remote chance of anyone recognizing him.

“In order to minimize the chance of a security leak, we told our people in Mexico City to stay clear of Torrance. But part of their normal procedure is monitoring the police radio broadcasts.” M’s face and mouth will become grim. “We just received a report, sent to us by our Station House in Mexico, that Torrance was found dead in his hotel room. He died of skin suffocation after being knocked unconscious and covered with gold paint. The body was found by a hotel maid and is now in the Mexico City morgue, awaiting an autopsy.

“As you know, this method of termination is peculiar to Auric Goldfinger. We presumed him dead; either we are mistaken or someone who knows his methods is copying them. I believe you are the best agents to investigate it because you’ve dealt with Goldfinger before and should have an idea as to how he thinks. While I do not approve of agents going on missions with personal vendettas, I suspect that whoever is behind the killings *wants* you to come after him, since he used the same method on Torrance and your friend. Apparently you’ll be both hunter and hunted.

“Torrance has never before worked on anything of importance; he had no connection with you or your late companion, so we must assume that he was killed because of this assignment. For the moment, I’ve got some people from the Mexico City Station House watching Somerset, but they are not qualified for this type of assignment and will withdraw once you are on the scene. When you reach Mexico City, call the Station House and give the code word *Changeling*. That will call them off immediately.



“Keeping an eye on Somerset isn’t as important as finding out what is behind the disappearances, but he must still be protected. The first thing you will have to do is confirm that it is Torrance’s corpse,” (M shows the characters a picture of Torrance; this photo appears above, but is not included as a Mission Sheet), “check his personal effects and arrange to have his body sent here for burial. What you do after that depends on circumstances.

“Torrance and the professor were both checked in at the Hotel Rey del Sol; the professor is still there. Your flight to Mexico City leaves in three hours. Report to Q for equipment.”

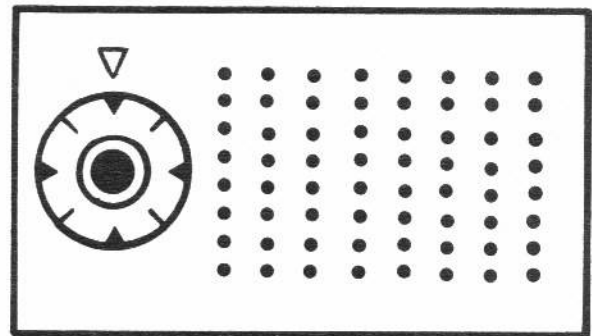
As the characters are leaving the room, M will say: “Oh, one more thing. Torrance carried an ivory-handled Walther PPK, which was given to him by Bill Tanner. If you find it, send it back to him. Bill’s very fond of that pistol.”

D. Q Branch Equipment

Q will reach into his pocket and pull out what appears to be a small radio or transceiver. It is a quarter inch thick, and about the size of a playing card. The front is covered with a regular pattern of pinpoint holes, with a dial above them. Q will explain: “A simple device really: a white sound generator. Turn it on and any listening device within an area of three meters is completely jammed.” Q will turn the dial and a soft humming will come from the device.

“It still has a few bugs, so only turn it on low. If you turn the jamming device on all the way, it begins vibrating. In fact, the sympathetic vibrations might shatter objects pressed against the generator. It should be safe enough if you use it properly.”

Q will then hold up a wrist watch. “We’ve also modified the wrist dart gun. It still operates by flexing the forearm muscles, but instead of firing a dart it now fires a liquid. By adjusting the nozzle you can change the watch’s spray from a stream to a fine mist. It has been field tested, and is



most effective in dispensing sodium amytal into drinks, very little chance of the victim noticing the doctoring.” Q will give the characters a choice of halothane or sodium amytal to use in the wrist sprayer.

When filled with sodium amytal, the watch is set for stream. A character wearing the watch can attempt to in-

roduce the drug into a drink using Stealth (+3 Ease Factor modifier). To detect sodium amytal that has been placed in a drink, the victim must make a PER roll (-3 Ease Factor modifier if the drink is alcoholic) when drinking it. If the victim ingests the sodium amytal, he falls unconscious.

When filled with halothane, the watch is set for mist. The sprayer will send out a fine mist of halothane to a distance of about 18 inches. When sprayed in someone's face, the mist is inhaled and the victim takes the full effects of the drug. To use the spray in combat, an attacker must successfully perform a Specific Blow. The victim gets a Sixth Sense roll to notice the spray; if successful he gets a DEX roll at an Ease Factor equal to the Quality Rating of the attacker's Specific Blow to avoid inhaling the spray. If used during a chase on foot, the victim must be within Close range and the attacker must still execute a successful Specific Blow. Halothane will render the victim unconscious in one round; expenditure of two Hero Points will allow the victim to Shake Off the drug's effects.

The two drugs are not interchangeable. Halothane poured in a drink will just make it taste terrible; in Hand-to-Hand Combat, sodium amytal would have to be sprayed directly into the victim's mouth by a Specific Blow with an additional -2 Ease Factor modifier (-4 altogether).

The wrist sprayer's Attributes are:



PM	S/R	AMMO	DC	CLOSE	LONG
+1	1	3	na	na	na
CON		JAM	DRAW	RL	
-6		na	+1	na	

The wrist sprayer holds three charges of either drug. Q will give each character enough chemical for one reload; reloading takes ten minutes.

ASTON MARTIN DB-V

The characters can also use the Aston Martin DB-V during the mission, but they should not know this until they reach Ankara. Instead of offering it to the characters, Q will say, "I hope you will be careful with this equipment. A good deal of my budget is going to non-research expenses. We just shipped the Aston Martin to our Substation in Ankara; that cost a pretty penny." When the characters reach Ankara, explain the DB-V to them.

The Attributes for the car can be found in the "Equipment" chapter of the *James Bond 007* Game, along with an explanation of the Level III armor, puncture-proof tires, ejector seat, smoke screen, oil slick sprayer, and bulletproof screen. The DB-V also comes equipped with:

.50 Caliber Machineguns: Mounted behind the front parking lights, they hold three bursts (one burst per round). To resolve any fire, use the driving character's Driving skill, not his Fire Combat skill. The character may fire the guns

during any Chase maneuver. If the character successfully fires while making a turn, Class L damage is done to all targets within 30 feet of each other within the angle formed by his previous direction and his new one.

The machineguns' Attributes are:

PM	S/R	AMMO	DC	CLOSE	LONG
0	25	75	3 × L	na	na
JAM			RL		
98-99			na		

Both guns are considered jammed on a roll of 98 or 99. The firing range is determined according to the rules in the Chase chapter of the *James Bond 007* Game. The machineguns cannot be removed from the Aston Martin and used by hand. To reload, the hood of the car must be raised and fresh clips installed through the engine area. The car comes equipped with ammunition for one reload.

Tire Slashers: The mag wheels of the Aston have a three-pronged hub at the center. These hubs extend out and begin spinning faster than the wheel itself. To slash a tire, the character must perform a Force maneuver (-2 Ease Factor modifier). There is no Safety roll for the Aston Martin on a Failure. If the Force is successful, the driver of the forced vehicle gets a Safety roll to avoid a mishap, but even if he makes the Safety roll his vehicle must still stop immediately, as the tires are flat.

Extending Bumpers: The two uprights on the front and rear bumpers can be extended 18 inches. These take one round to extend fully, and are used to Force another vehicle while minimizing damage to the Aston Martin. If you decide a Force maneuver involves forcing a vehicle directly in front of or behind the Aston, then the extending bumpers can be used. They do not affect the Ease Factor of the Force attempt, but they negate any chance of a mishap to the Aston.

Tracking Radar Screen: In the center of the dashboard is a sliding panel. Behind it is a sophisticated tracking screen that comes with a microfilm map library of the major roadways of the world. The system has two homers (range: 150 miles), one the size of a pack of cigarettes and the other about half the size of a stick of gum. The character adjusts the map until the position of the Aston is dead center on the screen. A blip on the screen gives the position of the homer. The large homer is magnetized, the smaller homer fits into a hollowed shoe heel. The characters can have their shoes altered to accept the homer. The homer also fits into the shoe escape kit in the Q Manual.

Ejector Seat: The ejector seat is controlled by a button hidden in the head of the gear shift lever. It takes one Action Round to flip open the gear shift head and hit the button; the seat is ejected in the following Action Round.

The control panel for the other devices is hidden under the arm rest between the two seats. It takes one Action Round to open the arm rest. They all begin to function in the same Action Round they are activated, but only one device may be used per round.

E. Briefing for the Gamesmaster

Indeed, Goldfinger is back in action. His scheme is to fool the characters into believing that he can transmute base metals into gold. The characters will then report these findings to M.I.6 and the British government. Rumors will fly and people will begin selling off their gold, which Goldfinger will buy at lower prices. By the time the world realizes the rumor was false, he will have increased his personal store of gold, embarrassed M.I.6, and gained revenge on the characters.

After Operation Midas Touch was foiled (see original *Goldfinger* Adventure Module from Victory Games), Goldfinger was forced to go into hiding. He still maintained control over some interests through confederates and under assumed names, but his financial empire was greatly weakened.

One of the people involved peripherally with Operation Midas Touch was Arlayne Abrest. Using her business connections (see her background for further details), she helped smuggle the atomic bombs into the gold producing areas of the world. Goldfinger was very impressed by her performance and did not include her in the meeting where he killed the gangsters. He knew she would be valuable. Since that time Arlayne Abrest has been his valued employee and second in command.

THE MIDAS CURSE

Goldfinger has always been fascinated with the transmutation of base metals into gold. He has read all versions of the legend of King Midas, and has studied the theories and practices of alchemy and the search for the philosopher's stone. He was particularly drawn to the mystery of the source of the great gold wealth of the Aztecs and Toltecs of Mesoamerica. He felt sure they had possessed the key to transmutation.

He spent a fortune on research. Even when he was planning and executing his other plots to increase his gold, his private research labs were studying the problem of transmutation. After many man hours of study, and much money spent, he was finally convinced of what science had thought for years: With existing technology, it is simply impossible to turn base metals into gold. Furious with his failure, Goldfinger came up with the plan to use M.I.6 to fool the world into believing he was able to transmute metals.

To guarantee M.I.6's and the characters' involvement, Goldfinger arranged the death of the character's companion in the teaser and Torrance's murder in Mexico City. He was making sure that M.I.6 would investigate; he hoped that M would send the characters he had faced before, because they would "know how his mind works," and because they would want revenge for the death of their companion.

With the help of Arlayne Abrest and Texalucan (his current Privileged Henchman), Goldfinger began laying the groundwork for his scheme to fool the characters. With the profits from his remaining business and criminal interests, he built a secret research base in Dobrosk, Turkey, and began kidnapping the scientists.

Goldfinger first heard of these scientists when they attended a conference studying the Theoretical Altering of Molecular Weight Through Particle Acceleration and Fusion, or, in other words, the possibility of changing metals by bombarding them with atomic particles. The conference had come to the conclusion that there was no practical way to actually accomplish this safely, but Goldfinger did not care. He simply wanted experts in this field, who would be believed if they corroborated his claims.

Goldfinger also kidnapped the scientists to attract the attention of M.I.6. Goldfinger planned each abduction to coincide with the scientist's vacation, because while on holiday a person is liable to take off without warning, and a kidnapping would not be noticed for some time. This delayed the investigations until the trails were cold. When each scientist was captured, he was brainwashed into believing that he was helping to find a way to transmute metal. The scientists have not changed loyalties, and are forced to work for Goldfinger, but they are convinced they can transmute metals.

Goldfinger, through his connections in the Soviet Union, made sure that M.I.6 found out about the disappearance of Markov. He knew that M.I.6 was astute enough to spot the pattern of kidnappings after three scientists had been taken, and would then take steps to protect Somerset. He had Torrance killed to give the impression that he was playing for extremely high stakes, and so force M.I.6 to put their best men on the case — namely the agents he had dealt with before. Arlayne Abrest was assigned to watch Somerset, and make the acquaintance of any agents who showed up to protect him.

Goldfinger has arranged a series of clues at various locations so that the characters will be led to his base in Turkey (see below, F. Notes On The Adventure, "General Course of the Mission" for a full breakdown). He is making the trail difficult to follow, to assure that the characters will not realize that they are being duped. When they finally are captured, he will inform them that he has broken the riddle of the philosopher's stone using modern nuclear techniques, and he will gladly demonstrate his ability to transmute metals. The demonstration is faked, but the characters will not know that. This, plus the corroboration of the brainwashed scientists, should convince the characters that Goldfinger has indeed become the Man with the Midas Touch.

Goldfinger, assuring the characters that they do not have long to live, will tell them about his plans to slowly introduce his transmuted gold through his corporations, so that the price of gold remains high (see "Goldfinger's First Speech" in Part III: H. Pactolus Base). After his speech, Goldfinger will let them escape and report his transmutation ability to M.I.6. After the characters have reported, he will recapture them and explain that the whole thing was a hoax (see "Goldfinger's Second Speech"), and then kill them.

If the characters do not foil his plan, Goldfinger will let a scientist, poisoned by exposure to radiation, "escape." The scientist, before dying, will give credence to the char-

acters' story. Goldfinger will also introduce some irradiated gold into the market. This will provide overwhelming proof that Goldfinger can change base metals into gold.

The British government will have to assume that Goldfinger can indeed create gold. This news will eventually leak to outside corporations and private investors, who will, to stave off economic disaster, begin to sell off their gold reserves below market value. Goldfinger's agents will buy up as much of this gold as possible. After a few months, the world will begin to realize that there is no new influx of gold

flooding the market, and that they have been duped. The British government and M.I.6 will be blamed. The price of gold will eventually return to normal, and Goldfinger will have increased his wealth tremendously.

There is one bug in Goldfinger's plan. The SDECE (the French Secret Service) has also seen the pattern of kidnappings, and has assigned one of their best agents, Satin D'Or, to look into it. Satin's true identity is not known to Goldfinger or the characters, and she may prove a help or hindrance to either.

F. Notes on the Adventure

TIMETABLE AND GENERAL COURSE OF THE MISSION

This section should be read very carefully, since it is your main reference on how the adventure is supposed to proceed. Of course the actual mission will vary from this outline, depending on what the characters do.

This adventure is different from Victory Games' previously published *James Bond 007* Adventure Modules. In other modules, characters discover clues they are never meant to find, while in this adventure Goldfinger is giving them deliberate clues through his agents. If the characters are way off track, it is up to these Non-Player Characters to get them back on the trail.

While the timetable is fluid, the villains will attempt to hurry the characters, in order to make them believe that time is running out, and give them as little time to think as possible. Goldfinger's plan (and the things that will go wrong in that plan) for the characters is:

Monday, July 1

1. The Teaser to this adventure occurs.

Wednesday, July 3

2. Torrance is killed. M receives word of his death, briefs the characters, and sends them on the overnight flight to Mexico City.

Thursday, July 4

3. The characters arrive in Mexico City and check into the hotel where Somerset is staying. The characters view Torrance's effects and see the photo of Arlayne and Torrance.
4. The characters meet Arlayne. Texalucan and a local hood are surprised while searching her room; they appear to believe that Arlayne knows something important pertaining to the mission. The characters will want to protect Arlayne, and stay near her until they find out what she knows. Texalucan escapes, but the hood is captured. On him the characters find Torrance's gun and a clue about a meeting soon to take place at the Floating Gardens of Xochimilco. The characters meet Somerset and D'Or.

5. The characters follow the clue to the Floating Gardens. They see Texalucan leaving the dock in a jet drive boat. The characters are set upon by boats operated by local thugs, who keep the characters from following Texalucan. When the characters return to the dock, they sight Texalucan star-

ing intently at a sheet of paper. Before they can reach him, Texalucan leaves the dock area in an automobile.

Note: *The paper is blank: There was no meeting. The chase was set up so that the characters would believe Texalucan was going to meet someone for further orders, to divert suspicion from Arlayne.*

6. Back at the hotel, the characters witness Somerset talking on the lobby phone. While talking, Somerset writes something on a hotel courtesy pad, tears off the top sheet, and pockets it. Reading the impressions on the second sheet or picking Somerset's pocket shows that Somerset is going to the ruins of Teotihuacan that night.

7. The characters follow Somerset to Teotihuacan. Somerset meets Diamante, a gangster on Goldfinger's payroll, who is posing as an archaeologist. Diamante then leads Somerset into a cave; if the characters follow they will see Somerset get very excited about some recently uncovered hieroglyphics, exclaiming that this discovery "could change the economic face of the world." The characters are sealed in the cave by Texalucan, who, with Diamante, kidnaps Somerset. As they drag the unconscious Somerset out of the cave, Texalucan mentions that DuLac is next.

8. The characters escape or are rescued the next morning. They examine the hieroglyphics, which hint that the Aztecs knew how to transmute metals. When they return to the hotel, they find that Somerset has checked out. So has Satin. In Somerset's room is a postcard from DuLac, a fellow scientist, mentioning a meeting on Friday in Pamplona. The characters head for Pamplona to rescue Somerset and protect DuLac, taking Arlayne along.

Friday, July 5

9. At Pamplona, the characters arrive just in time to see Diamante kidnap DuLac. They once again encounter Satin D'Or, who does not reveal that she is a Fellow Agent. The characters and Arlayne attempt to hunt down Diamante, but he captures them and takes them to his warehouse. Diamante is unaware that Arlayne is working for Goldfinger.

Saturday, July 6

10. Wanting to dispose of the witnesses to the kidnappings, Diamante throws the characters (but not Arlayne) into the Running of the Bulls. With the characters in imminent danger, Satin rescues them and finally reveals her identity. (This is not part of Goldfinger's plan. Diamante is more interested in his own survival than in Goldfinger's instruc-

tions. After the characters have left the warehouse, Texalucan rescues Arlayne, and kills Diamante and his men.)

11. After Satin rescues them, the characters return to the warehouse where they find Diamante and his men dead, and Arlayne gone. On one of the bodies is a crumpled telegram ordering Diamante to delay the characters, but not to kill them, and then to return to Pactolus Base. It is signed *AG*. The characters also find Arlayne's purse; under it is a packing slip with *Dobrosk* written on it. Research uncovers that the Pactolus River, located somewhere in Asia Minor, is where, according to legend, King Midas rid himself of his golden touch. The characters also discover that there is a Cenotaph of Midas located somewhere near the town of Dobrosk outside Ankara.

Sunday, July 7

12. The characters and Satin fly to Ankara and pick up the Aston Martin and drive to the village of Dobrosk. They get directions to the Cenotaph of Midas, or sight Texalucan and follow him. Finding the secret entrance to the base, the characters sneak in. After looking around, they are captured by Goldfinger.

13. Once they are captured, Goldfinger reveals and demonstrates to them his ability to turn base metals into gold. The people supervising the transmutation are the missing (brainwashed) scientists, who verify Goldfinger's ability. The characters are locked up with Arlayne, and told they will soon be killed. Goldfinger lets them escape to report their findings to M, either using the radio in the base or escaping to Dobrosk or Ankara.

14. After they have reported in, Goldfinger recaptures the characters, explains how they have been duped, and reveals his real plan to them. He orders the characters thrown into the nuclear reactor. The characters fight back. Goldfinger sets the nuclear reactor to explode, and escapes. The characters stop the countdown, rescue the scientists, and escape.

PROPS AND MAPS

Described below are the various props included in the Mission Envelope, and the maps and floorplans for the adventure. The props should be handed to the characters as indicated in the adventure or when the NPCs can arrange for them to be found.

Dossiers on the Missing Scientists and Somerset: M gives this to the characters during the Briefing to the Characters.

Aston Martin DB-V Technical Sheet: This sheet is handed to the players when their characters reach Ankara and get the DB-V.

Photograph of Arlayne Abrest and Torrance: This photograph is in Torrance's effects. It shows Arlayne and Torrance sitting by the hotel pool, with Texalucan in civilian garb in the background.

Xochimilco Brochure: The brochure is on Paco Morales; the characters will get it after Morales surrenders or is killed in Arlayne Abrest's hotel room. You will have to make a notation on the brochure as described in Part III: H. "Arlayne's Suite."

Hand-Drawn Map of Teotihuacan: The characters get this if they lift the impression from the note pad or steal it from Somerset's pocket in the Hotel Rey del Sol.

Program of Sound and Light Show at Teotihuacan: This prop is given to the characters by a vendor when they follow Somerset to Teotihuacan and purchase admission to the sound and light show.

Pamplona Postcard: The characters will find this clue in Somerset's room, after he has been kidnapped. It is from Rene DuLac, reminding Somerset that they are supposed to meet in Pamplona.

Telegram to Diamante: This telegram will be found by the characters after they escape from the Running of the Bulls. It is lying in the warehouse next to Diamante's corpse.

Shipping Label and Carbonless Copy: This clue is found under Arlayne Abrest's purse at the same time as the telegram.

Hand-Drawn Map Showing Route from Dobrosk to Cenotaph of Midas: The characters should get this map when they talk to the elders in Dobrosk.

The maps and floorplans included in the center two pages of this adventure are for the GM's eyes only. They detail the locations where the major action occurs. The places where little action takes place are not mapped, you can fill in the details for these places as you see fit. The GM's screen shows the cave system in Teotihuacan where the characters are trapped by Texalucan, the floorplans to Pactolus Base, and the Mission Timetable.

IMPORTANT NOTES FOR THE GAMESMASTER

Goldfinger II relies heavily on your ability to role-play the NPCs. The adventure is full of lies and double-dealing, so be careful to keep the NPCs' stories and covers intact. You must keep the characters from finding out what is really going on for as long as possible.

Satin D'Or, even if she finds out who they are, will not trust the characters and she will not reveal her identity to them, at least until Pamplona. The characters will probably waste valuable time following or attempting to seduce her. Since she is a skilled agent, it will be very difficult to accomplish any of these things.

Arlayne Abrest will act at all times like a slightly scatterbrained Allied Beautiful Foil. She will use her Survival Points to avoid being seduced; she will play through the seduction anyway. If the characters refuse to believe her story, then she will tell them that Goldfinger is holding her uncle hostage, and she is being forced to watch them.

If the characters mention in her hearing that this mission seems less dangerous than their last encounter with Goldfinger (because Goldfinger does not really want them dead), Arlayne will contact Texalucan who will order the next encounter to be more deadly. (Goldfinger only needs one live agent to report to M.I.6.)

Part II: Non-Player Characters



The interaction between Player Characters and NPCs is an integral part of any adventure, and it is particularly important in this one. It is, therefore, critical for you, as GM, to read the backgrounds and idiosyncrasies of the NPCs presented, so that you can role play them correctly. Since many of them are not what they seem, you must also keep in mind their current cover stories when the players are interacting with them.

Although the NPCs are divided here into Allies and Enemies, you should keep the characters in doubt about who is actually an Enemy and who is an Ally. Therefore, when an NPC uses his Hero/Survival Points, do not tell the characters which kind of Points are being used.

The NPCs are given individual interaction modifiers which can be used at your discretion, to help you differenti-

ate one NPC from another. These are used in conjunction with the rules in the chapter "How to Interact with Non-Player Characters" in the *James Bond 007 Game*. The Reaction modifier listed is the only one to be used when determining the NPC's initial Reaction to a character; the other modifiers, however, are cumulative with any modifiers normally applied to that form of interaction.

Note: *These modifiers apply only when a Player Character or NPC is performing interaction rolls against the NPC, but never for rolls against a Player Character. For example: Texalucan has a -5 Ease Factor modifier on Interrogation. Anyone attempting to Interrogate Texalucan incurs a -5 Ease Factor modifier, but Texalucan does not get a -5 modifier when Interrogating someone else.*

A. Enemies



Note: *Goldfinger's history should reflect the actual occurrences in your campaign world. If the characters are meeting Goldfinger for the first time, then his characteristics and background are found in the "Allies and Enemies of James Bond" chapter of the James Bond 007 Game. This should be used in conjunction with the material below, which gives additional background information, as well as interaction modifiers and a valid reason for him wanting revenge against the British government.*

AURIC GOLDFINGER

IDIOSYNCRASIES: Gruff of manner, blunt, often downright rude, adores gold

INTERACTION MODIFIERS: Reaction (-3), Persuasion (-4), Seduction (-5), Interrogation (-5), Torture (-3)

BACKGROUND: Besides gold, Goldfinger has one other mania, that almost rivals his love for the precious metal: He desperately wants a title. He remembers the stories that his

grandfather told him when he was a child, of the grandeur and beauty of the Czar's court, and he always dreamed of becoming a noble. It has been a symbol to him of ultimate success.

When he came to England, he assumed that with enough money he could purchase a knighthood. But this sort of thing does not happen in England, and his sketchy background and shadowy reputation precluded him ever being awarded a title. Goldfinger was furious at being thwarted in his dream, and began to plot his revenge.

Goldfinger's main partner in crime is Arlayne Abrest. (See Abrest's background, below, to find out how they met.) He trusts her implicitly, and he knows that she admires him. While he would not risk his life for her, he will do just about anything short of that to protect her.

GOLDFINGER'S CHARACTERISTICS IF HE WAS BADLY INJURED

Note: *The following characteristics should be used if your players played the original Goldfinger adventure and the characters seriously injured or "killed" Goldfinger, but, as suggested in that adventure, the body was never recovered. In this case Goldfinger will be in a combination motorized go-cart/iron lung.*

STR: 0 **DEX:** 1 **WIL:** 9 **PER:** 8 **INT:** 10

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Charisma (4/13), Driving (10/14), Electronics (9/19), Gambling (5/13), Science (5/15), Sixth Sense (5/14)

ABILITIES: Connoisseur

HEIGHT: 5'8"	SPEED: 2 or 1*
WEIGHT: 200 lbs	HAND-TO-HAND DAMAGE CLASS: D
AGE: 41	STAMINA: na
APPEARANCE: Normal	RUNNING/SWIMMING: na
FAME POINTS: 145	CARRYING: na
SURVIVAL POINTS: 5	WEAPON: None

FIELDS OF EXPERIENCE: Chemistry, Economics/Business, Fine Arts, Golf, Mechanical Engineering, Rare Collectibles

WEAKNESSES: Greed

IDIOSYNCRASIES: Malevolent, rude, hates the characters and holds them responsible for his present physical state

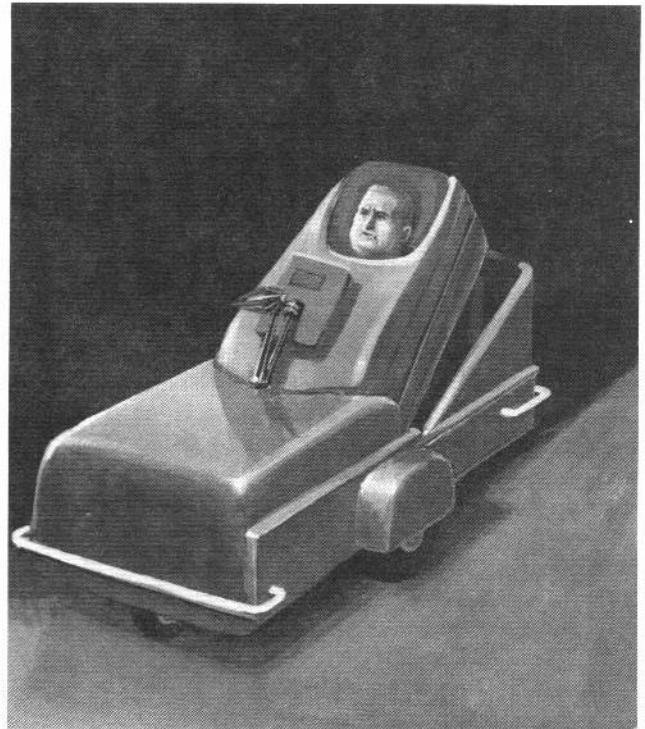
INTERACTION MODIFIERS: Reaction (-5), Persuasion (-6), Seduction (-8), Interrogation (-5), Torture (-6)

*The Speed of two applies when Goldfinger is firing his concealed Uzi (see below, "Goldfinger's Mobile Life Support System"). When engaged in Hand-to-Hand Combat, Goldfinger has a Speed of one.

GOLDFINGER'S BACKGROUND IF CHARACTERS HAVE DEFEATED HIM

Note: *This background should be used no matter what physical condition Goldfinger was left in. If he escaped unscathed, simply ignore the parts that deal with his infirmity.*

After the characters defeated Goldfinger and destroyed Operation Midas Touch, his barely alive body was found by some migrant workers who kept him alive until they could get him to a hospital. He had been so badly injured that he was almost totally paralyzed from the neck down and would never live without an iron lung. While lying helpless in the



hospital, his hatred and desire for revenge grew and festered. It may have been the only thing keeping him alive.

As soon as Goldfinger was hospitalized he contacted his remaining agents. Through them, he purchased a nursing home and had himself transferred there before the authorities could catch up with him. From this new headquarters he planned a series of daring robberies to rebuild his empire, the most notorious of which was the theft of gold bullion from an armored truck in London.

Even after his technicians developed his mobile iron lung (see below), Goldfinger was not mobile enough to personally control all of his many business and criminal interests; also, he was a hunted criminal and could not appear in public. He needed a second in command, someone he could trust implicitly, someone whose greed matched his. He chose Arlayne Abrest, whom he had met sometime before.

If Goldfinger was considered only slightly manic in his lust for gold, he is obsessed with his desire for revenge against Great Britain and its Secret Service . . . in particular, against the people he holds responsible for his downfall and crippling (the characters who were involved in the original *Goldfinger* adventure).

GOLDFINGER'S MOBILE LIFE SUPPORT SYSTEM

This electronic device maintains Goldfinger's breathing while giving him mobility. Goldfinger still retains some movement in his fingers, and can direct his chair by pressure on electrodes attached to them. The chair is designed to keep Goldfinger's body slightly bent and at a 45 degree angle, as if he were in a reclining chair. Goldfinger can increase or decrease the angle if he wishes to observe something, or sleep. The only part of Goldfinger's body left exposed is his head. The chair is, of course, covered with gold leaf.

Tubes and hoses in the chair maintain his bodily func-

tions. At night, in his personal quarters, Goldfinger backs the chair onto a plug sticking out of a wall. While he sleeps, the chair's batteries are recharged. Without recharging the chair is able to function for a maximum of 48 hours.

The chair's Attributes are:

PM	RED	CRUS	MAX	RGE	FCE	STR
+1	4	5	15	10	1	3

Though the chair looks unwieldy, it is a highly responsive machine. It runs on four wheels: two in the center and one at the front and back. The front and rear wheels can rotate 360 degrees, so Goldfinger can pivot the chair. While the chair is designed to move along smooth floors, it can travel on paved roads if necessary. If it does go over any bumps or obstacles, Goldfinger must perform a Safety roll or the chair will fall over, and he will take damage as if he had failed a Ease Factor 4 Trick maneuver roll. If the chair overturns, Goldfinger can right it with the robotic arm attached to the chair, using his Driving skill. This action has a Base Time of 15 seconds.

The chair is equipped with devices designed to make Goldfinger as independent as possible. The waldo arm, mentioned above, extends from the front of the chair at about Goldfinger's chest height; Goldfinger has learned to work this arm very well. Besides righting his chair with it, Goldfinger can use it to manipulate dials and buttons. He can even handle a fork. The waldo can lift up to 500 lbs.

The chair also contains a communications system which Goldfinger uses to contact his men in the base; it also is linked to the radio room, and he can reach any telephone system in the world right from his chair. The system emits sonic "keys," as well, that allow Goldfinger to open, close, or lock any door in his secret base.

The chair conceals some more lethal devices, also. It is armored to Level 1, and a modified Uzi is mounted and concealed just above the joint of the waldo arm. The modified Uzi's Attributes are not exactly the same as detailed in the basic rules: With the Uzi mounted in the chair, Goldfinger

has increased the amount of ammunition; since the Uzi works from the pressure of Goldfinger's fingers, it also has a better Draw. Goldfinger uses his Driving skill to fire the Uzi.

The Uzi's Attributes are:

PM	S/R	AMMO	DC	CLOSE	LONG
0	2 8	80	F I	0-10	40-60
CON		JAM	DRAW	RL	
na		96-99	0*	**	

*The Uzi cannot be fired in the same round that the panel is opened. In subsequent rounds, use the Draw adjustment of 0.

**The front panel of Goldfinger's chair must be opened to reload the Uzi. This procedure takes about ten minutes.

Because the chair encases most of Goldfinger's body, all fire attacks except for Specific Shots or Taking a Bead shots have their damage reduced due to the armor.

HAND-TO-HAND COMBAT WITH GOLDFINGER

Goldfinger will attempt to avoid Hand-to-Hand Combat, but he is capable of defending himself. He can attack once per round with his waldo arm, which does Damage Class D. He can also use this arm to attempt all of the Specific Blows.

If Goldfinger successfully Restrains an opponent, the opponent must perform a Release at *half* of the Quality Rating of Goldfinger's Restrain roll, rounded up. (For example, if Goldfinger received a Quality Rating of 3 on his attempt, the character would attempt a Release at an Ease Factor of 2; if Goldfinger received a Quality Rating of 1, the character would make his attempt at an Ease Factor of 1/2.)

All Hand-to-Hand attacks against Goldfinger must be Specific Blows (because of his Level I armor, only punches or kicks aimed at his head will hurt him). If a character manages to Trip him, Goldfinger will be virtually helpless until he can right the chair.

ARLAYNE ABREST

STR: 6 DEX: 5 WIL: 9 PER: 6 INT: 6

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Boating (6/11), Charisma (11/20), Diving (7/12), Driving (7/12), Electronics (6/12), Evasion (5/10), Fire Combat (6/11), Hand-to-Hand Combat (6/12), Local Customs (4/10), Science (6/12), Seduction (10/20), Sixth Sense (5/11), Stealth (5/14)

ABILITIES: Connoisseur, First Aid

HEIGHT: 5'7"	SPEED: 1
WEIGHT: 120 lbs	HAND-TO-HAND DAMAGE CLASS: A
AGE: 26	STAMINA: 28 hours
APPEARANCE: Striking	RUNNING/SWIMMING: 25 minutes
FAME POINTS: 25	CARRYING: 101-150 pounds
SURVIVAL POINTS: 4 (or 7*)	WEAPON: none

FIELDS OF EXPERIENCE: Chemistry, Computers, Economics/Business, Fine Arts, Jewelry, Rare Collectibles, Snow Skiing, Squash, Tennis, Water Skiing

WEAKNESSES: Greed

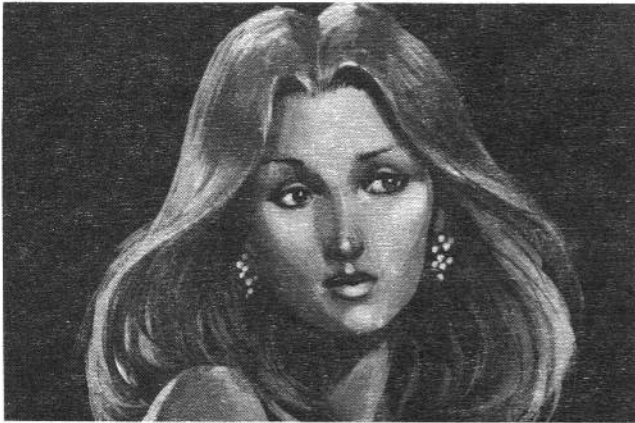
IDIOSYNCRASIES: Appears very friendly, gives the impression of being much more naive than she is

INTERACTION MODIFIERS: Reaction (-2), Persuasion (-3), Seduction (-2), Interrogation (-1), Torture (+1)

*Abrest receives 7 Survival Points if she is the Major Villain in this adventure.

BACKGROUND: Arlayne Abrest is the daughter of one of the major electronics manufacturers in the United States. Her parents doted upon her, and she wanted for nothing. Bored with her life, she became mischievous. Her parents, realizing Arlayne was becoming a hellion, attempted to straighten her out. They sent her to psychiatrists, but to no avail. Frustrated, her father sent her away to boarding school.

Her father hoped Arlayne would learn responsibility at boarding school, but the opposite occurred: Arlayne found these places ideal for getting into even more mischief. She organized parties featuring alcoholic beverages and con-



trolled substances, charging a hefty entrance fee. She soon amassed enough to buy a sports car, which gave her freedom to plan bigger escapades.

Arlayne's parents died in an auto accident shortly before she graduated college. Arlayne inherited the family fortune, but her father's will put it under the control of his lawyers, who had absolutely no paternal patience or compassion. Arlayne would receive an allowance every month that would let her live comfortably, but not nearly enough to support her in the opulence she was used to. Arlayne tried to fight this in court, but the will was ironclad.

During a weekend on the Riviera, Arlayne met some men who were interested in getting a package from Nice to Mallorca but could not take it through customs. They offered Arlayne \$500 to take it on a private yacht she was cruising on. Arlayne said she would do the job, but only for \$5,000, which was "cheap for the risks I'm taking." The smugglers agreed. She wore one of her most complimenting outfits and the customs inspector completely missed the package. Arlayne had found her calling in life: crime.

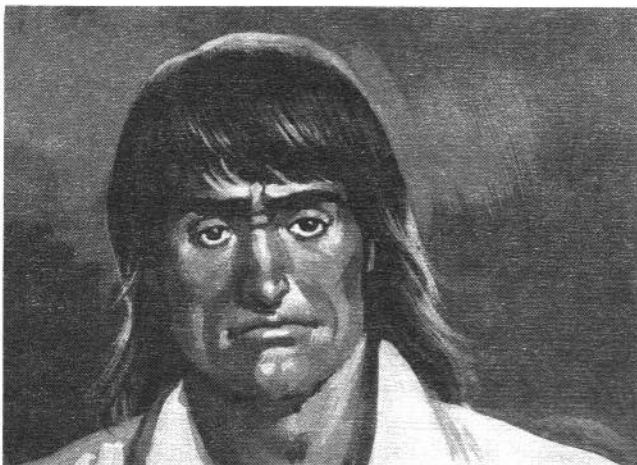
Her criminal activities brought her to the attention of Goldfinger, who hired her to do some fairly difficult jobs for him. Her style impressed Goldfinger and he offered her a permanent job. Arlayne accepted, and Goldfinger paid her extremely well.

Her madcap heiress image is the perfect cover. As a jet-setter, she can travel the world, with no questions asked. To ensure this cover, Goldfinger, through bribery and blackmail, gained control of the law firm that controlled Arlayne's father's estate, and forced the lawyers to increase her payments. This also gives him control over Arlayne, since he can cut off her allowance at any time. He has never had to do this, and Arlayne has become his most trusted employee.

Arlayne's characteristics and skills are obviously better than the average civilian's, but she will deliberately appear clumsy to preserve her cover. You should, therefore, apply a negative Ease Factor modifier to any skill or characteristic rolls she has, to simulate her clumsiness. She will not reveal her true nature until after the characters have been captured at Pactolus Base. If Interrogated or Seduced she will use Survival Points to avoid telling the truth of her relationship to Goldfinger.

If the characters catch her in a lie, or refuse to believe her story, she will tell them her backup story. She will say that Goldfinger has kidnapped her uncle, and is holding him hostage to force her to do his bidding. She will tell them that Goldfinger has ordered her to keep an eye on the characters and report to Goldfinger when he contacts her.

Role in the Adventure: Arlayne is ordered to keep the characters on the course Goldfinger has set for them. She is the eyes and ears of Goldfinger. She will make sure the characters get the proper clues and see what Goldfinger wants them to see.



TEXALUCAN

STR: 15 **DEX:** 11 **WIL:** 14 **PER:** 8 **INT:** 6

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Boating (6/15), Diving (9/22), Driving (5/14), Evasion (10/23), Fire Combat (9/18), Hand-to-Hand Combat (13/28), Interrogation (7/13), Mountaineering (10/24), Riding (10/21), Sixth Sense (9/16), Stealth (15/29), Torture (15/25)

ABILITIES: None

HEIGHT: 6'6	SPEED: 2
WEIGHT: 240 lbs	HAND-TO-HAND DAMAGE CLASS: C
AGE: 32	STAMINA: 32 hours
APPEARANCE: Normal	RUNNING/SWIMMING: 45 minutes
FAME POINTS: 10	CARRYING: 281-350 pounds
SURVIVAL POINTS: 10	WEAPON: Aztec Mace

FIELDS OF EXPERIENCE: None

WEAKNESSES: Sadism

IDIOSYNCRASIES: Very silent, with a regal physical bearing. His reactions and attitude to characters should reflect Goldfinger's

INTERACTION MODIFIERS: Reaction (-4), Persuasion (-6), Seduction (-6), Interrogation (-5), Torture (-4)

BACKGROUND: Goldfinger never liked to indulge in fisticuffs, even when he was healthy. He preferred to leave such things to experts. Oddjob was such an expert, and so is Texalucan.

Arlayne recruited Texalucan while she was making preparations for Operation Alchemy in Mexico City. She was talking with some people of Aztec heritage when she saw him working in the fields. He stood out physically from the rest, as he was well over six feet tall and heavily

muscled. He also seemed disgruntled and angry.

Texalucan told her he believed he was a direct descendant of Montezuma, and it was beneath his station to work in the fields. He also told her he hated the world for its treatment of his people, and he held his people in contempt for allowing such treatment to happen. He wanted to "assume my rightful place as leader" of the Aztecs, and raise them to their former glory, but he had no plan.

After consulting with Goldfinger, Arlayne hired Texalucan as Goldfinger's henchman. She told him that Goldfinger would make him rich enough to revitalize his people and start a separate Aztec nation. Arlayne knew this was ridiculous, but Texalucan bought the story: lock, stock and barrel.

Texalucan is not open for negotiation to change sides. He has agreed to work for Goldfinger because he thinks Goldfinger will make him wealthy enough to realize his dreams, and he believes he can kill Goldfinger at any moment, if Goldfinger betrays him. He is unaware of Goldfinger's hidden weapons, or his penchant for treachery.

Texalucan is not aware of all the nuances of Goldfinger's plan. He is fully conversant with his part in it, but little else. He knows his responsibility is to see that no harm befalls Arlayne, but the plan comes first.

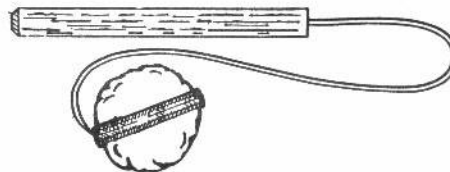
Role in the Adventure: Texalucan is the brawn to Arlayne's and Goldfinger's brains. He knows his part in the operation, but if there is any change in the plans, Arlayne

will have to find a way to contact him to let him know what to do.

TEXALUCAN'S MACE

Texalucan is proficient with an ancient Aztec mace. It is similar to the European ball and chain mace, but smaller and lighter. The mace consists of a piece of hardwood 18 inches long, with a leather thong attached at one end. At the end of the thong is a large metal ring in which is set a smooth, round stone. The mace is not large and can be concealed under his jacket. The mace cannot jam, but on a roll of 100 the stone will shatter, and the mace will be useless until a new one is attached.

The mace's Attributes are:



PM	S/R	AMMO	DC	CLOSE	LONG
+1	na	na	+2	na	na
CON		JAM	DRAW	RL	
+1		na	-1	na	

Texalucan will use a gun, if necessary, but does prefer this more violent form of combat.



ESTEBAN RUIZ DE DIAMANTE

STR: 7 **DEX:** 6 **WIL:** 5 **PER:** 9 **INT:** 5

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Charisma (5/10), Driving (5/12), Evasion (6/12), Fire Combat (7/14), Hand-to-Hand Combat (7/14), Interrogation (6/11), Pickpocket (4/10), Stealth (6/11), Torture (6/11)

ABILITIES: None

HEIGHT: 6'0"

WEIGHT: 180 lbs

AGE: 32

APPEARANCE: Good Looking

FAME POINTS: 5

SURVIVAL POINTS: 2

SPEED: 1

HAND-TO-HAND DAMAGE CLASS: A

STAMINA: 24 hours

RUNNING/SWIMMING: 10 minutes

CARRYING: 101-150 pounds

WEAPON: Luger Parabellum,
switchblade knife

FIELDS OF EXPERIENCE: None

WEAKNESSES: Greed, Sadism

IDIOSYNCRASIES: When angered remains calm but starts cleaning fingernails with switchblade.

INTERACTION MODIFIERS: Reaction (-3), Persuasion (-4), Seduction (-2), Interrogation (0), Torture (+3)

BACKGROUND: Diamante started young as a member of a Madrid street gang. For a while he was honestly employed on board a charter fishing boat, but, one day, while unsnagging a customer's line, a shark grabbed the bait. The highest line was wrapped around the ring finger and pinky of Diamante's left hand, and when the shark took off, the pressure very neatly nipped off those fingers. After healing, he swore off all honest ventures and returned to crime: dope smuggling, extortion and protection. He particularly enjoys fleecing and harassing tourists, since he holds a tourist to blame for the loss of his fingers.

Diamante is an off note in Goldfinger's well orchestrated plan. He is a gangster from Pamplona with "business associates" in Mexico City, which means he can perform the kidnappings in both locations for Goldfinger. He is certainly not the high-class sort of opposition the characters are used to; he is a thug with large dreams and some psychological problems. He controls his men through fear and intimidation; he judges the worth of a man by how vicious he can be.

Goldfinger does not fully trust Diamante to be clever or even subtle, so the gangster has been kept in the dark regarding Goldfinger's true plan and Arlayne's real identity. This

way if he is Interrogated he will not reveal anything vital. He has been hired through Texalucan to arrange the kidnappings of Somerset and DuLac, but he does not know to what end the scientists are being used. Hiring such a man was a risk, but Goldfinger has ordered Texalucan to keep an eye on Diamante's actions.

Role in the Adventure: Diamante will perform the kidnappings in Mexico City and Pamplona. He will attempt to kill the characters in Pamplona and will be duly punished. His clumsiness is responsible for the characters finding the telegram in Pamplona that might make them start wondering about the adventure.

B. Allies



SATIN D'OR

STR: 6 DEX: 8 WIL: 8 PER: 10 INT: 8

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Boating (7/16), Charisma (10/18), Cryptography (2/10), Diving (7/14), Driving (9/18), Electronics (2/10), Evasion (7/14), Fire Combat (8/17), Hand-to-Hand Combat (8/14), Local Customs (6/16), Lockpicking and Safecracking (5/13), Pickpocket (4/12), Piloting (7/16), Seduction (6/15), Sixth Sense (8/17), Stealth (9/17)

ABILITIES: Connoisseur, First Aid, Photography

HEIGHT: 5'8"	SPEED: 2
WEIGHT: 125 lbs	HAND-TO-HAND DAMAGE CLASS: A
AGE: 31	STAMINA: 28 hours
APPEARANCE: Sensational	RUNNING/SWIMMING: 25 minutes
FAME POINTS: 35	CARRYING: 101-150 pounds
HERO POINTS: 6	WEAPON: Unique L Automatic

FIELDS OF EXPERIENCE: Board Games, Fine Arts, Rare Collectibles, Tennis, Water Skiing

WEAKNESSES: None

IDIOSYNCRASIES: Dislikes revealing her true identity, doesn't make many close relationships

INTERACTION MODIFIERS: Reaction (0), Persuasion (-2), Seduction (-3), Interrogation (-4), Torture (-4)

BACKGROUND: Satin D'Or is an agent for the *Service de Documentation Exteriure et de Contre-Espionage* (SDECE), the French equivalent of M.I.6, in the Espionage division. Her specialty is undercover work, and she is careful not to become too well-known. Her bureau chief is often frustrated that he cannot brag about her, but her effectiveness demands he tell no one, even friendly foreign agencies, about her. The only file on her is kept in his office.

Satin relies mainly on investigation, and she has hardly ever had to draw her weapon. She uses her looks and guile

to infiltrate the enemy camp, where she gathers evidence and then calls in reinforcements to do the mopping up and take the credit. Satin does not trust anyone, except her bureau chief, and will be loath to break her cover. She gets a +3 to her WIL roll to resist Seduction until she fully trusts the man involved.

Satin prefers not to use a lot of gadgets, since, if she was caught, they would be difficult to explain away. She will carry a transceiver or lockpicking equipment, if offered, but the only weapon she carries is a Unique L automatic pistol. The Attributes for the Unique L are:



PM	S/R	AMMO	DC	CLOSE	LONG
0	2	7	E	0-3	10-16
CON		JAM	DRAW	RL	
-1		98-99	+1	1	

After the three scientists were kidnapped, the head of the SDECE came to the same conclusions as M did. He was afraid that Rene DuLac, the French scientist, would be kidnapped next. He handed the job of protecting DuLac to Satin and, as usual, she was given carte blanche. Satin saw the link that all the scientists were on vacation when they disappeared. Knowing Somerset to be a colleague of DuLac's, and that DuLac's vacation wouldn't start for a few days, she figured that Somerset would probably be kidnapped before DuLac. If she could stop these kidnappings with the British scientist there would be nothing to connect the SDECE to the investigation, and her identity would be perfectly safe.

Role in the Adventure: In this adventure Satin will be a red herring, designed to fool the characters. She is mysterious enough that the players will be diverted from any suspicions about Arlayne. She is *not* working for Goldfinger. She is undercover as a vacationing schoolteacher. If she recognizes the characters, she will retain her cover, but not to the point where she will let them be killed. If the characters discover who she is, Satin will work with them, but will want to keep out of the limelight.

CAPITAN RAOUL PEREZ

STR: 7 DEX: 8 WIL: 9 PER: 8 INT: 8

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Boating (8/16), Charisma (9/18), Diving (4/11), Driving (7/15), Evasion (7/14), Fire Combat (8/16), Hand-to-Hand Combat (8/15), Interrogation (9/17), Science (4/12), Seduction (7/16), Sixth Sense (8/16), Stealth (9/18)

ABILITIES: Connoisseur, First Aid

HEIGHT: 6'1"

SPEED: 2

WEIGHT: 200 lbs

HAND-TO-HAND DAMAGE CLASS: A

AGE: 38

STAMINA: 28 hours

APPEARANCE: Good Looking

RUNNING/SWIMMING: 25 minutes

FAME POINTS: None

CARRYING: 101-150 pounds

HERO POINTS: 3

WEAPON: Smith and Wesson .38

FIELDS OF EXPERIENCE: Forensics, International Law, Law

WEAKNESSES: None

IDIOSYNCRASIES: Always pleasant, but always diligent

INTERACTION MODIFIERS: Reaction (-2), Persuasion (-3), Seduction (-3), Interrogation (-4), Torture (-5)

BACKGROUND: Perez is an overworked, honest, police officer trying to do a difficult job in a tourist city. He becomes very angry (Opposed) if bribed or threatened, but he is not above bending the rules if he is sure the results are worth it. Perez is very aware of the public relations aspect of his position. He must be pleasant to everyone and discreet in his duties, so he and his men refrain from gunplay unless absolutely necessary.

Role in the Adventure: With the amount of activity and possible mayhem the characters could wreak in Mexico City, Perez could be brought into play quite often. His presence can be used by you to either help the characters along if they are stymied, or as a hindrance if they are doing all too well.



If the characters have broken some law, Perez will be all over them like a painful sunburn. His interaction modifier for Persuasion will become -6 and remain there, unless the characters convince him they are on the side of the angels. If they Persuade him of their legitimacy, his Persuasion modifier will become +2, as long as the characters are planning nothing which might upset the tourists. Perez is the soul of discretion and will not reveal who the characters really are to anyone.

Note: *Even though the characters were ordered by M not to reveal their true identities, it may become necessary to disobey these orders in order to get Perez's assistance, especially if Perez is threatening to lock up the characters. Even if they manage to Persuade Perez to let them go after an arrest, if he does not know who they are he will assign his best men to follow them or do it himself. This should certainly complicate the lives of the characters.*

MAURICE SOMERSET

WIL: 6 PER: 5

HEIGHT: 5'10"

WEIGHT: 215 lbs

AGE: 42

APPEARANCE: Normal



INTERACTION MODIFIERS: Reaction (0/-4), Persuasion (-1), Seduction (-2), Interrogation (+4), Torture (+6)

Note: *Somerset's STR, DEX, INT, and skills are not given. If you need them, you can assign the values you feel appropriate, or use the Technicians Table in the "How to Use NPCs" chapter in the James Bond 007 Game.*

BACKGROUND: Somerset is devoted to the pursuit of science. He is fanatical on the subject of scientific freedom and the removal of governmental restrictions and controls,

because he thinks governments pervert all great scientific discoveries to further the cause of aggression. The negative Reaction modifier is for people he meets who are connected with the government, whether they be Ministers, Presidents, bureaucrats or secret agents.

Somerset is a professor at Cambridge. Having spent all his time in science, Somerset is unused to female companionship. He finds his current involvement with Satin exciting because most women find him extremely boring. If a character makes a play for Satin, or tries to break them up, re-roll Somerset's Reaction, but with a -6 Ease factor modifier. Somerset is unaware that Satin is a French agent. She told him she is an assistant professor of French Literature at the Sorbonne.

An amateur archaeologist, Somerset enjoys traveling to archaeological digs all over the world. He is currently vacationing in Mexico City, and has gone to several of the more well-known sites in that area.

Role in the Adventure: Like Perez, Somerset can be used to make the characters' lives easy or difficult. He is a buffer in the beginning to keep the characters from getting too close to Satin and blowing her cover. He is terribly ineffective outside the laboratory, and can be used for comic relief.

Part III: Places and Events



A. Mexico City

Goldfinger's Plan for Mexico City: In Mexico City, Goldfinger wants to insinuate Arlayne into the characters' confidence. The characters will be led to her by the photo in Torrance's effects, and will be convinced of her importance after the fight in her hotel room.

GETTING THERE

The first available flight to Mexico City will leave at 2:00 A.M., London time; it will reach Mexico City at 6:00 A.M., Mexico City time. The characters will get through customs and out of the airport by 8:00. The airport is just outside Mexico City proper and it takes approximately 20 minutes to reach the Hotel Rey del Sol, or the morgue. (See Part IV: Thrilling Cities for details on Mexico City.)

Since their plane arrives early in the morning, the characters will have a chance to check into the hotel before going to the morgue. The only people awake in the hotel at that hour are the hotel staff. For a listing of the schedule for the NPCs for the day, see Part III: B. The Hotel Rey del Sol, "Where is Everybody?"

THE MORGUE

At the morgue, the characters will be met by Capitan Perez, who, no matter what his Reaction, will be extremely courteous. Whether the relationship flourishes or sours will depend on the characters' actions while in Mexico City. After he checks their passports and identification, he will take them to see the body.

Torrance's body has been kept under refrigeration and the gold paint has been cleaned off the face of the corpse; it does match the photograph of Torrance M showed them.

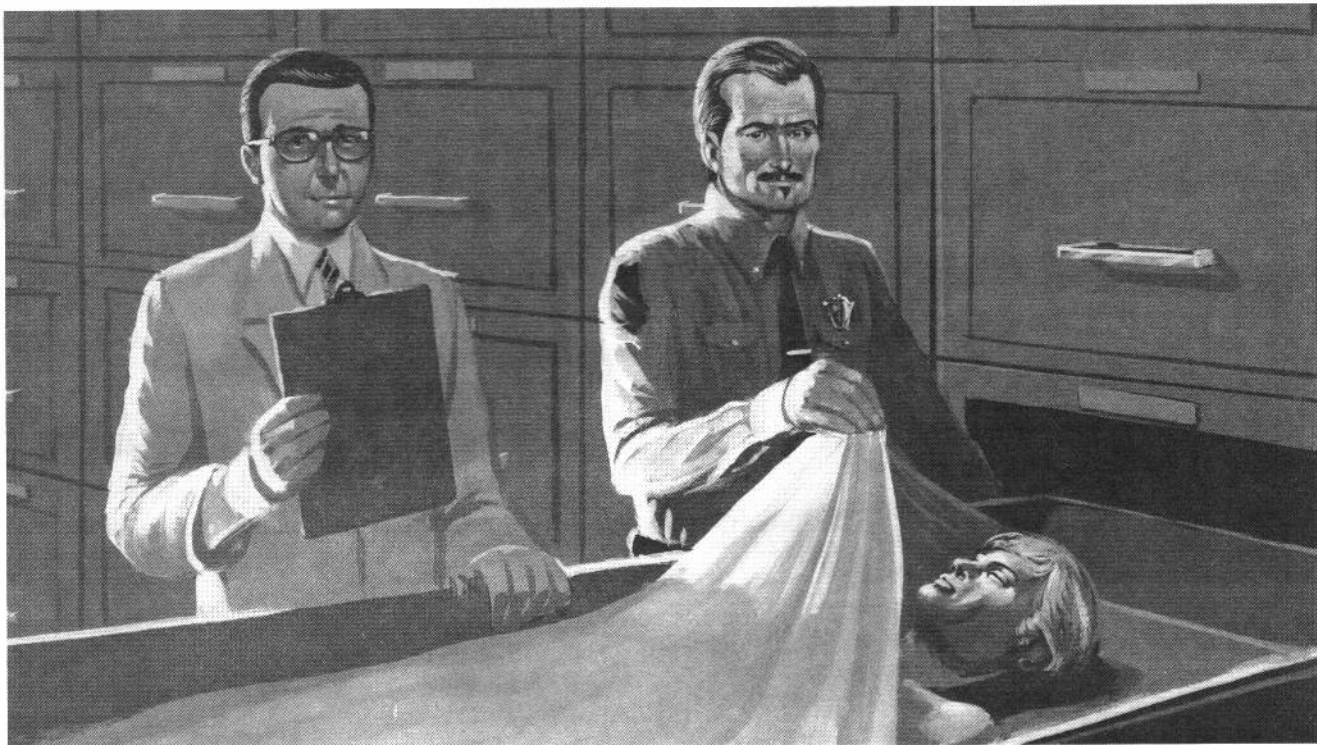
If the characters have properly prepared, their cover story will give them the right to look at Torrance's personal effects. If not, they will have to Persuade Perez or sneak a look.

When the characters examine Torrance's effects, they will see that Torrance had a normal complement of pocket articles. The police also have brought his belongings from the hotel room: suitcase clothes, passport, and the usual assortment of toiletries. There is nothing special about the articles. What's more interesting is what is missing: Torrance's ivory-gripped Walther, his holster, and ammunition. Only Torrance's fingerprints were on the effects.

Among the effects is a photograph taken by the hotel photographer at the Rey del Sol, showing Torrance and Arlayne relaxing at poolside. (Give the players the Mission Sheet of this photo.) If the characters ask Perez who the woman is, he will tell them that she is Miss Arlayne Abrest; she identified the body. "She was very distressed over the death of Senor Torrance." He knows that Arlayne is staying in Room 442 at the Rey del Sol. Texalucan appears in the background of the picture; Perez has no idea who he is.

Perez will express his regrets, and will ask the characters not to start any wild rumors about the murder. He will promise that the investigation will continue. Capitan Perez has no information about the Professor.

Note: If the characters inquire about Torrance's gun, Perez will tell them that it was not found in his effects, he knows nothing about it. Re-roll Perez's Reaction with the -6 Ease Factor modifier mentioned in his background. If he is Neutral, Opposed or Antagonistic, he will have the characters followed.



B. The Hotel Rey del Sol

The Hotel Rey del Sol, where Torrance stayed and the Professor, D'Or, and Abrest are still staying, is not only a hotel, it is also a tourist attraction. It is shaped like an Aztec pyramid, and, as is traditional with Spanish/Mexican hotels, most of the rooms face the inner courtyard, which contains the pool and gardens. The hotel is covered with mosaics depicting scenes from ancient Mexico. At the hotel, the characters' reservations will be ready, and the desk clerk will call for a bellboy to take their bags.

Note: *Since the characters may Interact with hotel NPCs to search the various rooms, or gain information, you should determine how susceptible they are to bribes, Persuasions, and the like. Keep in mind that the Rey del Sol is a first-class hotel, and the more important the employee, the more honest. If you need the characteristics of these people, use the Civilians table in the How To Use Non-Player Characters chapter in the James Bond 007 Game.*

If they search the NPC's rooms, the characters will find little of interest. Somerset's room has his clothes, luggage, and some books on archaeology. Arlayne's effects are on the expensive side. She has a box of jewelry, but no weapon or anything to tie her to Goldfinger. Satin's room has the usual complement of clothes, all with Paris labels. She sleeps with her Unique L automatic under her pillow. When she isn't carrying the gun it is hidden behind the painting hanging over the bed (PER roll, -1 Ease Factor modifier, to spot).

WHERE IS EVERYBODY?

Professor Somerset and Satin D'Or: Spending the day together. (Satin has established a relationship with Somerset

in order to keep a close eye on him.) They will be sight-seeing during the day, but will return to the hotel for lunch and dinner.

Arlayne Abrest: Sunning out by the pool or walking about the lobby and bar. The characters should have no trouble finding her.

Texalucan: Texalucan, in tourist garb, is also around the hotel, but out of sight. He stays close to Arlayne so that he will be able to get her signal when she has contacted the expected M.I.6 agents.

MEETING SOMERSET AND D'OR

Should the characters attempt to become friendly with Somerset, the professor's Reactions should be rolled normally. If any of the characters attempt to "horn in" on his romance with Satin, re-roll his Reaction with a -6 modifier. Somerset knows nothing about Torrance. He will be happy to talk about archaeology or to voice his objection to government or military abuse of science and scientists. (If Somerset discovers that the characters are M.I.6 agents, he will cause a loud ruckus, put through a call to the British Ministry, and demand that the characters be recalled.)

Make a Fame roll for the characters to recognize Satin as a Fellow Agent, but, note that even on a Quality Rating of 1, they will not be totally sure of who she is. Also give Satin a Fame roll to recognize the characters. If she does, she will give no sign of recognition. (Since the bureau chief of the SDECE is the only person who knows that Satin is an agent, even M.I.6 cannot identify her.) If Satin does not recognize the characters, she will be suspicious of them, and will keep an eye on them. The characters should frequently

run into Satin whenever they are approaching or Tailing Somerset. She will avoid confrontations with the characters, if she can.

Note: *If you are using languages in your campaign, any character who speaks French will know that Satin D'Or means Golden Satin. Otherwise, each character should get an INT roll (+4 Ease Factor modifier) to realize this.*

MEETING ABREST

After they visit the morgue and see the photograph of Torrance and Abrest, the characters will want to talk to her. Any of the hotel staff will know she is an heiress to an American electronics fortune, taking a vacation in Mexico City, which is probably best for her company since she “does not appear to be very bright.”

If the characters have dealt with Goldfinger previously, Arlayne automatically recognizes them, as Goldfinger has described them to her. Otherwise she should get a Fame roll. If Arlayne does not recognize them, all Reaction rolls should be made normally. She will maintain her cover as a madcap heiress on vacation, but she will not be receptive to any romantic overtures until she realizes that the characters are from M.I.6. If the characters ask about Torrance, show interest in Somerset or display any of the abilities of trained agents, she will recognize them for who they really are.

Once Arlayne suspects the characters are from M.I.6, her Reaction will turn Antagonistic for Persuasion purposes

and she gets a +4 Ease Factor modifier on her WIL rolls to resist Seduction. Even though her reaction or attitude to the characters is Antagonistic, Arlayne will always outwardly appear helpful and friendly. Even if she resists Seduction, she will play the Seduction through, as the best way to stay close to the characters.

Arlayne will not bring up her association with Torrance, but, if asked, will readily talk about him. Arlayne will say: “Isn’t it just awful, what happened to that poor man? Do you know, I was out with him just two days ago! We just dated a couple of times; I guess I was lucky that I didn’t get too close, they might have killed me, too!”

Shortly after Arlayne recognizes the characters as agents and has made their acquaintance, she will give her signal for Texalucan to set up the scene in her room. She will make some excuse that she is getting too much sun or has to change for lunch, and go to her room. At least one of the characters will probably accompany her.

ARLAYNE'S SUITE

Goldfinger's Plan for the Encounter in Arlayne's Suite:

The phony breaking and entering is intended by Goldfinger to make the characters believe that Arlayne holds some key to the mission, and is in danger. It also provides the clue that leads the agents to Xochimilco.

If the characters remain by the pool, three minutes after Arlayne leaves for her room, they will hear her scream.

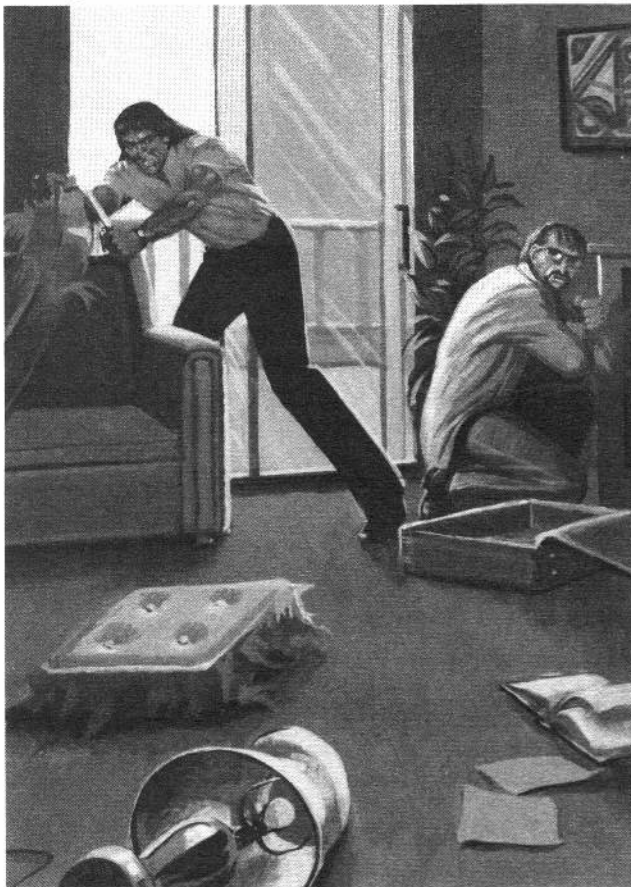


Once they reach her room, they will see Texalucan and Morales (see below) attempt to escape by sliding down the outside of the building. If a chase occurs, the characters should have very little trouble catching the out-of-shape Morales. His capture or death is part of Goldfinger's plan.

If a character accompanies Arlayne, when they arrive at the door to her room, make a Sixth Sense roll for the character. If the character succeeds, tell him he hears noises and whispered conversation coming from within; he can take any precautions he wishes. When the suite's door is opened, Arlayne and the character will find the room a total mess, with drawers and closets open, cushions slashed, and clothing thrown about.

Two men are in the room. A tall, muscular Aztec (Texalucan) is standing by the couch near the window, and another smaller, ratty-looking man (Morales) is inspecting the cabinet. The men will look up, see the couple in the doorway, and freeze. (There is a diagram of Arlayne's hotel suite on page 23 of this booklet.) Arlayne will scream. Morales will pull his gun and begin firing at the characters. Texalucan will make for the balcony of the room and vault over the railing, attempting to slide down the side of the building and escape.

If a character tries to engage in Hand-to-Hand Combat with him, Texalucan will throw a chair at the character (Damage Class E, -2 Ease Factor modifier to hit), and then attempt to get away. If the character draws a weapon, Texalucan will pick up the chair and use it to provide two-thirds cover as he makes for the balcony. Once at the balcony, he will throw the chair and go down the building.



Arlayne's room is on the fourth floor of the hotel. The slanted facade of the Hotel Rey del Sol gives anyone traversing its sides a +1 Ease Factor modifier to their Mountaineering roll to slide down. If the character tries to follow Texalucan down the building, or shoots at him, the Aztec will kick in a window and enter a room on a lower floor, and make his escape through the hotel.

Morales will attempt to follow Texalucan's lead over the balcony. If a character attempts to bar his way, Morales will fire at him. Morales is a coward, and if wounded, will surrender immediately. Morales has the following skills and characteristics:

PACO MORALES

STR: 4 DEX: 3 WIL: 3 PER: 3 INT: 3

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Fire Combat (3/6), Hand-to-Hand Combat (2/6)

SPEED: 0

HAND-TO-HAND DAMAGE CLASS: A

APPEARANCE: Normal

SURVIVAL POINTS: 0

WEAPON: Torrance's Walther PPK

If the characters search Morales, they will find a wallet with a few pesos in it, a pocket comb, an ivory-handled Walther PPK, and a brochure.

IMPORTANT: This brochure is included as a Mission Sheet. Before handing it to the players, you will have to make a notation on it. Note the time in the adventure, write on the brochure a time two hours hence. (If the attack occurred at 2:00 P.M., you would write 4:00 P.M.) Texalucan wrote this just before going to Arlayne's room.

If Paco is successfully Persuaded or Interrogated, he will tell everything he knows, which isn't much. He was hired by Texalucan to help search Arlayne's room for anything a message could be left on. He doesn't think the Aztec knew for certain something would be there, he was just being careful. Morales was also to help kidnap someone later, but he does not know who, nor when. Morales took Torrance's gun but it was Texalucan who killed him. If the characters ask about the brochure, Morales will tell them that he and the Indian were to meet someone in Xochimilco, he doesn't know who, at the time noted.

Arlayne will be very grateful to the character for saving her life, but upset over her room being trashed. The cushions were ripped, the mattress slashed, chairs overturned, even her cosmetics and perfumes were dumped in the sink. Nothing was taken.

If there was any gunplay, or Texalucan had to break into someone's room to make good his escape, the characters will hear the wail of approaching sirens. Answering questions may be a little embarrassing as well as jeopardize their covers, so they may decide to leave. They can take Arlayne with them or leave her there, but if they leave Arlayne, they will have to Persuade her not to mention their involvement. The Persuasion attempt must result in a Quality Rating of 2 or 1, as any other result means that the attempt takes too much time and they are still talking to Arlayne when the police show up.

Capitan Perez is in charge of the investigating team. He will have some pointed questions to ask whoever is on the scene. Arlayne will tell the police what happened, or a lie, depending on the success of the characters' Persuasion. Depending on the characters' cover story and Perez's Reaction to them, the characters may have to Persuade Perez to let them go.

After this incident, Arlayne will try to stick to the characters with the excuse that she fears for her life. She can be Persuaded to stay at the hotel while the characters are at Xochimilco, but she will tell them that they had better join her for dinner that evening or she will go to the police and change her story. (Arlayne is not hesitant to use her spoiled heiress persona to get what she wants.)

C. Xochimilco

Goldfinger's Plan for Xochimilco: The chase at Xochimilco is set up to convince the characters that Texalucan is receiving orders from someone other than Arlayne. (In fact, Texalucan is not meeting anyone there.) A map of the canal system in Xochimilco is given on page 24 of this booklet.

The brochure the characters take from Morales gives a history of Xochimilco (So-shee-MIL-ko) and shows the route from Mexico City. The trip takes about 30 minutes.

At the docks, the characters will see many tourists and natives wandering around. Merchants will offer them all sorts of trinkets, and gondoliers (the gondola pilots) will offer to propel them about the canals. There is an Eliminator jet drive boat sitting at the docks, which can be rented. The Eliminator's Attributes are:



PM	RED	CRUS	MAX	RGE	FCE	STR
+2	3	25	45	150	2	4

A jet drive boat moves by taking in water at the front and forcing it out through a pipe in the rear of the boat. Without a propeller sticking down, the boat can traverse very shallow water, and skim over land for short distances. Any boat can be outfitted with a jet drive; a boat so modified receives a +1 to its Performance modifier.

SPOTTING TEXALUCAN AT XOCHIMILCO

Texalucan has already rented an Eliminator, and is sitting at the docks waiting. When he sees that the characters have spotted him, he will pull away from the dock. The characters can either rent or steal the other jet drive boat or just sit and wait for Texalucan to return.

To ensure that the characters are convinced he is going to a secret meeting, Texalucan has arranged for a number of local thugs to be waiting for the characters in the Floating Gardens. They are driving jet drive Cobalt CM-9s, and will attempt to intercept the characters as they follow Texalucan.

The jet drive CM-9s have a Performance modifier of +1. The other Attributes can be found in the basic game.

Once Texalucan signals the hoods, they will begin chasing the characters. When two of the hoods' boats are involved in the chase at Close range, the characters are considered too busy to keep up with Texalucan, who will get away.

The hoods' characteristics and skills are:

HOODS

STR: 4 DEX: 5 WIL: 5 PER: 4 INT: 4

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Boating (7/11), Diving (3/7), Driving (7/11), Evasion (7/11), Fire Combat (7/11), Hand-to-Hand Combat (6/10), Stealth (7/12)

SPEED: 1	CARRYING: 60-100 pounds
HAND-TO-HAND DAMAGE CLASS: A	WEAPON: S & W .38
STAMINA: 28 hours	SURVIVAL POINTS: 1
RUNNING/SWIMMING: 25 minutes	

OBSTACLES

During the chase, there is a 10% chance each round of encountering an obstacle. If so, the character piloting the boat should be told that a Trick maneuver will have to be made to avoid a crash while continuing the chase. (If the character does not choose to attempt the Trick maneuver, he must instead drastically reduce his speed, and Texalucan will get away.) Listed below are some of the obstacles that might be found in the Xochimilco canals. After each obstacle is an Ease Factor modifier which is applied to the Trick maneuver roll.

OBSTACLE	EASE FACTOR MODIFIER
Tourist in Gondola	-1
Floating merchant	-2
Mariachi band raft	-3
Floating garden or embankment	-4

For example: If the current bid is an Ease Factor of 5, and the characters must attempt to avoid a floating merchant (which gives an Ease Factor modifier of -2) then they must perform a Trick maneuver at an Ease Factor of 3. If they fail in the maneuver, damage is taken at the modified Ease Factor. One boat can attempt to Force another into an obstacle, if the Forcing boat goes first in a round, and performs the Trick maneuver with an additional -2 modifier.

The chase will continue until the characters' boat is sunk, run aground, or until there are but two enemy boats



remaining. At that point the hoods will attempt to Flee. The hoods know nothing about Texalucan, except that he hired them to make sure he was not followed. Like Morales, these Hoods were chosen for their ineptitude. They should not pose a major hazard to the characters' lives.

As the characters are returning to the docks, they will see Texalucan leaving the premises. Texalucan will depart in a Toyota Celica GT-S (Attributes in "Equipment" chapter of the *James Bond 007* Game) which is waiting for him.

Just after Texalucan leaves, two police cars will pull up and block the exit from the parking lot. Four officers will try to question the characters; more officers will be called in if the characters try to escape. (The policemen's characteristics can be generated using the "How to Use Non-Player Characters" chapter in the *James Bond 007* Game.) If the characters have established a good relationship with Perez, he will be able to help them smooth things over. If their relations are not so good, the characters may be arrested and forced to escape, or break their covers and tell Perez who they really are.

AFTER XOCHIMILCO

The next step in Goldfinger's master plan is to get Somerset and the characters to the ruins at Teotihuacan that night, and kidnap the professor from under the characters' noses.

The characters should return to the hotel by early evening. Somerset and Satin have returned to the hotel to get ready for dinner. Arlayne has left a message reminding the characters about their dinner date, if one was made. If the characters do not hunt down Somerset beforehand, they will

meet him on their way to dinner. When they meet, Somerset will be called away to one of the courtesy phones in the lobby, leaving the characters, Arlayne, and Satin to chat. Somerset will become animated while on the phone and write something down on the hotel message pad next to the telephone.

Somerset will then take the piece of paper, and put it in his pocket. The characters can either attempt to pick Somerset's pocket, or raise an impression from the remaining pad of stationery. If they are successful, give them the prop with the hand-drawn map of Teotihuacan on it and the time notation of 9:15. It marks the entrance to the cave where Somerset is to meet a Professor Diamante.

The professor will say nothing about where he is going or why. He will apologize to Satin, and say that they will have to call it an early night. After dinner, as Somerset passes the front desk on his way upstairs to change, the clerk will call to him and give him his mail — a postcard. This card is also a Mission Sheet. It was sent to Somerset from a French colleague, Rene DuLac, as a reminder to join him at the Festival of San Fermin in Pamplona. Somerset will take it upstairs; the characters will probably get this clue later, after the professor has been kidnapped. As Somerset glances at the card, he will remind the clerk that he is checking out early tomorrow morning.

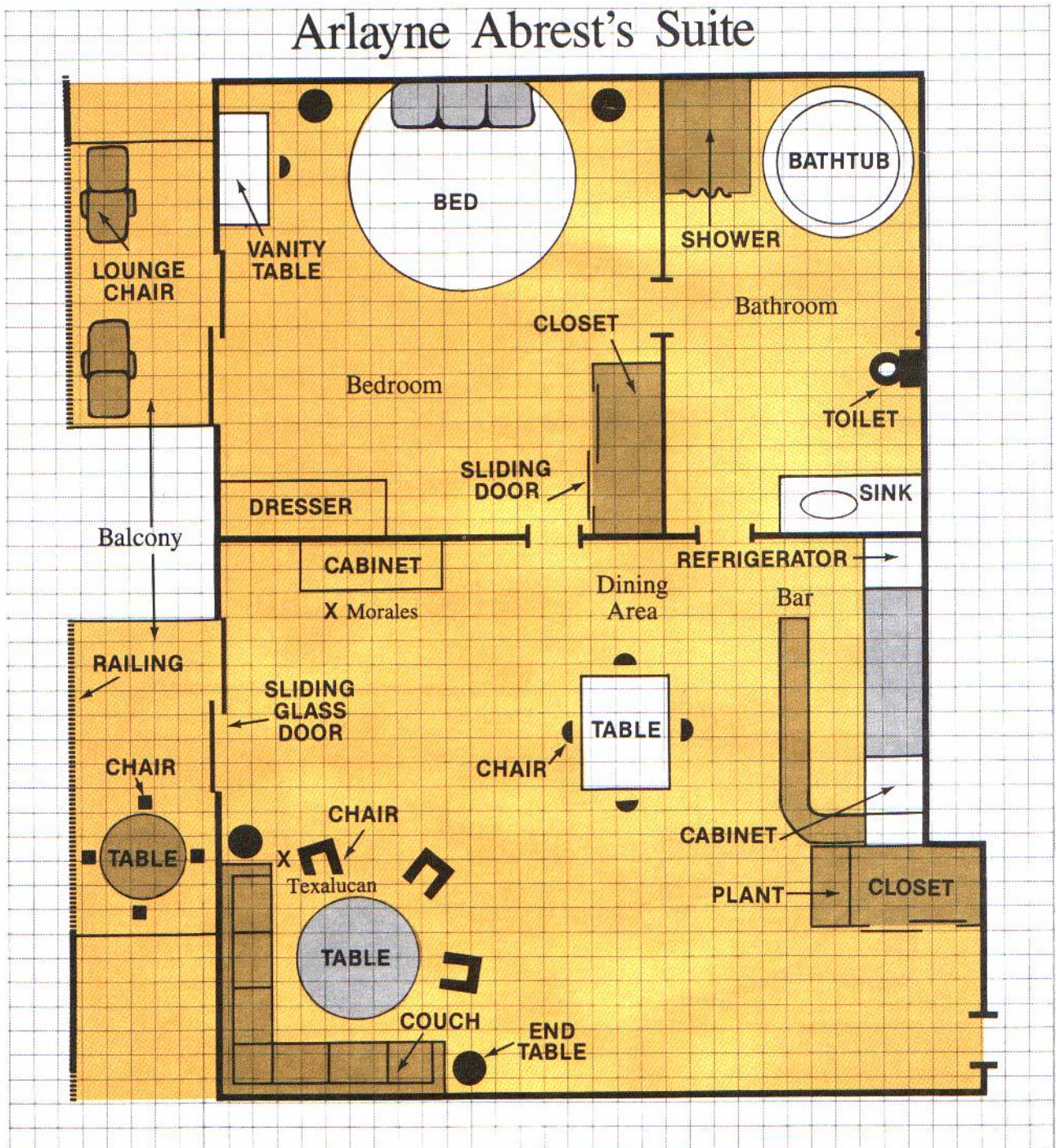
Somerset will leave for the ruins in a rented AMC Javelin car at about 8:15; Satin will Tail him in a Caprice Classic. If the characters are going to go to Teotihuacan, Arlayne will ask to go along, since she is now 'part of the team.' Otherwise, she will await their return in the hotel bar. It is not vital to Goldfinger's plan for Arlayne to accompany the characters, but it would be more efficient.

GOLD FINGER

THE MAN WITH THE MIDAS TOUCH

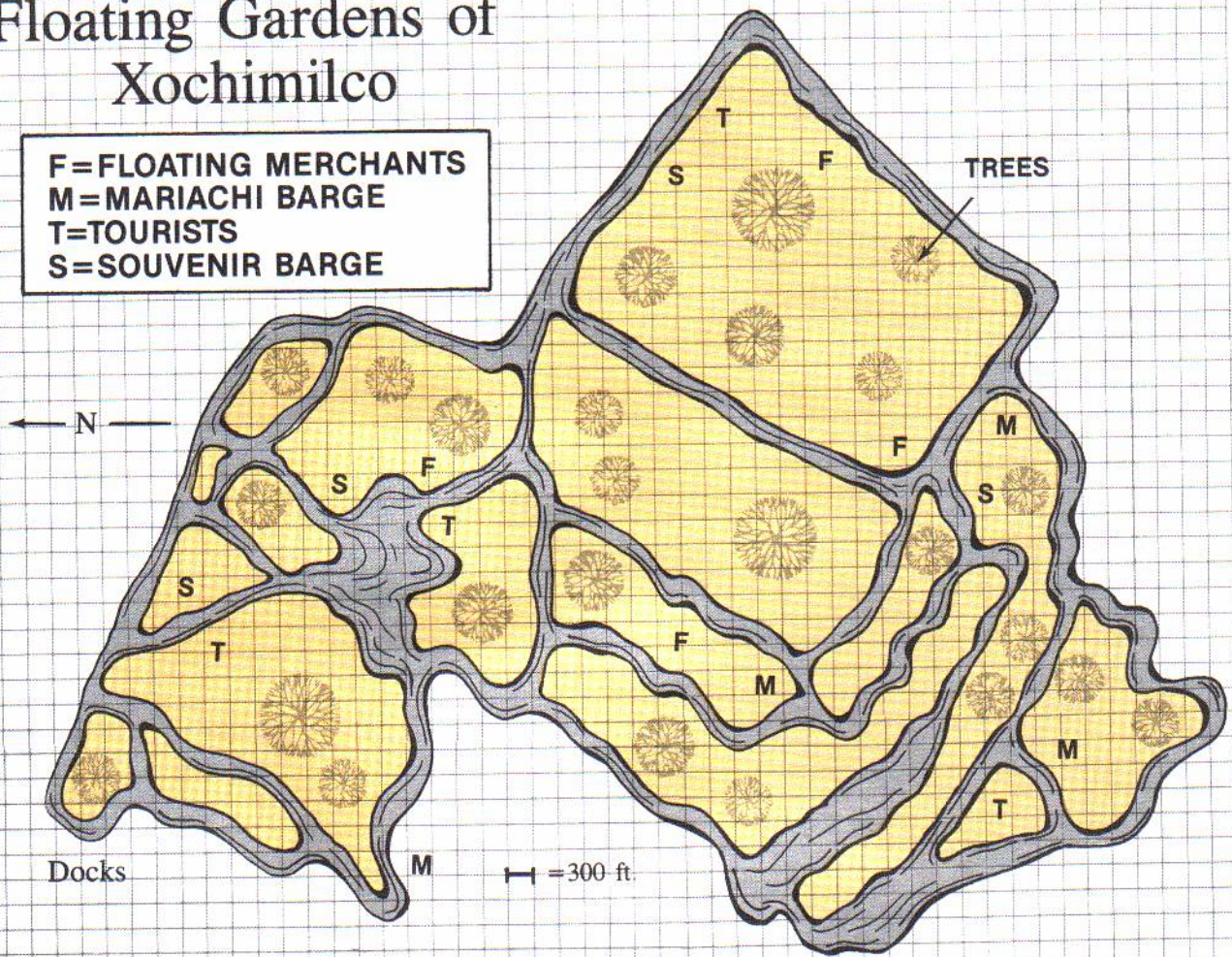
Floorplans and Maps

Arlayne Abrest's Suite

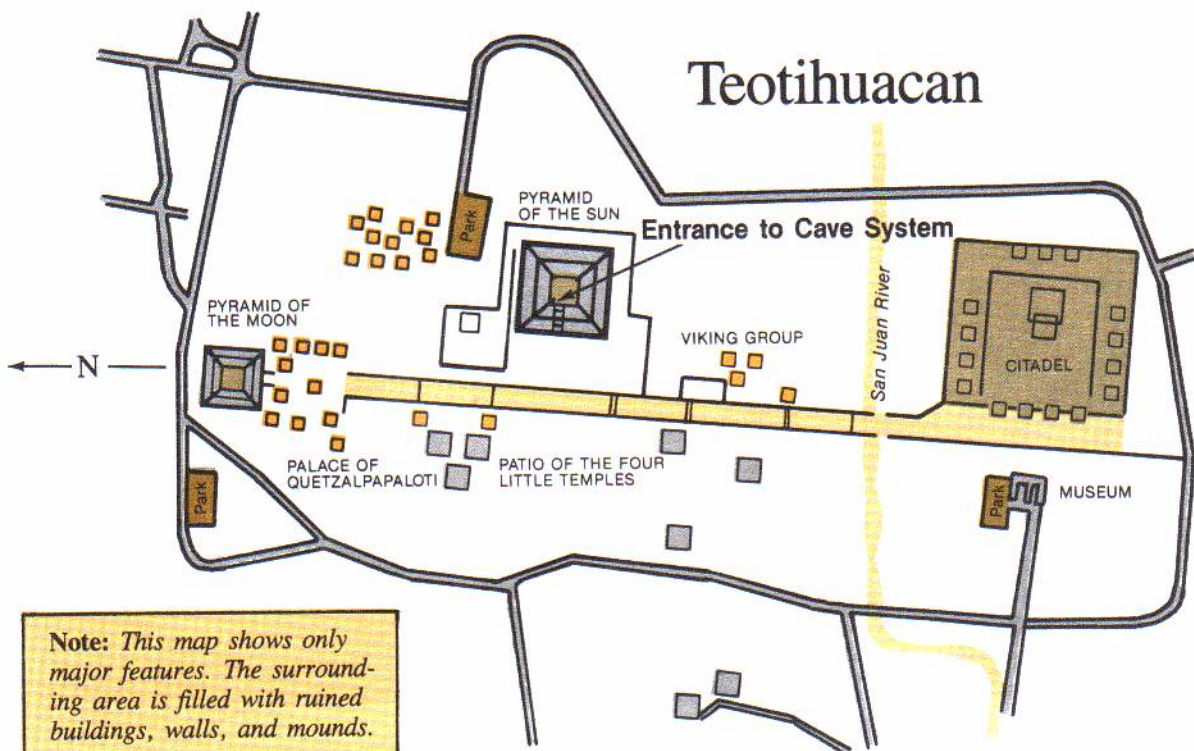


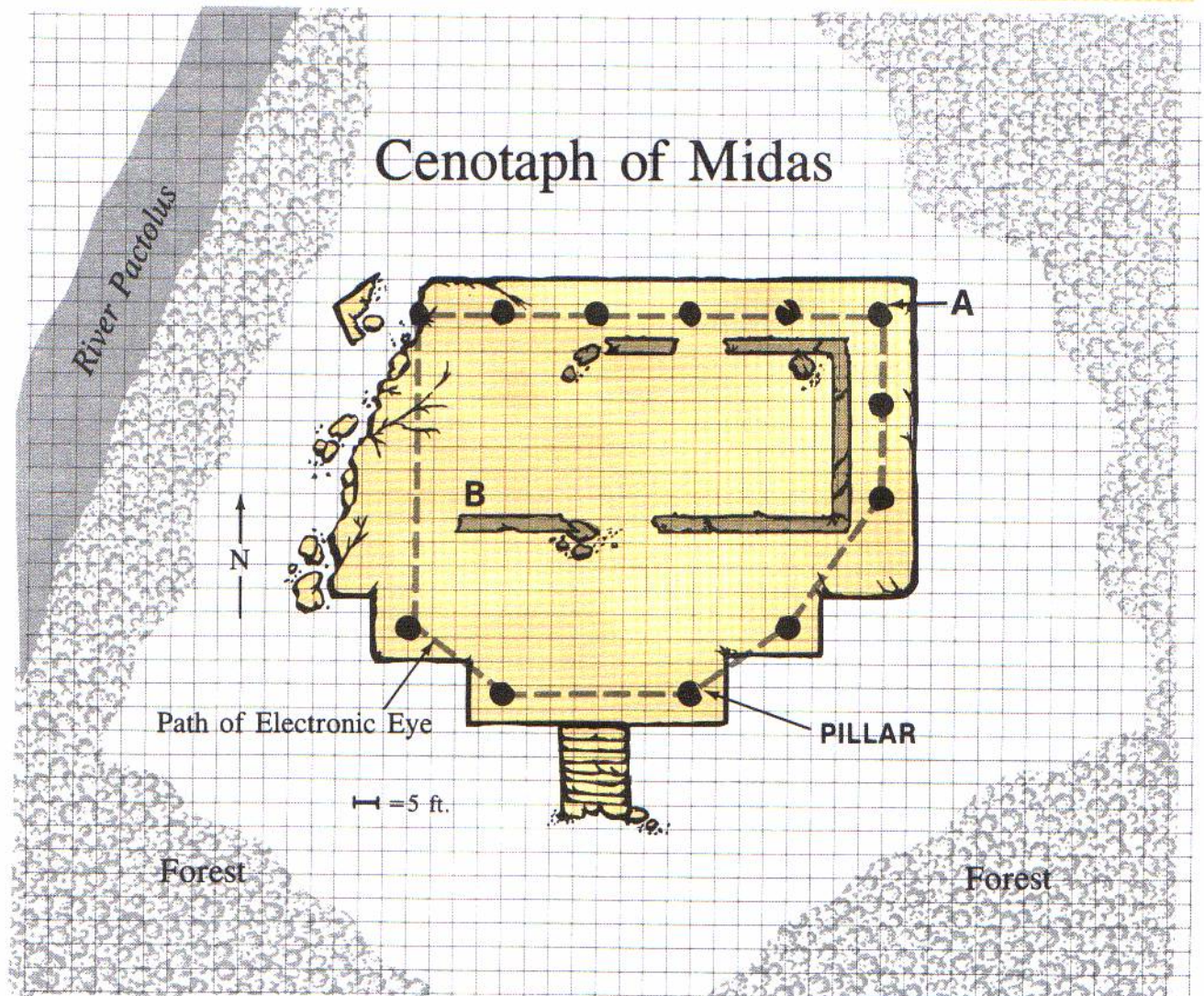
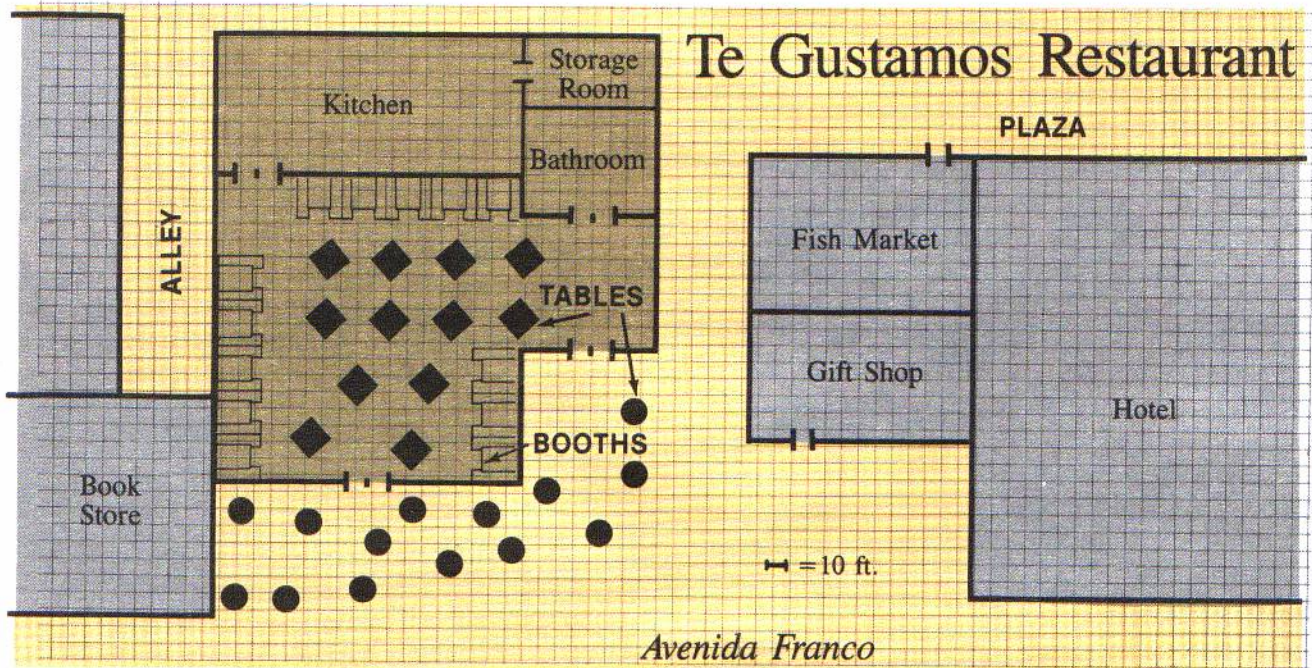
Floating Gardens of Xochimilco

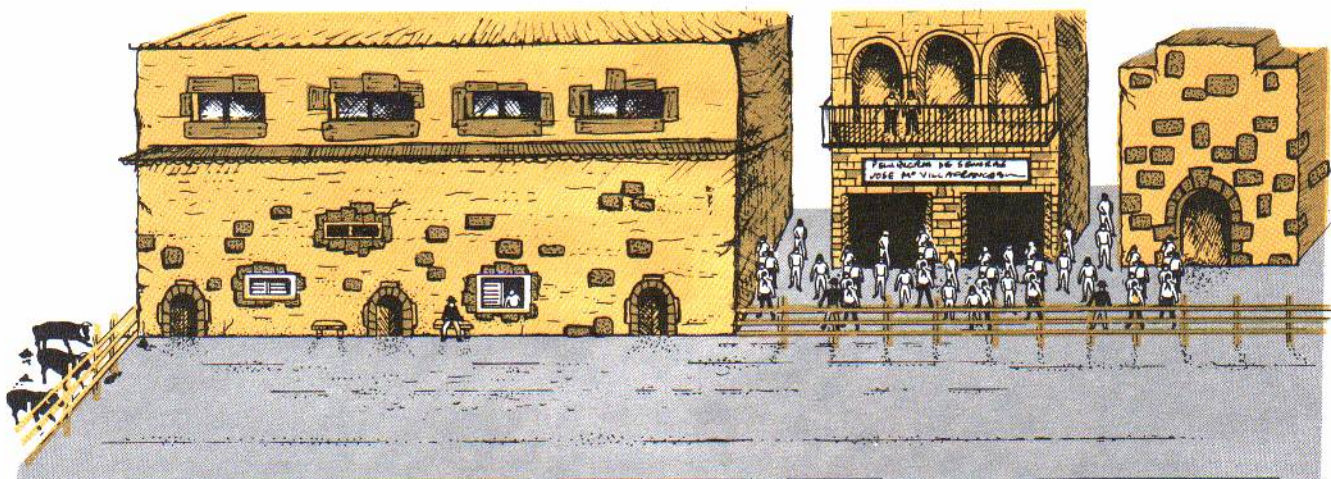
F=FLOATING MERCHANTS
M=MARIACHI BARGE
T=TOURISTS
S=SOUVENIR BARGE



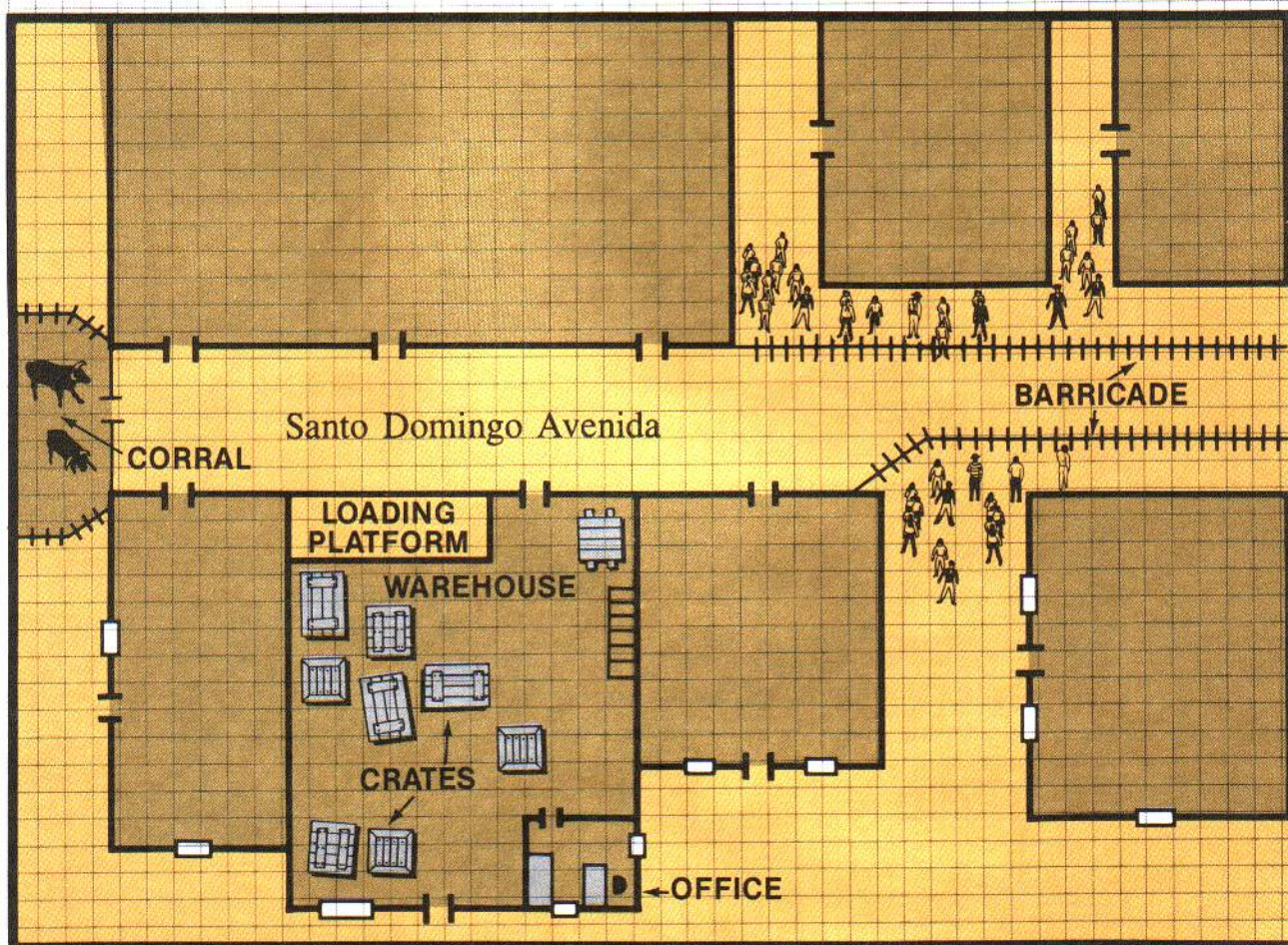
Teotihuacan







Diamante's Warehouse



D. Teotihuacan

Goldfinger's Plan for Teotihuacan: Goldfinger wants to accomplish three things at Teotihuacan: introduce the characters to the idea of transmutation, trap them in the cave overnight, and infuriate them by kidnapping Somerset right from under their noses.

The ruins of San Juan de Teotihuacan (TAY-o-tee-U-a-cahn) lie in a mountain valley 35 miles north of Mexico City. The ruins of this vast city cover close to 25 square miles and are believed to be over 2,000 years old. It was thought that the Toltecs built the city between 400 and 800 A.D., but recent evidence suggests the city was built in 6000 B.C. by a group of people called Teotihuacanos. The Teotihuacanos disappeared, and the Toltecs came upon the deserted city in late in the ninth century A.D., and simply moved in to the empty buildings.

In the twelfth century, the Toltecs disappeared, and the city was inhabited by the Aztecs. By 1500 the city was again deserted, when Tenochtitlan replaced it as the center of the Aztec culture. In the mid 1500's, Cortez and his soldiers, retreating against the might of the Aztec nation, made their last stand in the ruins of Teotihuacan. The city was surrounded by the Aztecs, and few Spaniards escaped.

Teotihuacan is one of the most frequently visited and studied ruins in all of Central America. Archaeologists from all over the world come to study it, and new sections of the city are constantly being unearthed. Each day, hundreds of

tourists walk the streets, and visit the museum. The main section of the city, the Street of the Dead, has been partially reconstructed by the Mexican government.

GENERAL LAYOUT OF MODERN TEOTIHUACAN

Note: A map of Teotihuacan is given on page 24 of this booklet. The cave system under the Pyramid of the Sun is shown on the GM's screen.

Over 4,000 meters long, the Street of the Dead was the center of the city. At the northern head of the street is the Pyramid of the Moon (A on the map). It is the smallest of the pyramids and is still partially covered with earth and foliage. It is 460 by 490 feet and stands 151 feet high. It is built in five tiers, each tier set back from the one below. The staircase only ascends three tiers, but the top can be reached easily (+4 Ease Factor modifier to Mountaineering).

South is the Palacio del Quetzalpapaloti (Kwetz-ahlpah-PAH-low-tee, the Palace of the Quetzal Butterfly, B on the map), where the chief priests lived. Adjoining it is the Palacio de los Jaguares (Ha-goo-AHR-es) or the Palace of the Jaguars. Both are decorated with well-preserved frescoes.

Further south on the east side of the street is the larger Pyramid of the Sun (C). This pyramid is 207 feet high, with



a 750 foot square base. Actually comprised of several pyramids built one on top of another, it is thought that the Toltecs, who marked time in 52 year cycles, would build a new pyramid on top of the old one at the beginning of each new cycle. On the summer solstice the setting sun faces directly onto the main facade. A double flight of steps rises to the first level of the pyramid.

South of here the street begins descending in huge steps, where a canal at one time ran, bringing water diverted from the San Juan River. At the southernmost point on the reconstructed Street is the Citadel, where more priests and dignitaries dwelt. In the center of the Citadel is the Temple of Quetzalcoatl (Kwetz-eh-KWAT-el). Other excavations at the site include the Patio de los Cuatro Templitos (Patio of the Four Little Temples), and the Grupo Viking.

To accommodate tourists, Teotihuacan has three parking lots, two restaurants and a museum. Six evenings a week, during the dry season, there is a *son et lumiere* (light show), when the ruins are bathed in theatrical lighting and the history of Teotihuacan is told by the taped voices of a number of international stars. The English show begins at 7:00 P.M., and the Spanish show at 8:15 P.M.

THE SOMERSET EXPEDITION

While the ruins are spectacular, they are basically rubble, and rocks and other natural weapons abound. There are alleyways, culverts, and cul de sacs for people to hide in or perform Quick Turns (+2 Ease Factor modifier) or find two-thirds cover.

When the characters and Arlayne arrive, they will pay a small admission fee and receive the Teotihuacan Light and Sound Show Program. Hand the players the prop of this program. Somerset will arrive at about 9:00, Tailed by Satin. After watching the last fifteen minutes of the light and sound show, he will look around, and then break away from the crowd and walk furtively to the Pyramid of the Sun. Satin will once again Tail him.

Once at the Pyramid of the Sun, Somerset will be met by Diamante, who is holding a flashlight. At the place marked X on the map is a staircase leading underground. The Professor and the man will head down the stairs. If the characters do not follow and Arlayne is along, she will prod the characters by saying: "Shouldn't we go in there, the professor may be in danger!" Satin will not enter the caves.

Note: *There are a number of different ways that the following encounters could happen, depending on the characters' actions. Given here are the results of the most likely things that the characters will do, but you should be prepared to alter or combine events to suit the actions of your players.*

IF THE CHARACTERS DO NOT ENTER THE CAVES

If the characters decide not to enter the caves at all, after twenty minutes Texalucan will appear and enter the caves. He and Diamante will emerge in fifteen minutes carrying the unconscious Somerset. If the characters try to stop them, hoods hired by Texalucan will attack the characters. There will be at least two hoods for every character, add more if the characters are having too easy a time of it. Find the

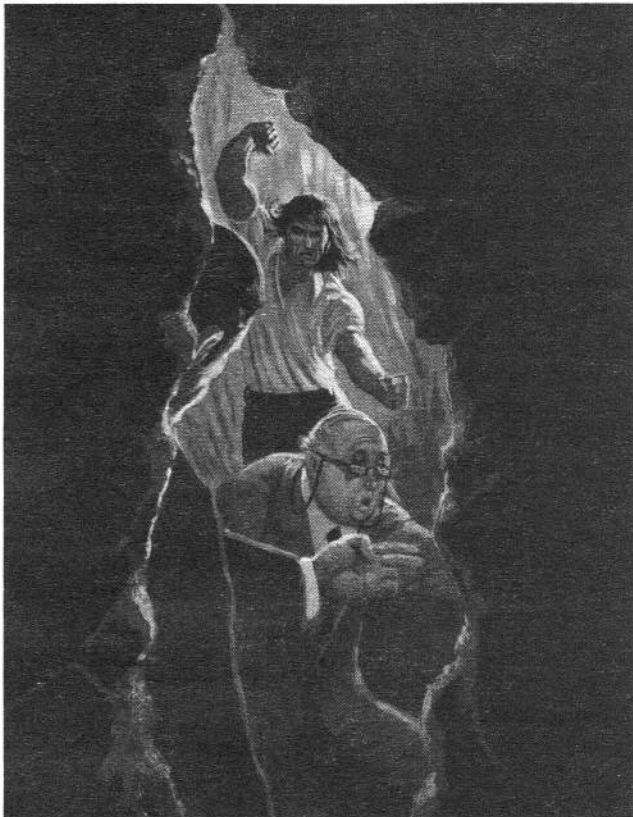
characteristics for the hoods in Part III: C. Xochimilco. The hoods will keep the characters pinned down with Fire Combat (each has a Smith and Wesson .38). More hoods will be waiting by the characters' car, to stop them from following Texalucan and Diamante.

IF THE CHARACTERS ENTER THE CAVES

If the characters decide to enter the cave, they will, for the moment, avoid the encounter with the hoods. The cave is filled with loose rubble, and it is dark, so the characters must make a Stealth roll (-1 Ease Factor modifier) to avoid tripping and making noise. The characters will hear the voices ahead; while it is impossible to distinguish what is being said, the tone is conversational. The characters have no chance of getting lost (see the GM's screen).

There has been some new digging at the spots marked on the map. As the characters approach, they will see a light from the left-hand tunnel, and the voices are coming from that direction. The voices can also be heard coming from the tunnel leading off to the right, and a very faint glimmer of light is visible in that direction. Give the characters an INT roll. If successful, the characters realize that Somerset and Diamante are in the left-hand tunnel, and the two tunnels connect ahead.

If the characters do not move immediately, give them a PER roll (Sixth Sense, failing that) to hear someone approaching from the outside. The only way not to be discovered is to head down a tunnel. (Remind the characters, if necessary, of the need to keep Somerset from discovering they are keeping tabs on him.) The characters have three choices: go down the right-hand corridor, stay where they are, or go down the left-hand corridor.



THE RIGHT-HAND TUNNEL

When they are about twenty-five feet down the right-hand tunnel, have the characters make a PER roll (failing that, make a Sixth Sense roll for them). On a Quality Rating 1 or 2, the character turned around in time to see Texalucan rolling a giant boulder across the entrance to the cave they are in, but not in time to stop him. If no one received a Quality Rating of 1 or 2, then they merely heard the crumbling of rock and turned in time to see the boulder settle into place. The huge boulder fits perfectly into the cave entrance. (Texalucan and some hoods set the boulder earlier so that it could be easily rolled into place.) The characters will not be able to push it out without a lever or blasting material.

The voices can still be heard, coming from deeper in the cave. On the far wall around a bend is an inch-wide crack in the cave. Through the crack, the characters see the Professor and Diamante scanning some writing on the walls. The characters will not be able to see Diamante's face, but his emerald ring and truncated fingers will be visible. The characters will hear the professor say: "This is revolutionary. It explains how the Aztecs got their gold, and will certainly cause the scientific community to rethink it's position on every law of molecular physics. That is, if the process actually works."

At this point, Texalucan will sneak up behind the Professor and knock him out. Even if warned, Somerset will be no match for Texalucan. Texalucan will then order the other man to tie him up. In his guttural voice he will say, "Hurry, we must get DuLac next." On a successful Science roll, the characters will know that DuLac is a French nuclear physicist. It is impossible for the characters to shoot through the narrow crack. Texalucan will look through the crack, smile, and seal the small crack with mud.

STAYING AT THE INTERSECTION

If the characters simply wait at the intersection instead of going down the right-hand corridor, they will hear Somerset's exclamation about the hieroglyphics just before Texalucan approaches. Combat may break out. At the sound of a fight, Diamante will take out his gun and threaten to kill the professor if the characters do not surrender.

If the characters comply, Texalucan will order them back into the right hand cave, collect their weapons and seal up the entrance. He will then go to where Diamante and Somerset are and collect the professor, making his comment about DuLac.

THE LEFT-HAND TUNNEL

If the characters go down the left-hand passage, instead of the right, they will be entering the cave containing Somerset and Diamante. As they approach, they will hear Somerset's comments. Texalucan will shout a warning to Diamante, who will threaten Somerset. If the characters manage to Stealth down the tunnel without Texalucan seeing them, Somerset will indignantly demand an explanation, giving Diamante a chance to pull his weapon and threaten Somerset's life. If the characters surrender, Texalucan will collect their weapons, herd them down the right-hand tunnel, and seal them in.

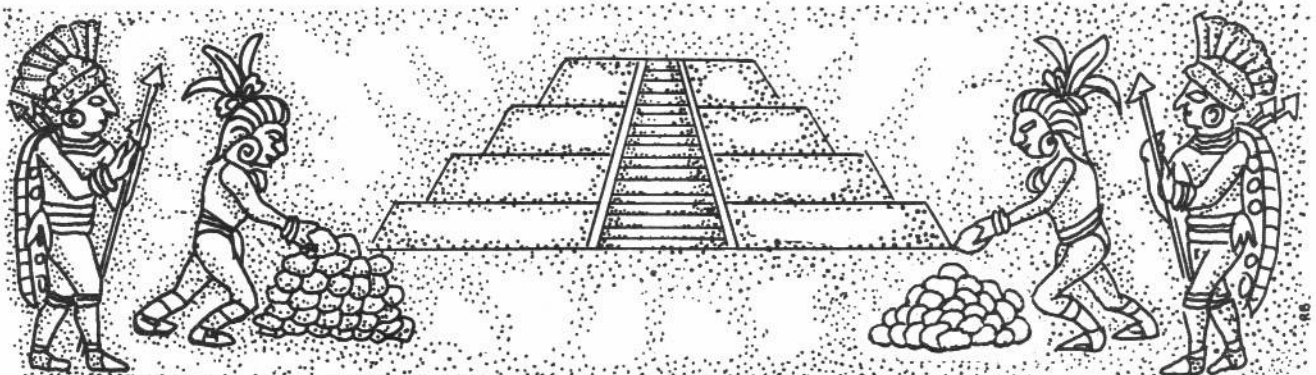
If the characters manage to sneak up and disarm Diamante, then Texalucan will threaten to start lobbing in explosives if they don't surrender. Texalucan has no explosives, but he does have three gas grenades loaded with halothane. He will lob them in one at a time. See the Q Branch section of this adventure for the effects of halothane. Each grenade requires a separate expenditure of Hero Points to "shake off" the effects.

A grenade can be thrown a number of game inches equal to the thrower's STR. When a character throws a grenade, he must pinpoint exactly where he wishes it to land. The accuracy depends on the Quality Rating of the dice roll. Because the cave is a closed area, the grenade will miss the characters only if Texalucan rolls a Failure. When the characters wake up two hours later, they will find themselves in the right-hand cave. The boulder will be in place, blocking the entrance, and Somerset will be gone.

ESCAPING THE CAVE

The cave walls are all solid and the boulder is firmly wedged in the entrance. There are two ways out: First, the characters can just wait; they will be found the next morning. This is what Goldfinger plans since he wants a clear field to kidnap DuLac. There is one other way to escape. A close inspection of the boulder blocking the entrance will show that it is solid, but it has cracks in it. These cracks are not very big, the largest looks like it is "large enough to hold a pocket calculator." If the players ask for clarification, tell them it is "about the size of a playing card, but a quarter inch wide."

Turning the white noise generator on to the high setting (see Part I: D. Q Branch Equipment), and inserting it in the boulder will cause sympathetic vibrations that will shatter the boulder. The generator will also be destroyed. The



character setting the generator has to make an Electronics roll to see how long it takes for the boulder to split; a Failure indicates that the generator was set badly, and burns itself out. There is a Base Time of 3 minutes for the generator to destroy the boulder.

If the characters investigate the cave where Somerset was kidnapped, they will see the same forged hieroglyphics that fooled Somerset. Any character with the Cryptography skill can attempt to decipher the hieroglyphics (-3 Ease Factor modifier). What they show is a series of stylized pictures depicting the Aztecs turning metals into gold. (See Part III: H. "Goldfinger's First Speech" for details.)

If the characters escape in less than fifteen minutes, when they get outside, they will be set upon by the hoods (see above) who will attempt to delay them for as long as possible. The characters' car will be disabled, but fixable using Driving skill. Satin will be gone.

Note: *Satin did not enter the cave, she thought it was too dangerous. She waited in the shadows. When she saw Texalucan and Diamante leave with the professor, she Tailed them. She managed to follow them to the hotel and then the airport, but once there she lost track of the three men for ten minutes, during which time the drugged professor was handed over to two of Goldfinger's men for transport to Pactolus Base. When she found Texalucan and Diamante boarding a plane for Madrid, she was sure they were going to Pamplona to grab DuLac. She caught the first available flight for Spain.*

AFTER TEOTIHUACAN

The next step in Goldfinger's plan is for the characters to track down the DuLac clue to Pamplona. Goldfinger expects this to take time, but the characters can hasten their investigations by remembering the postcard. After escaping Teotihuacan, they will probably head back to the Hotel Rey del Sol. If they ask about Somerset, the front desk clerk will tell them that "the professor checked out. He left with two men. The professor did not look well." The clerk, if asked, will tell them that Satin has also left suddenly.

The characters can find their next lead by searching Somerset's room. In the wastebasket is the postcard from DuLac, reminding Somerset of their plans to meet in Pamplona. If the characters do not investigate Somerset's room, you can have Arlayne remember the clue. A check at the airport will reveal that Satin, Texalucan and Diamante all took flights to Madrid with connections to Pamplona. There is no record of Somerset on any commercial flight.

If the characters do not take Arlayne to Pamplona, she will show up at the airport anyway, claiming she bribed the hotel clerk or the airport officials to find out where the characters were going. She will be on the same flight, in the seat next to the characters. She will say that this is the most excitement she has had in years, and lots more fun than running a stuffy old corporation. If the characters refuse to allow her to go, she will fly to Spain in one of her corporate jets, and surprise them in Madrid.

E. Pamplona

Goldfinger's Plan for Pamplona: Goldfinger thought that the characters would be trapped at Teotihuacan overnight, and would arrive at Pamplona too late to interfere with the kidnapping of DuLac. (If the characters escaped on the same night, and flew immediately to Pamplona, they will be in time to at least witness DuLac's kidnapping.) Once in Pamplona, the characters were to find that DuLac had been kidnapped. After investigating, they were to find the corpse of Diamante (killed by Texalucan; the telegram Diamante received from Goldfinger was never meant to be found by the characters; it was meant to insure the characters' survival and to convince Diamante that he was not going to be killed). The characters were to spot Texalucan sending a telegram to Ankara stating that he was returning to Pactolus. The characters would then follow him to Dobrosk.

However, Diamante's unstable nature and fear of the characters will result in his trying to kill them, contrary to Goldfinger's orders. Arlayne will be forced to alter the plan, and the characters will pick up a different clue to Dobrosk. She will overlook the telltale telegram which should cause the characters to become suspicious.

GETTING THERE

Pamplona does not have its own international airport. International visitors fly into Madrid, Spain, and catch a connecting flight to the Pamplona airport. While the charac-

ters are in Pamplona, the populace will be celebrating the Festival of San Fermin, and the city will be filled with merry-makers and tourists. There are lots of crowds to get lost in, and lots of places to hide. (More information, plus a map of the city, is given in Part V: B. Pamplona, Spain.)

THE TE GUSTAMOS RESTAURANT

Note: *The floorplans for the restaurant appear on page 25 of this booklet.*

Te Gustamos is on Avenida Franco, three blocks south of the Plaza Hemingway. It has both indoor and outdoor seating; during the festival it is a lively place. Daytime, drinks and light snacks, such as tacos, enchiladas, and huevos rancheros, are available on the outdoor veranda. Inside the building, more substantial meals are served.

When enough tourists are on the veranda, the local children go to work. Dancing and playing simple flutes or guitars, the children hope that a few pesos will be thrown their way. Professor Rene Francois DuLac will be waiting for Professor Somerset here at the appointed time; he is having fun with the children, attempting to teach them a French folk song. He is well known to the people at the restaurant, since he comes there every afternoon to enjoy a small glass of sangria.

DuLac is a gentle soul who lives very quietly in a country style cottage, commuting to the Sorbonne to teach. His



students think he is a great teacher, because he devotes a great deal of time to helping them with their studies. DuLac's wife died about a year and a half ago, and DuLac is still devoted to her memory. He has no desire to find anyone to take her place (apply a -4 Ease Factor modifier to any Seduction attempt).

Satin D'Or, wearing large, dark sunglasses, is sitting a few tables behind DuLac. She is surreptitiously keeping an eye on DuLac. Give the characters an Ease Factor 5 PER roll to notice her. If they notice Satin and wish to keep her from seeing them, they can attempt a Stealth roll to avoid being spotted.

THE KIDNAPPING

Shortly after three o'clock, a small girl will scurry up to DuLac and start tugging on his sleeve. She was given a small amount of pesos to lead DuLac away from the veranda. DuLac will laughingly go with her. After a few moments, Satin will rise and follow DuLac. If the characters attempt to follow DuLac immediately, Arlayne will delay them by tripping, or pointing in the opposite direction and saying she just saw Texalucan go around a corner, or by recognizing Satin, etc. Once the characters manage to extricate themselves from Arlayne and follow DuLac, they will hear some angry voices coming from a small side street. DuLac is being kidnapped.

If the characters are not delayed, they will see Diamante and some hoods, forty feet away, forcing DuLac into a vehicle. If the characters intervene, Diamante will pull out his weapon and threaten to kill DuLac. If Fire Combat begins, Diamante will use the professor for two-thirds cover. DuLac could easily be hit by stray bullets. (Any bullets aimed at Diamante that miss will hit DuLac. Warn the players that there is a good chance DuLac will be Incapacitated or Killed.) Diamante will back into the car with DuLac, and speed off. If Diamante is in real danger, he will shoot DuLac in the back, push him at the characters, and escape.

If the characters have a car, a chase can occur, starting at Medium to Distant range, depending on how quickly the characters get to their vehicle. Diamante is driving a

Chevrolet Caprice Classic; he will head towards Carmen Street (see the map of Pamplona in Part III, B. Pamplona, Spain). While Diamante and his minions will think nothing of firing on the characters, the characters should be careful, since, if they wreck Diamante's car, DuLac may be injured or killed.

After the vehicle pulls away, Satin will appear across the street. She was too late to prevent the kidnapping. With a grim visage, she will stride to her car, a Lotus Esprit, and drive off. If the characters attempt to detain her, she will begin yelling for the police. If they try to abduct her, she will attempt to escape them, or even use Hand-to-Hand Combat. (The male populace of Pamplona will not hesitate to help a beautiful woman in distress.)

If the characters manage to rescue DuLac, Diamante and his men will attempt to escape and try to grab DuLac and the characters later that night. In that case DuLac may also be present at the warehouse when the characters are thrown to the Running of the Bulls.

ENCOUNTERING DIAMANTE

The characters can hunt down Diamante by asking around town. His missing fingers and ring will be more than enough description, as Diamante is well known but not well liked in Pamplona. If the characters succeed at a Local Customs roll (-2 Ease Factor modifier), they will find the whereabouts of Diamante's favorite hang out, La Cantina del Conquistador. If the characters do not actively hunt down Diamante, you can request a Hero Point for them to run across him. Diamante will be out having a wonderful time, drinking and generally making merry.

If the characters confront Diamante, he will struggle to escape. If he does escape, he will set up a trap for the characters at his warehouse, sending out one of his men to sell the address of the warehouse to the characters as bait. This will be timed so that the characters arrive just before the start of the Running of the Bulls described below. If captured, Diamante will lie to get the characters to the warehouse where he has men waiting.

If the characters do not follow Diamante, he will stay

at the cantina for a few hours, and late in the evening will leave for his apartment. The characters may follow him. If Diamante notices the characters following him, he will stop at another cantina, ask to use the phone, and call in his men. They will arrive within minutes and attempt to capture the characters and take them to the warehouse. If Diamante does not spot the characters, they can follow him to his apartment.

If the characters break into Diamante's 3-room apartment, they will have to Stealth about to keep from waking him. Soon after they arrive, the phone will ring, waking Diamante out of a sound sleep. The caller will be one of his chief hoods, wanting to know when they are going to be paid for kidnapping DuLac. Diamante will say: "As planned, the money is at the warehouse. I'll meet you there first thing in the morning. Now don't bother me anymore!"

If they capture Diamante, the characters may start using violent methods to get some answers out of him. If the characters threaten him with physical harm, give them a +3 Ease Factor modifier to their Persuasion or Interrogation roll. All Diamante knows is that he was hired by Texalucan to arrange the kidnapping of Somerset and DuLac and deliver the scientists to the large Aztec.

Diamante, pretending to fear for his life, will offer to take the characters to a meeting with Texalucan the next morning. If they agree, he will take them to his warehouse where his gang will be waiting. Once at the warehouse, Diamante will shout a warning to his men, and attempt to capture the characters.

THE WAREHOUSE

Note: A map of the warehouse and the surrounding streets (where the Running of the Bulls begins) is given on page 26.

There will be a minimum of two hoods per character, more if the characters are having too easy a time of it. If Diamante or his men are losing the combat, they will attempt to take Arlayne captive. (If Arlayne did not accompany the characters, you can have the characters find her here, held captive by Diamante's men, who grabbed her outside her hotel.) Diamante will threaten her life to get the characters to surrender. Remember that Diamante does not know who Arlayne really is; he receives his orders through Texalucan, who is not around.

The hoods' characteristics are:

HOODS

STR: 6 DEX: 7 WIL: 7 PER: 7 INT: 5

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Boating (9/16), Diving (8/14), Driving (8/15), Evasion (7/13), Fire Combat (7/14), Hand-to-Hand Combat (8/14), Stealth (8/15)

SPEED: 1

HAND-TO-HAND DAMAGE CLASS: A

STAMINA: 28 hours

RUNNING/SWIMMING: 25 minutes

CARRYING: 101-150 pounds

WEAPON: S&W .38

SURVIVAL POINTS: 1

One of Diamante's men, Jaime, (Hi-ME) works the bullring. He has a compressed air gun loaded with darts containing haloperidol.

The dart gun's Attributes are:

PM	S/R	AMMO	DC	CLOSE	LONG
0	1	1	na	0-5	10-13
CON		JAM	DRAW	RL	
0		98-99	-2	1	

Any hit with a dart is sufficient to inject the character with the haloperidol. The character must make an Ease Factor 5 STR roll every round to stay conscious. If the character rolls a Quality Rating of 1, he has shrugged off the effects of the drug. All rolls except this STR roll are made with a -2 Ease Factor modifier, until the effects of the drug wear off or are shrugged off.

If the characters surrender, they will quickly find themselves without their guns, hands tied behind their backs. Any other weapons will still be on them (including the wrist sprayers). If it appears that the characters are going to win, Diamante will splash the characters with pheromones (described below), and escape through the door onto Santo Domingo Avenida. When the characters exit after him, they will find themselves running for their lives, in the middle of the Running of the Bulls.

Insuring that the characters are forced into the run will be easier if Arlayne has been captured. Diamante will threaten to kill her if the characters do not do what he says. If the characters attempt to escape, "I will take great pleasure in slitting her lovely neck." Arlayne cannot stop Diamante without ruining the overall plan. She has to depend on the character's resourcefulness in avoiding death.

DIAMANTE'S SPEECH

Diamante will face the helpless characters and smile, explaining that if the characters had minded their own business, they would not be in the trouble they are now. He will say that he cannot leave witnesses around, nor can he afford to have them found murdered. Instead, he has come up with a viable alternative. He will call over Jaime, who will spray some repulsive smelling liquid on the characters.

"Jaime is spraying you with pheromones; you have heard of them I'm sure? You see, sometimes there is a reluctant or timid bull who must be fired up to put on a good show in the arena. Well, Jaime has developed a scent that enrages a bull and makes him murderous. Can you guess why we have sprayed you with it?"

If no one guesses, Diamante will continue. "My friends, we have a tradition here during the Festival of San Fermin, called the Running of the Bulls. The bulls are let loose in the street, and they run all the way to the Plaza Hemingway; foolish men race in front of them. Many *touristas* come to watch as the men try to outrun the bulls. Many make it safely, some are knocked down, a few are injured and sent to the hospital. Every once in a while a great tragedy occurs, and someone dies.

“You see, there is a trick to staying in one piece in the Run. If you are in danger, you can dive to the side of the street and lie face down. The bull thinks you are dead, and goes away. That does not seem right to me, fooling a poor bull like that. So I have evened up the odds. Jaime is spraying you with the same formula he uses on the matador’s cape to make sure the bull strikes at it.

“The bulls will follow you wherever you go, and try to knock you down. If they knock you down, they won’t stop goring you until the scent wears off, a mere five hours from now. It will be quite a spectacular sight for the tourists, something they will tell their grandchildren about for years to come, no?”

F. The Running of the Bulls

Diamante’s warehouse is on Santo Domingo Avenida, at the base of the run near the Santo Domingo corrals. Diamante will take the characters to the door and show them the bulls. There are six large bulls and six oxen, each carefully chosen from the finest ranches in the area, all scuffing the earth and getting ready. They are chosen for their stamina, strength and ferocity. Diamante has seen to it that their horns have been sharpened. He is not taking any chances.

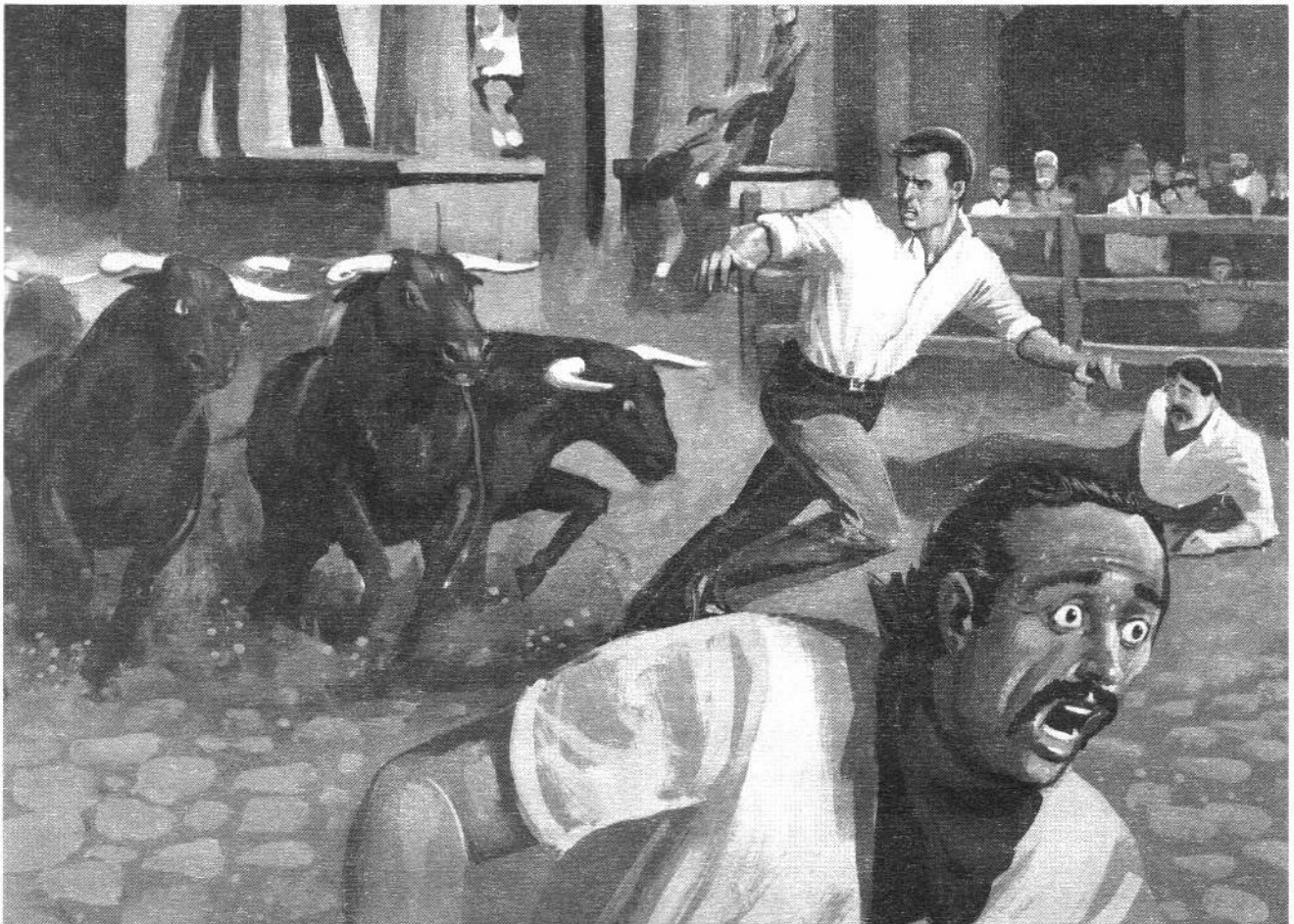
The characters will also be able to see the thirty or forty other runners anxiously awaiting the release of the bulls. Along the streets the characters will see thousands of spectators behind the barricades, all cheering and frolicking. Arlayne will be held at the far side of the room, with a knife at her throat.

At precisely 7:00 A.M., a rocket is fired near the corral to make the bulls skittish, nervous, and eager to run. A few

seconds later, a second rocket will be fired. When this happens, Diamante will throw the characters out the door. They will be lying in the street, between the bulls and the runners; they have 2 rounds to remove each other’s ropes with a DEX roll (+4 Ease Factor modifier), and Rise before the chase actually begins. The corral will open, and the enraged bovines will charge towards them.

The streets of Pamplona are narrow, with old stone buildings lining each side. As the characters are pushed into the street, they will see hundreds of cheering people lining each side, oblivious to the characters’ peril. They are packed behind police barricades, hanging out of windows, even watching from the rooftops. A great roar will go up as the bulls are released.

Because of the pheromones, the bulls and oxen will concentrate on the characters rather than the other runners. It



will be almost impossible for the characters to leave the nine hundred yard-long course without hurting a large number of innocent bystanders. If they vault the barricades and push their way through the crowd, the bulls will certainly follow, injuring many people. Along the entire length of the run, there is no place that is not lined with observers.

The chase will begin at Medium range. Whenever the bulls or oxen are at close range, they can either attack or do a Force maneuver. During this chase, consider the bulls to have a Force rating of 4 and the characters to have a Force rating of 1. The bulls and oxen all have the same characteristics (for ease of play):

BULLS AND OXEN

STR: 18 WIL: 10 PER: 4

Hand-To-Hand Combat Primary Chance: 22

Hand-To-Hand Damage Class: C with hooves; D with horns (-1 Ease Factor modifier to horn attack)

Speed: 2*

Evasion Primary Chance: 22

*The bulls and oxen may make only one attack per round.

The Running of the Bulls will last no less than six Actions Rounds. You may have the characters tripping over the other runners if things are getting dull. Any character downed will be attacked by a bull every round.

It is impractical to fight the bulls using Hand-to-Hand Combat. Because of their tremendous strength, the bulls can Shake Off *three* levels of non-cutting damage. This means that anything less than a Heavy wound will probably have no effect, and a Heavy wound will usually only result in a Stun. The characters are better off simply outrunning the bulls, or using their wrist sprayers, as outlined in the Q Branch Section of this adventure. Because of the animals' bulk, however, two rounds pass before the bulls are affected by the drugs.

The characters have other options, as well. They can use their Riding skill to vault to the back of one of the animals (-2 Ease Factor modifier); once on the bull's back, they must make another Riding skill roll every round (no Ease Factor modifier) to stay on the bull. No other animal will attack a character who is riding a bull.

The chase will culminate in the bullring. Once there, the characters will be able to get away by ducking behind the wooden fence surrounding the bullring. The characters may want to fight the bulls in true matador style. If so, they will need a cloth to wave. (A pheromone-soaked shirt will do nicely.) To resolve the matador attempt, make a horns attack roll for the bull. The characters then get a Riding roll at an Ease Factor equal to the Quality Rating of the attack. If the successful, the bull has missed the character.

Satin will be at the bullring, searching for Diamante. Seeing the characters, and realizing they are in trouble, she

will help them out of the ring. Since she has no leads left, she will finally reveal who she is, and offer to join up with the characters. (It is up to you how much help the characters receive from Satin.)

BACK AT THE WAREHOUSE

The characters will probably hurry back to the building where they were being held, hoping to rescue Arlayne. She will not be there, but they will find the bodies of Diamante and his men. They will all be dead, their heads stove in by a blunt instrument. If the characters search the premises, they will find two clues.

In a corner will be Arlayne's pocketbook, its contents spilled on the cement floor. Underneath the bag is a carbonless shipping manifest. (This Mission Sheet should be cut apart and stapled, with the yellow sheet over the pink sheet.) Arlayne has scratched with her fingernail the word *Dobrosk* on the label. It appears on the second copy. In Diamante's pocket, the characters will find the telegram from AG.

Note: *Arlayne was rescued by Texalucan while the characters were in the Running of the Bulls. Arlayne then had Texalucan kill Diamante and his men (they were slated for death from the beginning). Arlayne deliberately left the Dobrosk clue, but did not know that Diamante had the telegram on his person. This mistake on her part might make the players suspicious.*

If Arlayne was not captured along with the characters, she and Texalucan set the scene up after the characters had been thrown into the Running of the Bulls. She had Texalucan kill the gangsters, and then left her purse lying on the floor. (So that the characters would think she had been captured after they had been thrown to the bulls.)

The characters can make a Local Customs roll to remember that Dobrosk is a small town in Turkey outside of Ankara. They can get information about either location at the University of Navarro or at the Museum of Navarro both are located in Pamplona. If they call M.I.6, Q will be able to give them the information, but you may want to assess them an Experience Point penalty.

THE LEGEND OF PACTOLUS

King Midas was given the golden touch as a reward from the god Dionysus. He was thrilled with his new power, until he realized that even the food he touched would turn to gold. Finally his beloved daughter fell victim. Midas begged Dionysus to remove the gift, and the god took pity on Midas and allowed him to get rid of the golden touch by plunging his hands into the River Pactolus. The River Pactolus is located in Asia Minor (now Turkey); Midas is supposed to have immersed his arms near a small village called Dobrosk. There is an ancient cenotaph (monument) nearby, that is thought to be dedicated to Midas.

G. The Cenotaph of Midas

Goldfinger's Plan for the Cenotaph: The next step in Goldfinger's plan is to lure the characters to the Cenotaph of Midas, so they can find their way into Pactolus Base.

ANKARA

The characters, following the clues they found in the warehouse, will want to go to Dobrosk to find the Cenotaph of Midas. The closest airport to Dobrosk is in Turkey's capital city of Ankara. There is a Level 2 Station House in Ankara; if they radio ahead, the Aston Martin will be waiting for them at the airport. Someone from the the Station House (or Q, if you like) will be on hand to explain the car's features. (Hand the players the data sheet for the car.)

Note: *The Station House is manned primarily by cryptographers and clerks. The characters will not be able to get much help from the agents here, but they will be able to pick up any of the less exotic weapons or ammo, or refill their wrist sprayers.*

The city of Ankara, founded in 1925, is in an isolated but central area of Turkey. Though new, the city is steeped in history. Some of the better hotels in Ankara include: Buyuk Ankara, The Dedeman and the Marmara. The finer restaurants include: Krystal, Kazan, and Kebapci Bursa Iskender. Nightclubs can be found in the better hotels, or the adventurous can go to the local clubs in the city.

DOBROSK

The fastest way for the characters to get to Dobrosk is to drive there. Dobrosk is nestled in the mountains 110 miles

away from Ankara; it should take the characters about two and one-half hours to reach the village.

Dobrosk is small and unpretentious, the major occupations of its inhabitants are shepherding and farming. People occasionally stop in Dobrosk to re-fuel their vehicles, and every once in a while a tourist or scholar will visit the Cenotaph of Midas, Dobrosk's only claim to fame. The local tavern in Dobrosk doubles as the inn. The rooms are simple, but clean and comfortable. The local crowd at the inn is friendly, but wary of strangers. Only those natives with Reactions of Friendly or Enamored will talk to the characters at all.

The characters can try to get information from the townspeople, but if they mention the Cenotaph, re-roll the villager's Reaction with a -3 Ease Factor modifier. Only if this result is Enamored will the villager talk about the Cenotaph.

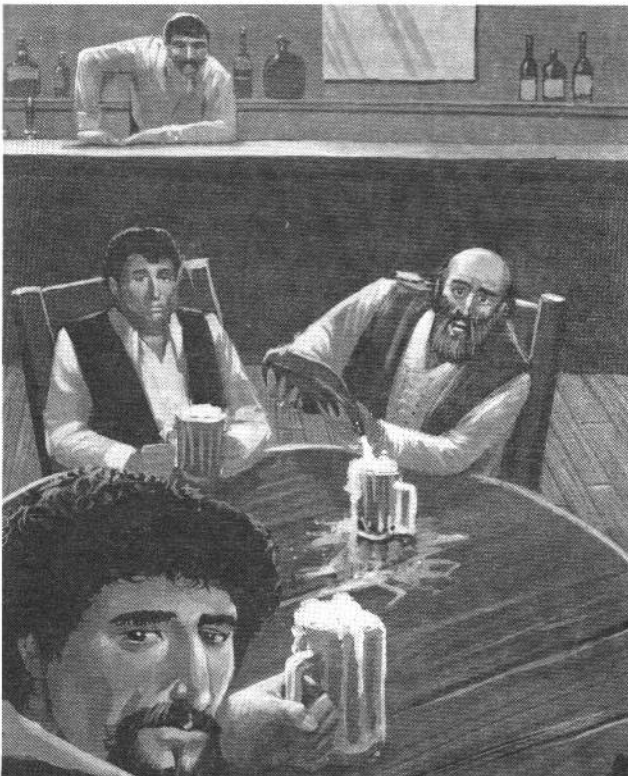
There are two men in town who will talk openly about the Cenotaph: the mayor and the town priest. They will tell the characters that the villagers fear the Cenotaph, and consider it an evil place. Shepherds would often bring their flocks there, but lately sheep that graze near the Cenotaph die (Goldfinger poisoned the fields). Neither man will lead the characters to the shrine, but they will draw a map (this map is included as a Mission Sheet). They will tell the characters that there is no way to drive directly to the Cenotaph, but it is possible to drive to within a twenty-minute walk of the place.

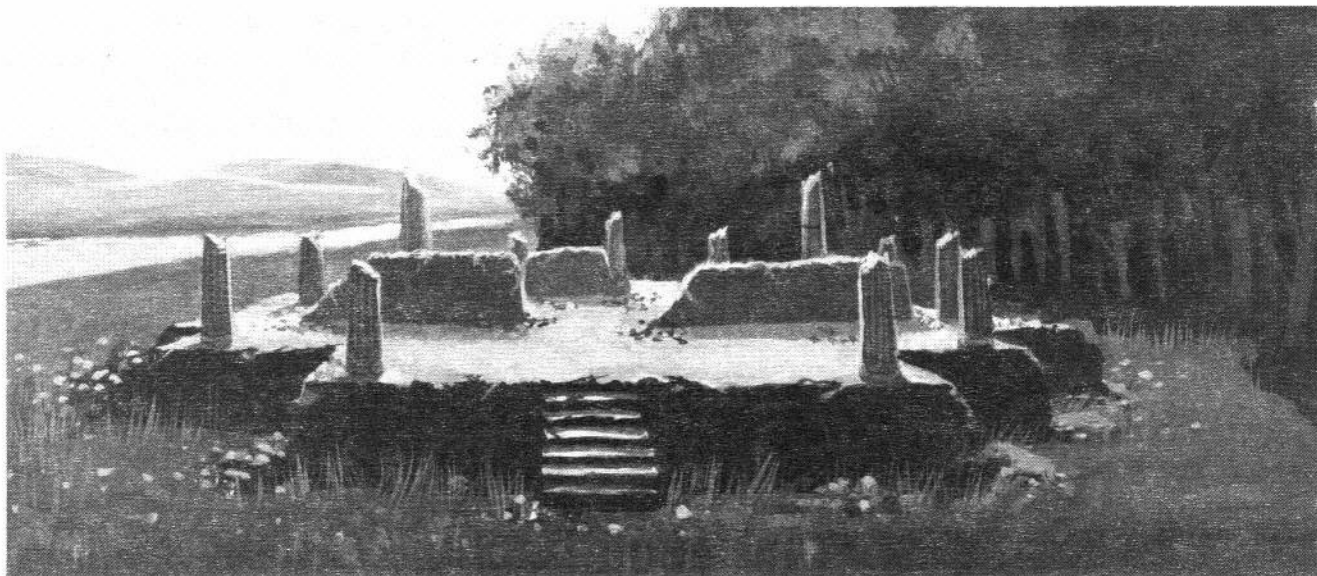
If the characters do not go to the Cenotaph immediately, they can, at your discretion, spot Texalucan dressed in shepherd's garb. He has walked into town for some medical supplies. The characters may then follow him through the woods to the Cenotaph. If they do so, they will have to follow him on foot, since Texalucan will travel through the woods where the Aston Martin can't go. (This route is also marked on the map the elders draw for the characters.) Following Texalucan to the Cenotaph on foot will take almost two hours. If Texalucan spots the characters, he will ignore them, as Goldfinger wants them to come.

If the characters drive to the Cenotaph, they will find themselves on a reasonably well-traveled dirt road. They will pass a few farmhouses, and fields with shepherds tending their sheep, but after ten minutes the houses will end, and the road will begin to get bumpy. In another few minutes they will reach the trail along the river. At that point they will have to park the car and proceed on foot.

The characters will be walking through clearings and forest. As they get closer to the Cenotaph, they will see fewer shepherds. The last group of shepherds will be seen ten minutes before they reach the Cenotaph. These shepherds will be about two hundred feet from the characters on the slope of a hill.

Give the characters a PER roll (-2 Ease Factor modifier), to realize from the distance that the last group of shepherds are Koreans. This is the advance guard for Pactolus Base. When the characters get out of sight, the





guards will radio the base that visitors are on the way. If the characters take out these advance guards, the base will not have advanced notice of their approach.

THE CENOTAPH

A cenotaph is a monument erected to someone whose remains lie elsewhere. No one is sure who built the Cenotaph of Midas, but it is obviously very old. As the characters approach, they will hear the River Pactolus in the distance. The river is about 30 feet across at this point; it flows down the mountain past Dobrosk and eventually reaches the Aegean Sea.

Approaching from the south, the characters will break out of the woods into the clearing where the Cenotaph is located. They will see a building that, while almost completely ruined, still retains some of its original beauty. The building is made of white marble, but age and disuse have turned it grey and cracked. A map of the Cenotaph of Midas is given on page 25 of this book.

If the characters have followed Texalucan to the shrine, they will see him walk up the stairs and move towards the rear of the Cenotaph. He will make no attempt to avoid the alarms between the pillars, but will head directly to the elevator (see below for a description of the entrances to the base, and the alarms). He will work the hidden controls, the elevator door will open, he will enter and descend.

The structure is raised on a five-foot high foundation, with crumbling stairs running from the clearing up to the main floor. Pillars stand or lean drunkenly, the roof they once supported has long since fallen. Almost all of the walls surrounding the edifice are gone, the highest remaining wall is four feet tall. The wall on the west side has fallen completely into rubble.

As the characters approach the pillars, they should receive an Electronics roll (−4 Ease Factor modifier). If successful, they will notice that each pillar is equipped with an electronic sensor, set about 3 feet above the ground, which alerts the base if something passes between. If the

characters decide to study the pillars closely, the −4 modifier is changed to a −1. Once noticed, the electronic eyes can be avoided easily.

The inner wall still stands, in places. If the edge of the wall marked **B** is examined, a successful PER roll will show that that section is not as weathered as the rest of the wall. (It was smashed away so there would be a clear line of sight between the electronic sensors on the two westernmost pillars.)

The northeastern pillar (marked **A**) is a disguised elevator that leads to the reception room in Pactolus Base. The controls are hidden in the base of the pillar, and can be found if the pillar is inspected (PER roll, −1 Ease Factor modifier). By pressing a button, the elevator is called up and the quarter of the pillar facing the center of the Cenotaph opens. The elevator will accommodate three people.

200 feet to the northeast is the entrance to the helicopter hangar which is camouflaged as a 60 foot clearing. If the characters succeed at a PER roll (−2 Ease Factor modifier), they will realize that the clearing is almost too round to be natural. Digging down six inches will reveal that it is actually made of metal, covered with artificial grass and weeds. The characters cannot open the hill from the outside without explosives. There is a 3% chance per hour that the hatch will open and a helicopter will emerge, in which case the characters can attempt to descend 20 feet to the floor of the hangar (see below, "Description of the Rooms").

If the characters search the River Pactolus north of the Cenotaph and make a PER roll (−3 Ease Factor modifier), they will find a foliage-covered metal door in a vertical bank of the river. This is the emergency boat launcher. If the result of their PER roll is a Quality Rating of 2 or 1, they will also notice a sensor alarm. The alarm can be eliminated with an Electronics roll (−2 Ease Factor modifier). The door requires a STR roll (−4 Ease Factor modifier) to pry open. Anyone climbing into the cave will see a metal V shaped track in the floor, which continues back 100 feet to the helicopter hangar.

H. Pactolus Base

Goldfinger's Plan for Pactolus Base: Once the characters enter the base, Goldfinger will allow them to sneak around for a while, and then he will have them captured. He will give them a demonstration of his transmutation reactor while he regales them with his plans to introduce the new gold into the market. He then expects the characters to escape and report their findings to M.I.6, after which he will recapture them, let them know he has fooled them, and then kill them.

Note: *A map of Pactolus Base appears on the Gamesmaster's screen.*

GETTING IN

The characters can enter the base in a number of ways: They can employ the elevator, in which case they will find themselves in the reception room, or they can enter the hangar via the helicopter entrance or the boat launcher. Once they are inside, their reception will depend upon whether Goldfinger knows they are there or not.

If the characters were spotted following Texalucan, or they set off one of the alarms, then they will have little trouble exploring most of the base, since Goldfinger *wants* them to look around and see that this is an actual, functioning, secret headquarters. The guards will be stationed in the security room, control room, and Goldfinger's quarters; only one will be patrolling the halls. The technicians and servants will be at their normal posts.

DESCRIPTION OF THE ROOMS

The spartan reception room (labeled **A** on the map) is normally staffed by two guards; they monitor the alarms hidden in the pillars. This room will be empty if the characters were spotted using the elevator to enter the base.

Texalucan's room (**B**) is readily accessible to the reception room and Goldfinger's bedroom. The room is cold and austere, the only splash of color in it is Texalucan's Aztec warrior garb with the mace hanging on the wall next to it. Texalucan usually wears his warrior garb around the base.

Goldfinger's quarters (**C**) are located in the center of the base. The doors to this area can only be opened by the radio signalling devices carried by Arlayne or Goldfinger. (The characters can use their Electronics skill to open the door, with a -2 Ease Factor modifier.) These rooms are decorated in various shades of gold. The large room is a combination living and dining area, complete with bar and entertainment center; the smaller room is the bedroom.

If Goldfinger is in perfect health then the furnishings are normal beds, tables, chairs, etc., but if he is crippled, he has special furnishings that suit his condition. For instance, in the bedroom a coupler sticks out of the wall; when Goldfinger retires at night, he simply backs his wheelchair to the wall and hooks the coupler up to recharge his chair's batteries. All controls will be oversized, to allow Goldfinger to manipulate them with his mechanical arm.

If Goldfinger is dead, this room is still furnished as if he were alive, but the room is adorned with statues and por-

traits of him. Arlayne will refer to it as a shrine to his greatness: a Cenotaph of Goldfinger.

Arlayne's room (**D**) is off-limits to everyone. The door can only be opened with the special transmitters (or an Electronics roll, -2 Ease Factor modifier). This room is second only to Goldfinger's in comfort. The decorations are feminine, with leanings towards hedonism. The furniture is plush; the wardrobe is filled with everything from casual hiking clothes to close-fitting evening gowns. The dressing table is adorned with cosmetics and a large mirror. Each character entering the room should get a PER roll (-2 for male characters; +2 for female characters) to notice that the clothing and cosmetics here are of the same types and shades that Arlayne uses.

The guest rooms (**E**) are where special prisoners are kept. These are nicely outfitted rooms, but it is obvious that they can be locked from the outside and used as cells. (A character can attempt to escape with an Electronics attempt, -2 Ease Factor modifier.) It is from here that Goldfinger expects the characters to escape and contact London.

The commissary (**F**) is the cafeteria where the Korean workers, technicians and guards eat. The food is prepared in the kitchen and then served across a counter to the workers in the serving area.

The technicians' quarters (**G**) are where the technicians and general workers live. There is room for twenty people here; the rooms are sparsely furnished with cots and lockers.

The security room (**H**) is the nerve center for the defense of the base. This room contains extra weapons and ammunition for the guards: 10 Vz 61 Skorptions with 200 rounds of ammunition, and nightsticks (see below for the weapons' Attributes). All of this equipment is held in a weapons locker (-1 Ease Factor modifier on Lockpick attempts). There are two guards stationed here. Off this room are the guards' quarters, the cells and the communications room. The guards live in the same manner as the technicians; there are beds here for 30 guards.

The cells, behind the security room are where the more common or dangerous prisoners are held. The only current occupants of these rooms are any scientists who have been kidnapped within the last few days (and haven't been completely brainwashed yet). If the characters are known to be approaching the base, these scientists will have been heavily sedated (to prevent them from talking to the characters).

The communications room is full of advanced communications equipment, to keep Goldfinger in touch with his offices around the world, and to eavesdrop on secret communications. Goldfinger hopes that the characters will use this room to inform M.I.6 about the plot.

The helicopter hangar (**L**), is where equipment, supplies, and people are brought into the base. This area contains three Bell TexasRanger helicopters, which must be wheeled onto the helipad before launching. The helicopters rest on movable pads. These pads take two rounds to move into take-off positions and are controlled from inside the helicopter. The overhead hatch is controlled from inside the

helicopter also. It takes two rounds to open; this can be done while the helicopter is moving into position. The overhead hatch controls can be overridden from the security room.

There are also three Cobalt CM-9 boats here. Similar to the helicopters, the boats are moved into position at the base of the V shaped boat launcher track. A button is pressed on the boat's control board, and in three rounds the boat moves into position, and then is shot down the track to the River Pactolus. (The Attributes for the helicopters and boats can be found in the "Equipment" chapter of the *James Bond 007* Game.)

The maintenance area in this room contains the repair equipment for the base. Here can be found mechanical equipment, as well as saws, lathes and replacement parts. Characters searching this area will easily find such things as wrenches, hammers and such, but to find anything more esoteric they will have to make a PER roll, as all of the drawers and cabinets are labeled in Korean.

THE REACTOR AREA

There is heavy lead shielding on the walls and doors. If there is a radiation leak in one of the areas, an alarm goes off and the heavy doors automatically slam shut. (Goldfinger and Abrest can override the doors using their transmitters. A character would have to make an Electronics roll, -2 Ease Factor modifier, to escape.) The leaded glass in these rooms is considered the same as Level I armor (see the Equipment chapter of the *James Bond 007* Game).

The transmutation control room (I) is the heart of Goldfinger's base. The room is a modern nuclear control center, with three freestanding control panels, two of medium size and one large. Another control panel, about waist high, stands along the east wall. The top half of this wall is made of leaded glass, looking in on a room that is bare except for one small track and two mechanical arms. (For a more detailed description of the operation of this room, see "The Transmutation," below.) When the system is running, there are four Korean technicians and the kidnapped scientists

here, otherwise this room is manned by two technicians only. When the scientists are present, there are two guards watching them.

The leaded glass and the track continues into the decontamination room (J). Nozzles behind the glass spray foam and water on objects occupying the track.

The storage room (K) contains eight radiation suits, as well as a forklift truck. Two large doors lead into the area behind the leaded glass, which contains a pile of gold ingots resting on wooden pallets. When in operation, this room contains one technician, and three common workers. All four of these men will be in radiation suits. This room is deserted at night.

GUARDS

There are thirty guards at Pactolus Base. The guards work in three shifts: two guards man the reception room, two others patrol the corridors, two are stationed in Goldfinger's quarters, and two man the security room. The remaining guards can be found watching the scientists, patrolling the grounds disguised as shepherds, or resting in the guards' quarters. The guards rotate positions every hour. The shifts change at 8:00 A.M., 4:00 P.M., and midnight.

The guards' characteristics are:

STR: 7 DEX: 6 WIL: 7 PER: 8 INT: 5

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Boating (8/15), Driving (9/16), Evasion (8/14), Fire Combat (8/15), Hand-to-Hand Combat (8/15), Interrogation (6/11), Piloting (8/15), Stealth (7/14), Torture (7/13)

SPEED: 1

HAND-TO-HAND DAMAGE CLASS: A

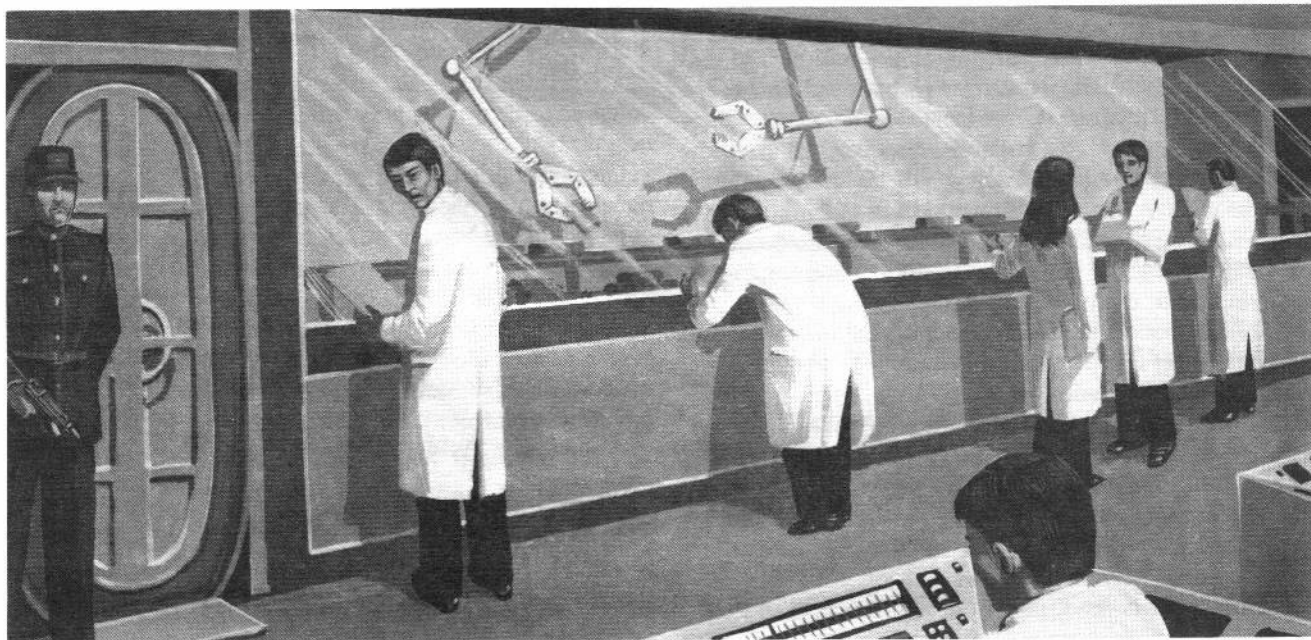
STAMINA: 28 hours

RUNNING/SWIMMING: 25 minutes

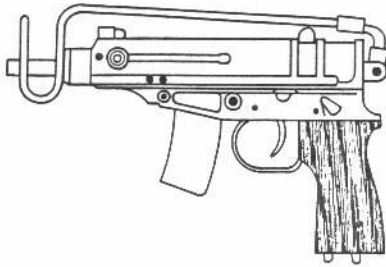
CARRYING: 101-150 pounds

WEAPON: Vz 61 Skorpion/nightsticks

SURVIVAL POINTS: 2



The Attributes for the Skorpions are:



PM	S/R	AMMO	DC	CLOSE	LONG
0	5	20	F	0-6	13-20
+1			H		
	CON	JAM	DRAW	RL	
	+6	98-99	-1	2	

The Skorpion is a Czechoslovakian gun and the smallest submachinegun in use by military forces. These guns are carried in shoulder holsters. The Skorpion can be fired one- or two-handed with the skeleton shoulder stock extended. The Performance Modifier of +1 is applied only when firing this weapon two-handed.

The nightsticks increase Damage Class in Hand-to-Hand combat by one. If a Knockout attempt is made using a nightstick, the victim's WIL roll to stay conscious must be equal the Quality Rating of the attack (not twice it as in a normal Knockout attempt).

Note: Goldfinger has ordered that the characters be captured alive. If the characters run into any guards while searching the base, the guards will sound the alarm and then attempt to knock out the characters with their nightsticks. Once captured, the characters will be brought to Goldfinger's quarters, where they will find Goldfinger, Texalucan, and a full complement of guards.

NPC LOCATIONS

Goldfinger: Goldfinger will spend most of his time in his quarters, where he is safe. If he is unaware of the characters' presence at Pactolus, he may be sighted moving around the base (see below).

Arlayne: Unless she is the Major Villain, Arlayne will pretend to be a prisoner. If the characters are detected entering the base, she will quickly go to one of the guest rooms, where a guard will lock her in.

If the characters sneak into Pactolus without being detected, however, she will be in her personal quarters. She will be carrying the transmitter (disguised as a cigarette lighter) necessary to open the door, but will not show it to the characters. If the characters wonder about the opulent furnishings (see above, Arlayne's room), she will say that Goldfinger has taken a fancy to her, and she feels like a bird in a gilded cage.

If Arlayne is the Major Villain, she will be in her personal quarters. Once the characters are captured, she will deliver the speech in Goldfinger's quarters so that she can refer to the portrait of Goldfinger on the wall.

Texalucan: The Aztec will be with Goldfinger, except when sleeping.

Scientists: If there are any not-brainwashed scientists on the premises, they will be heavily sedated and locked in a cell. The other scientists will be in the control room or guest rooms, depending on the time of day.

GETTING CAPTURED

If the characters have sneaked into the base without tripping an alarm, they will eventually encounter someone. Roll on the Encounter Table once every two minutes to find out who they have encountered:

ENCOUNTER TABLE

D10 DIE ROLL	ENCOUNTER
1-2	No Encounter
3-5	D6 Guards
6-7	D6 Technicians
8	Missing Scientist and guard
9	Goldfinger and Texalucan
10	Arlayne and guard

Anyone in the base meeting the characters will immediately head for the nearest alarm box and attempt to press the button. A technician will surrender if threatened, but the guards will fight. Three rounds after the alarm is given or shots fired, the guards and Texalucan will begin to arrive. They will attempt to capture the characters alive, even to sacrificing a few of their own.

If the characters encounter Arlayne, she will tell them that the guard was taking her back to her cell. She was just having lunch with Goldfinger; he seems "to have taken a liking to me."

If the characters were detected entering, they will be allowed to wander to their hearts content, only occasionally seeing a lone guard, who has been ordered to ignore them. After the characters have had time to look around, Goldfinger will send his guards out to capture them. If the characters go into either Goldfinger's quarters, the security room, the communications room, or the control room, the guards will grab them immediately.

Once the captured characters are brought into his quarters, Goldfinger will greet them, have them handcuffed, searched and disarmed. (Make one PER roll for all the guards searching the characters; they will only find the wrist sprayer on a Quality Rating of 1.) When he is assured they are harmless, Goldfinger will offer them a drink and bring them up to date on his activities.

Goldfinger will not at this time announce his connections with Arlayne. If Arlayne has already been rescued and is with the characters, Goldfinger will ask her if she has grown tired of his hospitality already, and send her back, under guard, to one of the guest rooms. He will tell the characters that she an insurance policy against any unpleasantness they might consider.

If Goldfinger has met them before, he will tell the characters how he escaped to rebuild his empire; if the Teaser occurred he will sneeringly offer his condolences to the character involved. If he has not met them, he will introduce himself and tell the characters something of his

background, including his love for gold and his desire for a title.

Note: *If Goldfinger is dead, it is at this point that Arlayne will reveal her true nature. Everything that goes on from here will be done by Arlayne rather than Goldfinger.*

After the amenities have been concluded, Goldfinger will show the characters around his base, with the exception of Arlayne's room and the cells. He will also promise to unite the characters with the missing scientists, for a short time, at least. As the characters and Goldfinger pass the communications room, the radio operator will come out and show him a message. Goldfinger will chuckle slightly and state: "Your government seems to be worried about you. They are burning up the air waves trying to find you." Goldfinger will explain that he has broken M.I.6's radio code, he finds listening to the transmissions rather informative.

Note: *You should emphasize these actions; it is Goldfinger's way of telling the characters that they can use the radio to contact M.I.6.*

The tour will then continue into the control room.

Doctors Markov, Hall, and Vitale will be overseeing the operation of the *transmutation process*. They will be working rapidly, with many fearful glances at the two guards in the room. They will appear clumsy in their movements.

Note: *Remember that these scientists have been brain-washed into believing that they have been forced to help Goldfinger create a transmutation device. If the characters talk to any of these people, the scientists will back up the explanation of the transmutation process, and express hatred and fear of Goldfinger. The scientists think that Arlayne is also a prisoner.*

Detailed descriptions of the scientists have not been given. If you need information on them, you can roll up their statistics using the Technician's Table in the "How to Use NPCs" chapter of the *James Bond 007 Game*.

GOLDFINGER'S FIRST SPEECH

After the characters have greeted the missing scientists, Goldfinger will proudly show them around the control room. The Korean technicians are hard at work under the supervision of the scientists; the characters will watch a stack of bullion-shaped iron bars being loaded by forklift truck into the airlock. Everything is being readied to show the characters the fake transmutation. As this is happening, Goldfinger will give his first speech:

"For centuries man has lusted after the philosopher's stone: that mysterious alchemical tool that would transmute base metals into gold. But as far as the world knows, no one has ever found it. I have learned otherwise.

"I'm sure you are familiar with the ancient Toltec and Aztec civilizations. Most of the information that we have on these people comes from the accounts of the Spanish *conquistadores*, who spoke of great wealth and gold treasures. But we do not know where the Aztecs and Toltecs got their great wealth of gold, nor do we know what wiped out those races.

"A new digging at Teotihuacan convinced me that the Aztecs, and the Toltecs before them, had indeed discovered the secret of turning ordinary metal into gold. Scoff if you will, but Professor Somerset and his associates were also convinced. Though they have only reluctantly agreed to share their expertise, they have been very helpful.

"The natural radioactive material used by those civilizations has not been identified. But through the combination of radiation, great heat, and time, the Toltecs could change iron into gold. The process would take close to a year and could only be done in small quantities. The Pyramid of the Sun at Teotihuacan was one such crude reactor.

"Unfortunately, the radiation in these reactors leaked into the surrounding materials. Eventually the Toltecs began dying of radiation poisoning. In an attempt to insulate themselves from the radiation, they built a new pyramid atop the old one every 52 years. Archaeologists think it was to mark the beginning of a calendar cycle, but, as usual, they are wrong. Unfortunately, the radiation leached into each new covering, and continued to infect the populace.

"It eventually poisoned their race. Many people were required to tend the reactor, and they all would contract radiation poisoning. Soon they were dying, or worse, producing disfigured offspring.

"In the beginning the dying would be exiled to the jungles where their remains were scattered by the animals, but when it became epidemic, the entire race left the city altogether, probably thinking their gods were punishing them. By this time they were too weak to survive, and so they died.

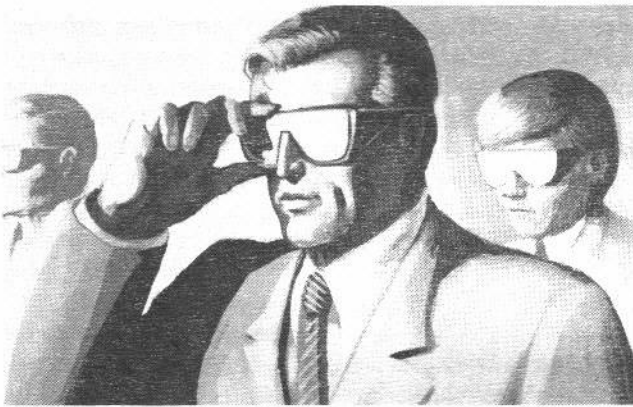
"By the time the Aztecs settled in Teotihuacan, the reactors had cooled enough that the Aztec priests could study and duplicate the Toltec accomplishments. Since the insulation was already there, it took longer for the radiation to affect the Aztecs, but it eventually did. They, too, tried to insulate the pyramids further, but were interrupted by the conquistadors, who completed their destruction.

"With the admittedly unwilling help of these great scientists, I have been able to duplicate the discoveries of the Aztecs and Toltecs, without the deadly cost. Gentlemen, this is my atomic reactor, my philosopher's stone, if you will. Those iron bars you see through the glass in the transmutation chamber are about to be bombarded with varying blasts of neutrons and positrons from a particle accelerator and subjected to great heat, such as only a nuclear furnace can achieve. Please allow me to demonstrate."

THE TRANSMUTATION

Goldfinger will look towards the large control panel where one of the technicians is stationed. The technician will nod. Through the glass a cart loaded with bullion-shaped iron will move from the airlock to the transmutation chamber on the single track.

"It is still a long process, and we have spent days preparing the iron for treatment. Smaller objects can be transmuted without preparation, however. 0.27 metric tons is the best amount to work with; it gives the most cost-effective results. The leaded glass will protect us from the radiation but the light will be so intense we will need special goggles to protect our eyes."



At this point all the technicians will don goggles, and pairs will be provided for the characters. They are of extremely dark glass but the room can still be seen as shadows and shapes. Goldfinger will tell the guards to watch the characters carefully, to make sure they do not try to escape. At his command there will be a sound like a generator building up speed; orders in Korean and dial readings will be shouted out in the room.

Nothing will happen for a few moments, then the iron bars will begin to glow. They will grow white hot, but will still be visible in the reactor. They will glow whiter and hotter, without melting, until the light is blinding; almost too intense to look at even with the goggles. Soon nothing will be visible but a hot white blur. This will continue for a few seconds, then an order will be shouted, and the hum of the generator will begin to die. The bright blur will fade but the bars will still be glowing white hot.

Another command will be shouted, and a series of nozzles will douse the bars with water to cool them, and, Goldfinger will tell the characters, as the first step to rinse off any loose radioactive particles. When the bars have cooled, two mechanical waldo arms will reach into the chamber and break one of the bars in half, "to test its purity." The bar will be gold throughout. The bars will then be transferred along a conveyor belt to the decontamination room.

Goldfinger will invite the characters to follow him into the corridor alongside the decontamination room. As they move, Goldfinger will continue the speech. "In this room, the bars will be subjected to a special process, which, frankly, I do not understand, but my scientists assure me will relieve them of their lethal radioactivity." As they watch through the leaded glass, the bars are repeatedly sprayed with water and foam. Goldfinger continues: "Perhaps you would like to examine one more closely?"

One of the bars will be transferred to the storage chamber. Goldfinger, his guards, and the characters will go into that room, don protective clothing (removing the handcuffs to do so), enter the large doors and examine the bar. It will be solid gold. (If Goldfinger is crippled, he will remain in the corridor, as the suits do not fit over his wheelchair.)

Goldfinger will be overjoyed. "Success, gentlemen. Now I have a chance to become wealthy beyond even my wildest dreams. With my gold, slowly fed into my reserves, I will be the richest man on earth."

If the characters do not believe him, Goldfinger will take one personal item from a character, such as a coin or

a tie clasp, and place it in the transmutation chamber. The process will be repeated. As soon as the item has cooled down enough to handle, Goldfinger will show them the 'transmuted' item, which will indeed be made of gold. Goldfinger will apologize for not returning the character's property, but it is still radioactive. "And by the time it has been decontaminated, you will be in no position to appreciate it."

Note: Remember that this transmutation is a sham. An item put in the transmutation chamber is photographed by a sophisticated computer (hidden below the chamber), which, using laser holography, then carves a block of solid gold into the exact shape of the object. The gold copy is then heated and substituted for the real one through a trap door while the viewers are blinded by the glaring light.

Goldfinger will continue: "You see, now I am truly the Man With The Midas Touch.

"Now you must die. No-one must ever know that I have learned to control the Midas Touch. If the world found out that it is actually possible to transmute metal into gold, they would realize that gold is no longer a scarce commodity; the price of gold would drop drastically. This I will not allow. Of course, I will have to feed the transmuted gold into my dummy corporations slowly enough and quietly enough that people will not notice, at least until it is too late to trace where it all came from. I'm already doing so, and it is going quite well. You certainly will not live to tell anyone, so I have nothing to worry about.

"The last time I attempted to increase my wealth, I made the mistake of underestimating the British Secret Service, a mistake I do not intend to repeat. I have begun to build reactors in other locations, so that even if this reactor is discovered I can simply blow it up and start again elsewhere. Besides, how can anyone find even this reactor? You certainly will not live to tell.

"But worthy adversaries such as you deserve a special death. I wonder if the Transmuter would work on organic matter?" At this point a technician will come up to Goldfinger and show him a piece of paper with Korean writing on it. Goldfinger will read the paper, and look annoyed. "I am afraid that this experiment will have to be delayed a while. I hope you are not too disappointed?"

Goldfinger will have the characters placed in a bugged guest room with Arlayne, "to make your farewells."

UNBELIEVING CHARACTERS

There is a chance that the players and, therefore, the characters, will not believe Goldfinger's claims. In that case, Arlayne will contact Goldfinger, or he will have heard them discussing this over the electronic bug in their room.

Goldfinger will become furious over his failure and have the characters marched into his quarters. He will then tell them the truth, and inform them they will die most painfully, because they outsmarted him. He will explain that his plan will continue; he is going to allow one of the scientists to escape to tell the story. It's not as sweet as if the characters did it, but it will do.

The characters will immediately be taken to the control room and thrown into the reactor unless they can escape.

THE ESCAPE

At this point, Goldfinger wants the characters to escape and inform M.I.6 of his plan. If Arlayne is with the characters, she will suggest that they escape, and wonder if there is any way for them to call M.I.6 for help. (Canny characters may be suspicious of the entire setup. If they decide not to escape, see the section: "Disbelieving Characters.") When the characters make their escape, Goldfinger's guards will attempt to capture the characters, but Goldfinger will ensure that the characters escape safely by not sending enough guards to do the job. When the characters do manage to report in, Arlayne will signal Goldfinger with her hidden transmitter, and Goldfinger will send Texalucan and more than enough guards to capture the characters. Arlayne will assist in the capture, revealing her true loyalties.

In order to effect any kind of escape, the characters must first escape from their prison rooms, which will require an Electronics roll (-2 Ease Factor modifier). Once they have gotten out of the room, they will find the halls of Pactolus Base empty. At this point, they can attempt to report in from a number of different locations: the communications room, a helicopter, Dobrosk, or Ankara.

The communications room is the easiest way to contact M.I.6. The characters will have to Stealth past the security room, but even if they fail their roll, the guards will not respond. (The players should not be made aware of this, of course.) The characters will find the communications room occupied by one unarmed technician, who is monitoring the M.I.6 frequencies with headphones on; he will not notice their approach. After he is dealt with, an Electronics roll (+3 Ease Factor modifier), will allow the characters to broadcast to M.I.6. When they have completed their broadcast, the radio will go dead, and Texalucan, guards, and Arlayne will capture the characters and bring them to Goldfinger's quarters.

If the characters want to escape the base altogether, and report in from Dobrosk or Ankara, they will head towards either the helicopter hangar or the reception room.

If they go to the helicopter hangar to use a helicopter or boat, they will have to Stealth past one guard in the cells area. When they reach the hangar, they will find one of the helicopters warmed up on the helipad. A single guard will be standing next to the helicopter and a technician will be in the helicopter. The characters can subdue them and take the helicopter. At Distant range, another helicopter will emerge from the base and give chase. The characters will notice that the radio on the helicopter has the range to reach the M.I.6 Station House in Ankara, so the characters will either fly the helicopter to Ankara or Dobrosk, or radio in to M.I.6.

This helicopter is remote-controlled from Pactolus Base. If the characters radio into M.I.6, the radio will go dead after they have finished, and the helicopter, under control of Pactolus, will return to the base. If the characters fly directly to Ankara, they will be captured after they leave the Station House (see below).

If the characters take one of the Cobalt CM-9's from the hangar, they will be propelled into the River Pactolus. The river quickly becomes impassable upriver; downriver leads

past the Aston Martin to Dobrosk. Three rounds after they exit, two Cobalts (driven by Pactolus guards) will appear at Long range. In 10 rounds the characters will reach the bridge near where the Aston Martin is parked, where they can either leave the boat and continue by car to Dobrosk or Ankara (see below), or they can follow the river to Dobrosk, a 20 minute trip.

The characters can also attempt to escape on foot by way of the reception room. There is one guard on duty, once he is eliminated the characters can ascend in the elevator. When they are within sight of the Aston Martin, a foot patrol will catch up with them and begin combat. It will take three rounds to reach the car.

Once the characters reach Dobrosk, they can call in immediately, or continue on to Ankara. If the characters report in from Dobrosk, they will be set upon immediately afterwards by guards, captured, and returned to Pactolus Base.

If the characters continue on to Ankara by car, they will be chased by eight guards in four Caprice Classics after they drive through Dobrosk. When the characters reach the Ankara Station House, they will be brought immediately to the radio room, where M will demand to know what has been going on.

No matter where they report from, M will have the same response. He will inform them that it will take too long to mount an assault on Pactolus Base; Goldfinger will be long gone by then. They are to go back to the base and stop Goldfinger, and find the location of the other bases. "I don't have to tell you of the ramifications of this; we can't allow him to have this type of power." (As stated above, the Ankara Station House will be little help to the characters.)

Note: *Goldfinger is not about to mount an assault on the Station House to recapture the characters. He is, however, aware of the resources available to M.I.6 in Ankara, and he knows that the characters are the only effective fighting force in the area. Therefore, he will simply wait for the characters to leave the Station House, at which point Texalucan, guards, and Arlayne will capture them on their way back to the base.*

GOLDFINGER'S SECOND SPEECH

Once the characters have reported in and been recaptured, they will be brought to Goldfinger, who will be in the highest spirits.

Goldfinger will thank Arlayne for her help, and tell her that it is time for her to leave. Arlayne will say goodbye to the characters, sigh regretfully, and leave the base (and the adventure) via helicopter. (Arlayne should be allowed to leave, so you can use her in further adventures.)

Goldfinger will continue. "I know that we haven't much time; your colleagues will be here in a matter of hours. I guess you are wondering what has been going on. Well, it is simple. You have been led down the garden path: the philosopher's stone does not exist. I should know as I have tried long and hard to find it. A pity, as the unlimited wealth that would be mine staggers the imagination.

"My reactor is a sham. It can no more create gold than the temple of Teotihuacan could. I had those hieroglyphics

forged, by the way. My reactor is simply a conventional nuclear generator that is supplying the heat and electricity for this base. When an object is placed in the "transmutation chamber," it is photographed from all angles, and a sophisticated computer uses lasers and holography techniques to carve an exact likeness of the object out of a block of gold. When the object in the chamber glows so brightly that it cannot be seen, the gold copy is substituted.

"You see, since I could not create gold, I had to settle for the next best thing: I set out to convince the world that I could create gold, and was doing so even now. To do that I needed reliable witnesses. That where you came in. Yes, I began kidnapping scientists with the hope that somebody would send their agents in to investigate. It happened to be you, which was a bonus beyond my wildest expectations. So I set my plan into motion.

"Operation Alchemy was contrived to convince you that I could change base metals into gold, and to get you to report it to your superiors. You see, when I leave this base in an hour, I will leave one of your scientists behind. Unfortunately, he will have been exposed to a lethal amount of radiation. He will, before dying of radiation poisoning, no doubt inform his rescuers that I can change metals into gold. The scientists have been brainwashed into believing it, you see.

"Your chief will be forced to report to his government that I have escaped with the secret of how to create gold; it will certainly then leak out into the private sector. Large private investors, terrified that the price of gold will plummet, will begin to sell their gold to stave off disaster. The price of gold will begin to drop, and my agents will purchase it for a fraction of its real value."

Goldfinger will say, if he was defeated by the characters previously: "The added pleasure of paying you back for my last defeat makes it all the sweeter." If he has not met the characters before, he will say: "The added pleasure of paying your sorry little island nation back for not giving me a title makes it all the sweeter.

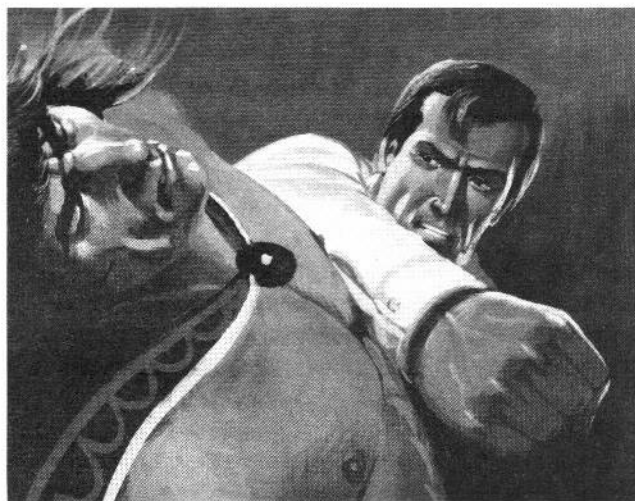
"Now gentlemen, you will have the pleasure of witnessing my process first hand. Its a pity the process does not actually work, since I would love to have gold statues of you to remember you by. But I will have to make do with a pile of ashes and some bone, and the memory of your faces as you die. Texalucan, put them in the reactor."

At this point Goldfinger will attempt to put the characters in the reactor and destroy them. They will have to defeat him and rescue the scientists, who have been locked in the cells.

THE FINAL BATTLE

As the characters are herded to the door, the reactor will be fired up. The armed guards will be watching the characters; Goldfinger will be watching the transmutation chamber.

This will be the characters' last chance to escape. It is time to use the wrist sprayer or Hero Points. By smashing one of the control panels or starting a combat, the characters will cause the technicians to panic. Goldfinger will shout for order but get none. If the characters appear to be getting the



best of the guards, he will activate the sequence which will explode the generator, and order Texalucan to keep the characters from interfering. When the destruct sequence is engaged, alarms will start going off all over the base, and recorded voices in Korean and English will order evacuation, since the explosion will occur in 75 seconds. The explosion will be small but very dirty, contaminating the countryside. The time limit is just enough to allow Goldfinger to escape via his personal helicopter.

Note: *If the characters ignore the impending explosion and try to follow Goldfinger, you should remind them that not only are the scientists still at the base, but that M would take a pretty dim view of a nuclear explosion in the middle of a friendly country.*

The only way to stop the destruct sequence is to defeat Texalucan, who is impossible to reason with. Texalucan does not care that the place is about to go, he simply wants to kill the characters. If there are more than two characters, add an extra guard for each extra character. Texalucan can be killed in the ordinary way, or he can be thrown into the airlock of the reactor. (A Quality Rating 1 Trip will accomplish this, as will simply Stunning him and pushing him in.) When the inner door is opened, Texalucan will die in a flash of intense light.

The characters will have 15 rounds to defeat Texalucan and stop the countdown.

STOPPING THE EXPLOSION

The abort controls are on the large freestanding control panel and require one round and an Electronics or Science roll (-1 Ease Factor modifier) to engage. If the characters cannot defuse the reactor themselves, they can get one of the scientists out of the cells to help them do it.

Once the characters have shut down the reactor, they will have to get out of the base with the scientists. If the characters have had too easy a time, you can have some of the guards start a Fire Combat with them. If damage was done to the control room, the entire complex can be shorting out and about to blow in a conventional explosion.

Once the characters have escaped Pactolus, they should have no problem reaching Ankara, and getting back to England.

Part IV: Adventure Information



A. Consequences

For the characters to succeed in this mission, they must prove that Operation Alchemy is a sham, stop the base from exploding, and rescue the scientists. If the characters succeed in all three of these things, then their mission is a total success. This, in many ways, is an all or nothing mission; but it is possible that the characters will succeed in some of these objectives and fail in others.

For example, if the characters rescue the scientists without hearing the "Second Speech", they will be unaware that Operation Alchemy is a fake. The intensive de-briefing of the scientists will uncover that they have been brainwashed, but not before Goldfinger's scheme nets him millions. The characters will not have succeeded at the mission and this should be reflected in their Experience Point award.

The characters will probably make every effort to capture Goldfinger, but you may wish to ensure that he escapes so that you can use him in a later adventure. While M might not be particularly happy that the Major Villain escaped, you should not penalize the players for this in Experience Points.

In this adventure, the players should, as always, be awarded bonus Experience Points for Bond-like actions. These could include such things as: seeing through Arlayne's disguise, but playing along anyway, or dispatching Texalucan by throwing him in the reactor. A major Experience Point award should go to any player who picks up on the subtle indicators that all is not as it seems (especially the telegram clue in Pamplona), and short circuits Goldfinger's scheme.

IF THE CHARACTERS SUCCEED

Stopping Operation Alchemy will not destroy Goldfinger's empire, but it will be a blow to his working capital. Not only will Goldfinger lose all of the gold he stood to make by creating a panic, but he will also lose all the millions it cost to create Pactolus Base. This will certainly hinder any future plans he may have.

Goldfinger will have to go into hiding, but he will keep control of his hidden, illegal wealth. Arlayne may or may not continue to work with Goldfinger; with him on the run and her cover blown, his hold over her is eliminated. Arlayne's legitimate holdings will be forfeit but her illegal operations will continue.

IF THE CHARACTERS FAIL

If the characters fail, they probably will be dead. While this might seem like dire enough consequences to them, other things will happen as well. Operation Alchemy will proceed, just as stated in "Goldfinger's Second Speech." Goldfinger will make a huge profit, and M.I.6 and Great Britain will be humiliated.

In future adventures, the characters will have to redeem themselves to Fellow Secret Agents. They will receive a -3 Ease Factor modifier on all Interaction rolls with such NPC's until they can hunt down Goldfinger and restore the balance to the gold market. The characters may be demoted. If so, their skills and characteristics are not lowered, but any privileges or positive modifiers they receive because of their rank will be suspended until they can find Goldfinger. Their Experience Point award should also be lower until they redeem themselves.

B. Altering the Adventure

If any of your players have read this adventure, there are a number of ways it can be changed so that they will not know what is going on. You can make Arlayne an innocent bystander, and Satin Goldfinger's accomplice. Or you can even make Professor Somerset the Major Villain, faking his own kidnapping. Operation Alchemy could be, in fact, a viable process, with Goldfinger hiding and exporting the gold in his Rolls Royce. (This would certainly make the adventure more difficult, as Goldfinger's minions would actually be trying to exterminate the characters.) You could also involve TAROT in the plot.

It is possible to change the locations in the adventure and even move Pactolus Base to some country other than Turkey. However, by doing this you nullify a number of the mission sheets and clues in the adventure. You should carefully assess the amount of work and number of changes such an alteration would require before doing so.

CHANGING THE ADVENTURE TO FIT YOUR CAMPAIGN

If you are playing this adventure without having played the original *Goldfinger* adventure, it can stand as it is with a few minor changes. Ignore the Teaser, as there is no reason for Goldfinger to want revenge against a character. Read the Briefing for the Characters, the Briefing for the GM, and Goldfinger's two Speeches, and note the sections that refer to the previous adventure. These will have to be changed or skipped entirely.

Oddjob can replace Texalucan as Privileged Henchman, if you so desire. The only change that will have to be

made is in Part III: D. Teotihuacan. Since Oddjob is a mute, Diamante will say Texalucan's lines: "Hurry, we must get DuLac next."

ARLAYNE AS MAJOR VILLAIN

If Goldfinger is undeniably dead (he was shot nineteen times, embalmed and buried), this adventure is still valid, but Arlayne Abrest is the Major Villain. Goldfinger was always a methodical man, he even planned for revenge if he was killed during Operation Midas Touch. He left Arlayne all of his empire, with the one request that she use it to avenge his death. In this case it is Abrest who came up with the plan to fool the characters. She used the Goldfinger-style executions to baffle M.I.6 and the characters.

Little will have to be done to change the adventure to fit this new set of circumstances. Give Abrest three more Survival Points; she will also get a +4 on all of her WIL rolls to resist Seduction and Interrogation. The Teaser can be used; in the Briefing to the Characters M will wonder if Goldfinger could have survived, somehow, or if someone has taken his place.

The NPCs, locations, and props can be used as is, up until the characters reach the Cenotaph of Midas. (In this case, Abrest signed the telegram to Diamante AG because she didn't trust him enough to let him know she was running things.) Once the characters reach the Cenotaph of Midas, discover Pactolus Base, and are captured, Abrest will reveal herself to them. She will give the speeches, and explain that she is acting as Goldfinger would have wanted, because he is the only man she ever admired.

C. Further Missions

If either Arlayne Abrest or Auric Goldfinger have escaped at the end of this mission, M can assign the characters to capture them. If this is the second time that the characters have beaten Goldfinger, he will hate them with a passion beyond reason, and will try once again to gain his revenge. If the characters have dealt with the healthy Goldfinger, then you could have his helicopter crash after he

escaped, in which case he would then be a cripple. This would allow you to use the iron lung/wheelchair version of Goldfinger in later missions.

If Arlayne is alive, she will continue to expand her power in the underworld, and will certainly be a force to be reckoned with.

Part V: Thrilling Cities



A. Mexico City, Mexico

Up until about 50 years ago the capital city of Mexico was a minor, rather primitive city, when suddenly the city began growing and spreading out in all directions. Somehow it managed to grow without sacrificing beauty, or the traditional ways.

This blending of the new and the old is one of the most enjoyable aspects of Mexico City. In the Plaza of the Three Cultures one can find a skyscraper next to a housing project next to the ruins of Tlalteleco; on the outskirts of town autos must share the roads with burros and horses. Indian women peddle their handicrafts from blankets set up outside some of the most exclusive shops in the city; next to some of the finest restaurants can be found humble taco stands, all doing a booming business. The melange of cultures makes Mexico City an exciting, vibrant city.

The people of Mexico City are extremely friendly; one sure way to get on their good side is to try to speak their language. This is especially helpful when haggling over prices, which is almost mandatory in Mexico City. The price quoted by a Mexican merchant can usually be beaten down to almost half; a visitor will win respect if he is an agile haggler.

One drawback for visitors is the altitude of the city. More than a mile above sea level, the thinness of the Mexico City air may prove bothersome, and tourists should take it easy until they are used to the rarefied atmosphere.

HOTELS: Since the primary industry in Mexico City is tourism, there are more than enough luxury hotels to accommodate the constant influx of visitors.

- **Camino Real** (*Mariano Escobedo 700*)

Features: This hotel is a virtual city unto itself. It boasts a half dozen bars and restaurants, including Le Club Cero Cero where

dancing patrons gyrate to the thunderous accompaniment of music, or, for those wishing an ambiance more conducive to conversation, there is the elegant Fouquet's de Paris. The Lobby Bar and La Cantina Bar are usually filled with friendly tourists.

- **El Presidente Chapultepec** (*opposite the National Auditorium*)

Features: 900 rooms, all providing cablevision with programs from the United States. Visitors may be awed by the hotel's luxurious four story lobby; amazingly, the rooms are just as fine. Restaurants include La Chimenea, and bars include Bar Mexicano, Lobby Bar and Chapulin Club.

RESTAURANTS: There are many fine restaurants in Mexico City that serve international cuisines, such as French, American, or German food. Traditional Mexican food should certainly be sampled, it is heavily spiced and much better than the stuff that passes for it in fast-food restaurants. The following restaurants specialize in Mexican cuisine:

- **Hacienda de los Morales** (*Vazquez de Mella 525*)

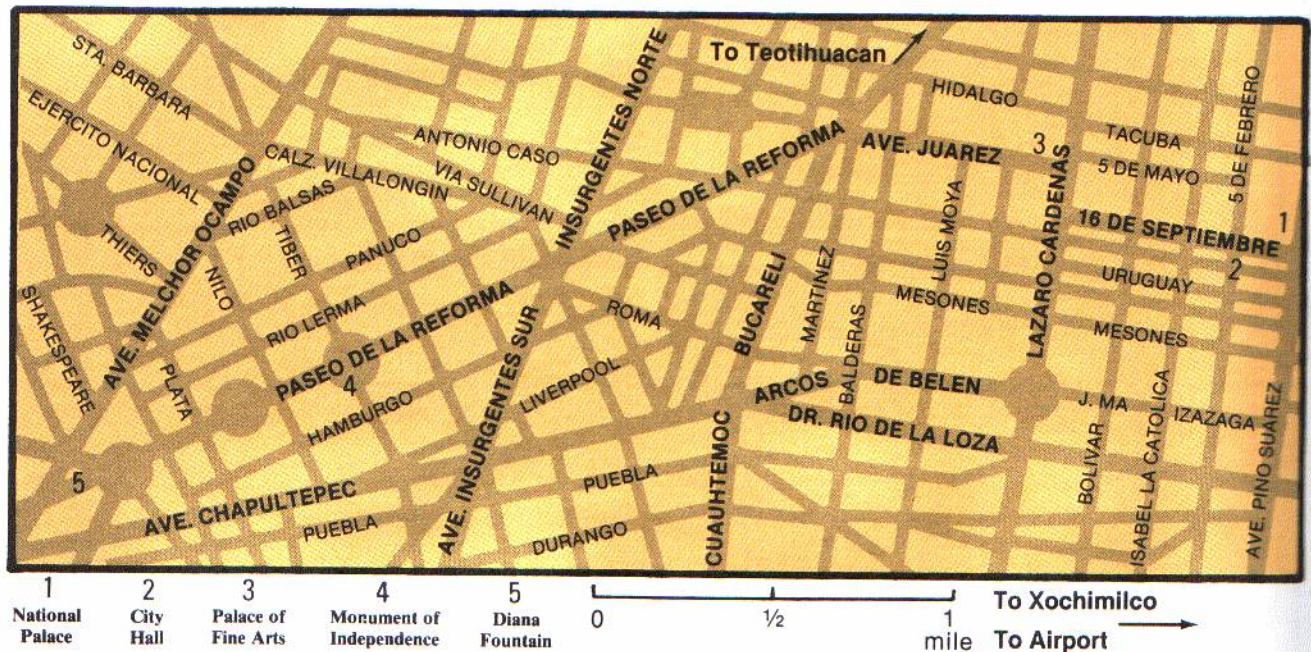
This restaurant is a bit off the beaten path, so it might be best to take a cab. The restaurant is in a magnificently restored hacienda, it features such Mexican specialties as chicken mole, pork roasted in clay and Veracruz chowder.

- **Fonda Santa Anita** (*Insurgentes Sur 1089*)

Located near the bullring, this is one of the oldest and best known of the restaurants in Mexico City. Authentic enchiladas, refried beans and mole are featured.

- **San Angel Inn** (*Palamas 50*)

This restaurant has come a long way from when it was only a stagecoach stop. The International and Mexican cuisine is enhanced by the meticulous service and bar. There is an outdoor patio, a favorite in good weather.



MONEY: 335 pesos equal one pound.

COMMUNICATION: International direct dialing and telegram service are available from all hotels. Telegrams can also be sent from the main international telegraph office at Balderas 14. Telegrams cannot be sent collect.

LANGUAGES: Spanish, English

GETTING AROUND: Mexican traffic can be a nightmare for anyone who has not experienced Grand Prix driving. It is advised to rely on taxis rather than renting a car.

EQUIPMENT: East Factor 4

INTELLIGENCE AGENCIES: The KGB, C.I.A. and M.I.6 all maintain Level 2 Station Houses here.

B. Pamplona, Spain

This provincial capital is, for 50 weeks out of the year, a normal smallish city located on a hill on the River Agra in the western foothills of the Pyrenees. The people go about their daily routine without incident. Occasionally a tourist passing through will stop to admire the gothic Cathedral where Carlos III and his wife are entombed.

For two weeks every July, however, Pamplona becomes a thriving tourist attraction. It is during this time that the city holds the Festival of San Fermin, with its main attraction, unique to Pamplona since the times of Ancient Greece and Rome: the Running of the Bulls. First brought to prominence by Ernest Hemingway in his book *The Sun Also Rises* (*Fiesta* as it is called in British editions), the event attracts the young and foolhardy from around the world who wish to challenge the anger of the bulls and oxen.

During the festival the hotels are jammed, but it doesn't matter, because the city never shuts down. Tired participants can be seen lying in their cars or in the roads or any other convenient space, wrapped in their sleeping bags,

catching a few moments of rest. Even the banks are left open so that people can sleep on the marble floors of the lobby. (The police are very tolerant and very harried during the festival.) Some people stay in the city of San Sebastian, making the 90 kilometer drive in the morning to reach the festival.

HOTELS: Since the demand for rooms in Pamplona peaks only once per year, the number of luxury hotels is at a minimum. But what hotels exist are clean and offer quality service and surroundings.

- **Los Tres Reyes** (*Jardines de la Taconera*)
Features: This is one of the larger hotels in Pamplona. It contains 168 rooms, a pool and a garden.
- **Residencia Eslava** (*Plaza Virgen de la O*)
Features: A refurbished Spanish mansion, The Residencia Eslava features some rooms with balconies, and a lounge in the cellar. This hotel has 28 rooms.
- **Yoldi** (*Avda. de San Ignacio 11*)
Features: This 48 room, austere, impersonal building hides comfortable rooms and fine service.

RESTAURANTS: Spanish and Mexican cuisines share common roots, and both have the same spicy flavor. There are a number of good restaurants in Pamplona; most are very expensive but provide more than ample portions.

- **Restaurante Marceliano** (*Calle Mercado 7-9*)
A two story, four roomed restaurant with a varied menu. Dishes include mussels in garlic broth and *ponchas con chungu* (shelled green beans with ham).
- **Hostal del Rey Noble** (*Paseo Sarasate 6*)
Excellent food, intimate atmosphere, best for a romantic dinner for two.
- **Asador Olaverri** (*Santa Maria 4*)
A bit removed from the central square of the city, this restaurant serves only roast meat dishes. The meat is barbecued on an open grill at the rear of the large dining room.

MONEY: 270 pesetas equal one pound.

COMMUNICATION: International direct dialing available in the larger hotels, operator assisted elsewhere. Telegrams can be sent through the hotel desk.

LANGUAGES: Spanish, English

GETTING AROUND: While rental cars are available, most people, especially during San Ferminese, will stick to walking because of the crowds. Taxis are available.

EQUIPMENT: Ease Factor 3

INTELLIGENCE AGENCIES: There are no Station Houses in Pamplona. The nearest is a Level 3 House in Madrid. The C.I.A. and KGB also have Level 3 Station Houses in Madrid.



GOLDFINGER

THE MAN WITH THE MIDAS TOUCH

A golden web of intrigue is about to ensnare you!

BRIEFING: Three famous physicists have disappeared. Now, an M.I.6 agent assigned to protect another world-renowned nuclear physicist has been discovered dead of skin suffocation — his body covered with gold paint. Only one man is known to use this bizarre method — Auric Goldfinger. Has Goldfinger returned, or is someone mimicking his lethal methods? Whatever links the missing scientists with the agent's death must be discovered quickly, or the results may prove catastrophic to the world.

MISSION: Your double mission is to solve the murder of the M.I.6 agent and to protect the imperiled scientist. The assignment will not be easy, for the enemy is weaving a trap for you. He will lure you on with an intrigue combining ancient myth and modern technology. He wants to snare you in his golden web, for Goldfinger's burning hatred of you and M.I.6 must be satisfied. Are you brave enough to follow the golden threads of danger?

The *Goldfinger II: The Man with the Midas Touch* Adventure package contains:

- An illustrated 48-page Gamesmaster's Guide with complete instructions on running the adventure alone or as a sequel.
- An Agent's Briefing Dossier from M.I.6 with 8 Mission Sheets that provide clues and maps for the players.
- A stand-up screen containing maps of a subterranean cave and the enemy's secret base, and the Mission Timetable.

Goldfinger II is an original adventure that can be played alone or as a sequel to the *Goldfinger* Adventure Module.



ADVENTURE DESIGN
Robert Kern

GAME SYSTEM DESIGN
Gerry Klug

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GOLDFINGER II