

The Horn of Roland

AVALON HILL'S TRADEMARK NAME FOR ITS LORDS OF CREATION ADVENTURE



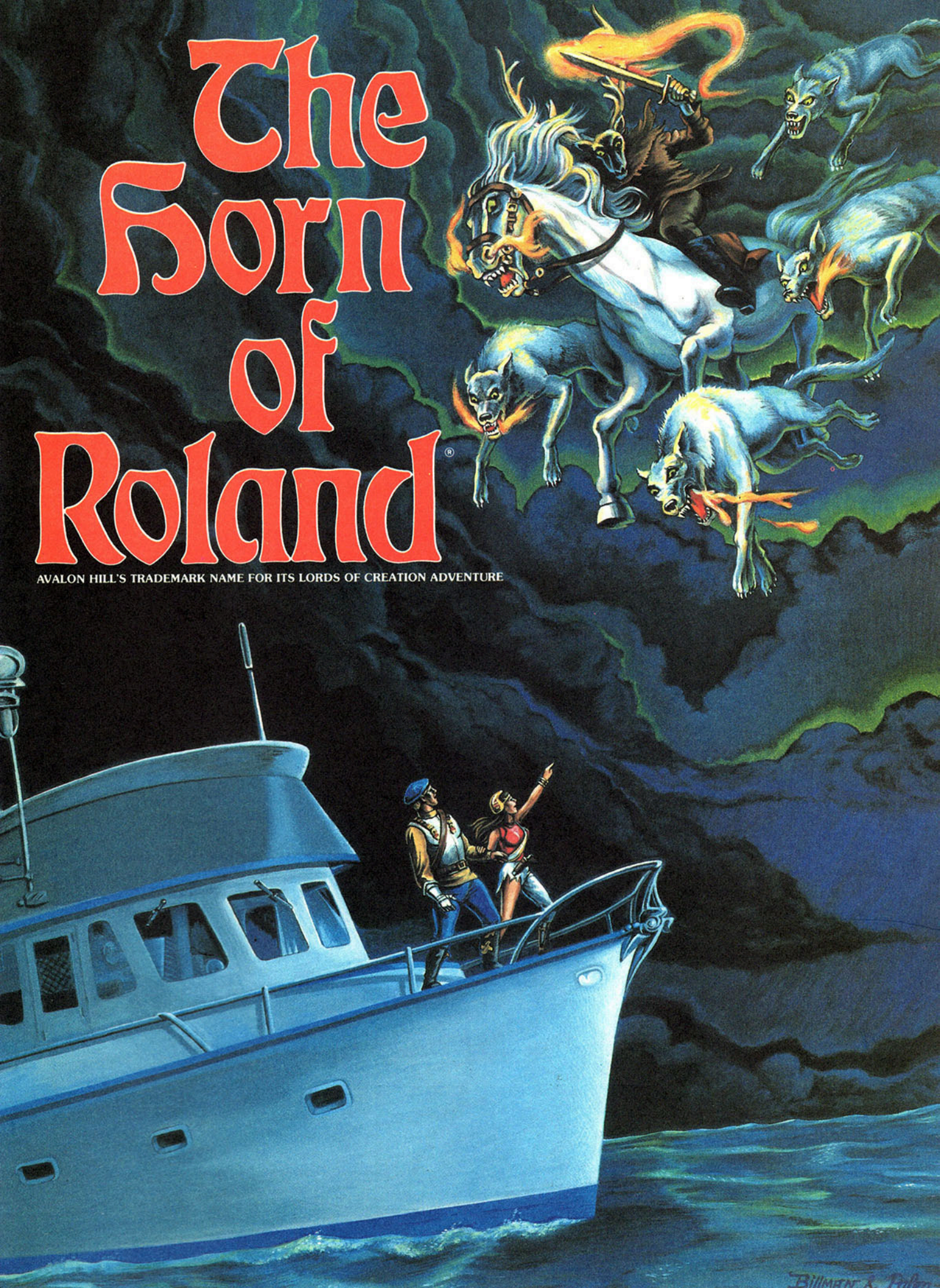
A Lords of Creation® Expansion Module

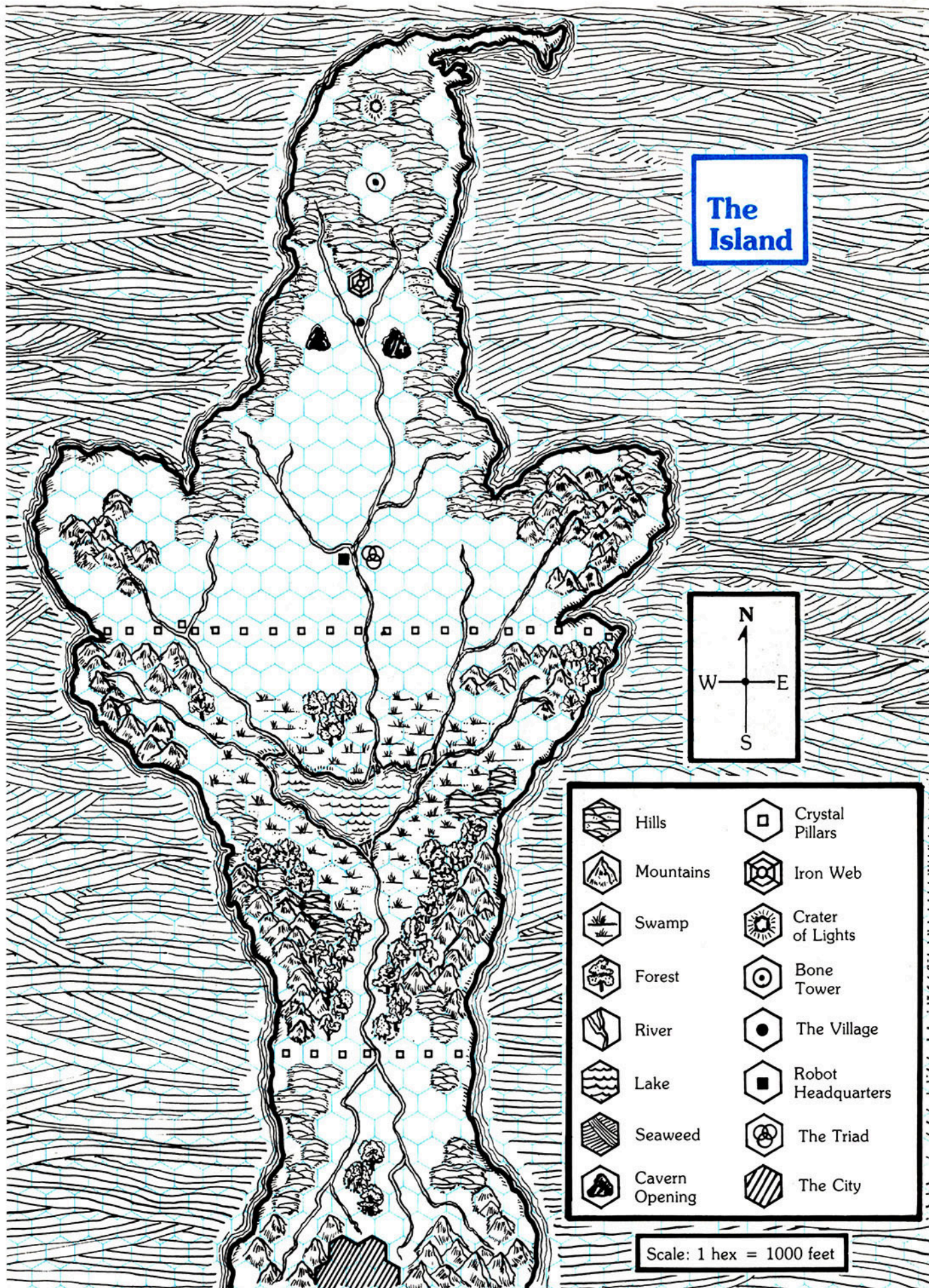
THE HORN OF ROLAND® is the
first in a series of
role-playing adventures
based on LORDS OF CREATION®.
Ownership of LORDS OF CREATION®
is required to play this module.

Billman & Palen

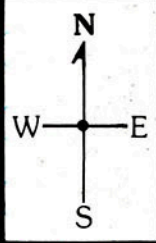
The Horn of Roland

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The Island



- | | | | |
|--|----------------|--|--------------------|
| | Hills | | Crystal Pillars |
| | Mountains | | Iron Web |
| | Swamp | | Crater of Lights |
| | Forest | | Bone Tower |
| | River | | The Village |
| | Lake | | Robot Headquarters |
| | Seaweed | | The Triad |
| | Cavern Opening | | The City |

Scale: 1 hex = 1000 feet

The Horn of Roland®

by Tom Moldvay

A Lords of Creation® Adventure for four to ten Neophyte Characters

*Hunted by terrifying phantoms, the characters' only escape
lies in finding the mythical Horn of Roland
hidden beyond the Bermuda Triangle.*

Your Adventure Begins . . .

This adventure uses the LORDS OF CREATION® game rules, which include THE BOOK OF FOES®. It can't be played without those rules.

The Horn of Roland is an adventure designed for 4 to 10 newly-created (**Neophyte level**) characters. The adventure begins in a present-day setting, and equipment is limited accordingly. The party of characters at minimum should contain some skills from the categories of **Commando**, **Detective**, **Medical**, **Pilot**, and **Street Criminal** in order to succeed on the adventure.

The adventure was designed to take several gaming sessions. Successful characters will earn the title of Apprentice and gain their first power. The Game Master must read, and become familiar with, all of the adventure. **Players should read no further.** If the players know the details of the adventure, it spoils the surprises and excitement of the adventure for all.

THE ADVENTURE

There are five main threads of plot in **The Horn of Roland**: Prometheus versus Erebus; A Murder Mystery; The Wild Hunt; The Flying Dutchman, and The First Ones.

Running throughout the entire adventure is the rivalry between Prometheus and Erebus, two Lords of Creation. Prometheus favors characters who raise their Personal Force and begin the long journey toward becoming a Lord of Creation. Erebus does his best to stop characters from raising their Personal Forces. The characters won't know about the rivalry until the end of the adventure. But both Erebus and Prometheus secretly influence encounters throughout the adventure. **Scenario F** concentrates on the conflict between Prometheus and Erebus.

The characters must solve a murder mystery. The murder takes place in the fictitious town of New Bristol, Massachusetts. While solving the mystery, the characters gather the equipment they will need for the rest of the adventure. The murder mystery is **Scenario A**.

The characters are hunted by The Wild Hunt, a terrifying force that they are powerless to defeat. The only chance to protect themselves from The Wild Hunt is to find the legendary Horn of Roland. The horn is located in a magical tower on an island beyond The Bermuda Triangle. **Scenarios B** and **C** are concerned with escaping the Wild Hunt.

The Flying Dutchman has been cursed to wander through space, time, and other dimensions until he inspires enough good deeds to lift the curse. He willingly gives the characters important information they need. In return, they free the island from the grip of slavery imposed by a group of Rogue Robots. **Scenarios D** and **E** deal with freeing the slaves and lifting the curse from The Flying Dutchman.

The island was once inhabited by a mysterious race known as The First Ones. No one knows what they looked like, but The First Ones have left a number of strange artifacts scattered across the island. In fact, the tunnel of lights that draws the characters into a new dimension is an artifact of The First Ones. Artifacts of the First Ones play a part in every scenario *except* Scenario A.



SCENARIO A – MURDER AT BRISTOL CON

When the adventure begins, the characters are all guests of honor at Bristol Con, a large gaming convention in the fictitious town of New Bristol, Massachusetts. A mysterious figure dressed in gray appears to be spying on them. The mysterious figure, a Phantom, keeps appearing suddenly and disappearing before the characters can reach it.

The convention has been organized by Tom Morgan, a friend of the characters, who also owns the New Bristol Arms, the site of the convention. Saturday night, the corpse of John Manchester, a local millionaire, is discovered in his penthouse suite at the New Bristol Arms. The police are convinced it is a case of suicide. Tom Morgan knows it is murder. Knowing the diverse skills that the characters have, Tom Morgan appeals to their friendship and hires them to investigate.

The characters are able to establish that a murder has indeed taken place. At first, there are a number of likely suspects. One by one, they are cleared by the characters. During the murder investigation, the characters continue to be plagued by the Phantom. The characters also run afoul of the Tommy Jarrett gang, a local crime syndicate. Worst of all, they are hunted by the mysterious Cult of the Serpent, whose leader seems to have strange magical powers.

After gathering many clues, and surviving dangerous encounters, the characters finally confront the murderess Nell Tarot. Nell Tarot is her stage name. She is actually Temperance Allerton, a 17th century witch who was hanged by Lionel Manchester. The Cult of the Serpent has opened the way for her return from the grave. She has taken over the body of Pamela Ashton, a local heiress.

The characters send the evil spirit back to its grave. They defeat the minions of Nell Tarot who flee in a Ghostly Galleon. At the end of the scenario, Pamela Ashton gives the characters her yacht so that they chase this spectral ship.

THE MURDER

At about 8 p.m. on Saturday, Chuck Garrison, the Manchester chauffeur, sneaked into the penthouse where the Manchesters live. He gained entrance using a key provided by Mrs. Lydia Manchester. Chuck walked through the study to the outer garden terrace. He was carrying a .45 automatic revolver. He hid behind one of the trees in the garden.

Chuck and Lydia Manchester are lovers. She has convinced Chuck to kill John Manchester so that she can inherit the Manchester fortune and marry him.

Chuck Garrison planned to make the murder look as though it happened during a burglary. Lydia Manchester had given him the combination to the safe. Chuck was going to rob the safe, then toss things around the study to make it look as though a struggle had occurred. As the chauffeur, he would then call John Manchester into the room, saying that he had discovered a burglary. If John asked why the chauffeur was back in the house, Chuck would say that Mrs. Manchester had forgotten her purse and have given him the key so he could pick the purse up for her. Once John Manchester was in the room, Chuck planned to shoot him, then flee by using the fire escape.

Chuck started to set-up the murder, but was disturbed. He had just opened the safe when he heard John Manchester coming. He shut, but didn't lock the safe, and hid out on the balcony garden terrace.

At 8:15 John Manchester entered the study. He took the book *Witchcraft in Old Massachusetts* from the bookshelf and prepared to read it. At 8:30 John Manchester had a visitor.

The visitor was Nell Tarot (whom John knew as Pamela

Ashton). She came to see him supposedly to discuss local legends, including the "witch's curse" of Temperance Allerton and Roger Mortimer. John Manchester fixed drinks for both of them (scotch and sodas), and moved the other easy chair closer to the fireplace so they could talk more comfortably. For 20 minutes they talked about witchcraft and the occult. After his first glimpse of the visitor, Chuck Garrison ducked further back behind the tree so he wouldn't be seen.

Chuck Garrison didn't see John Manchester die. Nell Tarot poisoned John's scotch and soda. Death was quick, but extremely painful. After John was dead, Nell set out to create the impression of a suicide. She pushed the chair back to its original position. She finished her drink, and put the ice cubes in it back in the ice bucket. She cleaned and dried the glass and replaced it in the glass rack. She emptied and cleaned the ash tray. Finally, she left the fake suicide note that she had prepared the night before after breaking into John's office in the Manchester Building. She was about to make a final check when the Phantom appeared at the window and warned her that someone was on the terrace. She left the study and exited by way of stairs.

Chuck kept out of sight until he heard the door close, so he knew nothing of what Nell had done. The long wait had gotten on his nerves and he decided to finish things quickly. He steadied himself for the killing shot, but the sudden realization that John Manchester was already dead unnerved him so much that the shot went wild and completely missed Manchester. He knew that the shot was sure to bring people, so he fled down the fire escape. Chuck Garrison then proceeded to the Wright residence. He and Lydia Manchester had worked out an alibi for him in case the police questioned him.

Interwoven through the plot of the murder are several subplots that serve as red herrings, that is, series of clues that seem to point to other suspects.

Red Herring #1: Suicide

At first glance, the murder appears to be a suicide. The evidence of #7, #22, #23, #24, and #36 in the Room Diagram indicates that someone tried to cover up the fact that there were two people in the room. **Encounter A13** shows that the suicide note was a fake.

Red Herring #2: Love Affair

Chuck Garrison and Lydia Manchester planned to murder John Manchester. But the plan went completely awry. The evidence of #13, #26, #28, #29, #31, #33, and #34 in the Room Diagram indicates that someone entered the terrace from the study, waited outside for a time, fired a shot that missed, then fled down the fire escape. When Chuck Garrison tries to blackmail the real killer, he ends up as another victim (**Encounter A11**).

Red Herring #3: Divorce

John Manchester had drawn up a codicil to his will stating that the money he originally left to Lydia Manchester was to go instead to Linda Ann Thompson. Linda Ann Thompson is commonly known by her stage name, Trixie Starr. John told Trixie, in front of a witness (his lawyer) that he had signed the codicil and that it was now part of the will. Actually, he never planned to sign it. He had used similar ploys in the past to hold onto his girlfriends.

But Trixie Starr had every reason to believe that she inherited if John Manchester died. So, she had a motive for his murder. On the other hand, if Mrs. Manchester saw the codicil she would have an excellent motive for killing John Manchester before her husband could sign the document and make it legal.

Red Herring #4: Jewel Heist

The jewelry in the safe is fake. Mrs. Manchester claims the real jewelry was stolen and replaced with fake jewelry. She points out the recent series of cat burglaries in New Bristol. The police believe that the gun was fired by a burglar who took the jewels but didn't slam the safe door hard enough for it to lock. Suicide and robbery are simple solutions and, though they don't really fit the evidence, they superficially explain the case. The police will only reopen the case if new evidence is presented.

Red Herring #5: Gambling Debts

The jewelry was not stolen—it was pawned. Lydia Manchester needed the money to pay gambling debts owed to the Club Apollo. She didn't want her husband to find out. Her cover-up is yet another motive for murder.

Red Herring #6: Protection Racket

John Manchester paid protection money to the Jarrett gang while research was being done on the M-C 9. Once the research ended, he stopped payments. The cancelled checks in the safe indicate the past payment. An underworld informer reveals that the Jarrett gang threatened to kill John Manchester unless payments were resumed.

Red Herring #7: Industrial Spying

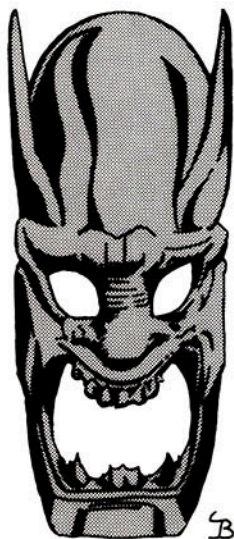
John Manchester's junior partner, Donald Matthews, was jealous of John's business success. Donald has also lost a small fortune recently in stock speculation. To damage Manchester and recoup some of the lost money, Donald was planning to sell the secret of the M-C 9 to a rival corporation. The note in John's safe for an immediate meeting between John and his partner indicates that John knew about the sale (giving Donald Matthews a motive for murder). Since the industrial spy, Cynthia Fairweather, is also the cat burglar, it reinforces a possible motive for her.

As the GM you should use the red herrings to keep the characters guessing, and to force them to investigate all possibilities (therefore opening the way for more action encounters and adding to the mystery). In the end, however, all the red herrings lead to deadends. The various suspects all prove to have ironclad alibis. More importantly, the continuing series of events begin to point away from all other suspects and focus on one suspect alone.

At first, Nell Tarot is merely another possible suspect and, one of the less likely ones at that. As the action unfolds, she becomes a more likely suspect, while the others check out as false suspects. Eventually, the evidence against her proves overwhelming.

The murder mystery gives you, the GM, an excellent chance to play the roles of the various non-player characters who are encountered. "Ham it up" a bit. Melodrama, use of accents, or anything else that makes the non-player characters come alive are useful tools for the GM. Ideally, each of the important non-player characters should develop his or her own personality. Lydia Manchester would be sly and deceitful; Billy Manchester would be brave and honorable; Cynthia Fairweather would be charming and cunning, etc. But if in the beginning your role-playing falls a bit short of the ideal, don't worry about it. The idea behind role-playing is for everyone, including you, to have fun!

The murder mystery is fairly complex, but not really difficult for you to run. If the characters don't solve the mystery, encounters have been built into the scenario where the truth will be revealed to them anyway.



The encounters in **Scenario A** are divided into four groups. The first group, **Encounters A1, A2 and A3**, consist of events before the murder and the scene of the crime. The three encounters take place sequentially.

The second group of encounters, **Encounters A4-A38**, are places that the characters can visit to obtain clues and other information about the murder. These encounters don't necessarily take place in any given order. The order in which they occur depends on how the characters decide to conduct the murder investigation.

The third group of encounters, **Encounters A39-A48**, are events that take place while the murder is being investigated. The encounters should be timed to take place at fairly equal intervals during the investigation. The exact timing is not too important, as long as the encounters take place in the order given. Consult the timetable of events to find the suggested time for each event. For example, **Encounter A42: Poison!** should take place sometime when the characters return to their rooms *after* the second murder, but *before* the first funeral. It does not really matter if the characters have just visited the Police Station or the Bijou Theatre.

The fourth group of encounters, **Encounters A49-A54**, begin with the encounter where the true solution to the murder is revealed, and continues the events after the murder is solved. The encounters take place exactly in the order given.

To help you in running the encounters, two tables have been included in the adventure. The first table is a timetable that lists all the important events that take place during **Scenario A**. The second is a table of *dramatis personae*, a list of the various non-player characters who are important to the murder investigation, and the role each plays in the investigation.

A number of pages are included in the adventure which are meant to be given to the players to help the investigation. These pages include a room diagram of the murder (plus a key to the diagram), a replica page of the New Bristol Times for Sunday, November 2, a list (provided by Tom Morgan) of people that might be connected with the case, and a map of New Bristol (plus a key to the map).

ENCOUNTER A1: THE PHANTOM OF NEW BRISTOL

Even before the murder, the characters are being haunted by a Phantom (AT = 18, D = 1 - 10 + 3, I = +3, A = -4, LP = 30(11), M = 90', L = 8, P = 8 . . . XP = 21). Phantoms have the powers of Shadow Walking, Shadow Shaping, Control Light, ESP, Shape Shift, Energy Drain, Persuasion, and Illusion.

The Phantom appears as a small, thin man, dressed entirely in gray (including a gray cloak). He suddenly appears in the shadows (using Shadow Walking), stares at the characters, then mysteriously disappears. He continues to appear and disappear without giving the characters the slightest indication why.

The Phantom will try to avoid situations where it can be attacked. If the characters knock out or kill the Phantom it immediately returns to the Elemental Plane of Shadow. Erebus will send another Phantom in its place. On the first appearance of this new Phantom, it will Shadow Walk directly into the middle of the group of characters then use the Energy Drain power to cause 2-20 points of damage to everyone within 30 feet. If the Phantom survives, it Shadow Walks out of danger. No matter how many Phantoms the characters manage to get rid of, there will always be a Phantom haunting them.

If a Phantom is knocked unconscious or killed, it reverts to its normal form (a 7 foot tall, gray humanoid with claws and fangs) immediately before it disappears. Otherwise, all Phantoms look identical to the characters since the Phantoms use the Shape Shift power to appear as small men dressed in gray.

The Phantom is keeping track of the characters for Erebus. At the beginning of the adventure, when the characters don't yet appear to be gaining experience, the Phantom will harass the characters but not attack them. As time goes on, the reappearances of the Phantom become more deadly.



ENCOUNTER A2: CONSULTING DETECTIVES

Tom Morgan, owner of the New Bristol Arms, and inveterate gamer, hires the characters to investigate the death of John Manchester. Make sure that at least one character has the Detective skill so that the plot of the adventure makes sense. Any character with the Detective skill will have Bob Davidson as a friend and contact on the police force. Any character who has Detective or Street Criminal skills will also know Joe Greeley, the underworld informer who hangs out at Ryan's Bar and Grille (**Encounter A24**). Because of Tom Morgan's influence, and the friendship of Bob Davidson, the investigation by the characters has a quasi-legal status and the public will be asked to cooperate.

ENCOUNTER A3: THE SCENE OF THE CRIME

At 4 in the afternoon, just before the convention closed, Tom Morgan and the characters began a fantasy miniature's battle that they expected to last to 10 or 11 p.m. At about 9 p.m. they heard the distant sound of a shot coming from one of the upper floors of the hotel. It took them five minutes to determine that the shot came from the penthouse.

The penthouse has two entrances: the elevator and the stairs. Some of the characters check the stairs. Tom Morgan and the other characters take the elevator to the 12th floor (the penthouse). Knocking on the door brings no answer, so Tom Morgan uses his pass key to open the door. A quick search shows that all the rooms except the study are empty. The study door is closed, but not locked. Inside the study lies the dead body of John Manchester.

Study the description of the murder along with the room diagram. It is important that you understand exactly what happened in the study from 8 to 9 that evening. Then give the players

the room diagram and its key to illustrate exactly what the characters see in the study. The players can keep the diagram and key for the rest of the scenario. Note that part of the key to the diagram includes the page from the *New Bristol Times*.

Tom Morgan calls the police and they soon arrive. The police look at the evidence and conclude that John Manchester committed suicide and that the shot was fired by a burglar who was surprised to find John Manchester dead. As far as the police are concerned, the case is closed.

Chief of Police Bob Davidson is also a friend of any character with Detective skills. He agrees with Tom Morgan that there are holes in the police reconstruction. But the reconstruction at least, superficially explains what happened. When Bob phoned the mayor, he was told by the mayor to leave the case alone. The mayor does not even want it whispered that New Bristol's richest citizen was murdered, especially after the recent graft scandals involving city councilmen. The mayor fears that Manchester Electronics might decide to move its plant to some other city, which would be a major financial disaster for New Bristol.

Bob Davidson understands the mayor's logic. His sense of justice, however, is outraged. When Tom Morgan offers to hire the characters to investigate John Manchester's death, Bob Davidson agrees to give the characters all the help he can. If they can bring him a solid case, he agrees to go over the head of the mayor and appeal to the governor.

Detective characters will be paid \$50 a day times their Detective level to investigate the death of John Manchester. Other characters will be paid only \$50 a day. Tom Morgan will also pay all expenses and loan the characters his car. To be paid for an expense, the characters must prove that the money was spent on something essential to the investigation. Any expense of more than \$50 has to be approved by Tom Morgan (you) in advance. The characters shouldn't have to spend their own money to further the investigation, but don't let the characters abuse their expense account.

ENCOUNTER A4: POLICE STATION (34)

When an Encounter is followed by a number in parenthesis, that number is the number of the building on the map where the encounter takes place.

Bob Davidson is a contact for the characters. He allows the characters to unofficially review the various police, lab, and forensic reports.

THE DEATH OF JOHN MANCHESTER: Death occurred at approximately 8:30 p.m. on Sunday, November 2. Death was caused by hydrogen cyanide ingested in the scotch and soda drink. The only fingerprints in the room are those of the dead man and the Manchester servants. The only prints on the newspaper, scotch bottle, soda siphon, glass tumbler, and suicide note were John Manchester's. Only John's left hand prints were on the note. Some of the surfaces in the room were wiped clean. The scotch bottle or soda siphon, did not contain poison, nor was any container of poison found.

THE HIT AND RUN ACCIDENT: Several witnesses saw the car that killed Ralph Manchester, John's brother. It happened so quickly that witnesses are not sure, but think the car was a powder blue, late model Chevrolet. A young woman was driving. One witness partially identified the license as a Massachusetts plate, but only remembers the number 17 as part of the license number. The partial identification was insufficient to trace the car.

THE VAN HORN BURGLARY: There have been five burglaries in New Bristol that show the same modus operandi. The burglar or burglars have never been seen. In every case, the job was professional. Only the most valuable objects, kept in house safes, were stolen. The safe was cracked open without visible signs of entry. No fingerprints were left. None of the stolen items have been reported by known fences. Mrs. Van Horn had put the jewelry in the safe at 8:00 p.m. and discovered the robbery at 10:00 the same evening. Police estimate that it would have taken approximately one hour to crack open the safe and leave no marks of entry.

THE JARRETT GANG: Tommy Jarrett, Johnny Kelly, Carlo Marchessi, and Stan Resinski have criminal records in Chicago and New York City. The New Bristol police, however, have no records on the men. Bob Davidson can't talk about the gang's activities due to "orders from higher up". If the characters bring him hard evidence, however, he will arrest any gang member "orders or no orders."

THE SECOND MURDER: Chuck Garrison was murdered at approximately 3:00 p.m. Monday, November 3. The cause of death was a stab wound that pierced the right aorta. Chuck was stabbed a total of four times, once in the right wrist, once in the right shoulder, once in the stomach, and once in the chest (the fatal wound). There were signs of a struggle. Under Chuck's fingernails was still-damp blood (human, type AB negative). Chuck's blood type was O positive. The .45 automatic found in the alley was the same one that fired the shot the night John Manchester died.

COMA: Sam Phillips was shot twice at close range, once in the chest, and once in the head. He managed to stumble into Adams General Hospital before collapsing.

Two blocks away, in an alley, police found a man presumed to have been Phillips' assailant. The man had been shot through the heart with his own gun. All signs point to Sam taking the man's gun away from him during a struggle. The dead man was wearing a black pinstripe suit. He was a member of the Fraternal Order of Dock Workers and worked as a waiter at the Club Apollo. A serpent was tattooed on his left wrist.

POISON: The poison in the brandy was the same as that which killed John Manchester.

THE HIT: The black limousine is registered to the Fraternal Order of Dock Workers.

THE HORN OF ROLAND

THE BILLY MANCHESTER DISAPPEARANCE: After the funeral of his father, Billy Manchester drove off, saying he needed to be alone for a while. His car was found abandoned on the side (nearest the ocean) of Oceanside Drive near Bellingham Road.

ENCOUNTER A5: NEW BRISTOL ARMS (73)

The police call Lydia Manchester to inform her of her husband's death. When she arrives, the characters can interview the six persons who may help them: Mrs. Lydia Manchester, Chuck Garrison, Bartholemew Edwards, Maria Neapoli, Ken Dillingham and Daniel Kellerman.

If it hasn't already been discovered yet, Mrs. Manchester announces that the jewelry in the safe is all fake. The thief must have replaced the real jewelry with the fake jewelry. In reality, she pawned the real jewelry to pay her gambling debts. She had the fake jewelry made up to fool John Manchester.

Mrs. Manchester left the penthouse at 6:30 p.m. At that time no one was in the penthouse. She was driven to a party at the house of Mr. and Mrs. Franklin Wright (friends of the family) by the family chauffeur, Chuck Garrison. She was at the party until she received the call from the police informing her of her husband's death. The chauffeur waited for her at the Wright house and drove her home after the phone call.

The chauffeur drove Mrs. Manchester to the Wright's house. On the way over he noticed that the limousine's engine was making a knocking sound. He spent most of the time while he was waiting for Mrs. Manchester under the car trying to find the trouble. He didn't find anything. When the call from the police came, he drove Mrs. Manchester home. He didn't hear the knocking sound on the way back home.

The butler and maid are live in servants. The cook, gardener, and chauffeur don't live at the penthouse. The cook and gardener have their own homes. The chauffeur lives at the Byewater Apartments. The gardener didn't work on Sunday. The cook left at 5:30 after serving a light dinner to Mrs. Manchester (Mr. Manchester was gone all afternoon).

When Mrs. Manchester left for the party, she gave the butler and maid the rest of the night off. They spent the time having supper and watching television in the lounge (where Tom Morgan had installed a 4 foot tall projection TV). Dozens of witnesses will swear that the two servants never returned to the penthouse after 6:30 until the police asked them to come up.

The maid wasn't scheduled to clean the study until Monday. She can testify that neither Mr. nor Mrs. Manchester smokes. Occasionally, Mrs. Manchester wears a shade of violet lipstick. She does not use heavy perfumes, preferring more subtle scents. No one knows where Mr. Manchester spent the afternoon. He was due back at the penthouse at about 7:30. He didn't plan to attend the party at the Wright's house.

Ken Dillingham remembers taking a woman to the Manchester penthouse at "about 8 or so." He just started work this week and was more concerned about not making mistakes than looking at the people in the elevator. He doesn't think the woman was Mrs. Manchester, but he can't be certain (he has only seen her a couple of times). He doubts that he can recognize the lady, even from photographs (*and, indeed, he cannot*). All he can remember is that the woman was beautiful and wore some heavy, exotic perfume (since the smell lingered for 5 minutes in the elevator). He doesn't remember taking the lady back down, and is sure he would remember if he had done so.

Daniel Kellerman gave no one directions to the penthouse and doesn't remember seeing the same woman that the elevator operator saw. However, you can't see the elevator from the front desk, so it's possible someone could have entered the elevator without his noticing.

ENCOUNTER A6: THE JORDAN RESIDENCE (57)

Betty Mae Jordan arrived home at about 6:00 that evening. She didn't leave the house after that. She spent the evening with her husband and three children. In addition, her sister's family came visiting from 8 to 11 p.m. and can provide further witnesses.

ENCOUNTER A7: THE IRVING RESIDENCE (52)

At about 7 o'clock, that same evening, Tim Irving slipped on some wet leaves. When he fell, he suffered a hairline fracture of a toe. His foot is in a cast. Tim was in the emergency ward at Adams General Hospital from 7:30 to 9:00 Sunday night.

Tim realizes that the pesticide contains deadly poison, the reason why he always keeps his tool chest locked. In addition, he always carefully measures what he uses (the reason for the scratch marks on the side of the bottle). If the fifth scratch mark is level with the contents of the bottle, then none of the pesticide is missing. To be absolutely sure, the characters have the pesticide analyzed. The composition is exactly as expected, indicating that no pesticide was stolen and replaced with some other liquid.

ENCOUNTER A8: BYEWATER APARTMENTS (53)

Chuck Garrison tells the same story he told when interviewed the night John Manchester died (**Encounter A5**).

Chuck did drive Mrs. Manchester to and from the party. But the engine trouble was a ruse. He put a pair of stuffed pants and shoes under the car to make it look like someone was working on the car. He was then free to return to the penthouse (using his own car) to make his murder attempt. He let himself into the penthouse using Mrs. Manchester's keys. After firing the shot, he returned to the party in time to drive Mrs. Manchester back home after the police called.

ENCOUNTER A9: THE MANCHESTER BUILDING (38)

The Detective character(s) quickly establishes that the typewriter in John Manchester's personal office was the one used to type the suicide note.

Doris Clark is a finicky, methodical, middle-aged woman. She insists that someone broke into her desk and used John Manchester's signature stamp. The stamp is used to duplicate John's signature on letters that he is too busy to sign. Doris always cleans the stamp after every use. On Monday morning she found dried ink on the stamp.

The locked drawer in her desk has, indeed, been jimmied open. If the characters decide to check the signature stamp

against the signature on the suicide note, they find both signatures are identical. Normally, when a person signs his name, the signature varies slightly. The odds are more than a million-to-one that two signatures, written normally, would be identical. Furthermore, an analysis of the ink on the stamp pad and the ink used to sign the suicide note show both inks to be the same.

Doris Clark also tells the characters that it is common knowledge around the office that John Manchester and Donald Matthews didn't get along. She has also heard a rumor that Donald has recently lost heavily in stock speculations. Finally, she mentions that Ed Tollivar, the night watchman, told her a curious story that they might be interested in.

On Saturday evening, when Ed made his usual 9 o'clock check, he heard typing coming from John Manchester's office. He thought it odd not only because of the hour, but because he knew that Mr. and Mrs. Manchester were at a political banquet that night. But when he checked, he saw no one in the office. He did, however, notice the smell of strong perfume lingering in the air.

If the characters try to talk to Donald Matthews, he is curt and rude. He sees no reason for the characters to meddle in police affairs. He was at the Wright's party on the night of the suicide. He has nothing more to discuss with the characters and insists that they leave the building.

ENCOUNTER A10: THE FIRST NATIONAL BANK (27)

Safe deposit box 121 contains a folded letter. Before the characters read the letter, the players should answer the following questions (to gain XP for their characters).

1. Exactly what happened in, or near, the study from 8 to 9 on the evening of the murder? (20 XP)
2. Who killed Chuck Garrison, and why? (10 XP)

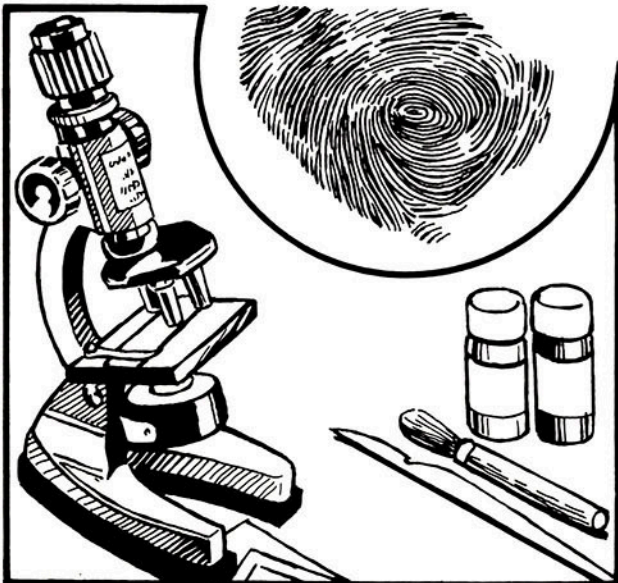
The correct answer to question 1 is given in the description of the murder. Tell the players only those facts that would have been known to Chuck Garrison. The characters receive 5XP if they have deduced that there were two people in the room when John Manchester died, and an additional 5XP if they have deduced that the second person tried to cover up her presence in the room. The characters receive 5XP if they deduced that someone was on the terrace when the murder took place, and an additional 5XP if they deduce that that person was Chuck Garrison who fired the shot.

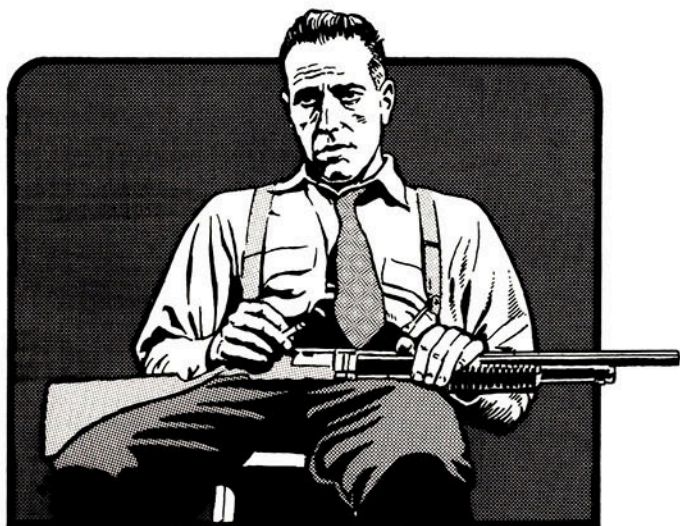
The correct answer to question 2 is that the same person who murdered John Manchester killed Chuck Garrison (worth 5XP). As the person on the terrace the night of the murder, Chuck was the only eyewitness to the crime. He was greedy. He not only planned to sell the information to the characters, he tried to blackmail the killer. Chuck was killed to keep him from talking about what he saw the night of the murder (5XP).

If the characters have already figured out that Chuck Garrison and Lydia Manchester planned a murder that didn't work, award them 10 extra XP. If they deduced that the safe was open because the person who hid on the balcony was surprised while robbing it, the characters get an extra 10XP. The experience points should be divided (as is usual) between all the characters.

The folded letter is Chuck's confession. He details the plan that he and Mrs. Manchester made to kill John Manchester, and that everything went according to plan until he was surprised by John Manchester. The letter goes on to state that Chuck hid on the terrace. Chuck knows that John had a female visitor. He did not get a good look at the visitor, but thinks he can find out who she was.

Chuck then details that he waited outside until the visitor left, then missed his shot when he realized John was already dead. Knowing the shot would bring people, Chuck fled down the fire escape. He drove his car back to the Wright's to complete the alibi he had worked out in advance with Mrs. Manchester. The final sentence in the confession is "I think I know now who the visitor was and, believe me, she's going to have to pay a bundle to keep the information quiet."





ENCOUNTER A11: NEW BRISTOL TIMES (39)

Ann Lyndon tells the characters that, while she has no proof, she is sure the cat burglar is a woman. Mark Jamieson complains about the incredible amount of corruption in New Bristol. It has gotten so bad that the Jarrett gang virtually runs the town. Carl Kolchak is sure that the disturbances in the graveyard were caused by the Cult of the Serpent, a secret organization of witchcraft. What's more, he believes that the cult has real occult powers, that their witchcraft is deadly. He took some pictures that could have proved what he believes, but he accidentally exposed the film before it could be developed. Theodore Bartly, the editor of the *New Bristol Times*, is in the hospital with two broken legs. He refuses to talk about his editorial of Sunday, November 2.

ENCOUNTER A12: NEWS AND TOBACCO STORE (36)

Anton Bogdan, the owner, lets the characters look at the sales record (in return for \$10). Since stocking them last week, he has made six sales of the gold-tipped, special blend cigarettes. The sales were to: Mrs. Edith Farmer, Ms. Cynthia Fairweather, Mr. John Kelly, Miss Linda Ann Thompson, Ms. Nell Tarot, and Ms. Alice Smith.

ENCOUNTER A13: THE WRIGHT RESIDENCE (87)

Mr. and Mrs. Wright spent the entire evening from 7 p.m. on with Lydia Manchester. They remember seeing Donald Matthews and his wife at the party. She was already drunk when the party started. At 8:30 Mr. Matthews took his wife home. He returned to the party at 9:30. Several guests confirm the facts.

The Wright servants were busy with the party, but they remember Chuck Garrison complaining about having to fix the car. They remember seeing him under the car (but, if questioned further, state they saw only his legs sticking out and could not swear it was Chuck under the car).

ENCOUNTER A14: RALPH MANCHESTER RESIDENCE (83)

The Manchester family is in a state of mourning and shock. It was a heavy blow to lose both Ralph and John inside of one day. From 7 to 11 on the night John Manchester died, Elizabeth, Billy, and Catherine were at the Haven of Rest Funeral Home receiving guests and making arrangements for the funeral.

THE HORN OF ROLAND

ENCOUNTER A15: NEW BRISTOL OPERA HOUSE (66)

At first, Trixie Starr won't admit that she and John were having an affair. Both the custodian, Herman Chesterton, and Trixie's maid, Alice Smith, admit that Trixie and John Manchester were having an affair. He used to pick her up nearly every night after a performance. "Linda, they're going to find out anyway, you might as well tell them the truth," Alice says to Trixie.

Trixie's given name is Linda Ann Thompson. She reluctantly admits that she and John were lovers. She also tries to hide a pack of matches from The Seaside Resort hotel. After Trixie admits she and John were having an affair, she goes on to say that he was going to divorce his wife to marry her. He loved her so much that he had changed his will. Trixie still believes she is John Manchester's heir. She never knew that his signing of the codicil was all a sham.

Trixie Starr claims she was watching a double bill at the Bijou Theatre. The movies were *The Maltese Falcon* and *Double Indemnity* and a Bugs Bunny cartoon. The movies ran from about 7 to 11 p.m. She went to the movies alone, and admits that it isn't likely that anyone saw her at the theatre.

Trixie smokes gold-tipped, special blend cigarettes. Trixie states that once Alice, her maid, bought them for her. When acting, she wears a heavy perfume because the stage lights generate so much heat. She never uses violet lipstick. This fact is confirmed by her maid. Trixie is an enthusiastic amateur photographer. Her dressing room walls are covered with samples of her photos. She even has her own dark room at home (the Adams Apartment Building).

ENCOUNTER A16: CHEMICAL SUPPLY HOUSE (58)

The only sales of chemicals containing hydrogen cyanide were to the Chemistry Department of the University of Massachusetts at New Bristol, Jason's Photo-Supply, and the Salem Pesticide Company located in Salem, Massachusetts.

ENCOUNTER A17: JASON'S PHOTO-SUPPLY (101)

Charles Jason, the owner, lets the characters look at the records of recent sales. Prussic acid, which contains hydrogen cyanide, was recently sold to a number of photography businesses (including the police crime lab and Adams General Hospital). None of the businesses appear connected to the case in any way. Jason doesn't keep a record of smaller transactions, but he does remember selling prussic acid to Trixie Starr, who is a regular customer.

ENCOUNTER A18: THE SEASIDE RESORT (21)

The Seaside Resort is a motel and restaurant owned by Mrs. Edith Farmer, a matronly woman of 52. She smokes gold-tipped, special blend cigarettes, a habit she picked up after trying one offered to her by that nice Mrs. Mulverton. A check of the registry will reveal that a Mr. and Mrs. Mulverton checked into the Seaside Resort on days that correspond with the dates on the ticket stubs in the wastebasket (see item #7 in the Room Diagram). Mrs. Farmer remembers that the couple had dinner in the restaurant on Sunday but that they left before 7 p.m. If she is shown pictures, Mrs. Farmer recognizes Mr. and Mrs. Mulverton as John Manchester and Trixie Starr.

ENCOUNTER A19: THE BIJOU THEATRE (49)

After questioning the manager, the characters find that he almost fired one of the ushers, Jack Norton. Jack, age 17, is a secret admirer of Trixie Starr. On Sunday, he stared at her throughout the entire double bill instead of doing his job. As a result, he is sure that Trixie never left her seat until the movies ended.

ENCOUNTER A20: ADAMS APARTMENT BUILDING (91)

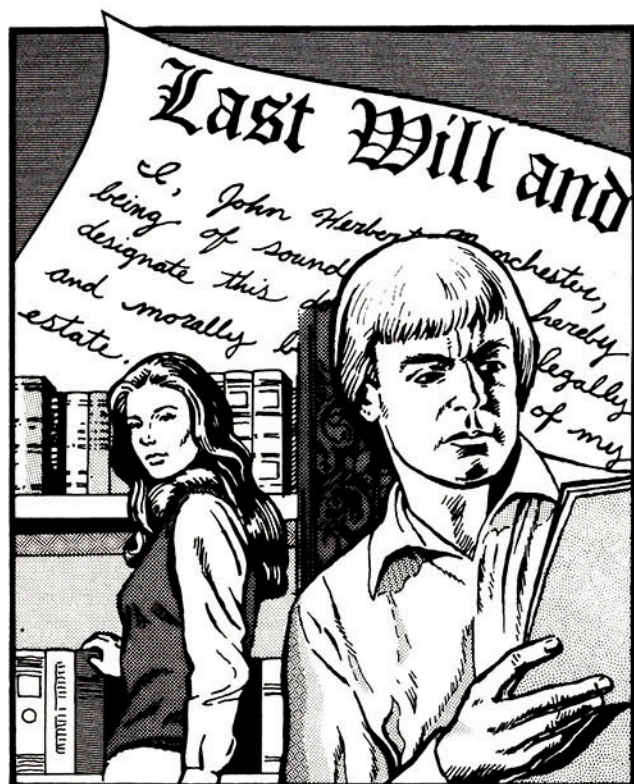
For the character's interview with Trixie Starr, see **Encounter A15: The New Bristol Opera House**. If the characters search her apartment, they find nothing of interest except that her home darkroom contains a jar of prussic acid, a chemical used in photography that contains hydrogen cyanide. The jar is half-full.

ENCOUNTER A21: ADAMS GENERAL HOSPITAL (76)

If the characters try to speak with Sam Phillips, he is still in a coma. If they check blood types, they find that only 5 people in New Bristol have type AB negative (the rarest type of blood). They are: Cynthia Fairweather, Tom Morgan, Pamela Ashton, Linda Matthews and Tommy Jarrett.

ENCOUNTER A22: LORING OFFICE BUILDING (37)

David Foster confirms the fact that John Manchester had dictated a codicil to his will. Knowing John, however, Foster doubts that the man would have ever signed it. John had used this ploy before to convince a girlfriend that he was going to marry her soon. The lawyer had warned John that such actions were both cruel and dangerous, but John never listened. And if one wanted to continue to live in New Bristol, one didn't cross John Manchester. So David Foster participated in the farce. John signed a blank piece of paper, and David swore it was actually the codicil to the will.



ENCOUNTER A23: BLAINE OFFICE BUILDING (12)

Sam Phillips has an office on the third floor. If the characters tell him about the cancelled check, he admits he was working on a case for John Manchester. Even though John is dead, Sam Phillips still believes that client confidentiality holds. He tells the characters, however, that in the light of John's death, he is re-examining the case. If Sam feels that any of the material should go to the police, he will personally inform Bob Davidson (the only police official Sam really trusts). After all, John's death was declared a suicide and the case closed by the police. Sam is under no legal obligation to provide the police with evidence.

After Sam is in a coma, the characters can search his office. Bob Davidson even provides a search warrant upon request. The characters find that someone was there before them. The searchers made no attempt to be subtle. Cushions were slashed open, papers were scattered about, and a locked desk drawer was cracked open with a crowbar. From the evidences of the anger of the searchers, it seems unlikely that they found what they were looking for.

The characters do find two items of interest. The first is a handwritten note. The heading of the note reads *Manchester case*. The note itself reads, *Mrs. M. & C.G. — not really my business*. The characters also find Sam's appointment book. There are seven entries for Tuesday, November 4:

1. *Cynthia Fairweather—9 a.m.*
2. *See dentist about lost filling*
3. *Billy Manchester—1 p.m.*
4. *Stan Resinski—2:30 p.m.*
5. *Stop by post office box 914*
6. *Frank Nelson—4 p.m.*
7. *Pick up eggs, milk, bread, and steak*

Billy Manchester didn't keep his 1 p.m. appointment, so Sam crossed him off the list.

ENCOUNTER A24: BURNE'S PAWN SHOP (55)

In exchange for \$20, Tony Burnes tells the characters that Lydia Manchester pawned her jewelry to him months ago. Normally he couldn't handle such a large transaction. In reality, the jewels were pawned to Tommy Jarrett who keeps them in his safe.

ENCOUNTER A25: ALBERT & SON JEWELRY (62)

If he is informed that Mrs. Manchester claims that a thief replaced the real jewelry with fake jewelry, George Albert tells the characters that she must be lying. He made the fake jewels for her months ago and can prove it with a bill of sale.

ENCOUNTER A26: RYAN'S BAR & GRILLE (63)

Joe Greeley (for a price) can provide the following information: Mrs. Manchester was heavily in debt to Tommy Jarrett after losing streaks at roulette. The cat burglar is no local criminal, but someone with society connections. Tommy Jarrett is fencing the loot for the cat burglar. John Manchester was told by Tommy Jarrett "Meet the monthly payment—or you're a dead man."

ENCOUNTER A27: KELLY BROTHERS CONSTRUCTION COMPANY (65)

The gate leading to the parking lot is locked. A large man with a scarred cheek waves a billy club at the characters. "Beat it, youse guys. Dis place is closed. Gowan! Beat it, I said!"

If the characters sneak in and search the place, they find that it seems to be more than an ordinary construction company. One fact is strange, though. All the records appear to be brand new. In fact, the records are all forgeries to cover up the contract scandal.

ENCOUNTER A28: THE DEXTER UPTON MEMORIAL CEMETERY (35)

Jack Halloram, the caretaker, blames juvenile delinquents for the vandalism at the graveyard. Gravestones were knocked down; a memorial crypt was desecrated; crude serpents and strange symbols were spray painted on trees, and, worst of all, a rooster was killed and its blood sprinkled on the ground.

Jack has carefully recorded the past times of trouble and has found a pattern. If he is right, the next incident will be Friday, November 7 at midnight. The characters are welcome to help him catch those kids if they think it's important enough. In fact, if the characters don't volunteer to be in the graveyard at midnight, have a Phantom kidnap one of the characters in such a way that the others can follow (and arrive in the graveyard at midnight).

If the characters question Jack Holloram further, they find that all the gravestones that have been knocked over belong to the Manchester family and that the crypt that was broken into is a special memorial to honor the victims of witch hunting in colonial New Bristol. Among others, the remains of Temperance Allertton and Roger Mortimer are buried in the crypt.

ENCOUNTER A29: HISTORICAL MEMORIAL CRYPT

If the characters decide to break in and search the memorial crypt, they find that the casket for Temperance Allertton is empty, while the casket for Roger Mortimer contains his skeleton.

ENCOUNTER A30: THE NEW BRISTOL HALL OF RECORDS (82)

The Hall of Records contains a duplicate copy of the will and the unsigned codicil. It also contains records of the Manchester family in New Bristol going back 350 years. The records show that John, Ralph, and Billy Manchester were the only surviving males descended from Judge Lionel Manchester.

Including Lionel, twenty-nine males in the Manchester line were ancestors to John, Ralph, and Billy. Of those 29, 12 died of natural causes, five were killed in action in various wars of the past 300 years, four died of various accidents, two were drowned, two were killed by Indians, two died far from New Bristol under "circumstances unknown," one committed suicide, and one was murdered. The causes of death are usual for any 29 individuals. Nothing indicates a "Manchester curse."

The Allertton line died out in 1795. The Mortimer family moved west soon after the witchcraft trials. No recorded descendants of either family still live in New Bristol.

ENCOUNTER A31: FAIRWEATHER RESIDENCE (92)

The characters knock and ring the bell, but no one seems to be home. While the characters are knocking on the front door, a car pulls by in the street in front of the house. A woman takes one look at the characters and speeds away.

If the characters decide to search the house they find a complete set of burglar's tools and safecracking equipment, several sets of black knit slacks and sweaters, a black ski mask, a special set of tools for climbing to the upper stories of houses, and a bank book from the Fidelity Trust Bank of Boston with five recent entries totalling \$40,000. Each entry corresponds to the day after a robbery by the cat burglar. The characters also find a note by the phone that reads: Meet D.M. at Trans Ocean—9 p.m.

ENCOUNTER A32: MASSACHUSETTS STOCK EXCHANGE (81)

The characters check the records and find that Donald Matthews has lost half a million dollars in stock speculation in the last few months.

ENCOUNTER A33: MATTHEWS' RESIDENCE (84)

If the characters are visiting the house before they suspect that Cynthia Fairweather is the cat burglar, any attempt to interview Mr. or Mrs. Matthews is met by a door slammed in their faces. After the characters suspect Cynthia Fairweather to be the cat burglar, Mrs. Matthews opens the door. She is having a drunken, crying jag. She knows about her husband's losses, but won't do anything about them except drink some more. Donald Matthews is not at home. He received a call and hurried out. Mrs. Matthews thinks he mentioned something about "fair weather and trans ocean" if that makes any sense to the characters.



ENCOUNTER A34: TRANS-OCEAN SHIPPING (71)

A doorman meets the characters and tells them, "Important meeting inside, no one's allowed in." He can, however, be either bribed or intimidated to let the characters inside. While still outside, the characters hear the sound of voices raised in anger. One voice has a German accent, another has a Japanese accent.

If the characters enter the building, they interrupt a secret meeting. Present at the meeting are Cynthia Fairweather, Donald Matthews, Baron Yoshi Minamoto, and Franz von Falkenberg. Yoshi Minamoto and Franz von Falkenberg are ranking members of two rival business conglomerates. They are currently arguing because each thought he had exclusive rights to the theft of the M-C 9 whereas, in reality, they are expected to bid for it.

Donald Matthews was never happy with the prospect of selling the M-C 9 to a foreign business corporation. He confesses everything, including the use of Cynthia Fairweather as middleman.

Yoshi Minamoto smiles and tells the characters that there is enough money in the M-C 9 for everyone and that the characters should not act precipitously. Franz von Falkenberg is more direct—he grabs the briefcase containing the plans for the M-C 9, and runs. He doesn't get far. Cynthia Fairweather knocks him out with a well-placed karate chop.

Cynthia then quickly flips open her billfold. "CIA," she says. "Too bad you've blown my cover. I was hoping for an indictment against both Yoshi and Franz here. Oh well, at least we've stopped the sale of the M-C 9. We wouldn't want to let that secret out of the country. My department is grateful. As soon as I check in, I can probably arrange a special citation for all of you. Keep an eye on these three for me while I call my boss."

If the characters fall for her story, she heads for her car and leaves New Bristol as fast as she can. Her CIA identification card is her library card. The whole story is a spur-of-the-moment invention to buy time to possibly escape.

If the characters doubt her story and demand verification, Cynthia tries her best to bluff them. If she can't, she surrenders peacefully. "You can't blame a girl for trying," she says. "What are my chances of turning state's evidence?" If pressed, she admits to being the cat burglar. The characters should realize from the police report that the cat burglar can't be the person who faked the suicide note, since both events happened at about the same time in different places.

If the characters stop the sale of the M-C 9, they get an extra 10 XP. If they arrest Cynthia for the cat burglaries they get an extra 10 XP.

ENCOUNTER A35: CLUB APOLLO (19)

The doorman at the Club Apollo is a large muscular man with a broken nose. He stares at everyone entering the club. If it appears that the characters are armed, they are frisked. If the characters are found to be armed, they aren't allowed in the club. As a double check, a metal detector in the doorway sets off an alarm if anyone is carrying any large concentrations of metal. "Youse guys otta know better," the doorman says as he turns the characters away.

If the characters do enter the Club Apollo, the maitre d' asks them if they require regular seats or special seats. Regular seats are for the restaurant and night club. Special seats allow entrance to the gambling area. The gambling area is in the back of the club. The only entrance is guarded by two thugs dressed in tuxedos (with suspicious bulges under the arms of their tuxedos). All the usual types of gambling (roulette, blackjack, craps, baccarat, slot machines, etc.) is played in the gambling area. Tommy Jarrett prides himself on running honest gambling and will personally break the hand of any dealer caught cheating.

Nell Tarot puts on a spectacular show. She has two assistants made-up to look like zombies. She performs all the usual magical illusions (sawing a man in half, levitation, making a man disappear, feats of telepathy with the audience, etc.) with style and believability. The finale of her act is a real hair raiser. A large tiger appears from nowhere. It tears across the restaurant, past the tables (to the accompaniment of panic and screaming). It bounds up onto the stage and rips the two zombie assistants aside (leaving huge claw marks in the bodies). It leaps at Nell Tarot as if to tear her apart. She chants a magic word and the tiger is surrounded in a halo of light. In mid-leap the tiger loses its fury. It fawns against her legs, purring. It rolls on its back to have its stomach scratched. The two assistants (real Zombies) rise to show they are unhurt. Nell takes her bows and the show is over.

Nell Tarot talks to the characters backstage. She claims she was working on her act the night of the murder and most of the Jarrett gang can vouch for her alibi (she wasn't really working, of course). Nell uses violet lipstick and smokes gold-tipped, special blend cigarettes. She uses a heavy perfume to mask the fact that, at odd moments, her control weakens and she smells of the grave.

If the characters try to have her arrested at this point, Bob Davison must let her go free. He might agree with the characters' theory, but needs hard facts to arrest a murder suspect, especially a friend of Tommy Jarrett.

ENCOUNTER A36: NELSON RESIDENCE (86)

Frank Nelson was the mayor of New Bristol until the Jarrett Gang ran him out of office. He is a friend of both Sam Phillips and Bob Davidson. He knows about the characters' investigation and is willing to confide in them. Frank Nelson had an appointment to see Sam Phillips about a case that would, "crack this town wide open", but Sam never showed up. Frank doesn't know what the case was about.

ENCOUNTER A37: NEW BRISTOL POST OFFICE (25)

Post office box 914 is empty. Al Malone, a post office clerk, recognizes the characters. "Hey, you're those guys checking into the Manchester case, aren't you? Is Sam mixed up in that?"

If the characters ask Al Malone about POB 914, Al tells them it's empty because Sam asked him for a favor. "I stick the package in the dead letter office—see. That way it looks like the box is empty. Sam told me that Bob Davidson should get the package if anything happened to him. It's odd about that package. It looks just like the one Sam mailed to California a few days ago. Now why would someone bother to mail a package just to have it mailed back again unopened?"

The package contains hard evidence to convict the members of the Jarrett gang for numerous crimes (and also to indict half the city council of New Bristol). Al releases the package to Bob David-

son. Once Bob opens the package, he calls a judge he knows is honest, obtains warrants, and puts together a special squad of trustworthy police. Since he can only be sure of four policemen, and doesn't want to risk tipping off the Jarrett Gang, Bob asks the characters if they be deputized to help with the raid. Bob has reliable evidence that the entire gang will be meeting at the Dock Workers Fraternal Order at 6:00 on Tuesday evening. Bob plans the raid for then in order to round up the entire gang at once. Additionally, fewer innocent bystanders will be at the Dock Workers than at the Club Apollo should gunplay be necessary.

ENCOUNTER A38: DEPARTMENT OF MOTOR VEHICLES (32)

The license plate of the hit car is registered to The Fraternal Order of Dock Workers.

ENCOUNTER A39: EQUIPPING

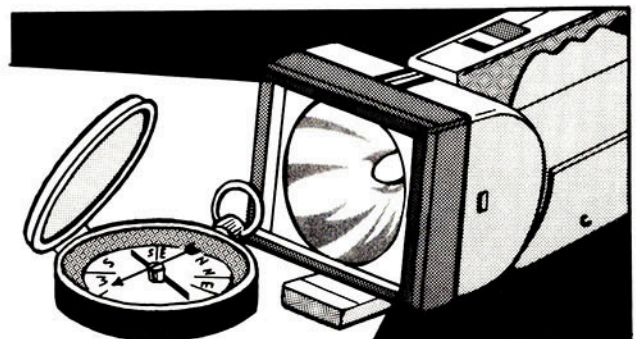
At some time during this scenario, the characters should buy the equipment they will use throughout the adventure. Each character has 1d100 × \$10 to spend for equipment at the start of the adventure. You have a choice. The characters can either equip themselves at the start of the adventure by merely stating which items they want and spending the money, or equipping the characters could be made part of the adventure. If you decide to have the characters equip themselves as part of the adventure, buildings in New Bristol where the characters could possibly buy various types of equipment are: Dell's Tool & Die (7), Steven's Electrical Supply (11), The Wilderness Store (4), The Computer Store (22), Smith's Discount Center (23), Tricks, Novelties, & Costumes (24), Burne's Pawn Shop (55), Wilson's Department Store (40), The Chemical Supply House (58), Acme Gun Shop (64), Coe's Hardware (61), The Military Surplus Store (79), The Medical Supply Store (80), and Jason's Photo-Supply (101). The Wharf Rat Bar (48) is the center of the black market. At your discretion, the characters can purchase equipment there.

The characters should be aware that all current laws apply in New Bristol. It is illegal to carry concealed weapons (though Detective characters have a special permit to carry concealed weapons). In particular, toting around hand grenades or automatic rifles is frowned upon by the police. Normally these infractions would mean a fine and probably a jail sentence. In the interest of keeping the character in the adventure, you will probably have to settle for a fine and confiscating the concealed weapon if a character is caught. If the characters ask Bob Davidson to obtain special permits for them to carry concealed weapons, he does so as long as the weapons are either a revolver or pistol.

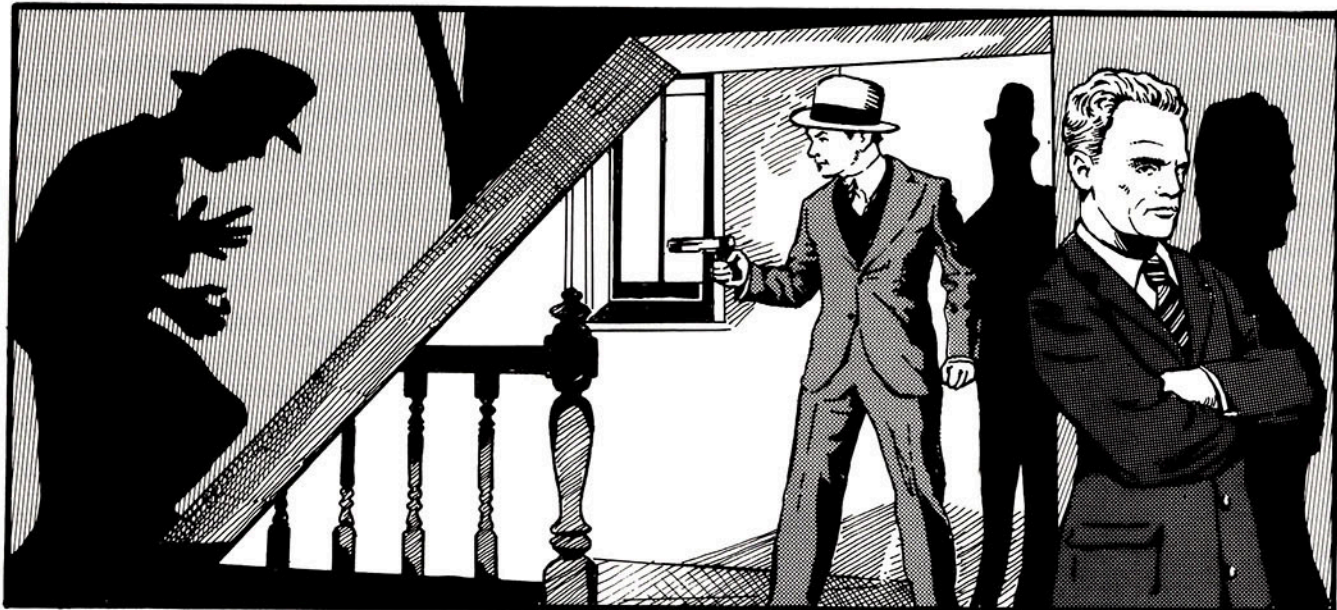
The law usually carries over to cover unconcealed weapons. It is usually only legal to carry such weapons to or from the place of purchase or the repair shop while inside city limits. At a pinch, shotguns and hunting rifles can usually be carried in a car without getting more than a stiff warning if caught. A character with Commando skill (who is presumably a war hero) can usually keep a pistol or even an automatic rifle as long as it is kept out of sight (the weapon presumably being the one he used in the service).

The players should know the weapon, limitations before they choose skills for their characters, since they may want to choose weapon skills their characters can use.

Tell the characters that when they join the raid of the Jarrett Gang, Bob Davidson supplies additional weapons only for the duration of the raid.



THE HORN OF ROLAND



ENCOUNTER A40: ACCIDENT?

The characters are walking down the street. The Phantom suddenly appears behind them. With the Phantom is an Air Spirit, a misty cloud with two glowing blue eyes. The cloud surrounds a truck driver's body while the truck is stopped at a red light. The cloud suddenly disappears, but now the truck driver's eyes glow blue. The truck driver suddenly accelerates the truck and tries to run the character's down.

Choose one character at random as the target. The character and the truck driver should roll initiative (the driver is +3). If the character loses the initiative roll, he takes 3-30 points of damage unless a Luck Roll is successfully made. If the Luck Roll is successful, the character takes no damage.

After the attack, the Air Spirit and Phantom disappear. The truck driver is appalled at what he has done. He doesn't remember a thing after stopping at the red light. The blackout scares him, and he decides to check into Adams General Hospital for tests. The encounter is worth 5XP.

ENCOUNTER A41: SECOND MURDER

At 2:45 p.m. on Monday, Chuck Garrison calls the characters. He tells them that he has important information for them if they will meet him at his apartment, #226 in the Byewater Apartment complex. When the characters arrive, they hear the sounds of a struggle in the alley behind the apartments. They investigate and find Chuck Garrison stabbed to death. A faint smell of heavy perfume still lingers in the air. Chuck was stabbed four times (right wrist, right shoulder, stomach, chest). About 10 feet from the body lies a .45 automatic. The knuckles on Chuck's right hand are bruised, and he has still-damp blood under his fingernails. In his left hand, Chuck clutches the key to safe deposit box 121 at the First National Bank.

ENCOUNTER A42: POISON!

When the characters arrive back at their hotel rooms they find a bottle of vintage Napoleon Brandy outside one of their hotel room doors. Along with the brandy is a card that reads, "You're doing a great job so far, keep up the good work—Tom Morgan." The note is typewritten.

If the characters examine the bottle closely, they notice that it has been resealed. If they check with Tom Morgan, they find that he never sent the brandy. The brandy contains the same poison that killed John Manchester. Any character who drinks the brandy must make a luck roll or die. The bottle has been wiped clean of fingerprints. None of the hotel staff saw the brandy being delivered.

ENCOUNTER A43: FUNERALS

Nothing unusual happens during any of the various funerals that take place.

ENCOUNTER A44: THE DISAPPEARANCE OF BILLY MANCHESTER

At about midnight on Tuesday, Mrs. Ralph Manchester calls the police. Her son Billy is missing. After his father's funeral, Billy drove away, saying that he wanted to be alone for a while, and that he'd be home in an hour or so. He never returned home. Billy Manchester isn't the sort of person who would cause his family more grief by staying out and not phoning. His mother is sure that something must have happened to him. She has already checked the hospitals, but they have no accident victim who fits Billy's description.

ENCOUNTER A45: COMA

At 2:30 on Tuesday afternoon, Sam Phillips stumbles into the emergency ward at the Adams General Hospital. He has been shot twice, once in the chest and once in the head (a glancing blow). Before he passes out, he manages to repeat the message: "Important meeting—tell Davidson," several times. He is presently in a coma in the intensive care ward.

After the raid on the Jarrett Gang, Sam recovers. Later in the week he can have visitors. "I hope you could use the stuff in the package," he says. "I heard about the raid. It sounded like fun. Sorry I missed it." The doctor says that Sam is recovering and should be able to leave the hospital in about a week or two.

ENCOUNTER A46: THE HIT!

As the characters are walking down the street, they suddenly hear the squeal of tires. A large black limousine rounds the corner. Three men and that strange figure in gray are riding in the limo. The back window of the car is open. A gun barrel suddenly pokes through and bullets spray the road near the characters.

This is the classic gangster hit. Make sure that it takes place before the raid on the Jarrett Gang. The gangster hit man would be classed as a Human Soldier (AT=17, D=2-20, I=+2, A=none, LP=17, M=60', L=7... XP=4). Because of the speed of the car (about 25 mph), the hit man has a -7 modifier to hit the characters. If the characters shoot back, they are -12 because of the speed plus the hard cover the car gives its occupants. The other two gangsters are armed with revolvers (AT=11, D=2-12, I=+2, A=none, LP=11, M=60', L=7... XP=2).

The gangster can fire three bursts before the car is out of range. If the characters shoot at the driver (-12) and knock him unconscious, the car crashes. Everyone in it takes an additional 1-10 points of damage. If the characters choose to fire at the car (only -7 to hit), allow the characters a Luck Roll for each successful hit. If the luck roll succeeds, the shot damages the engine and the car slows to a stop. If it looks as though the gangster will be caught, the Phantom disappears.

The license plate number of the car is AF417J (Massachusetts plate).

ENCOUNTER A47: THE JARRETT RAID (20)

Bob Davidson has sworn the characters in as deputies. Besides plenty of revolvers, Bob has two automatic rifles and two shotguns he can assign to the characters (for the duration of the raid only). He also has a rifle that fires tear gas. In addition to the characters, three policemen (AT=11, D=2-12, I=+2, A=none, LP=11, M=60', L=7) armed with revolvers, and Bob Davidson (AT=20, D=2-20+1, I=+2, A=none, LP=20, M=60', L=7) armed with an automatic rifle are in the raiding party.

Bob reminds the characters that they are policemen, although only temporarily. The Jarrett gang must have a chance to surrender peacefully. In fact, the less violence necessary, the better the public will like it.

A shootout may not be necessary. Using their skills, the characters may arrest most of the gang members without gunfire (except Tommy Jarrett). If they can get close enough, the characters can either use sleep gas bombs, or tear gas, or merely get the drop on the crooks before the gang members can reach their weapons. In all three cases the gangsters would make a reaction roll modified by at least +2 and possibly as much as +4 (depending on how well you judge the characters have done).

A character with Commando skills can lead other characters who have skills that encourage stealth (Espionage, Detective, Master Criminal, and Street Criminal). Any character who doesn't have one of the five skills mentioned above can't sneak up on the criminals (and should be left behind to cover other exits).

There are three obstacles that the characters have to pass. They have to sneak past two guards and disconnect the alarm system. The chance of sneaking past each guard is 20% times the Commando level of the leader. The chance of disconnecting the

alarm system is 20% times the Street Criminal or Master Criminal level of the character who tries to disconnect the alarm. If they succeed on all three rolls, the characters will end up unseen, outside the window where the meeting is taking place.

Inside the house are 5 gangsters (AT=11, D=2-12, I=+2, A=none, LP=11, M=60', L=7... XP=2) armed with revolvers; Carlo Marchessi, Johnny Kelly, and Stan Resinski (AT=17, D=3-18, I=+2, A=none, LP=17, M=60', L=7... XP=4) armed with shotguns; and Tommy Jarrett (AT=15x2, D=2-20+1, I=+3, A=none, LP=30, M=70', L=8... XP=8) armed with a machine gun.

Let the characters run their police allies and Bob Davidson so that you can concentrate on running the gangsters.

If a gun battle does start, unless the characters have managed to sneak into the house, the gun battle will take place in front of the building. All combatants are considered to have hard cover (the criminals inside the house, the police behind cars) and are -5 to be hit.

All the gang members, except Tommy Jarrett, check morale normally. Tommy Jarrett will never surrender. With a sneer of, "You'll never take me alive, coppers!" he goes down in a hail of fire. In fact, if the rest of the gang surrenders, Tommy gives up his cover. He comes running out of the house tommy gun blazing.

Even if the gang surrenders, the characters receive the normal maximum XP for this encounter. In fact, if only Tommy Jarrett fights back, the characters receive an extra 10XP for avoiding unnecessary bloodshed.

ENCOUNTER A48: THEFT

At 9:00 p.m. on Thursday, Lydia Manchester reports a second theft. Unlike the theft of her jewelry, this one is real. The only thing stolen was the Hawk Medallion (the family heirloom that John Manchester was clutching at the time of his death).





ENCOUNTER A49: MIDNIGHT IN THE GRAVEYARD (35)

The characters and caretaker Jack Halloram, have hidden in a group of trees. They hope to catch whoever has been vandalizing the cemetery. Shortly before midnight, 14 people arrive. Thirteen of the people are dressed in long, hooded black robes. The fourteenth person is Billy Manchester who has his hands tied behind his back.

Four of the hooded individuals pull a casket out of the Memorial Crypt. Billy Manchester is then tied to the casket. With a wand, the leader draws a circle around Billy and the casket. She remains inside the circle. The other twelve robed figures paint strange blood red symbols around the outside of the circle.

The twelve robed people begin to chant. The leader inside the circle also draws some bizarre symbols on the ground with her wand. The chanting grows louder and louder. The leader pulls a bound rooster out of a sack and places it on the casket. She pulls out a dagger and prepares to kill the rooster. As she does so, her hood falls back.

"That's Pamela Ashton," says Jack Halloram at the same time the characters whisper, "Nell Tarot."

Jack Halloram is outraged. "Here now! You people, stop that!" he shouts as he runs toward the people in robes. The characters follow with weapons drawn.

At first, the characters can't attack Nell Tarot because she is inside the circle surrounded by the other twelve people. Nell begins to chant. The twelve people remain frozen in place, blocking attacks. Nell's chant ends in a final hideous scream in some unknown language.

Suddenly, the earth covering four graves begins to tremble. Four recent corpses claw their way out of the ground. They stumble out of the grave to attack the characters. The four corpses are Zombies (AT=20, D=1-10, I=+1, A=none, LP=45, M=60', L=7... XP=5). Nell has used her Necromancy power to create the Zombies in advance, just in case. Her final chant awakened them.

The Zombies keep the characters busy while Nell flees. Once she runs, her hold over the other cult members is broken and they, too, run away. Nell runs to her car and drives away. Billy Manchester is left behind. Once the characters defeat the Zombies, the characters can free Billy Manchester.

Billy Manchester can fill in the characters with all the information he learned after being kidnapped. Billy knows the truth about

Nell Tarot and the deaths of Ralph Manchester, John Manchester, and Chuck Garrison. Even before the characters talk to Billy, however, they have all the clues needed to discover the truth. At this point the players should answer a number of questions that will determine how many experience points their characters receive for the investigation.

1. Who killed John Manchester? (10XP)
2. What was the motive behind his death? (5XP)
3. How was the murder committed? (5XP)
4. Why was Ralph Manchester killed? (5XP)
5. Why was Billy Manchester kidnapped? (10XP)
6. Why does Jack Halloram recognize Nell Tarot as Pamela Ashton? (10XP)
7. Who was the cat burglar? (5XP)
8. Who stole the Manchester jewelry? (5XP)
9. Why were 17 ticket stubs to The Mousetrap in the wastepaper basket in John Manchester's study? (5XP)
10. What case was Sam Phillips working on? (5XP)
11. Why did John Manchester pay \$10,000 to Kelly Brothers Construction every first of the month? (5XP)

The answers to the questions are:

1. Nell Tarot killed John Manchester.
2. The motive was revenge against all male descendants of Judge Lionel Manchester.
3. She put hydrogen cyanide in his scotch and soda.
4. Ralph was another descendant of Lionel Manchester.
5. As a final irony, the Cult of the Serpent planned to use Billy's body as a host for Roger Mortimer, the King of the Witches.
6. Nell Tarot is actually the spirit of Temperance Allerton, Queen of the Witches, possessing the body of Pamela Ashton.
7. Cynthia Fairweather was the cat burglar.
8. No one stole the Manchester jewelry. Mrs. Manchester pawned them to repay gambling debts and replaced them with replicas.
9. John Manchester and Trixie Starr were having an affair. He used to pick her up after the play ended.
10. John Manchester had hired Sam Phillips to gather hard evidence against the Tommy Jarrett Gang.
11. Like most businessmen in New Bristol, John Manchester was paying protection money to the Jarrett Gang.



In addition, you can assign up to 30 XP based on your judgment of how well the characters solved the murder mystery. Some considerations would be: How long did it take the characters? How many clues were needed? How many wrong guesses were made? How many good deductions were made?

Finally, the players can earn an extra 10 XP for their characters by answering a special question: Why did Temperance Allertton choose the name of Nell Tarot when she took over Pamela Ashton's body?

The answer is that Nell Tarot and Allertton are anagrams. That is, both names use exactly the same letters rearranged differently. To make sure that the players have a chance of answering this question, make sure that the characters know the spelling of Allertton (with two t's instead of just one). Spell the name for them early in the investigation and hope someone writes it down.

Once he is freed, Billy Manchester shouts to the characters, "To Ashton Manor, quickly, we've got to catch her before she leaves town!" On the drive over to Ashton Manor, Billy tells the characters all that he knows about the murders and Nell Tarot. One important fact that isn't part of the investigation is that the Hawk Medallion is magical. If it so much as touches Nell Tarot, it sends the spirit of Temperance Allertton back to the grave. Pamela Ashton will then be freed to control her own body again.

ENCOUNTER A51: ASHTON MANOR (93)

Ashton Manor was one of the first houses built in New Bristol. The mansion sits on a cliff overlooking the sea. Below the house is a cove where the Ashton yacht and other ships are kept. Seen in the moonlight, the house seems forbidding and menacing. The night is completely silent, lacking even the normal sounds of crickets chirping or nightbirds singing.

A reasonably careful search of the mansion reveals it to be empty. The characters do find a car in the garage that matches the description of the one that killed Ralph Manchester. The license number is SJ173K. Dried blood and shreds of cloth mark one fender.

In the mansion's kitchen the characters find jars of apricot seeds, a grinder, and a simple distillation apparatus to remove hydrogen cyanide from the ground up seeds. Since all the rooms appear to be deserted, Billy deduces that Nell Tarot must be in the secret passage that leads under the house to the cove. It takes him 5 minutes to find, and open the secret passage.

ENCOUNTER A52: MAGICAL GUARDS

The secret passage is a tunnel cut out of the rocks that leads down to the cove. It was used in the past to escape Indian attacks and to smuggle goods in times of high tariff. In the middle of the secret passage are two rooms that used to be smuggler's store rooms. There is only one doorway into the first room. The room is 20 feet square and is also cut out of the rock. The room is guarded by six Abiku (AT=8, D=2-12, I=+2, A=none, LP=5, M=60', L=7... XP=2) and a Kinnara (AT=8, D=1-3, I=+1, A=none, LP=8, M=60', L=7, P=2... XP=3). The Abiku will fight to the death. Kinnara have the power of Telekinesis.

ENCOUNTER A53: THE LADY AND THE TIGER

The second room in the secret passage is the same size as the first. Again, only one door from the other room leads into it. A secret door, however, leads to the rest of the secret passage (ending in the cove). Waiting in the room is Nell Tarot. She holds her tiger by the leash. When the characters enter, she turns the tiger loose. Now that the characters get a good look at Nell Tarot, they notice that she has a jagged cut on her face. The characters also notice the Phantom in the act of escaping through the secret door.

The tiger (AT=14×3, D=2-20, I=+6, A=none, LP=42, M=120', L=8, XP=14) attacks, because it is being controlled by Nell Tarot (using the Animal Control power). While the characters are busy with the tiger, Billy Manchester spies the Hawk Medallion on an altar in one corner of the room. Also on

the altar is a pile of bones (the remains of Temperance Allertton). Billy dodges past the fight and snatches up the Medallion.

Nell Tarot notices his actions too late. She screams out in fear and anger, then decides to flee. The Phantom has opened the secret door. To buy time for its own escape, it shoves Nell Tarot back into the room and slams the secret door shut in her face. During the struggle, Nell Tarot blocks any shot at the Phantom.

Billy Manchester tackles Nell Tarot. After a brief struggle, he slips the Medallion around her neck. Pamela Ashton, now restored to control over her own body, hugs Billy and cries out her thanks. Billy kisses her back. The tiger, if still conscious, immediately stops fighting and backs away snarling.

Billy looks at the secret door and suggests they "follow that man in gray before he gets away."



ENCOUNTER A54: GHOULS AND GHOSTLY GALLEONS

As the secret passage nears the cove, it widens into a series of natural caves. Some of the caverns seem to stretch back under the cliff forever. The Phantom has a large enough lead that, though they catch tantalizing glimpses of it, the characters don't quite catch up. The Phantom continues to run out of the caves to the cove, but not before he summons another protector.

A ghastly looking, humanoid with dead white skin shambles out of one of the deeper caves. The creature is screaming out a terrifying wail. The wail has both subsonic and ultrasonic overtones that can affect the nervous system. Everyone listening must make a Luck Roll or be paralyzed for 1-6 turns.

The creature is a Ghoul (AT=16×2, D=3-18, I=+4, A=none, LP=55, M=60', L=6... XP=14). The Ghoul continues to attack until it is stopped. By that time, the Phantom has escaped.

The Phantom boards a strange looking ship in the cove. The ship is a galleon (a type of 16th century sailing ship). The sails and steering wheel are manned by spectral hands. The crew are all translucent ghosts, looking like long-dead pirates. The entire ship glows with a bloody crimson light.

Also anchored in the bay is the Ashton family yacht, a 70 foot sailing ship with auxiliary engines. Pamela Ashton is still furious over what happened to her. She and Billy decide to stay in New Bristol to let friends and relatives know they are all right. But she offers to give the yacht to the characters if they continue the chase. Billy adds the promise of a \$100,000 reward for the gray man (dead or alive).

If the characters don't chase the Ghostly Galleon, there is no further adventure. (Erebus would continue to send tougher and tougher opponents until eventually the characters' luck ran out.) Do your best to let the characters give chase voluntarily. But if all else fails, the characters are surrounded by a bright yellow light (sent by Prometheus). Each character will have a vision of his inevitable death at the hand of allies of the Phantom. Every character who fails to make a Luck Roll feels an uncontrollable urge to chase the Ghostly Galleon.

DRAMATIS PERSONAE

John Herbert Manchester—the murdered man.
 Nell Tarot—the murderess, the spirit of Temperance Allertton, Queen of the Witches, possessing Pamela Ashton's body.
 Lydia Manchester—the murdered man's wife. She and Chuck Garrison planned to murder John, but the plan went amiss.
 Trixie Starr (Linda Ann Thompson)—John Manchester's lover. She was conned into believing that she will inherit half of John Manchester's fortune.
 Ralph Manchester—the murdered man's brother who predeceased John by one day.
 Billy Manchester—the murdered man's nephew, the last male descendant of Judge Lionel Manchester. He is kidnapped to provide a host for the spirit of Roger Mortimer, King of the Witches.
 Elizabeth Manchester—wife of Ralph Manchester, the murdered man's sister-in-law.
 Catherine Manchester—the murdered man's niece.
 Donald Matthews—the murdered man's junior partner. He has recently lost a small fortune in stock speculation and plans to sell the secret plans for the M-C 9.
 Mr. & Mrs. Joseph Mulverton—pseudonyms for John and Trixie when they registered at motels.
 Chuck Garrison—the Manchester chauffeur, and Mrs. Manchester's lover. The man who fired the shot on the night of the murder. When he tries to blackmail Nell Tarot he becomes another victim.
 Betty Mae Jordan—the Manchester cook.
 Tim Irving—the Manchester gardener.
 Bartholemew Edwards—the Manchester bulter.
 Maria Neapoli—the Manchester maid.
 David Foster—the Manchester lawyer. He helped con Trixie into thinking she was going to inherit a fortune.
 Cynthia Fairweather—the cat burglar who is also an industrial spy. She arranges the sale of the M-C 9.
 Tony Burnes—the pawnbroker who pawned the Manchester jewelry for Mrs. Manchester.
 George Albert—the jeweler who made the replicas of the Manchester jewelry for Mrs. Manchester.

Johnny Kelly, Carlo Marchessi, Stan Resinski—members of the Jarrett Gang.
 Tommy Jarrett—gang leader and ally of Nell Tarot.
 Herman Chesterton—custodian at the New Bristol Opera House.
 Alice Smith—Trixie Starr's maid.
 Ken Dillingham—elevator operator at the New Bristol Arms.
 Daniel Kellerman—night clerk at the New Bristol Arms.
 Tom Morgan—owner of the New Bristol Arms. He is a friend of the characters. He was with them the entire time the murder was committed. He hires the characters to investigate the murder.
 Carl Kolchak, Mark Jamieson, Ann Lyndon, Steve Davis—reporters at the *New Bristol Times*.
 Theodore Bartley—editor of the *New Bristol Times* whose legs are broken after his editorial of Sunday, November 2.
 Jack Norton—usher at the Bijou Theatre who is almost fired for spending the night watching Trixie Starr instead of doing his job.
 Bob Davidson—chief of police for New Bristol, an unofficial ally of the characters.
 Anton Bogdan—owner of the News & Tobacco Store who makes up the gold-tipped, special blend cigarettes.
 Sam Phillips—private investigator hired by John Manchester to gather evidence on the Jarrett gang.
 Ed Tollivar—night watchman at the Manchester Building.
 Doris Clark—John Manchester's personal secretary.
 Jack Halloram—caretaker at the Dexter Upton Memorial Cemetery.
 Edith Farmer—owner of the Seaside Resort.
 Frank Nelson—a friend of Sam Phillips.
 Mr. & Mrs. Franklin Wright—friends of the Manchesters who provide an alibi for Mrs. Manchester.
 Joe Greeley—underworld informer.
 Al Malone—post office clerk who is a friend of Sam Phillips.
 Baron Yoshi Minamoto—Japanese businessman seeking to buy the secret plans for the M-C 9.
 Franz von Falkenberg—German businessman seeking to buy the secret plans for the M-C 9.

SPECIAL TRIVIA QUIZ

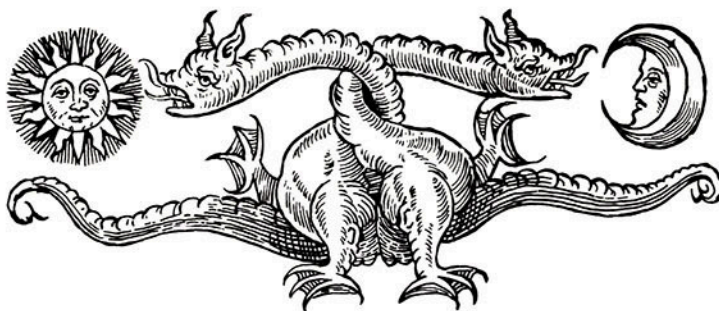
You and players may have realized by now that, scattered throughout the scenario are references to movies, television shows, plays, and books. The references were intentional. The following trivia quiz was designed for people who enjoy testing their knowledge of the entertainment media. The questions vary in difficulty. The quiz isn't part of the adventure and in no way affects the experience earned by the characters. Anyone wishing to skip the trivia quiz should go immediately to **Scenario B**.

Trivia Quiz

1. Trixie Starr is playing in *The Mousetrap*. The play is a murder mystery. Who wrote it. What novelette is the play based on? Name two other mystery plays by the same person.
2. Tommy Jarrett is named after two famous criminals played by James Cagney. What were the character's full names? What movie was each character featured in?
3. As her alibi, Trixie Starr was watching a double bill of *The Maltese Falcon* and *Double Indemnity* at the time of the murder. Who starred in the two films?
4. Sam Phillips is named after two famous private investigators. What are the full names of the two private investigators? Who created the two investigators? Name the movies featuring the two investigators and the actors who starred in them.
5. Carl Kolchak is the name of a reporter who specialized in bizarre and mysterious crimes in a television series. What was the name of the series? Who played Carl Kolchak?

6. The Dexter Upton Memorial Cemetery was named after two characters created by H.P. Lovecraft. What were the two characters full names? What stories or novels did they appear in?

The Answers
 1. Agatha Christie. *Three Blind Mice*. *Alibi*. *Ten Little Indians*. *Murder on the Nile*. *Witness for the Prosecution*. *Towards Zero*. *Rule of Three*.
 2. Tommy Powers in *Public Enemy*, and Cody Jarrett in *White Heat*.
 3. The *Maltese Falcon* starred Humphrey Bogart, Mary Astor, Sidney Greenstreet, and Peter Lorre. *Double Indemnity* starred Fred MacMurray and Barbara Stanwyck.
 4. Sam Spade (created by Dashiell Hammett) and Phillip Marlowe (created by Raymond Chandler). *The Maltese Falcon*, starring Ricardo Cortez, *The Big Sleep* and *The Big Sleep* starring Humphrey Bogart, *The Big Sleep* and *Farwell My Lovely* starring Robert Mitchum, *Murder My Sweet* starring Dick Powell, *The Brasher Doubloon* starring George Montgomery, *Marlowe* starring James Garner, *Lady in the Lake* which was filmed in the first person and, if anyone, starred Robert Montgomery, the director, and *The Long Goodbye* starring Elliot Gould.
 5. *The Night Stalker* starring Darrin McGavin.
 6. Charles Dexter Ward in *The Strange Case of Charles Dexter Ward*, and Richard Upton Pickman in *Pickman's Model and The Dream Quest of Unknown Kadeeth*.



TIMETABLE OF EVENTS

Thursday, October 30

- 1:30 p.m.—Pamela Ashton kidnapped by the Cult of the Serpent.
- 4:00 p.m.—Army cargo plane disappears en route to Puerto Rico.
- 6:00 p.m.—Intensive search for plane begins.
- 9:00 p.m.—Characters arrive in New Bristol.

Friday, October 31

- 10:00 a.m.—Bristol Con opens.
- Noon—First appearance of the Phantom.
- 2:30 p.m.—John Manchester announces the discovery of the M-C 9 at a press conference.
- 3:00 p.m.—Five New Bristol councilmen indicted for accepting bribes.
- 8–11 p.m.—Evening performance of *The Mousetrap*.
- Midnight—The spirit of Temperance Allerton takes over the body of Pamela Ashton in a ceremony conducted in the graveyard.
- 1–8 a.m.—John Manchester and Trixie Starr spend the night at the Seaside Resort.

Saturday, November 1

- 9:30 a.m.—Nell Tarot auditions, and gets a job at the Club Apollo. She and Tommy Jarrett reach an understanding and the Cult of the Serpent and the Jarrett Gang join forces.
- 1–5 p.m.—The New Bristol vs. Navy football game.
- 6:00 p.m.—The intensive search for the missing cargo plane is called off after 48 hours.
- 7–10 p.m.—Political banquet attended by Mr. and Mrs. Manchester.
- 8–11 p.m.—Evening performance of *The Mousetrap*.
- 8:30–9:30 p.m.—Cynthia Fairweather burgles the Van Horn residence.
- 9:00 p.m.—Break-in at the Manchester Building. The night watchman hears the sounds of a typewriter.
- 11:00 p.m.—Ralph Manchester killed in a hit-and-run accident.

Sunday, November 2

- 2–5 p.m.—Matinee performance of *The Mousetrap*.
- 4:00 p.m.—Fantasy miniature's battle begins. All the characters and Tom Morgan are playing.
- 5:00 p.m.—Official closing of Bristol Con.
- 5:30–7:00 p.m.—John Manchester and Trixie Starr dine at The Seaside Resort.
- 6:00 p.m.—Last convention guest leaves the New Bristol Arms. Only the characters, regular guests, and Tom Morgan are left.
- 6:30 p.m.—Lydia Manchester, driven by the chauffeur, leaves for the Wright's party.
- 6:30–9 p.m.—The butler and the maid are watching television in the hotel lounge.
- 7:15–11:30 p.m.—Double bill at the Bijou Theatre attended by Trixie Starr.
- 7:30 p.m.—John Manchester arrives home at the penthouse.
- 7:40 p.m.—Using his own car, Chuck Garrison secretly leaves the Wright's party. To any casual observer, he is working under the Manchester limousine making repairs.
- 8:00 p.m.—Chuck Garrison enters the study and opens the safe as part of his and Lydia Manchester's murder plan.
- 8:10 p.m.—John Manchester unexpectedly enters the study. Chuck Garrison hides on the terrace.

- 8:15 p.m.—Nell Tarot, as Pamela Ashton, arrives at the penthouse.
- 8:40 p.m.—John Manchester dies of poisoning.
- 8:41–8:57 p.m.—Nell Tarot tries to remove all signs showing that two people were in the room. She also presses the dead man's fingers to the suicide note to leave prints.
- 8:58 p.m.—The Phantom warns Nell Tarot that someone is on the terrace.
- 8:59 p.m.—Nell Tarot leaves the penthouse, using the stairs.
- 9:00 p.m.—Chuck Garrison shoots at, but misses, John Manchester because the chauffeur is startled to find John already dead.
- 9:05 p.m.—The characters and Tom Morgan arrive to investigate.
- 9:20 p.m.—Bob Davidson and the police arrive to investigate.
- 9:25 p.m.—Chuck Garrison arrives back at the Wright's house.
- 9:30 p.m.—Mrs. Manchester is informed, by phone, of her husband's death.
- 9:50 p.m.—Driven by the chauffeur, Mrs. Manchester returns home to the penthouse.

Monday, November 3

- 8:00 a.m.—The Club Apollo reopens.
- 10:00 a.m.—The coroner's report and the lab reports on the so-called Manchester suicide are completed.
- 11:00 a.m.—An Air Spirit, invoked by the Phantom, takes possession of a truck driver and tries to run the characters down.
- 3:00 p.m.—Chuck Garrison is stabbed to death in an alley behind the Byewater Apartments.
- 7–8 p.m.—Nell Tarot's first show.
- 9:30 p.m.—The characters receive a bottle of poisoned brandy.
- 11–Midnight—Nell Tarot's second show.

Tuesday, November 4

- 10–Noon—Ralph Manchester's funeral.
- 2:30 p.m.—Sam Phillips stumbles into the emergency ward at Adams General Hospital.
- 4:00 p.m.—Hit attempt on the characters.
- 6:00 p.m.—Police raid on the Fraternal Order of Dock Workers. The Jarrett gang is arrested.
- Midnight—Billy Manchester is reported missing.

Wednesday, November 5

- 10–Noon—John Manchester's funeral.

Thursday, November 6

- 2–3 p.m.—Chuck Garrison's funeral.
- 9:00 p.m.—The Hawk Medallion is stolen.

Friday, November 7

- Midnight—The characters upset the plans of the Cult of the Serpent to transfer the spirit of Roger Mortimer into Billy Manchester's body.
- 12:10 a.m.—Battle with the Zombies.
- 12:30 a.m.—Battle with Abiku and Kinnara in secret room under Ashton Manor.
- 12:40 a.m.—Battle with Nell Tarot and her tiger in another secret room under Ashton Manor.
- 12:50 a.m.—Battle with Ghouls in caverns below Ashton Manor.
- 1:00 a.m.—The Ghostly Galleon sets sail. The Phantom escapes. The characters chase after using the Ashton yacht. Scenario A ends.

SCENARIO B: INTO THE BERMUDA TRIANGLE

The characters have defeated Nell Tarot and her allies. The Phantom that has been tormenting the characters is in headlong retreat aboard a Ghostly Galleon. The characters follow, using Pamela Ashton's yacht.

The characters never quite catch up to the Ghostly Galleon. During the chase, they undergo a number of dangerous encounters. They are attacked by Gloums sent from the Ghostly Galleon; they get caught in the middle of a hurricane; they are attacked by pirates, and they sail through a swirling tunnel of light.

One night, the characters are confronted by the Wild Hunt. A giant stag-headed man, riding a horse and leading a pack of hounds, chases the ship. The hunter can ride on air. He can't be harmed. All the characters can do is run. While fleeing, they lose sight of the Ghostly Galleon. The hunter rides ever closer. Fortunately, just as he is about to attack, the sun rises. The hunter rides back into the clouds vowing to return again tomorrow night.

The next day, the characters encounter a 19th century sailing ship commanded by Captain Vanderdecken, the legendary Flying Dutchman. He has been cursed to wander alone through space, time, and other dimensions until he inspires enough good deeds to lift his curse. He gives the characters a silver statuette that protects the characters from the Wild Hunt for one week. He also gives them the coordinates for an island where the Horn of Roland can be found, the only permanent protection from the hunter.

The characters may or may not have realized by now that they have long since sailed "through the Bermuda Triangle" into another dimension. The characters sail through the Saragasso Sea, also known as *The Sea of Lost Ships*. The seaweed around the ship grows thicker and thicker. Finally the ship can sail no further. All around the characters are other ships from different time periods, trapped in the seaweed.

It is less than a mile to the island that is the characters' destination. A little experimentation will reveal that the seaweed is thick enough to walk on. As the characters cross the seaweed, they are attacked by Sharkmen who live under the seaweed. After a harrowing battle, the characters reach the safety of the island. In the distance they can see the pale white tower where the Horn of Roland is kept.

The encounter with the Wild Hunt might prove tricky for you to handle. The characters have to realize, as soon as possible, that they can't harm the hunter. He is simply too powerful considering the characters' current level of experience. The characters stand no chance in a battle. Their only hope is to flee as fast as possible. If they don't flee quickly, the hunter has time to attack, and possibly kill, one or two characters chosen at random before the sun rises and he returns to the clouds. If the characters do flee, the hunter won't have time to attack before sunrise.

The encounter reinforces an important part of role-playing. Fighting everything that crosses the path of the characters is not always wise. Discretion is sometimes the better part of valor. Especially in LORDS OF CREATION, until the characters have acquired quite a few experience points, there will always be some encounter too tough for them to handle, where retreat is the only smart policy.

The encounters in Scenario B all occur in the order given.

ENCOUNTER B1: THE GHOSTLY GALLEON

The Phantom has fled aboard a strange ship moored in the cove below Ashton Manor. The ship is a three-masted galleon (a type of 16 century sailing ship). The sailors are all translucent ghosts, looking like long dead pirates. The galleon glows with a bloody crimson light. The galleon moves where it will, even when there is no wind.

Anchored nearby is the *Seahawk*, a 70-foot sailing yacht with auxiliary engines. Pamela Ashton gives the yacht to the characters and Billy Manchester offers them a \$100,000 reward

THE HORN OF ROLAND

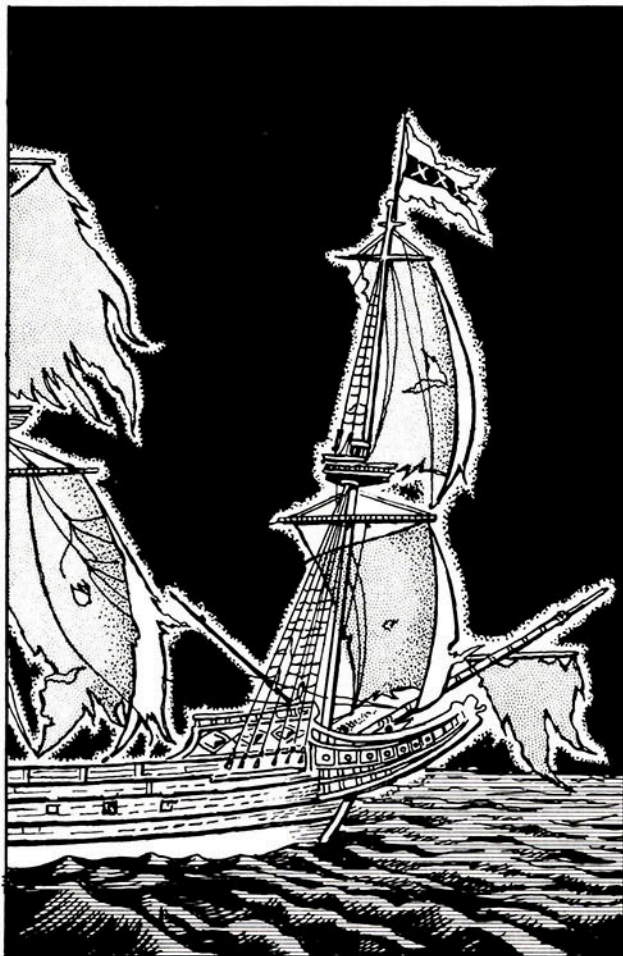
for the gray man (Phantom) dead or alive. The characters load up and give chase.

Oddly enough, only those people who participated in the fight at Ashton Manor can see the Ghostly Galleon. Other people see nothing but clear sea where the Ghostly Galleon sails. The only exception to this is if a character should die and be replaced with a new character. Even new characters that join the adventure can see the Ghostly Galleon (because of the Dimension Sight ability).

New characters usually present no problem for you. You can usually work them into the adventure in a simple, logical way. While chasing the Ghostly Galleon, for example, new characters could be survivors from a wreck at sea, adrift in a life boat.

Once on the island, new characters could be other 20th century individuals who have sailed through the Bermuda Triangle, or part of the crew of the cargo plane that crashed on the island.

Several days pass. The characters have been sailing south. The Ghostly Galleon manages to keep ahead, though the lead is slowly closing.



ENCOUNTER B2: GLOUM ATTACK

On the third afternoon of the chase, the characters manage to close the distance to only a few hundred yards. The Phantom cowers below deck to avoid stray rifle shots. The rifle bullets don't effect the crew, who continue to go about their business. In fact, nothing bothers the crew. No matter what happens, they never leave their posts and continue to sail the ship.

The Phantom decides the characters are getting too close. A hatch opens and two dark clouds drift toward the yacht. The two shadows are Gloums (AT = 13, D = 2 - 20, I = + 2, A = - 1 (all), LP = 15, M = 90', L = 7, P = 3 . . . XP = 7). If any Gloum gains the initiative, it uses the Shadow Walking ability to move close to the characters, then attack all characters within 30 feet with the Energy Drain power that does 2-20 points of damage. Gloums also have the powers of Shadow Shaping, Control Light, and ESP, but are not likely to use those powers in an attack. After the initial attack, check morale for the Gloums as usual.

ENCOUNTER B3: PIRATE ATTACK

Four more days pass, and the characters still haven't caught up with the Ghostly Galleon. Both ships are well into southern waters. The characters have sighted a few islands off the Bahamas. A few hours after sunrise, the characters spot another craft. The craft is a 30 foot long sailing ship in sad repair. It was obviously hand-built from native wood. A patched sail drives the craft slowly along. A large fish net is spread out on the deck. The ship's captain is waving; two other seamen are mending the net. The ship has no radio, but the captain yells out as soon as the two ships are within hailing distance.

"Hey mon, you need some fish? We got som' mangoes and som' bananas and som' fresh water. Cheap, you bet! We com' long side and make da good deal."

The native ship appears friendly. When the two ships are only 100 feet apart, let the character with the highest Luck Roll score make a Luck Roll. If it succeeds, the character notices six more sailors hiding behind the fishnet. The sailors are all armed. If the roll fails, the characters notice nothing.

The ship is filled with islanders who believe that they are the last of the buccaneers. They are dressed in ragged pirate costumes. They are armed with cutlasses and flintlock pistols. When they close with the yacht, they fire one pistol round, then try to swarm aboard to capture the yacht. There are eight pirates and a leader. The pirates (AT=11, D=1-10 or 1-10+2, I=+2, A=none, LP=11, M=60', L=7... XP=2) would be considered Average Humans. The pirate leader (AT=17, D=1-10 or 1-10+2, I=+2, A=none, LP=17, M=60', L=7... XP=3) would be considered a Human Soldier. After the initial attack, roll morale as usual for the pirates.

If, during the battle, the characters kill any of the pirates, the characters notice that whenever a pirate is killed, a new ghostly crewman appears on the Ghostly Galleon.



ENCOUNTER B4: HURRICANE!

The next day, the weather suddenly turns bad. Thunder crashes and lightning flashes. High winds blow the sail to tatters. Rain pours down. Sea swells crest 20 feet and higher. The ship is tossed from wave to wave. The characters have found themselves in the middle of Hurricane Curtis.

As the hurricane increases in fury, the ship becomes more and more battered. Its timbers begin to groan. Salt water leaks into the bilges. The ship's lifeboat slips off its moorings, crashes into the sea, and disappears below the waves. Huge waves wash over the deck, nearly sweeping the characters into the sea.

At the height of the hurricane, the ship springs a leak. The characters rush frantically below deck to try to stop the leak. Eventually the characters manage to rig up a patch.

This particular encounter was designed for its effect. Describe the hurricane vividly and graphically. The characters can weather the storm safely, but they will not know that. Play up the hurricane for all it's worth. The characters should think that only their quick thinking and heroic actions saved the ship.

ENCOUNTER B5: TUNNEL OF LIGHTS

At twilight, the worst of the storm is over. A heavy fog rises off the surface of the water. During the hurricane, the characters have lost sight of the Ghostly Galleon. Since they are somewhere near the Bahamas, the characters should slow down to avoid piling onto an unseen reef. As the sun sets, the mist begins to glow.

Instead of growing darker as the sun sets, the mist grows brighter. It begins to swirl around the boat, creating a bright tunnel of fog. The ship's compass spins wildly. The surface of the sea can't be seen, only the swirling mist. The mist grows brighter and brighter until the characters have to shut their eyes to avoid being blinded. When they open their eyes again, the fog has vanished.

The sea and stars once more appear. The moon shines brightly. Everything seems to have returned to normal. Actually, the yacht has passed through The Bermuda Triangle into another dimension. Once in the new dimension, the characters won't be able to raise anyone on their radio (since there are no stations to send or receive).

ENCOUNTER B6: THE WILD HUNT

It is midnight. In the skies behind them, the characters notice a strange cloud of green, purple, and orange-red. Out of the cloud rides a bizarre hunting pack. The leader is a giant with a man's body and a stag's head. He has dead-looking ivory skin and glowing green eyes. He wields a fiery sword that leaves a trail of flame where it cuts through the clouds.

The huntsman rides a giant horse. The horse also has a dead-pale hide and glowing green eyes. It has the sharp pointed fangs of a carnivore. Smoke billows out its nostrils and fire flames from its mouth. The horse's hoofprints glow behind it in the sky with a purple, neon like light.

The huntsman leads a pack of giant hounds. The hounds have ivory fur and glowing green eyes. They leave glowing purple paw prints behind them. Foamy saliva drips from their mouths. Where the saliva hits the water, clouds of steam rise. Huntsman, steed and hounds are all three times normal size.

Every character must make a Luck Roll versus fear. Failure means that the character is paralyzed with fear.

No statistics are given for the Wild Hunt because, at their current level of experience, the characters can't harm the Wild Hunt. Any wounds the characters might inflict on the Wild Hunt would immediately close without doing any damage.

It is important that the characters realize how hopeless their situation is. Such a realization is crucial to their survival. It also serves as a general warning that in the LORDS OF CREATION game there is a time to fight and a time to run. Discretion and intelligence are as important as combat.

The Wild Hunt begins several miles behind the yacht. The huntsman slowly closes the gap. As long as the characters make some attempt to escape, the huntsman will almost, but not quite, catch them. Just before sunrise, his fiery sword slices through a wooden beam of the ship like a hot knife through butter. A small fire erupts from the severed wood. Once the huntsman leaves, the fire is easily extinguished.

If the characters make no attempt to run, the huntsman attacks one or two random characters (odd = 1, even = 2). His sword blow automatically hits. It is not necessary to roll damage; the only chance a victim has for survival is to succeed on a Luck Roll.

When dawn comes, the Wild Hunt rides back into the clouds. But before leaving, the huntsman sends all the characters a telepathic message, "I'll be back tomorrow night, and every night after that! Your luck cannot always hold."

ENCOUNTER B7: THE FLYING DUTCHMAN

Strange events seem to never end on this voyage. The day after encountering the Wild Hunt, the characters sight a 19th century clipper ship. The clipper ship appears deserted except for one man at the helm.

The ship is, indeed, deserted. The man at the helm is Captain Vanderdeckan, known in legends as the Flying Dutchman. As punishment for some great wrong done in his past, the captain has been cursed to wander the dimensions until his actions inspire enough good deeds to lift the curse.

During his travels, the captain has acquired a shipload of strange mementoes. One such memento is a silver statuette of the huntsman that has the ability to protect everyone within 50 feet of it from the hunter. Unfortunately, the protection is only temporary. The statuette's power isn't strong enough for permanent protection. After a week's time, the huntsman overcomes its power and can attack again. In fact, each day the power lessens and the huntsman gets closer.

Fate has led the captain to the right spot to be able to help the characters. He not only gives the characters the statuette freely, he tells the characters about the Horn of Roland.

Roland was a 9th century knight, one of Charlemagne's paladins. His horn is a powerful magic item. It offers permanent protection from the Wild Hunt. The horn was stolen from France long ago. The captain has recently seen it in a bone tower, on a nearby island. The owner of the horn is dangerous and evil, but at least the horn offers the characters a chance. The coordinates of the island are longitude: $73^{\circ} 42'$, latitude: $22^{\circ} 15'$ (about a day's sail due south).

No one except Captain Vanderdeckan can enter his clipper ship. The captain can only remain off the ship one hour per day. After visiting for an hour, the captain has to sail again. He wishes the character's luck and tells them he is sorry he couldn't be of more help. He gives them a packet of letters wrapped in an oilskin pouch and asks them to deliver the letters to any of his kin in Amsterdam, if the characters should ever get the chance.

ENCOUNTER B8: THE SARAGASSO SEA

The Saragasso Sea is an area of the ocean covered with thick

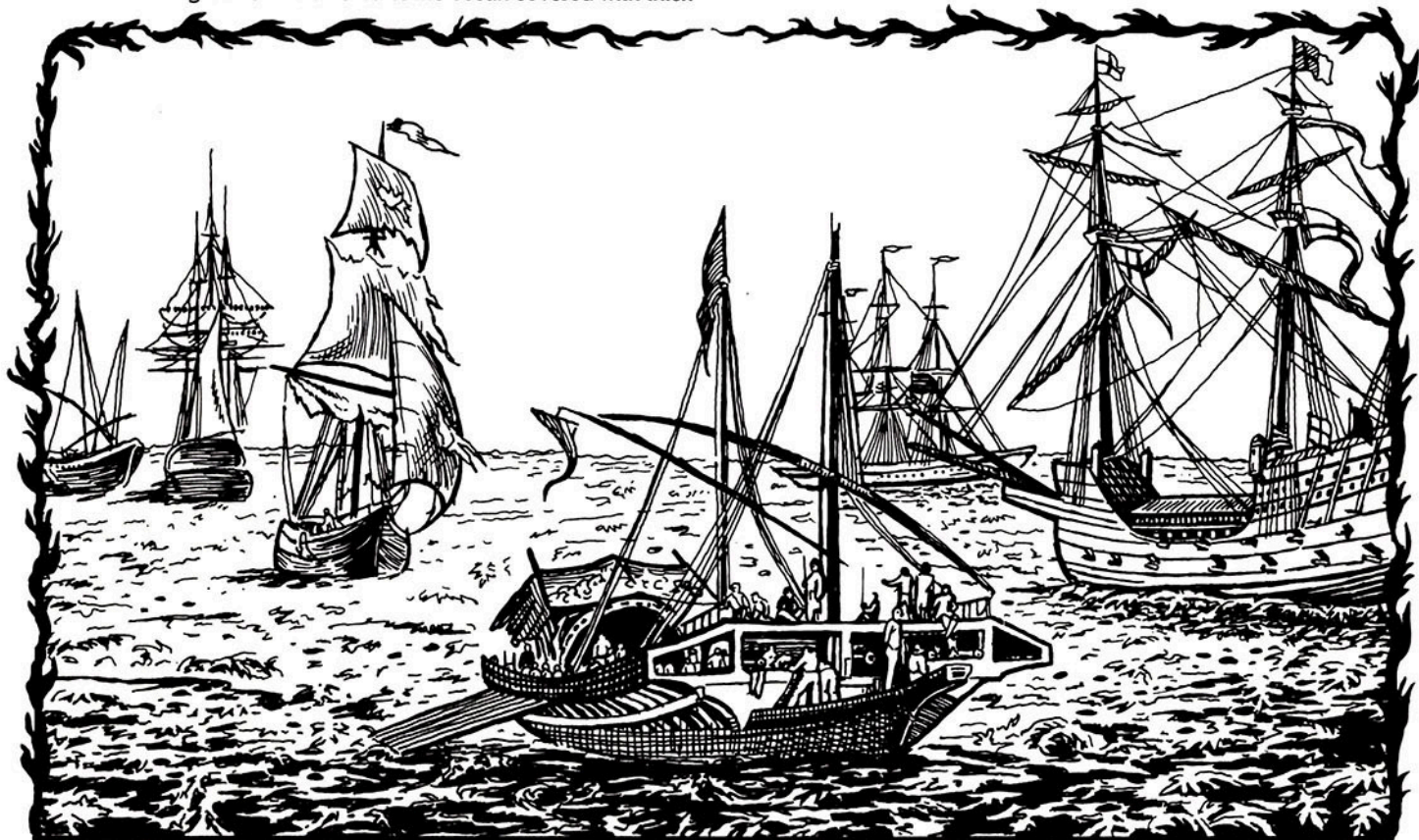
seaweed. It is also the breeding home of all eels. The island that is the character's destination lies in the middle of the Saragasso Sea. As the characters sail further and further, the seaweed becomes thicker and thicker. The characters also spot schools of eels returning to breed.

The Saragasso is also known as the *Sea of Lost Ships*. Eventually the seaweed becomes so thick that the ship can't move forward any further. Almost as if it were alive, the seaweed closes in on the yacht from behind, completely trapping it. All around them in the seaweed, the characters see other trapped ships. The ships come from both present and past time periods, including airplanes. The characters see clipper ships, galleons, sailing sloops, carracks, viking longships, mediterranean galleys, biplanes, and jets.

Some of the more noticeable ships are: five TBM Navy Avenger bombers (1945); two four-engine Tudor IV airplanes, the *Star Tiger* and *Star Ariel* (1949); two Air Force KC-135 Stratotankers (1963); the *Sea Venture*, a sailing ship (1609); the *Wasp*, a wooden U.S. warship (1814); the *Cyclops*, a Navy supply ship (1918); the *Raifuku Maru*, a Japanese freighter (1824); the *Marine Sulphur Queen*; a 425-foot freighter (1963), and the *Anita*, a 20,000 ton freighter (1973). The dates in parenthesis are when the ships disappeared.

A little experimentation shows that the seaweed is so thick that characters can walk on it (though sinking 1 to 2 feet deep). The island is less than a mile away; the ship can go no further. The only way to get to the island is to walk across the seaweed. About halfway across, the characters will be attacked by five Average Sharkmen (AT=18, D=2-16, I=+2, A=-2, LP=18, M=60', L=7... XP=3) led by a Sharkman Soldier (AT=13x2, D=2-20, I=+3, A=-3, LP=27, M=70', L=8... XP=8). On the first turn, the Sharkmen spring up from under the seaweed, automatically gaining the initiative. After the first turn, check initiative and morale normally.

The characters, though battered, should reach the island. Once the characters are on land, the sharkmen call off their attack. Once on the island, the characters, using binoculars, sight a valley about two miles away. Standing on a hilltop, in the middle of the valley, is a pale white tower.



SCENARIO C: BONE TOWER

Bone Tower is the home of a Siren. Except for prisoners, everything that lives in Bone Tower is part of the Siren's guards. The Siren and her guards are evil and they try to kill or imprison all passers-by. The characters should know about the Siren's evil nature and the hostility of her guards before entering Bone Tower. The Siren and all her guards automatically attack the characters.

The Siren guards include Goblins, an Ogre, Insectmen, a Basilisk, a Chimera, Anansi (controlling a Grizzly Bear), Bone Warriors, Keres, and a Laestrygone. After the initial attack, the Goblins, Ogre, Insectmen, Chimera, and Anansi roll morale normally. The Basilisk, Bone Warriors, Keres, Laestrygone, and the Siren fight to the death, and don't need to make a morale check. The various guards don't fight and live together in harmony. The area where they live is their sphere of influence, and they won't help other guards. As a result, if the characters defeat some guards, they can usually stop and rest safely to regain lost Life Points.

The Siren has collected a number of unusual objects, including the Horn of Roland. The object of the assault on Bone Tower is to win the Horn of Roland before the time limit on their protective statuette runs out.

Bone Tower is about 100 feet tall. It is constructed of creamy white, seamless bone. It looks as if it were made from one huge bone. The tower has no windows and only two doors. Both doors are at ground level. The front door is a double wooden door about 10 feet wide. The back door is a single wooden door about 3 feet wide. The tower has no other entrances.

Bone Tower is a magical building. The bone walls can't be damaged, even by explosives. They can't be chipped or scratched, or marked in any way. Bone Tower is considered to be a magical setting. The characters could use experience gained in Bone Tower to gain the magical level of skills.

Bone Tower lies in the center of a valley, two miles inland from where the characters walked ashore (at the northern most point of the island). The valley is completely dead. Dusty soil covers bare

rocks. The valley has no water and no plant or animal life. Because of its magical nature, the tower can be seen by the naked eye, even two miles away.

In the hills near the valley, the characters notice a natural spring. They also see a strange crater of everchanging lights. This Crater of Lights is an artifact of the First Ones, the original inhabitants of the island who mysteriously disappeared long ago.

The encounters in **Scenario C** do not necessarily take place in the order given. Scenario C uses the map of the island and the map of Bone Tower.

ENCOUNTER C1: CRATER OF LIGHTS

The characters see a crater about 100 feet across in the hills ahead of them. The crater glows with five different colors. The sequence of colors is white, black, red, blue and gray. Each color lights the crater in turn for one minute. The sequence repeats endlessly.

The Crater of Lights is an artifact built by a strange, unknown race that once inhabited the island. None of the present inhabitants has any idea who built the artifacts. When the ancestors of the present-day inhabitants first moved onto the island it was uninhabited and the artifacts were already ancient. The inhabitants refer to the builders of the artifacts as The First Ones.

The artifacts of the First Ones are items of great power. They show elements of both superscience and supermagic. Presumably the artifacts all served some purpose, but it is often difficult to determine what purpose was served. There are eleven different artifacts built on the island. While the artifacts are usually dangerous, the characters can acquire powers, abilities, and knowledge by entering the artifacts and surviving.

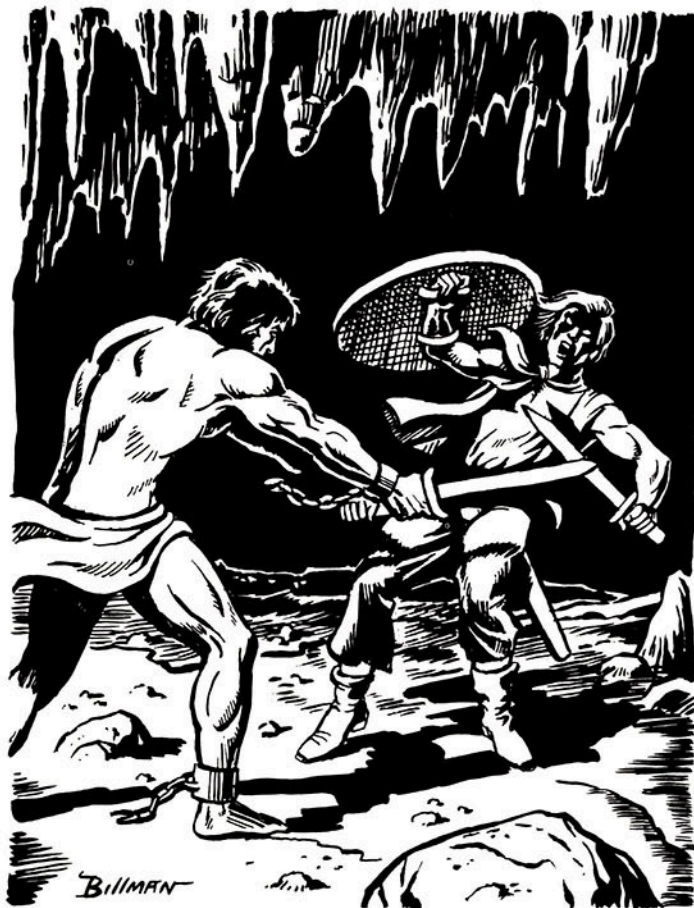
The Crater of Lights may once have been some kind of theatre, a special art form, or possibly only some kind of supertoy. The first individual to enter the crater sees highly-realistic hologram (3-dimensional) projections. The holograms are aided by magic to seem even more real. Only the first individual in the crater sees the holograms, other people see only colored light. If several characters enter at the same time, they should roll initiative to see who is first.



The White Light

The first individual to enter the white light sees scenes of a city built from giant blocks of marble. The city is populated by shaggy-haired humanoids; two-legged intelligent reptiles; horrible-looking, walking squids; giant amoeba like creatures, and golden-skinned humans with large domed heads. Strange machines of metal and flesh patrol the city. The actions of the city's inhabitants are so alien that it is impossible to determine exactly what is going on. The city scenes both attract and repel the viewer. Even before the minute is up, the viewer becomes dizzy and passes out.

The viewer should make a Luck Roll. If successful, the individual gains the power of Clairvoyance. If unsuccessful, the character's mental ability is immediately reduced to 2. If the reduction also lowers Personal Force, the character could lose some skill levels (the character's choice). When the character awakens, one or the other effect will have taken place.



The Black Light

The first individual to enter the black light sees two giant, human like figures battling. One figure has a muscular body, medium-length light brown hair, and steely blue eyes. He wields a 10 foot long, two-handed sword that glows bright yellow. His opponent is more difficult to distinguish, as he is surrounded by shadows. The second man seems smaller and leaner with dark hair and beard. He is dressed in gray and wields a dusky gray spear. He defends with a large, hazy black shield.

The two figures are Prometheus and Erebus. Unlike the other hologram, Prometheus has arranged this vision as a means of helping the characters (though the significance of the vision only becomes apparent later). The individual who sees this hologram vision gains 1d6 points on an ability rolled at random. More importantly, this individual gains special benefits in a number of encounters in later scenarios. Note that no Luck Roll need be made.

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The Red Light

The viewer appears to be flying through outer space without the aid of a ship or spacesuit. The voyage seems long and tedious. After what seems like eons, a planet is spotted. The planet resembles earth except that the land masses look different (if the viewer has the Scientist - 1 or Social - 2 skill, the viewer realizes that the land masses are actually the continents of earth as they were in the far distant past).

The journey continues into the planet's atmosphere. The very air begins to glow and burn as friction builds up. The heat and pain are tremendous. Finally, the viewer seems to splash down in a salt sea.

The viewer should make a Luck Roll. If successful, the viewer gains 1-10 Life Points immediately. The Life Points are permanent. If unsuccessful, the viewer takes 8-80 points of damage from fire.

The Blue Light

The viewer is sitting in a diving bell. A huge sunken city appears on the diving bell's screen. The city is made from huge stones that have now collapsed and are covered with sea plants. The diving bell explores the ruined city. Suddenly, out of one of the buildings, darts a giant serpent with an oversized head and hundreds of jelly fish like tentacles growing from its body. The snake seizes the diving bell. Its huge snout smashes through the view screen. Its giant fangs drip green, ichorous poison.

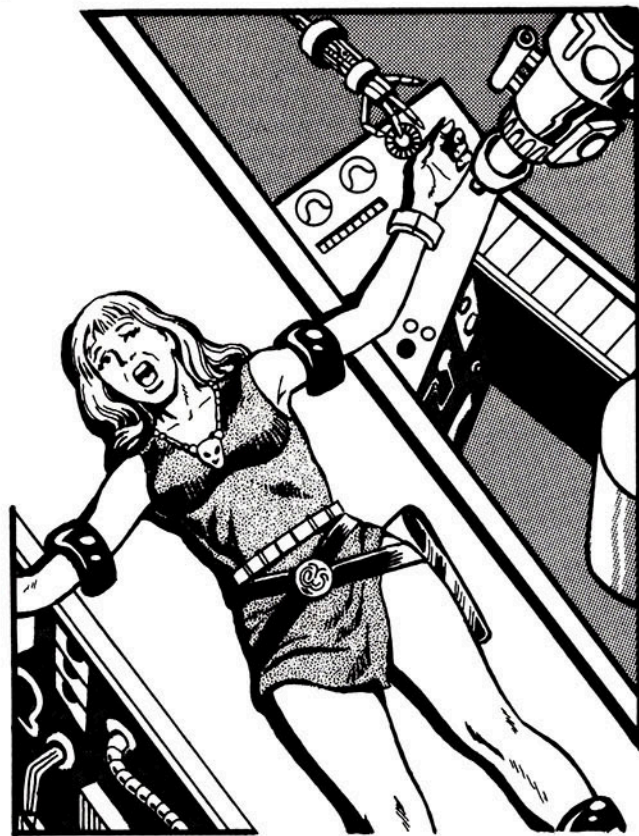
The viewer should make a Luck Roll. If successful, the viewer gains immunity from all poisons. If unsuccessful, the viewer has been poisoned. If the Luck Roll was 15-20, the viewer dies. If the Luck Roll was 14 or less, the viewer is unconscious for a full day.



The Gray Light

The viewer is lying on his back on a conveyor belt. The viewer is strapped down and helpless. The belt passes under a large machine marked Surgery. The viewer feels a terrible pain in his hand. When the conveyor exits the machine, the viewer sees in horror that his right hand (left if the character is left-handed) is missing. A second machine marked Medical stops the bleeding. A third machine marked Replacement replaces the lost hand with a duplicate hand of steel. The conveyor belt passes under a fourth machine marked Animation. A red sign on the machine flashes Malfunction!

The viewer makes a Luck Roll. If successful, the viewer has an animated steel hand. The hand functions normally in every respect, but it does an additional 1d6 points of damage in unarmed combat. If unsuccessful, the viewer has a steel hand that can't move. The viewer must use his other hand from now on. He will have a -3 penalty to hit in both ranged and close combat. Only one-handed weapons can be used. The -3 penalty is reduced by one point per adventure until the victim has learned to use the other hand. The metal hand can be temporarily animated using the Animation power. In a futuristic setting, the steel hand could possibly be replaced with a Cyborg hand.



RANDOM ENCOUNTERS

Once the characters enter Bone Tower, a random encounter takes place on a roll of 1 on 1d10. Check for a random encounter at the start of every other turn. There are three possible random encounters. The encounters take place in the following order given: Acephali, Sidhe, Lupus. If the characters decide to stop in a room to recover lost Life Points, you need make only one roll for a possible random encounter for the entire time it takes to recover the lost Life Points.

Three Acephali (AT=13, D=teleport, I=+1, A=-3, LP=18, M=60', L=7, P=4... XP=4)

One Sidhe (AT=18x2, D=1-10+7, I=+4, A=-3, LP=60(31), M=70', L=10, P=6... XP=45)

One Lupus (AT=20x2, D=3-18, I=+5, A=-3 Magical, LP=65(24), M=100', L=10... XP=16)

Acephali have the power of Teleportation. If successful, the teleported characters end up in the second jail cell (C18) in the ceremonial chamber. If the Acephali encounter hasn't occurred by

the time the characters have defeated the Anansi Hero in the ceremonial chamber (C17), then there is no Acephali random encounter. Go on to the Sidhe encounter.

Sidhe have all 5 Sorcerer powers (True Sight, Fascination, Illusion, Enchanted Sleep, Animation) plus the powers of Clairvoyance, Cure, and Psychometry. Since the Sidhe come from Ireland, try to use an Irish accent when playing a Sidhe. The characters receive no XP for the Sidhe encounter since the Sidhe is friendly and helps them.

The Sidhe is named Cormac Mac Connor. He was sent by Prometheus to help the characters, but the characters won't be aware of this. He can remain in the dimension with the characters only long enough to help them fight one battle, but he can also use his powers to help the characters (especially Cure, usable three times a day). Because he is coming from another dimension, Cormac will suddenly appear, and disappear just as suddenly after helping the characters.

The Lupus has been sent by Erebus to help defeat the characters. It suddenly appears and attacks on sight.

ENCOUNTER C2: REAR GUARDROOM

The small rear door is guarded by eight Average Goblins (AT=8, D=1-6, I=+1, A=none, LP=8, M=50', L=6... XP=1) and a Goblin Leader (AT=11x2, D=2-12, I=+3, A=-3, LP=23, M=60', L=8, P=3... XP=6). The Goblin Leader has the power of Clairvoyance. The guardroom is also the Goblin's home.

SPECIAL NOTE: All inner walls of the tower are made of stone. Only the tower's outer walls are made of bone. Other interior features of the tower are usually made from wood and iron. Interior features can be damaged normally.

ENCOUNTER C3: SECRET PASSAGE

A passage connects the front and rear guardrooms. The passage can be entered only through one of the secret doors. The Goblins and the Ogre can open the secret doors.

ENCOUNTER C4: FRONT GUARDROOM

There are two front guardrooms that mirror each other. Each guardroom contains eight Average Goblins (AT=8, D=1-6, I=+1, A=none, LP=8, M=50', L=6... XP=1) and a Goblin Soldier (AT=12, D=1-10, I=+2, A=-2, LP=12, M=50', L=7... XP=2). The leader of both groups is the Ogre in C6. The guardrooms are also the Goblins' homes. The Goblins are armed with crossbows (the Average Goblins do only 1-6 because their crossbows are smaller than normal).

ENCOUNTER C5: INNER COURTYARD

The front double doors open into an empty courtyard. For extra protection against intruders, two portcullises of iron bars can be lowered to block entrance. The guardroom walls bordering the courtyard have slits in them through which the Goblin guards can fire at intruders trapped between the portcullises.

ENCOUNTER C6: DINING AREA

Most of the first floor of Bone Tower contains a large dining hall where the various inhabitants eat. The dining area is also the home of an Ogre (AT=19x2, D=2-20, I=+4, A=-4, LP=60, M=90', L=8, P=4... XP=20) who is also the leader of the Goblins in C4. Ogres have the power of Physical Control that gives the Ogre +2 to hit and damage in close combat. The Ogre helps the Goblins if they are attacked.

ENCOUNTER C7: STAIRWELL (1-2)

In the center of the dining area is a spiral staircase of wrought iron. The staircase connects the first and second floors. On the first floor the staircase is open; but on the second floor the staircase ends in an enclosed stairwell made of stone. If the characters use gunfire on the first floor, there is a 50% chance that the Insectmen in C8 and C9 are alerted by the gunfire and will guard the stairwell.

Bone Tower contains several staircases. When an encounter on a staircase occurs, the number in parenthesis in the encounter title will be floors connected by the staircase.

ENCOUNTER C8: INSECTMEN QUARTERS

Room **C8** is the living quarters for six Average Insectmen (AT=14, D=2-12, I=+2, A=-2, LP=14, M=60', L=6... XP=3). The Insectmen are guards in the service of the Siren. Their leader lives in **C9**. Depending on circumstances, they might be guarding the staircase **C7**. If so, the staircase is wide enough for only one human or Insectman to fight at a time.

ENCOUNTER C9: LEADER'S QUARTERS

Room **C9** houses the Insectman Leader (AT=18×2, D=2-20, I=+5, A=-4, LP=50(10), M=70', L=7... XP=14). If the characters made a lot of noise before entering this room, the leader will be in **C8** with his troops. If the Insectmen are guarding the staircase, the leader is with them.

ENCOUNTER C10: BASILISK CHAMBER

Room **C10** is guarded by a Basilisk (AT=20, D=petrification, I=+2, A=-2, LP=25, M=60', L=10... XP=8). The Basilisk is under a geas and won't attack the guards. The Impersonation and Disguise skills are not sufficient to make a human being look like a Goblin, Insectman, or any other non-human creature. Anyone successfully attacked by a Basilisk should make a Luck Roll or be petrified.

ENCOUNTER C11: CHIMERA ROOM

Room **C11** is guarded by a Chimera (AT=20×2, D=2-16, I=+5, A=-4, LP=55, M=90', L=10... XP=19). As with the Basilisk, the Chimera is under a geas and won't attack the guards. Chimeras have a fire breath attack with a range of 50 feet, that does 4-40 points of damage to everyone in a 10'×10'×10' area.

ENCOUNTER C12: STAIRWELL (2-3)

C12 is an enclosed stone stairway. It connects the second and third floors.

ENCOUNTER C13: ANANSI QUARTERS

The only door to the third floor is guarded by five Average Anansi (AT=16, D=1-6+2, I=+2, A=none, LP=16, M=70', L=7, P=2... XP=3) led by an Anansi Soldier (AT=12×2, D=1-10+3, I=+3, A=-3, LP=24, M=80', L=8, P=3... XP=12). The five Average Anansi have the powers of Remove Magic, Elemental Shaping, True Sight, Animal Control, and Elemental Shaping (one power per Anansi). The Anansi Soldier has the powers of True Sight and Fascination. The Average Anansi wield knives; the Anansi soldier wields a sword.

Note that, under the circumstances, Remove Magic, True Sight, and Animal Control probably won't help the Anansi attack.

Three of the Anansi, therefore, will try to protect the three Anansi that have useful powers from ranged and close combat attacks so that the other Anansi can use their powers. Elemental Shaping can be especially effective since the floor, walls, and ceiling of the room are made of stone (falling stones do 2-20 points of damage). The Fascination power is also useful.

ENCOUNTER C14: STOREROOM

Two identically shaped storerooms are on the third floor of Bone Tower. Both storerooms contain provisions, extra equipment, and the usual types of supplies. Except for the supplies stacked on shelves, the storerooms are empty.

ENCOUNTER C15: BONE WARRIORS

The trap door that leads to the fourth floor is guarded by five Bone Warriors (AT=20×2, D=1-10+8, I=+5, A=none, LP=18, M=90', L=10... XP=5). The Bone Warriors were created by the Anansi Hero in **C17**.

ENCOUNTER C16: TRAP DOOR (3-4)

C16 is a trap door in the ceiling of room **C15** and the floor of room **C17**. It connects the third and fourth floors. The ladder used for the trap door is kept in room **C17** on the fourth floor.

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ENCOUNTER C17: CEREMONIAL CHAMBER

Room **C17** is a combination ceremonial chamber and jail. The floors and walls are covered with strange mystical signs. On an L-shaped altar rests a pile of bones. Chained behind the altar is a Grizzly Bear. Standing in front of the altar is an Anansi Hero (AT=21×2, D=1-10+5, I=+5, A=-4, LP=65(23), M=80', L=10, P=5... XP=37). The Anansi has the powers of Animal Control (the Grizzly Bear), Necromancy (raise the pile of bones to become a Bone Warrior), and Fly. The Anansi wields a sword.

The Grizzly Bear (AT=13×2, D=2-16, I=+3, A=-1, LP=45, M=90', L=7... XP=9) only attacks as long as the Anansi Hero is conscious. The Bone Warrior (AT=2-×2, D=1-10+8, I=+5, A=none, LP=18, M=90', L=10... XP=5) attacks to the death.

ENCOUNTER C18: PRISON CELL

The prison cell **C18** is empty unless some character was teleported to the cell by an Acephali (random encounter #1). If so, the character is weaponless and armorless. Weapons and armor of the prisoners are kept in compartments under the altar.

ENCOUNTER C19: CYRANO AND CHRISTOPHER

The second prison cell contains two prisoners. One prisoner is a lean, muscular man with a startlingly large nose. He is dressed in the clothes of a swashbuckler. The other prisoner is a somewhat bedraggled Cyborg.

The man is Cyrano de Bergerac (21×3, D=1-6+11, I=+7, A=none, LP=75(20), M=80', L=11... XP=32). Cyrano was trying out one of his methods to travel to the moon (See Appendix). His method backfired and he ended up on the island. Cyrano was captured by magic while he slept. He considers the Anansi to be, "neither a gentleman, nor a poet", and will help the characters if they free him. Cyrano wields a rapier and considers most other weapons to be ungentlemanly.

He doesn't take kindly to any slur upon the size of his nose. If well treated, Cyrano helps the characters for the rest of this scenario. In fact, his help is usually the difference between defeat and victory when trying to gain the Horn of Roland.

Christopher the Cyborg is a thorough rogue. The Cyborg is not just cowardly, it is exasperatingly so. It hides behind characters, claiming that "a laser is a long-range weapon". Immediately after a foe has been defeated, Christopher will roll into the room and shoot the corpse claiming: "There! See! I killed it!" Christopher's favorite saying is: "What would you people ever do without me?" Christopher is not treacherous, but believes that discretion is the better part of valor. Christopher is a Cyborg Soldier (AT=20, D=3-30, I=+2, A=-4 Ballistic, LP=20, M=60', L=7, P=3... XP=11) with a laser implant. The laser has been deactivated. The key to activate it is kept in one of the compartments under the altar.

Oddly enough, Christopher and Cyrano are good friends. In fact, the only time Christopher helps is if Cyrano is in danger of dying (then the Cyborg will rush to help Cyrano regardless of the consequences).



Cyrano and Christopher give you a chance to play two interesting roles. Cyrano is the arch adventurer, gallant and courtly—a hero and a poet. Christopher is a coward and a clown—a braggard and a charlatan. Cyrano's help is essential if the characters are to win the Horn of Roland. Cyrano, as a Frenchman, can also recognize the horn from legendary descriptions.

ENCOUNTER C20: KERES CHAMBER

The large room **C20** contains two Keres (AT=10, D=special, A=-10(all), LP=40, M=60', P=8 . . . XP=12). The two Keres try to take Possession of characters (then attack other characters) as a means of guarding the stairwell to the top floor.

ENCOUNTER C21: STAIRWELL (4-5)

The enclosed stone staircase, **C21**, connects the fourth and fifth floors.

ENCOUNTER C22: LAESTRYGONES GUARDIAN

The final guardian between the characters and the Siren (who has the Horn of Roland), is a Laestrygone (AT=14×3, D=4-24, I=+6, A=-5, LP=70, M=90', L=11 . . . XP=36).

ENCOUNTER C23: THE HORN OF ROLAND

The last room in Bone Tower contains its owner, a Siren (AT=20, D=1-6, I=+6, A=none, LP=60, M=60', L=15, P=9 . . . XP=26). The Siren is evil. She has reached an agreement with the Robots that control the rest of the northern part of the island. She leaves them alone and they leave her alone.

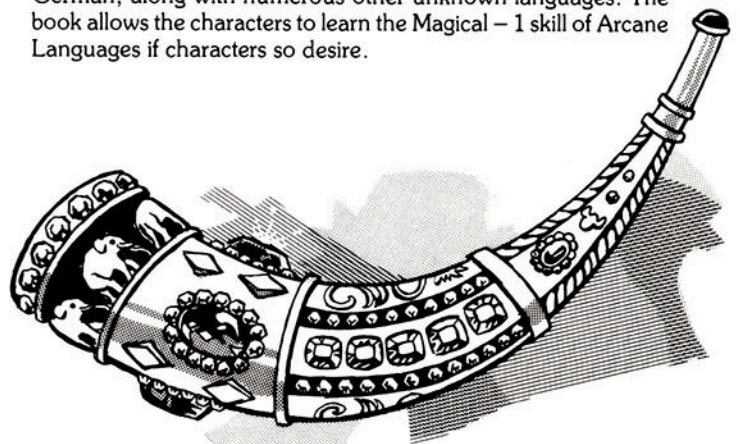
The Siren is a collector. She collects two kinds of things—prisoners that she has driven insane, and objects made from horn. The room contains 10 cages hanging from the ceiling that hold her insane captives. The room also contains 10 glass cases displaying the Siren's horn collection. The Siren has the powers of Fascination, Enchanted Sleep, Persuasion, Sensual Chaos, True Sight, and Mind Block. She also has a Song of Insanity which causes victims to become suicidal.

If a character saw the vision of Prometheus and Erebus (**Encounter C1**), he is immune to all the powers of this particular Siren. (Unknown to the character, Prometheus is helping the person).

The captives are all helplessly insane. They will neither help nor attack the characters. Should one of the characters have Medical - 3 or Social - 3, there is a 30% chance that he can help each captive. If successful, the ex captive becomes sane again. The ex captive will warn the characters about the *Magical steel knights (Robots)* who hold the north part of the island in slavery.

The Siren's horn collection

- 1) A case filled with horned Viking helmets.
- 2) A large case filled with the stuffed heads of various horned animals (rhinoceros, elephant, bison, etc.)
- 3) A case holding a cornucopia (a 20 foot long spiral horn that is always magically filled with food and drink). As long as the characters have the cornucopia they will never run out of food or drink.
- 4) A case filled with scrimshaw carvings on walrus tusks. (Scrimshaw is a type of horn or bone carving done by sailors on long voyages).
- 5) A case containing the Horn of Roland, an alabaster horn decorated with gold and precious gems and engraved with Roland's name.
- 6) A large case holding the front grille and fender of a Cadillac with two horns from a long horn steer stretching out from above the headlights. The car has a Texas license plate.
- 7) A case holding a collection of Unicorn's horns.
- 8) A case filled with a collection of horn drinking cups.
- 9) A fancy headdress of fur, horn, and feathers that looks as though it should be worn by an American Indian medicine man (a label inside the headdress states, "Made in Taiwan").
- 10) A book made from carved plates of horn. The horn book is a translation of *The Grimoire of Asturiel* in English, French, and German, along with numerous other unknown languages. The book allows the characters to learn the Magical - 1 skill of Arcane Languages if characters so desire.



THE HORN OF ROLAND

APPENDIX: CYRANO DE BERGERAC

Cyrano de Bergerac was an historical personality. In his lifetime, Cyrano won more than a hundred duels. He composed poems and satires, wrote a comedy (*The Pedant Outwitted*) and a tragedy (*The Death of Agrippina*). His most enduring work (*Voyages to the Moon and the Sun*) was a satirical travel novel that predated *Gulliver's Travels*. Cyrano was a scholar and a soldier, a writer and a swashbuckler, a poet and a duelist.

Cyrano de Bergerac is also a legend. Tales of his duels survived as street ballads. His entire lifestyle took on legendary proportions. He became the archetype of the man who thinks for himself and is unafraid to voice his thoughts, of the man who strives for independence in times of gross superstition. He became a man obsessed with what he considered a physical deformity (his large nose), a man whose actions guaranteed a tragic love life. The Cyrano legends culminated in the play: *Cyrano de Bergerac* written by Edmond Rostand in 1897.

Savinien de Cyrano de Bergerac was born in Paris in 1619, and died in the same city in 1655. He fought two war campaigns and was wounded in both. He studied science and wrote a variety of literature. His real life exploits fostered his legend. In his most famous duel, at the Porte de Nesle gate, Cyrano single-handedly defeated more than 20 opponents (killing two and wounding seven). He made so many enemies with his satirical writing that malicious gossip ruined his career, calling him a madman, a heretic, even a sorcerer.

But the image of Cyrano most familiar to people is that portrayed by the Edmond Rostand play (made into a film in 1950 that starred Jose Ferrer). Though the play exaggerates many of Cyrano's qualities and is rife with historical inaccuracies, in many ways the final portrait of Cyrano remains true to the real-life person.

In *Voyages to the Moon and the Sun*, Cyrano proposed some satirical methods of travel to reach the Moon and the Sun (described as earth like planets). In the adventure, Cyrano used one method to arrive at the island, and another to leave.

Cyrano's first method to reach the Moon was somewhat singular. Dew falls from the sky then, heated by the sun, rises again to eventually become rain. So Cyrano carefully gathered dew in a number of bottles that he fastened about his person. When the heat of the sun caused the dew to rise, the bottles of dew lifted Cyrano, since the dew was trapped in the bottles.

But Cyrano rose too rapidly. He broke some of the bottles to slow his rise. Alas, he miscalculated and broke too many. He crashed to the earth on the island and passed out. While unconscious, he was captured by the Anansi.

After helping the characters, Cyrano tells them about a second method he has invented to travel to the moon. He is going to build a chariot-like vehicle out of iron; he will then attach a large magnet to the vehicle by means of a long rope. Standing in the vehicle, he will toss the magnet upward. The chariot, being made of iron, will naturally rise toward the magnet. Cyrano will catch the magnet on its way down then toss it up again. In this way, the chariot will rise a little further with each toss of the magnet, until Cyrano reaches the Moon.

Cyrano is convinced his method of travel will work. He and Christopher busily work on his Moon Chariot. The characters can hear the two working through the night. In the morning Cyrano and Christopher are gone. The same method of travel won't work for the characters (unless you want to create a short side trip adventure to the moon, returning the characters to the island after the side trip is over).

It is important that Cyrano and Christopher leave soon after the end of **Scenario C**. They were included in the adventure only to help the characters gain the Horn of Roland. But the play balance of **Scenario D** depends on the characters being alone. Thus, Christopher and Cyrano must vanish mysteriously after **Scenario C**.

In the play *Cyrano de Bergerac*, during one of his duels, Cyrano composes a ballad-type poem while fighting. A ballad has three stanzas of eight lines each, and a refrain of four lines. At the end of each stanza, as indicated in the poem, Cyrano strikes out

THE HORN OF ROLAND



with his sword. At the end of the refrain, his final thrust ends the battle.

The designer has slightly altered and rewritten the poem to fit the circumstances of Cyrano's fight with the Laestrygone. While playing Cyrano fighting the Laestrygone game, you may want to recite this poem.

Ballad of the Duel at Bone Tower Between de Bergerac and a Monster

Lightly I toss my hat away,
Lanquidly over my arm let fall
The cloak that covers my bright array;
Then out swords, we'll be heroes all!
A Lancelot, in his Lady's hall . . .
A Spartacus, at the Hippodrome! . . .
Let Victory! be our battle call . . .
Then, as I end the refrain thrust home.

Where shall I skewer you monster? . . . Nay,
Better for you to have shunned this brawl! —
Here, through your heart, to end the fray?
Or through your legs to hasten your fall?
Hark, how the steel rings musical!
Mark how my point floats, light as the foam,
Ready to drive you back to the wall,
Then, as I end the refrain, thrust home.

Ho, for a rime! . . . Now you're white as whey —
You break, you cower, you cringe, you . . . crawl!
Fight on to the last — for soon you will pay;
Thus, may the turn of my hand forstall
Life with its honey; death with its gall;
Free, for a time, till the rimes recall,
Then, as I end the refrain, thrust home!

The end is near. You were once to tall,
Now brought low; for your time has come!
I parry, then slash . . . I no longer stall —
Then, as I end the refrain, thrust home!

Cyrano's actions in the fight should fit those described in the poem. You may have to fake some of the die rolls, but it's a nice touch to have the Laestrygone fall with Cyrano's final thrust.

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SCENARIO D: THE CAVES OF DOOM

The characters discover that the population of the north part of the island is held in slavery by Robots, and that the characters themselves are in danger of being enslaved. The slaves want to rise in revolt, but need the weapons that would give them a chance against the Robots.

Fortunately, one of the slaves was a crewman aboard the lost army cargo plane mentioned in the *New Bristol Times* story (**Scenario A**). The airplane managed to crash-land despite diving into one of the huge openings leading to the caverns that honeycomb the island. The plane carried crates of weapons and ammunition that were undamaged when the crew left the ship.

The characters defeat the Robot patrol and lead a mission into the caverns to recover the weapons. While they are accompanied by slaves to carry the crates, the unarmed, untrained slaves are worthless in combat.

The weapons have already been looted from the airplane. Various inhabitants in the caves have carried off the cargo. Serpentes took the M-16 rifles; Hobgoblins got detonators; Mutants got the rifle ammunition; the Werewolf took the plastic explosives, and Tammanous took the crate of hand grenades.

The characters have to search the caverns to recover the various items. Besides the foes that took the cargo, the characters may encounter other creatures such as Lotus Eaters, Slime Golbs, or a Shiv Worm, depending on what route they travel. The caves also contain various natural dangers including a deep chasm and tricky rockfall.

In the course of their search, the characters encounter a special artifact *The Bloodstone Cube*. If the characters don't find the cube themselves, you must lead them to discover the cube. The cube holds the magic sword *Lightbringer* that belongs to Prometheus and is the only thing that can cut the shadow chains binding him. It is absolutely essential that the characters recover *Lightbringer*. If one of the characters experienced the vision of Prometheus and Erebus fighting, that character receives special benefits from the Bloodstone Cube.

Beside the Bloodstone Cube, the characters encounter two more of those mysterious artifacts left by the First Ones: The Web of Iron, and The Luck Maze. The characters don't have to enter these other artifacts, though they might gain valuable items, experience, or powers if they do so.

Encounters D1-D4 take place in the order given. **Encounters D5-D22** could take place in any order, depending on how the characters choose to explore.

ENCOUNTER D1: THE WEB OF IRON

Another artifact of the First Ones lies close to Bone Tower. This artifact is a structure of iron beams about 300 feet in diameter. The structure resembles a geodesic dome gone mad. The beams seem to meet at impossible angles. The whole thing looks like the result of a giant game of pick-up sticks using iron girders instead of sticks.

Though the widest area between the beams is 4 feet, it is possible for an individual to walk through the structure without too much trouble.

Coming from the center of the structure is a faint golden glow. The glow seems to originate from a plastic box about 2 inches square. The box sits on the structure's concrete base.

The plastic box contains a regeneration capsule (or capsules). The box contains one capsule for each character who sets foot inside the iron structure. The capsules themselves glow so strongly that the light seeps through the plastic box. A regeneration capsule, if taken, heals all lost Life Points and also restores any part of the body lost. (See Regeneration Power in the Basic Rules).

The box lies on the concrete base. Anyone can pick it up. If the box is touched, or disturbed in any way, however, the iron structure begins to close. The Iron Web continues to close until it is

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nearly solid (only 30 feet across). Anyone trapped inside the web is crushed to a pulp, then ingested through the iron.

The plastic-concrete floor of the Iron Web has been gouged by past closings of the web. Characters inside the web have a percentage chance to deduce what caused the gouges equal to 1% for each point of their MENTAL score. Note that it is possible for a player to make the deduction for their character even without the MENTAL roll.

When the web closes, characters get a Luck Roll to avoid death. If a character starts running to escape immediately, he receives +5 on the Luck Roll. If any character deduced what caused the gouging, and shares the information, the characters receive an additional +5 on their Luck Rolls. You may also assign a bonus or penalty depending on the character's actions. For example, if the characters state that they are moving cautiously, looking around, and ready to run away at the first sign of danger, you can assign a +2 bonus to the Luck Roll. On the other hand, if the characters roped themselves together, which would hinder running, you can assign a -2 penalty to the Luck Roll.

If the Luck Roll succeeds, the character escapes uninjured. If the Luck Roll fails by 3 points or less, the character loses a leg while escaping. If the Luck Roll fails by 4 points or more, the character dies. For example, a character with a Luck Roll score of 7, is taking reasonable precautions, immediately runs for safety, but did not deduce what caused the gouges. The character gains +7 on the roll. The character escapes on a roll of 14 or less; loses a leg on a roll of 15-17, and dies on a roll of 18-20.

If one of the characters experienced the vision of Prometheus fighting Erebus (**Encounter C1**), that character only gains +5 on the luck roll.

After five minutes, the Iron Web opens again. The dead characters have been completely ingested. Another glowing plastic box will be at the center of the web. The Iron Web, however, learns from its mistakes. Should any character tempt fate a second time by trying to grab the new plastic box, the Web closes faster. Characters receive no bonuses for a second Luck Roll. Failure means death.

ENCOUNTER D2: SLAVE VILLAGE

A group of Rogue Robots control the northern part of the island, from the north line of the crystal pillars to the valley of the Siren. The Robots have enslaved most other survivors who have wandered through the Bermuda Triangle to the island.

The slaves live in small villages scattered throughout the island. The villagers come from many different time periods. The Robots try to split up the various groups to help keep the slaves in submission. Each village has 50-100 families. A Mantis Lord Soldier armed with a laser (AT=18, D=3-30, I=+2, A=-4 Ballistic, LP=18, M=60', L=7, P=2... XP=7) and one Average Mantis Lord bodyguards with rifles (AT=12, D=2-12, I=+2, A=none, LP=12, M=60', L=7... XP=2) oversee each village. The Mantis Lords are mercenaries in the pay of the Robots. The Mantis Lord Soldier guarding the village has the power of Sensual Chaos.

The Mantis Lords try to enslave the characters. When they realize how difficult the job is, they radio for reinforcements. The radio is kept in their hut in the center of the village. The characters can see the antenna. If the radio message is sent, the characters definitely encounter the Robot patrol (**Encounter D3**). If the radio message isn't sent, the characters only encounter the Robot patrol if they have a random encounter on the way to the caves.

Once the characters defeat the Mantis Lords, the slaves tell the characters about the robots. The explanation includes the fact that punishment for defeating the overseers is death—to the entire village. The slaves have little choice except to rise in revolt.

The slaves, however, are unarmed. One of the more recently captured slaves, knows of a cache of arms. He was a crewman on an Army cargo plane that crashed on the island. The airplane slid into one of the openings to the caverns under the island. This is why the weapons were not confiscated by the Robots. When the crew left, the plane was still intact, but inoperable. The airplane cargo contained 20 crates of M-16 rifles, 2 dozen per crate, 20 crates of ammunition, 10 reloads per rifle, a crate of plastic explosive, a crate of detonators, and a crate of hand grenades.

Thirty slaves agree to go with the characters to recover the weapons. The slaves' morale is pitifully low and they will be useless in a fight. The characters know that they can't rely on the slaves. To all intents and purposes, both you and the characters can ignore the presence of the slaves, who are only coming along so you can rationalize how the characters manage to carry 43 crates of weapons.

The plane crashed in the nearby cavern entrance to the west of the village (see the map of the island).

ENCOUNTER D3: ROBOT PATROL

If the Mantis Lords from **Encounter D2** didn't send a radio message in time, there is only a 50% chance that the characters will encounter a Robot patrol before reaching the caves. A roll of 50 or lower indicates no patrol; a roll of 51 or higher indicates a patrol. The Robot patrol consists of three Guardians armed with magneto guns (AT=20, D=4-24, I=+3, A=-4 Ballistic, LP=35, M=90', L=8... XP=8) leading four Iron Dogs (AT=18, D=3-18, I=+3, A=-6 Ballistic, LP=30, M=90', L=7... XP=6). Note that the magnetoguns are built into the Guardians and can't be used as weapons by characters even if the Guardian is destroyed.

ENCOUNTER D4: THE LUCK MAZE

The Luck Maze is another artifact of the First Ones. The characters encounter it just before they reach the opening to the caverns. The Luck Maze looks like a boxwood maze (a maze whose walls are 10 foot tall bushes). At the start of the maze is a handleless bronze door. In the middle of the door is a small bronze box.

The bronze box has a lid that can be easily opened. Inside the box is a pair of dice (2d6) for each character. Engraved on the box are instructions for how to enter and progress in the maze. The instructions are written in some strange language that, nonetheless, everyone seems able to read. In the maze, at every point where

the characters have a choice of paths (including entering the maze), the characters must win at the dice game of craps to continue. The places where the characters must roll dice are marked with an "x" on the map.

Craps is a simple dice game played with 2d6. Both dice are rolled. On the initial roll, the player wins on a roll of 7 or 11 and loses on a roll of 2, 3, or 12. A roll of 4, 5, 6, 8, 9, or 10 is called the roller's point. If a point is rolled, then the game becomes a contest to see whether the player can roll the point number again before rolling a 7. If a 7 is rolled before the point number comes up again, the player has lost. It makes no difference what combination of the two dice is used to roll any number (i.e., a 4 and a 3 is the same as a 5 and a 2 or a 6 and a 1).

For example, the player rolls a 3 and a 2. His point number is 5 and he rolls again. The second roll is a 4 and a 2 for 6. The third roll is a 6 and a 5 for 11. The fourth roll is a 1 and a 4 for 5. The player has won. Had the second roll been a 3 and a 4 for 7, the player would have lost.

Any character that loses makes a Luck Roll. If the character succeeds on the Luck Roll, the character reverses the decision and wins instead of losing. A character can progress two ways in the maze: win at craps, or make a successful Luck Roll.

Every time a character progresses past a choice point, the character gains one point on his LUCK score. It doesn't matter whether the choice was correct or not (i.e. whether it leads toward or away from the end point). If a character loses, the character is ejected from the maze and must fight some foe without help from the other characters. The further the character progresses in the maze (the more times the character wins) the easier the foe he must face if finally losing. Consult the table below to determine what foe (if any) a losing character must face. Note that in this encounter, characters gain XPs individually instead of sharing XPs as usual.

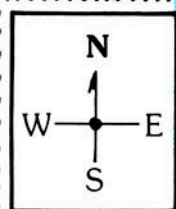
MAZE ENCOUNTER TABLE

Number of Successes	Foe
0	Bigfoot (AT=14×2, D=1-10+4, I=+3, A=none, LP=35, M=60', L=7... XP=7)
1	Arimaspi (AT=12×2, D=1-6+4, I=+3, A=-3, LP=33(11), M=70', L=7... XP=6)
2	Koebernick (AT=14, D=1-10, I=+2, A=none, LP=30, M=120', L=8... XP=5)
3	Gorilla (AT=13×2, D=2-12, I=+3, A=none, LP=22, M=60', L=7... XP=4)
4	Orc Soldier (AT=18, D=2-12, I=+3, A=-2, LP=18, M=60', L=7... XP=3)
5	Mandragera Soldier (AT=9, D=1-6, I=+1, A=-2, LP=9, M=40', L=6... XP=2)
6	Wolf (AT=9, D=1-10, I=+2, A=none, LP=8, M=90', L=6... XP=1)
7+	none

Characters ejected from the maze cannot reenter. They are blocked by a force field. The force field also blocks anyone from entering the maze by cutting through the hedges. A character can't hack a shortcut out of the interior hedges. Any character that manages to reach the area marked End rolls 1d6 for each ability score (including LUCK). After making the rolls, the character ends up outside the maze again.

The Luck Maze

Scale: 1 square = 10 feet



RANDOM ENCOUNTERS

The only possible random encounter while the characters are on the surface is the Robot patrol. Once the characters enter the Caverns of Doom, however, they could have six possible random encounters.

In the caverns, the characters can move only at walk speed (60'/turn). Since each square equals 20 feet, the characters move three squares per turn. Check for a possible random encounter at the beginning of every sixth turn. Roll 1d6, a roll of 6 indicates a random encounter. The six random encounters should be encountered in the order given below:

1. Two Giant Scorpions
2. Four Silakka
3. One Compubot
4. Four Dark Elves plus a Dark Elf Hero
5. Earthquake
6. One Manticore

Encounter Descriptions

Two Giant Scorpions (AT=14×2, D=2-12, I=+4, A=-1, LP=36, M=90', L=7... XP=11). The Giant Scorpion attack is poisonous. Roll reaction and morale for the Scorpions normally.

Four Silakka (AT=20, D=3-18, I=+3, A=-6 Ballistic, LP=35, M=30', L=7... XP=9). The Silakka can shoot their rock like quills up to 50 feet away. Roll reaction and morale normally.

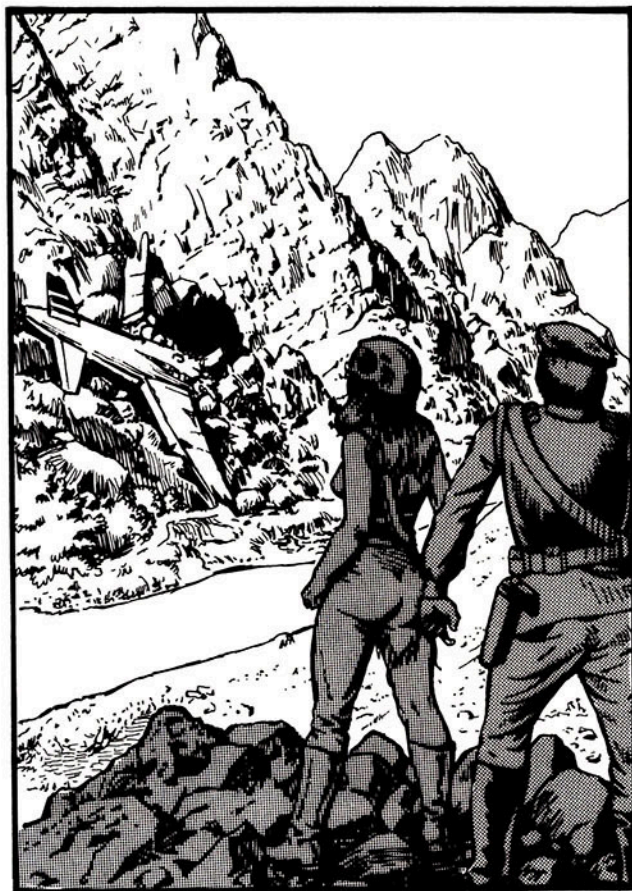
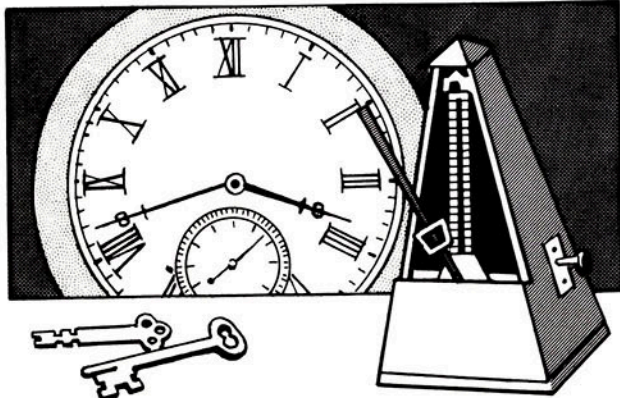
One Compubot (AT=10, D=1-6, I=+2, A=-3, LP=20, M=60', L=8... XP=3). The Compubot is a refugee who disagreed with the Rogue Robots' policy of enslavement. The Compubot befriends the characters (if given a reasonable chance). The Compubot gives the characters useful information, particularly a floor plan of the Robot Security Installation (useful for **Scenario E**).

Four Average Dark Elves (AT=9, D=1-10+1, I=+2, A=none, LP=9, M=60', L=7, P=2... XP=3) and a Dark Elf Hero (AT=14×2, D=1-10+3, I=+4, A=-5, LP=38(16), M=70', L=9, P=4... XP=23). The Average Dark Elves all have the power of Elemental Shaping. The Dark Elf Hero has the powers of Elemental Shaping, Invoke Elementals, and Possession. The Dark Elf Hero's sword has been magically plated with silver. As long as the characters treat the Elves with courtesy, they gain a +2 on the Elves' reaction roll. Roll morale normally.

An Earthquake can cause damage from falling rocks. Each character makes a Luck Roll. If successful, the character takes no damage. If unsuccessful, the character takes 2-20 points of damage.

One Manticore (AT=19×2, D=5-30, I=+5, A=-4, LP=55, M=90', L=12, P=5... XP=41). The Manticore has the powers of Mind Block, Telepathy, True Sight, Remove Magic, and Sensual Chaos. Roll reaction and morale normally.

You may notice that two types of areas appear on The Caves of Doom map, those marked with a letter number, and those marked Empty. Areas marked Empty don't contain an encounter. Although a random encounter may take place in the area. Areas marked with a letter number contain that encounter.



ENCOUNTER D5: CRASH SITE

The caverns are entered through two huge holes in the ground. The opening where the airplane crashed is the northwest-most opening across the river from the village. The sides of the opening have eroded into a gentle slope. The airplane skidded down the slope, finally coming to rest against one of the cavern walls. While the plane will never fly again, the landing was smooth enough that all crewmen and the cargo survived. The crew climbed out of the caverns to seek help and were enslaved by the Robot.

The characters are led to the site by one or more of the crewmen. Note that if any character or characters have died on the adventure and are going to be replaced, or if any new characters join the adventure, the airplane crew gives you an excellent chance to introduce new characters into the adventure in a logical way. Normally only one crewman will be in the party. If the players need to replace more than one character, however, several crewmen could be included.

The airplane has crashed in a huge cavern. It is still intact, but the characters find that all the cargo has been looted.

If any character has the Wilderness - 4 skill of Tracking, the characters can track looters to **D12**, **D14**, **D16**, **D21**, and **D22**. Five different groups have looted the cargo. The paths the looters took are indicated on the map. The crates of rifles are stored in **D14**. The crate of detonators is stored in **D16**. The rifle ammunition is in **D12**. The plastic explosive is in **D21**. The crate of hand grenades is in **D22**.

ENCOUNTER D6: TRAP

The Dwarves who live in **D7** have set up a trap in cavern **D6** to catch unwary intruders. A thin, almost invisible trip wire stretches across the cave about 10 feet from the entrance. When the trip wire is triggered, four crossbows hidden in the cave walls are set off. The crossbows are aimed at the character who sets off the trap. Each crossbow has an attack score of 10 and does 1-10 points of damage on a successful attack. Any character who has the Wilderness - 2 skill or the Commando - 3 skill, and takes reasonable precautions notices the trip wire.

ENCOUNTER D7: DWARVEN MINE

A group of Dwarves have enlarged a natural cavern for their home. They have also dug out a mine tunnel. The end of the tunnel is blocked by iron bars sunk deeply into the rock. The iron bars can be opened from inside the tunnel. Area **D7** is inhabited by 10 Average Dwarves (AT=14, D=1-10+2, I=+2, A=none, LP=14, M=50', L=7, P=2... XP=3) and a Dwarf Soldier (AT=11×2, D=1-10+3, I=+3, A=-3, LP=21, M=60', L=8, P=3... XP=7). The Average Dwarves all have the power of Remove Magic and wield war axes. The Dwarf Soldier has the powers of Remove Magic and Magic Armor and wields a sword. As long as the Dwarves are treated with courtesy, the characters gain +2 on the reaction roll. Roll Morale normally.

The Dwarves have many items of equipment for sale or trade. Most items are useful for underground living (helmets with lamps, mining equipment, special rock climbing equipment, etc.). The Dwarves also have a stock of silver war hammers and silver daggers. If the characters treat the Dwarves fairly, and receive a positive reaction, the Dwarves will trade or sell the equipment. A trade is more likely than a sale since the character's paper money is useless to the Dwarves.

ENCOUNTER D8: TRAP

The Dwarves in **D7** have trapped this cave with a pit fall trap. Sharp steel spikes line the pit. The pit has been covered and camouflaged. Anyone who falls into the pit takes 3-30 points of damage. Any character with Wilderness -2 or Commando -3 skill, and who takes reasonable precautions, notices the trap.

ENCOUNTER D9: LOTUS EATERS

Cavern **D9** is filled with white, lily like flowers. The flowers are all lotus flowers. The cavern is inhabited by seven Lotus Eaters (AT=10, D=1-6, I=+2, A=none, LP=10, M=60', L=7, P=6... XP=2). The Lotus Eaters are all humans who have eaten the lotus plant and lost all will power and memory. They believe that life in the cavern is blissful and ideal. They will use their powers of Hypnosis and Persuasion to try to convince more victims to eat the plant.

Remember that this will be the first time the characters have encountered Lotus Eaters. Initially, the characters won't realize on sight that the Lotus Eaters aren't normal humans.

ENCOUNTER D10: SHIV WORM LAIR

Cavern **D10** is the home lair of a Shiv Worm (AT=17×3, D=3-30, I=+6, A=none, LP=90, M=30', L=8... XP=44). The floor of the cavern and the two tunnels leading to the cavern are littered with the remains of previous meals—old bones, ripped clothing, broken equipment, etc. Roll reaction and morale normally. *The Shiv Worm may have just eaten and not be interested in more food.*

ENCOUNTER D11: KORRED CAVE

D11 is the cave home of 5 Korreds (AT=14×2, D=2-20, I=+3, A=-3, LP=30, M=30', L=8... XP=9). Korreds are superstrong and can hurl boulders up to 100 feet away for 3-30 points of damage. The Korreds are friends of the Dwarves in **D7**. If the characters are using equipment made by the Dwarves, the Korreds ask the characters to halt. The Korreds then yell down the tunnel (leading to the Dwarves mine) to see if the Dwarves are all right. If the Dwarves vouch for the characters, the Korreds are friendly toward the characters. They tell the characters that a group of Serpentes passed through about two days ago carrying crates similar to the ones described by the characters. The Korreds can point out the route the Serpentes took.

If the Korreds have reason to suspect that the characters harmed the Dwarves, the Korreds immediately attack. If the characters aren't using Dwarven equipment, roll reaction and morale normally.

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ENCOUNTER D12: MUTANT HOME

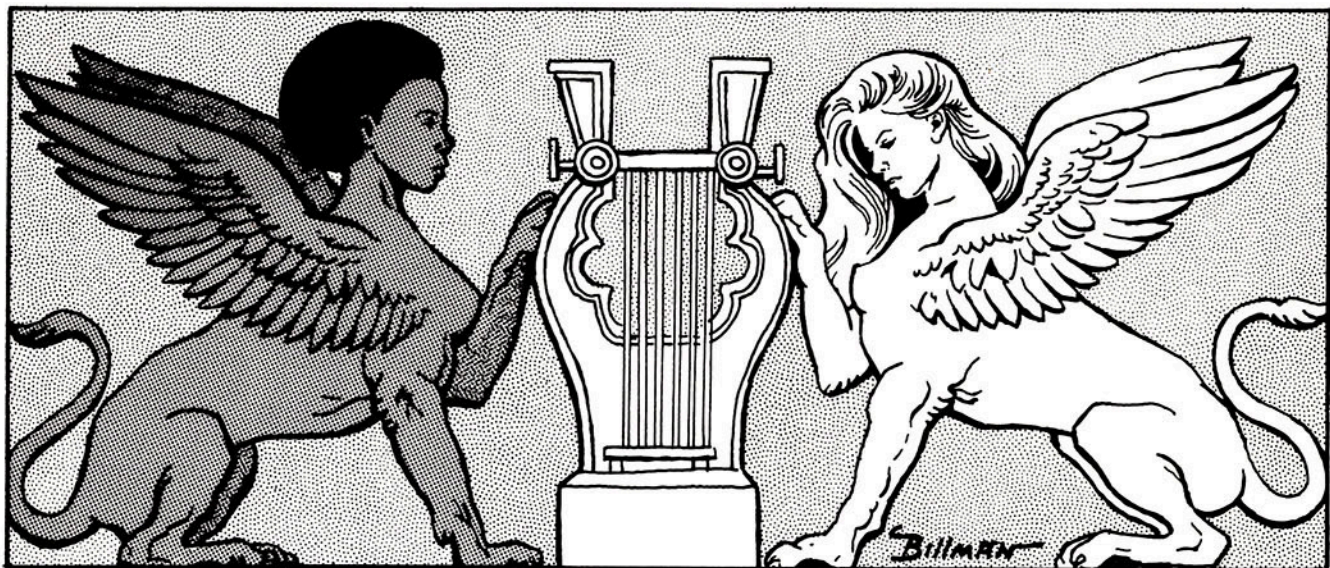
Cavern **D12** is the home of a group of Mutants. Living in the cave are six Average Mutants (AT=8, D=2-12, I=+1, A=none, LP=8, M=60', L=7, P=2... XP=2), two Mutant Soldiers (AT=12, D=2-12, I=+2, A=-4 Ballistic, LP=12, M=60', L=7, P=4... XP=6), and a Mutant Hero (AT=11×2, D=3-18+1, I=+3, A=-5 Ballistic, LP=34(14), M=70', L=8, P=6... XP=22). The Average Mutants are armed with revolvers. They each have one power (Clairvoyance, Hypnosis, Sound Control, Electrosensing, Mind Block, or Clairvoyance). The Mutant Soldiers are armed with rifles. One has the powers of Clairvoyance and Cure; the other has the powers of Electrosensing and Electrosleep. The Mutant Hero is armed with a shotgun. He has the powers of Mind Block, ESP, and Telepathy. The Mutant Hero's shotgun shells are loaded with silver shot.

The Mutants have carried off the crates of rifle ammunition from the airplane. The M-16 ammunition doesn't fit their hunting rifles. They will trade for ammunition that does fit their weapons. If any characters have ammunition for a pistol, revolver, or rifle, there is a 50% chance it will fit some of the Mutant's weapons. Any shotgun ammunition fits in the Mutant Hero's shotgun. Should the characters defeat the Mutants, the two ballistic cloth vests of the Mutant Soldier and the ballistic cloth body suit of the Mutant Hero will fit the characters, being roughly human-sized. The Mutant Soldiers and the Mutant Hero won't trade their armor.

Note that the cavern also contains reinforced wooden platforms 30 feet long, that the Mutants use to cross the Chasm **D13**.

ENCOUNTER D13: CHASM

D13 is a chasm about 100 feet deep, with a number of limestone pillars sticking up to approximately the level of the surrounding tunnel floors. Most of the pillars are too far apart to be jumped, even with a running start. If the characters decide to cross the chasm, they have to figure out a way to get from pillar to pillar. The Mutants in **D12** use reinforced wooden platforms which can be removed.



ENCOUNTER D14: SERPENTINE LAIR

Cavern **D14** is the home of eight Average Serpentine (AT=9, D=1-6+1, I=+1, A=none, LP=9, M=50', L=7 ... XP=2) and a Serpentine Hero (AT=13x2, D=2-12+3, I=+3, A=-6 Energy, LP=40(25), M=60', L=10, P=5 ... XP=29). The Average Serpentine are armed with spears. The Serpentine Hero wears an energy vest and wields a force axe. He has the powers of True Sight, Fascination, Hypnosis, and Persuasion.

The Serpentine looted the cargo plane for the crates of rifles (no ammunition). They will give the crates to the characters if the characters defeat the Serpentine's traditional enemies, the Hobgoblins in **D16**. The energy vest owned by the Serpentine Hero won't fit any character.

The M-16 rifle crates are stacked around a stone altar on which sits five silver candlesticks with black candles. The candles are kept lit constantly. The silver candlesticks function as silver clubs against the Werefox in **D14**.

ENCOUNTER D15: BATTLEFIELD

The Serpentine in **D14** and the Hobgoblins in **D16** are longtime enemies. They have met in battle several times in the large cavern between their two homes, and the cavern is littered with Serpentine and Hobgoblin corpses in various stages of decay.

ENCOUNTER D16: HOBGOBLIN LAIR

Cavern **D16** houses eight Average Hobgoblins (AT=13, D=1-10, I=+2, A=none, LP=13, M=60', L=7 ... XP=2) and a Hobgoblin Leader (AT=17x2, D=2-16, I=+4, A=-3, LP=45(9), M=70', L=9, P=4 ... XP=15). The Hobgoblin Leader has the powers of Sensual Chaos and Invisibility.

The Hobgoblins have carried away a crate of detonators. The detonators have 5 minute timed fuses. They will give the crate to the characters if the characters defeat the Hobgoblin's traditional enemy, the Serpentine in **D14**.

The crate sits next to a wooden altar on which sits five silver candlesticks with red candles, which are kept constantly lit. The silver candlesticks can serve as clubs against the Werefox in **D21**. The war between the Hobgoblins and Serpentine was caused by an argument over the proper way to offer spoils to the gods (wood altar versus stone altar, red candles versus black candles).

ENCOUNTER D17: SLIME GLOBS

Cavern **D17** is the hunting ground for three Slime Glob (AT=15x2, D=2-12, I=+4, A=none, LP=80, M=30', L=10 ... XP=15). Roll reaction and morale normally.

ENCOUNTER D18: ROCKFALL!

The last earthquake has left this cavern a jumbled mess. Stalactites have cracked and fallen. Parts of the floor have collapsed. Boulders lean at precarious angles. To cross this cavern, the characters encounter several obstacles.

At the cavern entrance, two huge boulders have been loosened from the wall. They lean together to form an arch in the shape of an upside down V. Every once in a while, pebbles falling from the juncture of the arch indicate the arch isn't steady and that the boulders may come crashing down at any moment. Actually the arch is perfectly safe to walk under or climb over.

The next area (marked with small circles on the map) is one where stalactites have been weakened and often fall from the ceiling. Any character crossing this area should roll 1d6. On a roll of 6, a stalactite falls on that character. The character still gets a Luck Roll to try to jump out of the way in time. If the Luck Roll fails, that character takes 2-20 points of damage.

The third area is one where the floor has partially collapsed. The area is indicated on the map by a grid of diagonal lines. Each character crossing this area should roll 1d6. On a roll of 5 or 6, the footing under the character crumples. The character still gets a Luck Roll to avoid falling. If the Luck Roll fails, the character falls 50 feet and takes 3-18 points of damage.

The final dangerous area is where the cave roof has partially collapsed. It is marked with irregularly shaped slabs on the map. In this area, the ceiling varies from 3 feet to 6 feet high, and appears to be unsteady. The characters must crawl under the rock slabs to continue. While the area appears dangerous, the characters can actually cross it safely.

ENCOUNTER D19: ESCARPMENT

The tunnel connecting **D18** and **D20** has a series of ledges, each higher than the next. It takes the characters six turns to climb the line of each escarpment, providing they have climbing equipment; 12 turns if they have no climbing equipment. As long as the characters are reasonably cautious, climbing isn't dangerous. The slowness of the climb, however, makes a random encounter more likely.

ENCOUNTER D20: BLOOD LAKE

Most of the large cavern of **D20** is filled by a lake of blood. The southeasterly section of the cave rises out of the lake in a series of terraces. The northwesterly section is filled with a huge cube of black rock veined with blood red streaks. A close inspection reveals that an underground river empties into **D20**. The river flows through the cube. The river enters the cube as crystal clear water, but exits the cube as blood. Anyone who drinks the blood must make a Luck Roll or be turned into a Tammanous (see **Encounter D22**). It appears that a crate was dragged down to the lake edge recently.

ENCOUNTER D21: WEREFOX LAIR

A Werefox (AT=11×2, D=2-12, I=+3, A=-6(all), LP=40, M=90', L=10, P=6... XP=47) lives in Cave **D21**. The Werefox looted the crate of plastic explosives from the cargo plane. The Werefox is in animal form and invulnerable to all weapons except silver weapons. The Werefox has the powers of Control Animal (foxes), Magic Armor, Physical Control, Dermal Armor, Regeneration, Energy Absorption, Persuasion, Fascination, True Sight, and Illusion. The Werefox may offer to trade away the plastic explosives, but any offer is merely a ruse to put the Werefox in a better position to attack.

ENCOUNTER D22: THE BLOODSTONE CUBE

If the characters don't voluntarily travel to area **D20**, then touch the Bloodstone Cube, they feel an unexplained, irresistible urge to do so. Give the players every chance to take their characters to **D20** and touch the cube. But if the characters try to leave the Caves of Doom without acquiring *Lightbringer*, they find it impossible to leave. No matter which way they go, the path seems to wind around back to the entrance to **D20**.

The Bloodstone Cube is the key encounter of the adventure. *Lightbringer*, Prometheus' sword, is trapped inside the cube. The characters don't realize it yet, but they must rescue *Lightbringer* in order to free Prometheus (*Lightbringer* is the only thing that can cut the shadow chains Erebus forged to hold Prometheus).

The Bloodstone Cube is another artifact of the First Ones. It is actually four cubes of different sizes. The three smaller cubes fit inside the largest cube in descending order of size, like a Chinese puzzle box.

The largest cube is 100 feet to a side. When the characters touch the stone surface, they are drawn inside the cube. Inside the outer cube live 6 Tammanous (AT=20, D=2-12, I=+3, A=-3, LP=30, M=60', L=7... XP=5). The Tammanous are all people who were unfortunate enough to drink the blood in the lake and were transformed into Tammanous.

Anyone swimming in the lake accidentally drinks some of the

blood if they roll 6 on 1d6. The victim must then make a Luck Roll. If it fails, the individual becomes a Tammanous and joins the others. The Tammanous attack the characters unless one of the characters drank the blood and made his Luck Roll. If so, the Tammanous fall to their knees and beg that character for an injection of his untainted blood. An injection of blood from an individual who made his Luck Roll transforms the Tammanous back into a person. This transformation only works on the 6 Tammanous that live in the cube or any character who was transformed.

The character who had the vision of Prometheus and Erebus from **Encounter C1** is immune to the effects of drinking the blood. That individual also does double damage on attacks against all creatures inside the Bloodstone Cube.

Inside the largest cube is one that is 60 feet square. Three Red Caps (AT=12×2, D=2-20, I=+3, A=none, LP=30, M=60', L=8... XP=8) live inside the second cube. The Red Caps attack on sight and fight to the death.

The third cube is 20 feet square. Inside the square is a Gorgon (AT=20, D=special, I=+4, A=-6(all), LP=50(15), M=60', L=10... XP=14). Every time an individual looks toward the Gorgon, the individual must make a Luck Roll to avoid gazing directly at the Gorgon. If the Luck Roll fails, the individual is turned to stone. Note that the Luck Roll is not against being turned to stone, but against gazing directly at the Gorgon. The Gorgon attacks the characters. The character who had the vision of Prometheus and Erebus from **Encounter C1** is immune to both the petrification ability and poison of this particular Gorgon.

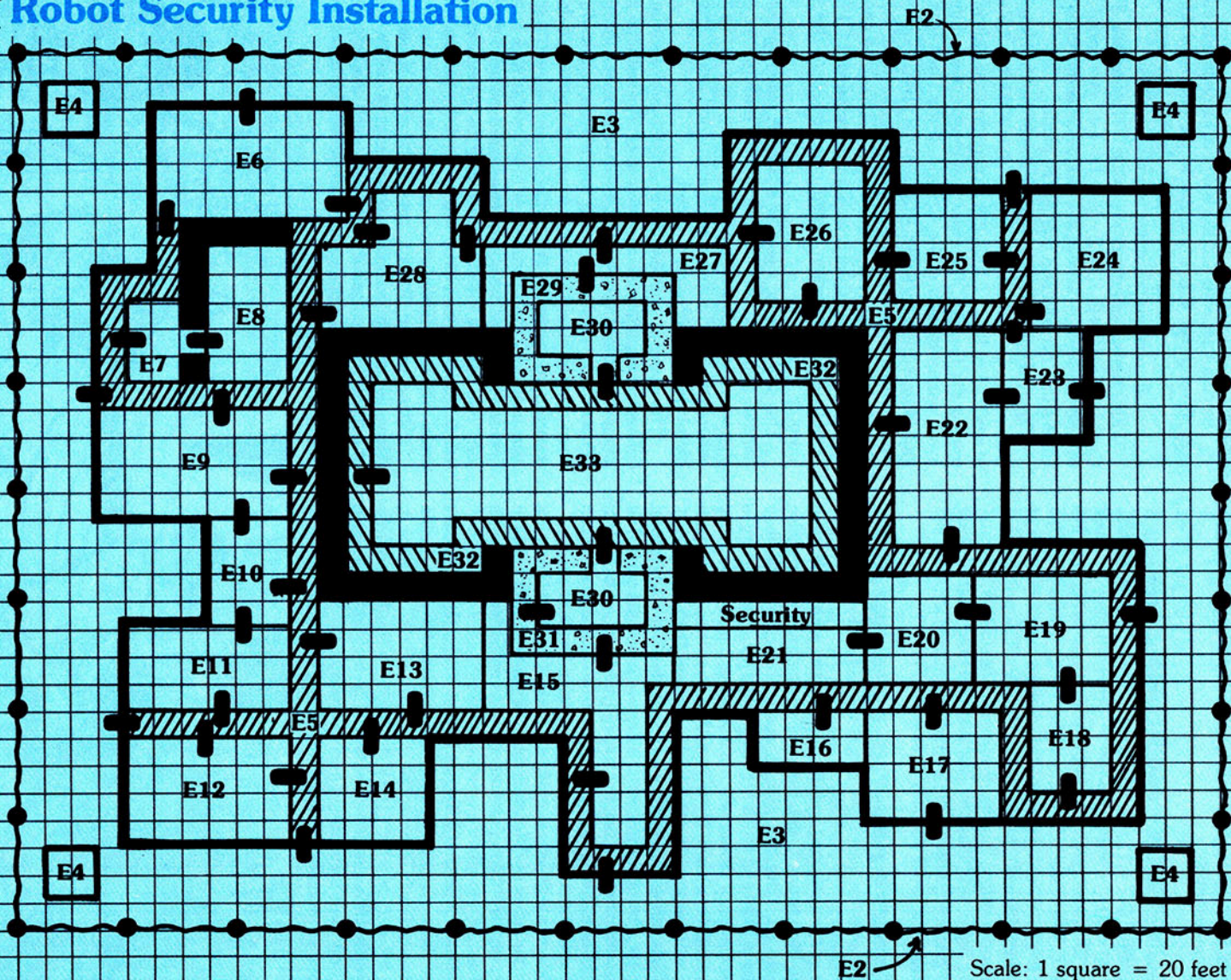
The final cube is 3 feet to a side. A glowing, golden two-handed sword 10 feet long sticks right through the cube. The characters notice that all the river water funnels to this final cube. Where the sword pierces the stone, blood drips. The dripping blood changes the water to blood.

The sword is *Lightbringer* and belongs to Prometheus. If a character experienced the vision of Prometheus (**C1**) that character is the only one who can draw the sword from the stone. If none of the characters inside the cube experienced the vision, then choose one at random to have the power of drawing the sword from the stone. When the sword is drawn, it shrinks to a size usable by the character. It functions as a +1 magic two-handed sword for the character who drew it from the stone. No one else can use the sword except Prometheus. However, the other characters can carry the sword if the person who drew it from the stone is killed.

Sitting next to the final cube is the crate of hand grenades. There are enough grenades so that, after giving most of them to the slaves for use against the Robots, each character still has two grenades each. Once *Lightbringer* is rescued, the characters can leave the caverns.



Robot Security Installation



SCENARIO E: SLAVE REVOLT!

The characters lead a slave army against the Robot slavers. The characters quickly realize that the battle will be lost unless they can destroy the Autosoldier Assembly Line inside the Robot Security Installation. Most of the scenario involves a commando-style raid on the Security Installation.

If the characters met the escaped Compubot in **Scenario D**, they have a floor plan of the installation in advance. At the minimum, the characters must break into the installation, evade the alarm system and guard patrols and fight their way past Autosoldier guards, HG guards, and alien animals controlled by Puppet Master Soldiers. They finally confront a Killer Robot guarding the assembly line.

If the characters don't know the layout of the installation in advance, they wander around until they find the assembly line, and can have many additional encounters inside the Robot Security Installation. Since the characters' route can't really be predicted, most of the encounters don't need to occur in the order listed. The only encounters that must take place in the listed order is **Encounter 1**, and **Encounters 34-36**. In **Scenario E**, use the map of the Robot Security Installation, and the map of the Triad.

Once the characters destroy the Autosoldier Assembly Line, they return to the battle just in time to boost the morale of the slave army. The slaves are victorious and the islanders are free.

After the battle, the characters encounter the Triad, another artifact of the First Ones. Finally, they meet the Flying Dutchman again. He has come to thank them for lifting his curse. (When the characters freed the slaves, the curse was lifted from him.) Of course, if the characters weren't trying to do good deeds for the Flying Dutchman, they wouldn't have lifted his curse and wouldn't be eligible for the XP bonus. If the question is uncertain, give the characters the benefit of the doubt.



ENCOUNTER E1: THE REVOLT

Once the villagers are armed, the slave revolt quickly spreads. The Mantis Lord Guards and Robot Patrols are all defeated. An army of thousands of slaves march to destroy the Robot Security Installation, and win freedom.

The army of slavers find that the Robots have raised a Robot army to oppose the slaves. At first the battle goes well and the Robot army is pushed back. Then the Robot line strengthens and holds. It quickly becomes evident that the Robots are receiving a steady stream of Autosoldiers from the Security Installation. One of the Robot prisoners sneers that the slaves are doomed. It claims that the new Autosoldier Assembly Line has been completed and has reached full production level.

The characters must destroy the assembly line. The slaves are too afraid to enter the Security Installation. Besides, a small group has a better chance of slipping past the Robot lines and infiltrating the Robot Security Installation.

ALARM SYSTEMS

The Robot Security Installation is protected by six different alarm systems. The six systems are those for: the laser fence (**E2**), the outer perimeter (**E3**), the entrance doors (**E4**), the inner corridor, the autosoldier guards (**E30**), and the assembly line (**E33**).

Normally, there is a possibility of a random encounter while at the Robot Security Installation only when the characters are in the areas represented by **Encounters E3** and **E5**, the inner and outer perimeter patrolled by guards. If any of the six alarms are set off, the characters have special random encounters. These special random encounters represent the various guard groups searching for the intruders.

After an alarm goes off, for the rest of the time the characters are in the installation, a special random encounter takes place on a roll of 6 on 1d6. Check at the beginning of each turn. The special random encounters (in order) are:

1. Four Mantis Lord Soldiers (AT = 18, D = 2 - 20, I = +2, A = -4 Ballistic, LP = 18, M = 60', L = 7, P = 2... XP = 7) and a Mantis Lord Hero (AT = 15 x 2, D = 3 - 30 + 1, I = +4, A = -5 Ballistic, LP = 46(18), M = 70', L = 12, P = 4... XP = 25). The Mantis Lord Soldiers each have one power (True Sight, Mind Block, Animal Control, Remove Magic), none of which is likely to be of much use in an attack. The Mantis Lord Hero has the powers of Sensual Chaos and Invisibility, both of which aids an attack. The Mantis Lord Soldiers are armed with needlers, the Mantis Lord Soldier is armed with a laser. If the characters try to use the Mantis Lord weapons, the characters are -2 to hit—because the weapons aren't really designed to human hands.

2. Two Limpet Warriors (AT = 13 x 2, D = 3 - 30 + 2 or 1 - 10 + 5, I = +3, A = -7 Energy, LP = 35, M = 120', L = 8... XP = 19) armed with lasers and vibrodaggers. If the characters try to use the Limpet Warrior weapons, the characters are -2 to hit. The energy armor of the Limpet Warriors won't fit the characters.

3. Four Guardians (AT = 20, D = 3 - 30 or 1 - 6 + 3, I = +3, A = -4 Ballistic, LP = 35, M = 90', L = 8... XP = 8) armed with lasers, and 2 Iron Dogs (AT = 18, D = 3 - 18, I = +3, A = -6 Ballistic, LP = 30, M = 90', L = 7... XP = 6).

4. Two Autosoldiers (AT = 16 x 2, D = 3 - 30 + 1 or 1 - 10 + 6, I = +4, A = -5 Energy, LP = 50, M = 90', L = 9... XP = 23) armed with lasers. The weapons and armor of all Robots are useless to the characters since the weapons and armor are built into the Robot and cannot be separated from it.

5. Two Rogue Robots (AT = 22 x 2, D = 1 - 10 + 8 or 3 - 30 + 2, I = +6, A = -6 Energy, LP = 65, M = 90', L = 10... XP = 31) armed with lasers.

The five encounters come from **E3**, **E4**, **E5**, **E7**, and **E20**. So, if any group is eliminated while as a random encounter, it doesn't appear in the regular encounter. Conversely, any of the encounters eliminated in the regular place can't appear as a random encounter. All guards attack on sight, then roll morale normally.

ENCOUNTER E2: LASER FENCE

The first defense line of the Security Installation is its laser fence. Ten foot tall terminals are spaced 80 feet apart. Laser beams run between the terminals. There are nine beams, spaced 1 foot apart, running parallel to the ground, from the top to the bottom of the terminals. Anyone touching either the terminals or beams take 3-30 points of damage and sets off an alarm siren.

If the characters can get past the fence without touching it, or use a skill to deactivate the fence, the alarm doesn't go off. There is a 90% chance that an individual with the Street Criminal - 3 skill can deactivate the fence and a 60% chance anyone with the Master Criminal - 3 or Engineer - 3 skill can deactivate the fence.

ENCOUNTER E3: OUTER PATROL

The outer perimeter, the area between the laser fence and the outside wall of the building complex, is patrolled by four Mantis Lord Soldiers (AT=18, D=2-20, I=+2, A=-4 Ballistic, LP=18, M=60', L=7, P=2... XP=7) and a Mantis Lord Hero (AT=15x2, D=3-30+1, I=+4, A=-5, LP=46(18), M=70', L=12, P=4... XP=25). The Mantis Lord Soldiers are armed with needlers. Each has one power (True Sight, Mind Block, Animal Control, Remove Magic). The Mantis Lord Hero is armed with a laser and has the powers of Sensual Chaos and Invisibility.

Each turn the characters remain in the area E3 there is a 10% chance they will be spotted by the Mantis Lord Patrol.

The outer perimeter is also protected by electric eyes and cameras. Each turn the characters remain in area E3, there is a 50% chance the alarm system will sight them and go off. A character with the Commando - 3 Skill has an 80% chance of leading the characters past the electric eyes and cameras without being seen. Characters with the Street Criminal - 3 Skill have an 80% chance to deactivate the alarm system. Characters with the Master Criminal - 3 or Engineer - 3 skill have a 50% chance to deactivate the alarm.

ENCOUNTER E4: GUARD TOWERS

The four towers in the corners of the compound each house two Limpet Warriors (AT=13x2, D=3-30+2 or 1-10+5, I=+3, A=-7 Energy, LP=35, M=120', L=8... XP=19) armed with lasers and vibrodaggers. The guards in the four towers monitor the door alarms.

Each entrance door leading into the security installation has its own alarm system to detect intruders. A character with the Street Criminal - 3 skill has a 70% chance to deactivate the alarm. Characters with the Master Criminal - 3 or Engineer - 3 skills have a 40% chance to deactivate the alarm.

ENCOUNTER E5: INNER PATROL

The inner corridor is patrolled by four Guardians (AT=20, D=3-30 or 1-6+3, I=+3, A=-4 Ballistic, LP=35, M=90', L=8... XP=8) armed with lasers, and 2 Iron Dogs (AT=18, D=3-18, I=+3, A=-6 Ballistic, LP=30, M=90', L=7... XP=6).

Each turn the characters are in or cross the inner corridor, there is a 10% chance they will encounter the inner patrol.

A series of futuristic alarm systems also guard the inner corridor. A character with the Street Criminal - 3 skill has a 60% chance to deactivate the alarms. A character with the Master Criminal - 3 or Engineer - 3 skill has a 30% chance to deactivate the alarms.

ENCOUNTER E6: CYBORG LAB

Room E6 is an abandoned laboratory where Cyborgs were once made. The Robot society works on a mechanical prestige value. Machines rule, part machines (or mercenary soldiers) act as overseers, chemical-based humans are servants, but normal humans are only good for slaves. When the Autosoldier Assembly line was completed, the Cyborg lab was no longer needed. The Cyborg lab is filled with various strange machines, including an automated surgical table. In one corner sits a partially dismantled Cyborg. None of the machines still work.

ENCOUNTER E7: AUTOSOLDIER GUARDS

Two Autosoldiers (AT=16x2, D=3-30+1 or 1-10+6, I=+4, A=-5 Energy, LP=50, M=90', L=8... XP=23) armed with lasers, guard the entrance to the power plant (E8).

ENCOUNTER E8: POWER PLANT

Room E8 houses the power plant that runs the installation. The power plant is part nuclear and part solar. The Autosoldier Assembly Line has its own emergency power, so even if both the power plant and auxiliary power are destroyed, the characters' mission won't be complete.

ENCOUNTER E9: ANDROID VATS

Room E9 is a chemical laboratory where Androids were once created. The focal point of the lab are several large vats of chemicals. Like the Cyborg lab, the Android vats have been abandoned and all power has been shut down to this room.

ENCOUNTER E10: COMPUBOT PROGRAMMING CENTER

This room is filled with booths. Each booth is 5 feet square and 10 feet tall. A power cable ending in a special socket leads into each booth. There are five Compubots (AT=10, D=1-6, I=+2, A=-3, LP=20, M=60', L=8... XP=3) plugged into sockets in five different booths. The Compubots are receiving direct programming. As long as they are not attacked, the Compubots ignore the characters. If the Compubots are attacked, they fight back, and raise the alarm (if not already raised).

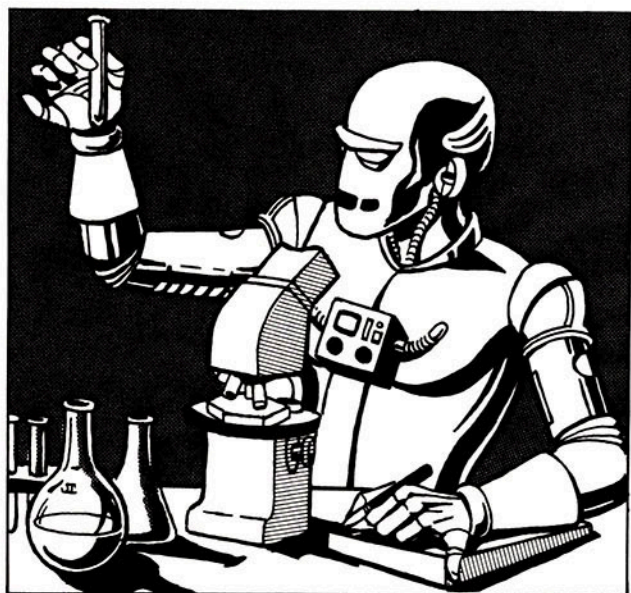


ENCOUNTER E11: SCIENCE LAB

Three Compubots (AT=10, D=1-6, I=+2, A=-3, LP=20, M=60', L=8... XP=3) are working in the science laboratory assisted by six Average Android servants (AT=12, D=2, I=+2, A=-1, LP=12, M=60', L=7... XP=2) and one Average Cyborg overseer (AT=14, D=1-6+2, I=+2, A=none, LP=14, M=60', L=7, P=2... XP=3). The Cyborg overseer is armed with a whip and has the Recycling Implant power.

Unless attacked, the Compubots ignore the characters. The Androids and the Cyborgs, however, want the assembly line shut down and offer to help the characters. One of the Androids

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explains why he wants to help, and offers to guide the characters on the most direct route to the assembly line.

ENCOUNTER E12: RESEARCH AND DEVELOPMENT

Room **E12** is a laboratory where the Robots conduct research, and develop new types of Robots. Five Compubots (AT=10, D=1-6, I=+2, A=-3, LP=20, M=60', L=8... XP=3) are working on one partially finished, new model Robot. They are assisted by four Average Android servants (AT=12, D=2, I=+2, A=-1, LP=12, M=60', L=7... XP=2) and an Average Cyborg overseer (AT=14, D=1-6+2, I=+2, A=none, LP=14, M=60', L=7, P=2... XP=3). The Cyborg overseer is armed with a whip and has the Recycling Implant power.

Unless attacked, the Compubots ignore the characters. The Androids and the Cyborg, however, offer to help. One Android offers to guide the characters on the most direct route to the assembly line.

ENCOUNTER E13: COMPUTER

The computer that directs the installation is guarded by two Autosoldiers (AT=16x2, D=3-30+1 or 1-10+6, I=+4, A=-5 Energy, LP=50, M=90', L=9... XP=23) armed with lasers.

Any individual with the Computer skill has a 20% chance per level of being able to operate the Robot's computer. The computer controls building maintenance, Compubot and Workbot programming, and all alarm systems. If the Computer expert succeeds, he obtains a readout-blueprint of the installation, to shut off the alarm systems, and to cancel an alert. The readout shows where the assembly line is located. If the alarm systems are shut off, the characters need not worry about alarms. If an alert is canceled, the various guard groups that make up the possible random encounters return to their guard stations and no further random encounters occur.

ENCOUNTER E14: LABORATORY STOREROOM

Room **E14** is used to store the various chemicals, electronic parts, machine parts, and the laboratory equipment used in the science lab **E11** and research and development **E12**.

ENCOUNTER E15: VIEWTAPE LIBRARY

Room **E15** houses shelves of microfilm viewtapes and microfilm readers. The microfilm uses a special process so that only these viewers can be used to read the tapes. At present, two Compubots are using the machines (AT=10, D=1-6, I=+2,

A=-3, LP=20, M=60', L=8... XP=3). A Workbot (AT=10, D=1-6, I=+2, A=-3, LP=30, M=60', L=7... XP=4) is cleaning the room. Unless they are attacked, the Compubots and Workbot ignore the characters.

ENCOUNTER E16: STOREROOM

Room **E16** is a storeroom for Android food and Cyborg spare machine parts.

ENCOUNTER E17: MAINTENANCE

Room **E17** is the maintenance center. On one wall is an electronic chart detailing the maintenance status of each part of the installation. Various maintenance machines are stored along another wall. Five Workbots stand in cubicles against a third wall. Since they are not currently in use, the Workbots have shut down.

ENCOUNTER E18: AUTOSOLDIER SENTRY

One Autosoldier (AT=16x2, D=3-30+1 or 1-10+6, I=+4, A=-5 Energy, LP=50, M=90', L=9... XP=23) armed with a laser, guards room **E18** (the first room in the control center complex).

ENCOUNTER E19: AUXILIARY POWER

The second room of the control center complex is the auxiliary power plant. A Workbot (AT=10, D=1-6, I=+2, A=-3, LP=30, M=60', L=7... XP=4) is cleaning up the room.

ENCOUNTER E20: CONTROL ROOM

E20 is the control room for the entire installation. The assembly line, however, has a back-up control for emergencies. Two Rogue Robots, armed with lasers, are running the controls (AT=22x2, D=1-10+8 or 3-30+2, I=+6, LP=65, M=90', L=10... XP=31). If the Autosoldier in **E18** wasn't surprised and defeated in one turn, it has had time to warn the Rogue Robots.

If the control room is secured, a character with the Engineer skill can try to work the controls. The character has only a 10% chance per Engineer level. The chance is increased by 10%, however, for every level of Communication and Computer skill the same character has learned. If the character gains control, he gets a readout of the installation's blueprints (to find the assembly line), and order all guards from their posts except the HGs and the Killer Robot (who follow no one's orders). The order to leave their posts, however, affects the guards in **E29**, **E30** and **E31**.

The corridor marked Security is a secret path from the control room to area **E31**. The only way to open the doors is if the Engineer learned how to work the installation controls.

ENCOUNTER E21: HOLDING CELLS

Room **E21** is a prison containing a dozen holding cells. Each cell is a bare 10'x10'x10' cubicle. Prisoners are locked in using a force field. The cells unlock using a master switch by the door. Each cell can be individually locked or unlocked. At the present time only two cells are occupied.

Victory Jones (AT=22x2, D=1-10+7 or 5-30+2, I=+5, A=-7 Energy, LP=66(18), M=70', L=10, P=5... XP=42) is being held prisoner by the Robots. Victory (a nickname for Victoria) is a futuristic adventuress who was captured on one of her far travels. If the characters free her, she helps them but leaves after the installation is destroyed. Her proton beamer, vibrodagger, and energy shield are locked in a metal box near the master door switch. Victory has the powers of Sensual Chaos and Invisibility.

The other cell is occupied by a Psychokiller (AT=18x3, D=1-10+11, I=+7, A=-7 Ballistic, LP=80, M=90', L=10, P=7... XP=72). The Psychokiller appears to be a perfectly normal Cyborg. In reality, he is a homicidal maniac with a compulsion to kill. He has a large axe hidden in his cell. The Psychokiller has the powers of Plasteel Body, Exoskeleton, Backup Metabolism, Physical Control, and Energy Absorption.

The Psychokiller is in the cell to trick anyone who gets past the Robot's defenses. Both he and Victory claim to be innocent



victims, and warn the characters that the other prisoner is a dangerous maniac.

Any character with the Medical -3 or Social -3 skill, who talks to the Psychokiller for more than 10 turns, recognizes that the Psychokiller is hopelessly insane.

ENCOUNTER E22: SPARE PARTS STORAGE

E22 is a storeroom containing replacement parts for Robots.

ENCOUNTER E23: GUARD CHECK POINT

Room **E23** is where the outer and inner patrols check in when they make their reports. A Rogue Robot (AT=22×2, D=1-10+8 or 3-30+2, I=+6, LP=65, M=90', L=10... XP=31) is stationed in this room to coordinate the patrols.

ENCOUNTER E24: MACHINE SHOP

Room **E24** is a machine shop where 12 Workbots (AT=10, D=1-6, I=+2, LP=30, M=60', L=7... XP=4) are working at machines making Robot parts. Unless attacked, the Workbots ignore the characters.

ENCOUNTER E25: WORKBOT PROGRAMMING CENTER

The room is filled with booths. Each booth is about 5 feet square and 10 feet tall. A power line ending in a special socket runs into each booth. There are four Workbots (AT=10, D=1-6, I=+2, A=-3, LP=30, M=60', L=7... XP=4) plugged into sockets in four different booths. The Workbots are receiving direct programming. Unless attacked, the Workbots ignore the characters.

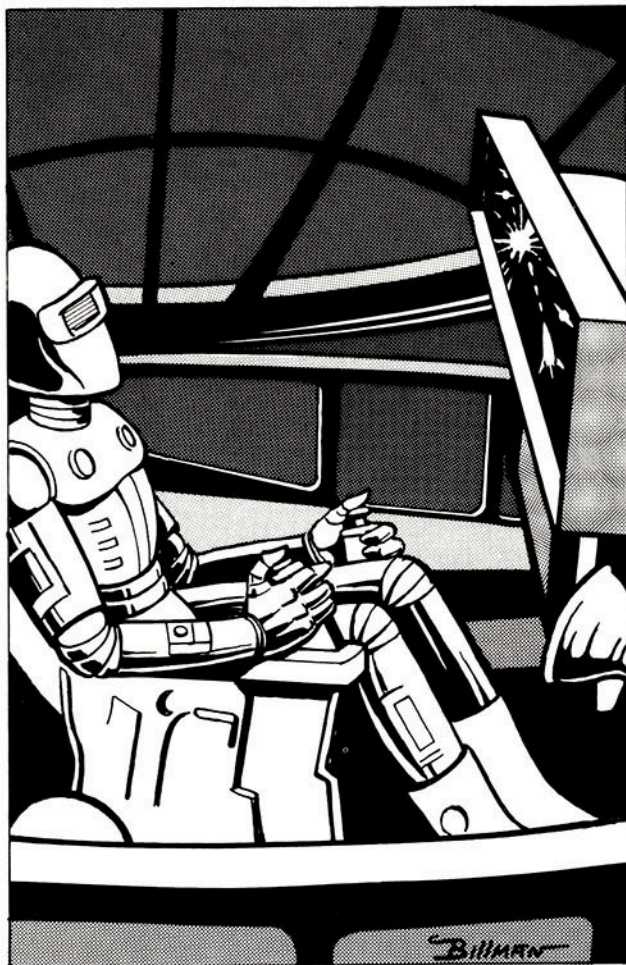
ENCOUNTER E26: REPAIR

A Workbot (AT=10, D=1-6, I=+2, A=-3, LP=30, M=60', L=7... XP=4) and a Compubot (AT=10, D=1-6, I=+2, A=-3, LP=20, M=60', L=8... XP=3) are working in the repair shop to fix a damaged Autosoldier. Unless attacked, the Robots ignore the characters.

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ENCOUNTER E27: OIL BATHS

Room **E27** contains a number of large open tanks filled with oil. The tanks are oil baths for Robots. The room is empty at present.



ENCOUNTER E28: HOLOGAME ROOM

Room **E28** is where the Robots come to relax and play hologames. Hologames are complex, three-dimensional video games. The outlets in the room are usable only by Robots.

ENCOUNTER E29: SPIDERCAT

There are four layers of defense protecting the Autosoldier Assembly Line. The first layer of defense is a corridor patrolled by an alien animal controlled by a Puppet Master who is in the pay of the Robots (areas **E29** and **E31**). Area **E29** is patrolled by a Spidercat (AT=16×2, D=5-30, I=+5, A=none, LP=50, M=120', L=7... XP=18) controlled by a Puppet Master Soldier (AT=11, D=3-30, I=+2, A=none, LP=11, M=40', L=8, P=2... XP=3). The Puppet Master is armed with a laser and has the power of Physical Control. Characters who try to use the laser are -2 to hit.

ENCOUNTER E30: AUTOSOLDIER GUARDS

The two identically-sized rooms marked **E30** are the second layer of defense around the assembly line. Each room is guarded by two Autosoldiers (AT=16×2, D=3-30+1 or 1-10+6, I=+4, A=-5 Energy, LP=50, M=90', L=8... XP=23) armed with lasers. Because both rooms are identical, they were given the same number.

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ENCOUNTER E31: VORIAN DEATH MAGGOT

Area **E31** is part of the first layer of defense around the assembly line. It is guarded by a Vorian Death Maggot (AT=12×2, D=2-12+poison, I=+3, A=none, LP=35, M=90', L=7... XP=10) controlled by a Puppet Master Soldier (AT=11, D=3-30, I=+2, A=none, LP=11, M=40', L=8, P=2... XP=3). The Puppet Master is armed with a laser and has the power of Sensual Chaos.

ENCOUNTER E32: HG GUARDS

Area **E32** is the third layer of defense around the assembly line. It is guarded by two HGs (AT=17×2, D=5-30, I=+5, A=-4 Ballistic, LP=60, M=90', L=9... XP=26). HGs can shoot a heat ray up to 500 feet. At first, the characters only encounter a single HG who blocks their path to the assembly line door. The second HG is patrolling the corridor. It reinforces the other HG after three turns have passed, unless the characters have destroyed the first HG and passed through the assembly line door. The HGs fight to the death and don't make reaction or morale checks. The HGs never leave this area.



ENCOUNTER E33: AUTOSOLDIER ASSEMBLY LINE

The large area **E33** is a fully automated assembly line that produces an Autosoldier every five minutes; the Autosoldiers are conveyed to the roof through special life tubes (deadly to anything except a Robot). From the roof, they are flown to the battle.

The characters see Autosoldiers in all stages of production as the Autosoldiers roll down the assembly line. The characters will also see the guardian of the assembly line: a Killer Robot (AT=18×3, D=1-10+9 or 5-30+2, I=+7, A=-7 Energy, LP=80, M=100', L=12... XP=57) armed with a proton beamer. The Killer Robot fights to the death and doesn't make a reaction or morale check.

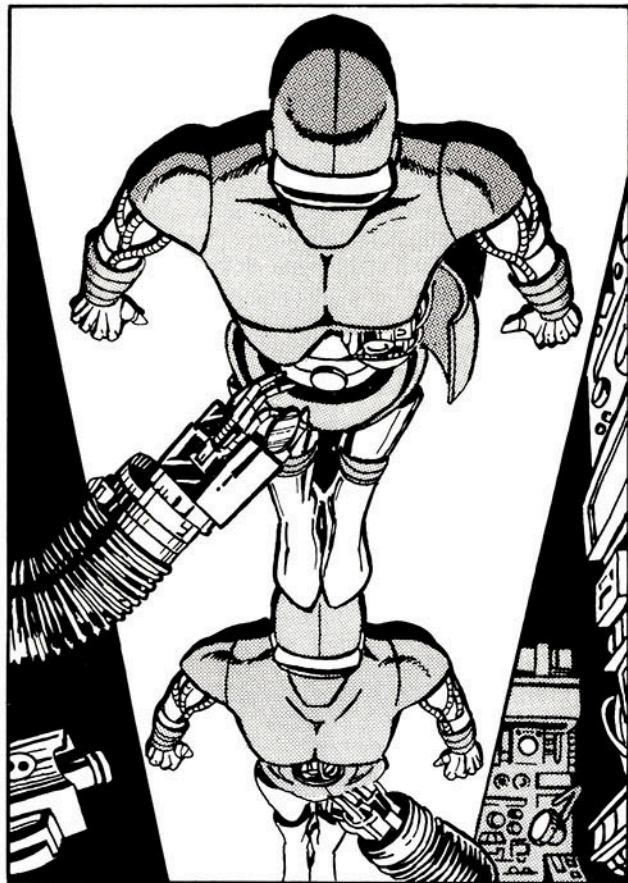
If you feel that the characters are too weak to defeat the Killer Robot, and if they didn't free Victory Jones, you should allow her to free herself and join the characters.

Once the Autosoldier Assembly Line is destroyed, chaos breaks out at the Robot Security Installation. A chain reaction of explosions begins that eventually destroys the installation. All survivors are too busy trying to escape to bother with the characters. If the characters hurry, they reach safety just before the final, greatest explosion levels the installation. The nuclear power plant melts down, rendering the area unsafe for generations to come.

ENCOUNTER E34: THE FINAL BATTLE

When the characters return to the battlefield, they find that things have not been going well for the slave army. The rumor has

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been circulating that the characters are dead and their mission is a failure. The slave riflemen have been holding steady, but the morale of the rest of the army is at the break point.

When the slaves realize the truth, their morale is immediately boosted. The slave line surges forward, heedless of losses. The Robots are overrun. In a fit of anger, when the Robots realize they are defeated, all Robots self destruct simultaneously. The victors gain their freedom, but little else. The Robot installations, their machines, and the Robots themselves are nothing but scrap metal.

ENCOUNTER E35: THE FLYING DUTCHMAN RETURNS

The battle against the Robots ends at sunset. The wounded are carried to a field hospital. The slaves bury their dead. Suddenly some of the slaves cry out in fright and point to the sky.

Silhouetted against the setting sun is a clipper ship. The characters recognize it as the Flying Dutchman's ship. It rises from the water and sails up into the clouds. Inside their heads, as if by telepathy, the characters hear the voice of Captain Vanderdecken.

"Thank you, my friends," he says. "Because of your actions on my behalf, the curse is lifted. I am free once more to seek my own destiny. My thanks and blessing to you all."

The clipper ship sails into the clouds until it is lost from sight. For lifting the curse from the Flying Dutchman, the characters receive an extra 100 XP.

If the characters made no attempt to do good deeds on behalf of Captain Vanderdecken, then the curse wasn't lifted. This encounter doesn't take place, and the characters don't receive the experience point bonus. Give the characters the benefit of the doubt. If they agreed to help Captain Vanderdecken but forgot to mention it when they do good deeds, remind them of their agreement.

ENCOUNTER E36: THE TRIAD

While there is still enough light, the characters search the battlefield for any wounded who might have been missed. The battle ranged over a large area so the search is extensive. As they cross over a hill the characters see another artifact of the First Ones.

The artifact consists of three colored circles arranged like a Venn diagram (show the illustration map to the characters). The circles are 100 feet in diameter. The three circles are red, blue, and yellow. Where red and yellow circles meet, they form an orange area. Where red and blue circles meet, they form an area of purple. Where blue and yellow circles meet they form an area of green. Where all three colored circles meet they form an area of black. Inside the black area is a small white circle 3 feet in diameter.

The first person to reach the white circle gains the power of True Sight. Only individuals with a Personal Force can enter the Triad.

To enter the Triad one must first step into one of the three primary circles (red, blue, or yellow). One can then enter one of the adjacent areas where two colors meet (orange, purple, or green). Then one can pass on to the black area. Finally, one can enter the white circle. If several people try to enter the white circle at the same time, the individual with the best initiative roll can enter and gain the power. A character can't leave a colored area either to exit or progress further into the Triad, until any guardian of the color has been defeated. Some colors have no guardians.

The blue area is guarded by an Aquila (AT=16×2, D=3-30, I=+5, A=-3 Magical, LP=47(18), M=120', L=9... XP=19).

The yellow area is guarded by a Solymi (AT=17×2, D=1-10+6, I=+4, A=-3, LP=45(15), M=70', L=9... XP=12).

The purple area is guarded by Calypso the Sorceress (AT=15, D=1-6+2, I=+5, A=-3 Magical, LP=55(31), M=60', L=12, P=10... XP=26). Calypso has the powers of True Sight, Fascination, Illusion, Enchanted Sleep, and Animation. Her first attack is to cast an Illusion of a bearded man wearing ancient Greek bronze armor. The man is carrying an oar over his shoulder (and also carries a bow that only he can string). The man asks the characters if they know what the oar is. The illusion is of Odysseus, whom Calypso once entertained on her island. In legend, Odysseus was so disgusted with his 10 year voyage home after the Trojan war, that he walked inland until he found someone who didn't know what an oar is (Odysseus hoped to settle far from the sea).

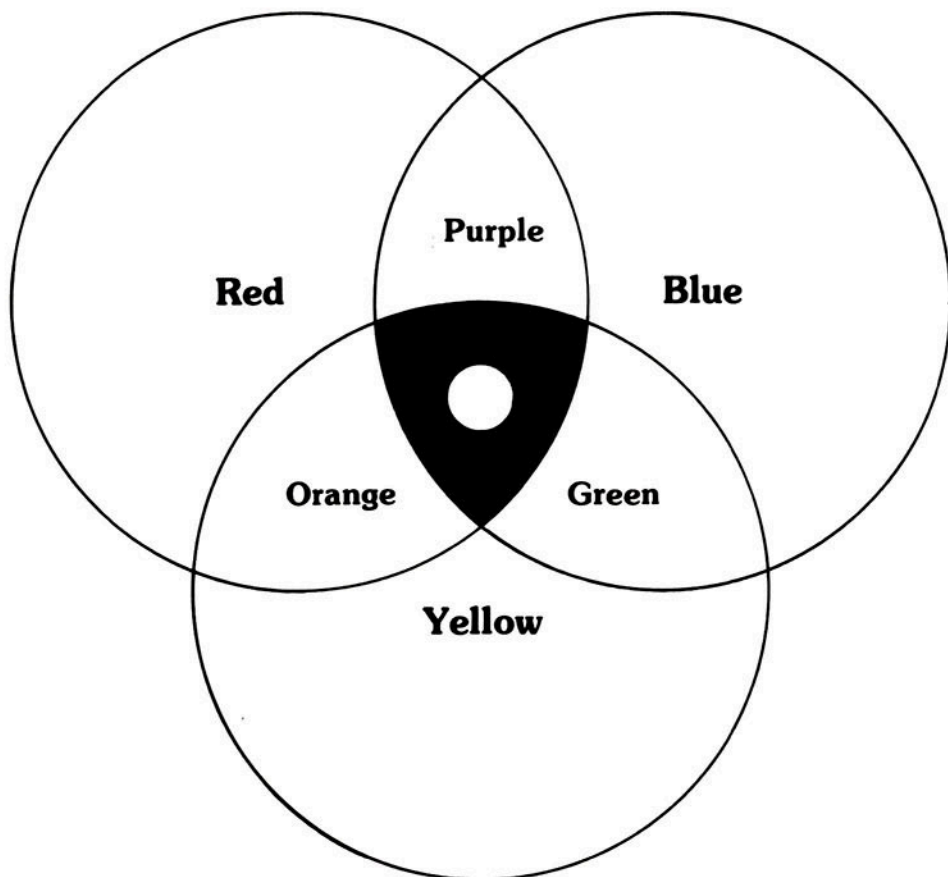
The orange area is guarded by an Amazon (AT=19×2, D=1-10+7, I=+5, A=-3, LP=65, M=70', L=10... XP=18).

The black area is guarded by a Shadow Spirit (AT=12×2, D=special, I=+4, A=-5(all), LP=30, M=90', L=9, P=10... XP=22). Shadow Spirits have the powers of Shadow Walking, Shadow Shaping, Control Light, ESP, Hallucination, Fear, and Shadow Theft.

If any guardian (except the Shadow Spirit) kills a character, that character doesn't actually die. Instead, the character takes the place of the guardian, and the guardian is free to leave. The combats therefore stop as soon as either the guardian or a character is killed. The character holding the sword *Lightbringer* is immune to replacement (if killed, that character is ejected from the Triad with one Life Point left, and can't re-enter the Triad).

Lightbringer does double damage on every successful hit against a creature from the elemental plane of shadow, except Erebus.

The Triad



SCENARIO F: BEYOND THE CRYSTAL PILLARS

One night after the battle that freed the slaves, a group of Phantoms try to steal the Horn of Roland. They don't succeed, but the characters are reminded that their primary mission is to stop the Phantoms. In the struggle over the horn, one of the Phantoms lost a map that shows the location of their stronghold on the island.

The characters follow the map past an area bounded by a row of crystal pillars that stretches across the island. The area bounded by the crystal pillars is filled with prehistoric monsters. The characters survive dinosaur attacks, and an exploding volcano, only to be trapped by a giant golden sphere, another artifact of the First Ones.

The golden sphere teleports the characters endlessly in a loop through the elemental planes of earth, air, fire, and water. With each loop, the characters face a more difficult encounter. Eventually the characters solve the puzzle of escape and return to the island.

After several more encounters, the characters reach one of the cities long ago abandoned by the First Ones. The city now contains Shadow Stronghold, the headquarters for the Phantoms. Infiltrating the Stronghold, the characters discover Prometheus the Titan chained to a wall. The only thing that can cut his shadow chains is *Lightbringer*, the sword rescued earlier by the characters.

Prometheus is freed. Erebus, Lord of Shadows, who is the arch-enemy of Prometheus, attacks the Titan only to be defeated. Erebus flees to another dimension.

The characters now learn that, for reasons known only to Erebus, the Lord of Shadows is an enemy to everyone who develops a Personal Force. He sent the Phantoms to destroy the characters. Even chained, Prometheus still had great powers. He helped the characters whenever possible and guided them to the sword *Lightbringer*. When the characters freed Prometheus, they gained a powerful friend and ally. The adventure concludes with Prometheus leaving to continue to fight against Erebus.

Encounters F1-F2 should take place in the order given. **Encounters F13-F24** need not occur in order. **Encounters F25-F27** once more take place in the order given. The scenario uses the map of Shadow Stronghold and the reproduction of a page from the notebook of Magister Peregrine.

ENCOUNTER F1: THEFT!

Enough time passes so that the characters are completely healed. One night, a group of four Phantoms (AT=18, D=1-10+3, I=+3, A=-4(all), LP=30(11), M=90', L=8, P=8... XP=21) sneak into the characters' camp. The Phantoms try to steal the Horn of Roland, but don't succeed. In the struggle, one of the Phantoms accidentally loses a map that gives directions to the stronghold of the Phantoms. The stronghold lies in the city at the southern tip of the island. Phantoms have the powers of Shadow Walking, Shadow Shaping, Control Light, ESP, Shape Shift, Energy Drain, Persuasion, and Illusion. The Phantoms use the Shadow Walking power to escape.

Note that if Victory Jones (from **Scenario E**) has joined the characters, she disappears during the struggle.

ENCOUNTER F2: THE CRYSTAL PILLARS

Two rows of giant, clear crystal pillars stretch across the island. The pillars are 10 feet square and 100 feet tall. They are spaced 10 feet apart. The pillars are another artifact of the First Ones. They enclose an area where animals and plants from various prehistoric eras coexist. Since only creatures with a Personal Force can pass between the pillars, the prehistoric creatures are kept within the boundaries.

The map leads the characters through the crystal pillars. Should the characters try to walk around the prehistoric area (on the seaweed), they are attacked by larger and larger packs of Sharkmen until they finally flee back to land.

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ENCOUNTER F3: RANDOM DINOSAURS

Because of the difficult terrain (mountains, swamps, forests, etc.) in the prehistoric area, normal movement is reduced to one-half walk speed. Using movement rounds of 5 minutes per round, it takes 20 rounds to cross the prehistoric area. At the beginning of each round, a random encounter takes place if a 6 is rolled on 1d6.

If a random encounter takes place, roll to see which encounter is used. Each encounter is only used once. Note that the number of creatures encountered has not been predetermined. The random encounters need not take place in the order given. When encountered, the dinosaurs will be 2d6 x 10' away.

Dinosaur Encounters

1. One to six Triceratops (AT=20 x 2, D=3-18, I=+6, A=-5, LP=75, M=90', L=11... XP=19).
2. One to two Tyrannosaurus Rexes* (AT=20 x 3, D=6-36, I=+8, A=-2, LP=100, M=90'... XP=67).
3. One to three Allosauri* (AT=18 x 3, D=5-30, I=+7, A=-2, LP=85, M=90', L=11... XP=47).
4. One to six Stegosauri (AT=15 x 3, D=2-20, I=+7, A=-3, LP=90, M=60', L=11... XP=33).
5. One to six Dimetrodons (AT=18 x 2, D=4-24, I=+6, A=-2, LP=55, M=90', L=10... XP=17).
6. One to six Brontosauri** (AT=17 x 3, D=2-16, I=+7, A=-1, LP=150, M=30', L=12... XP=41).

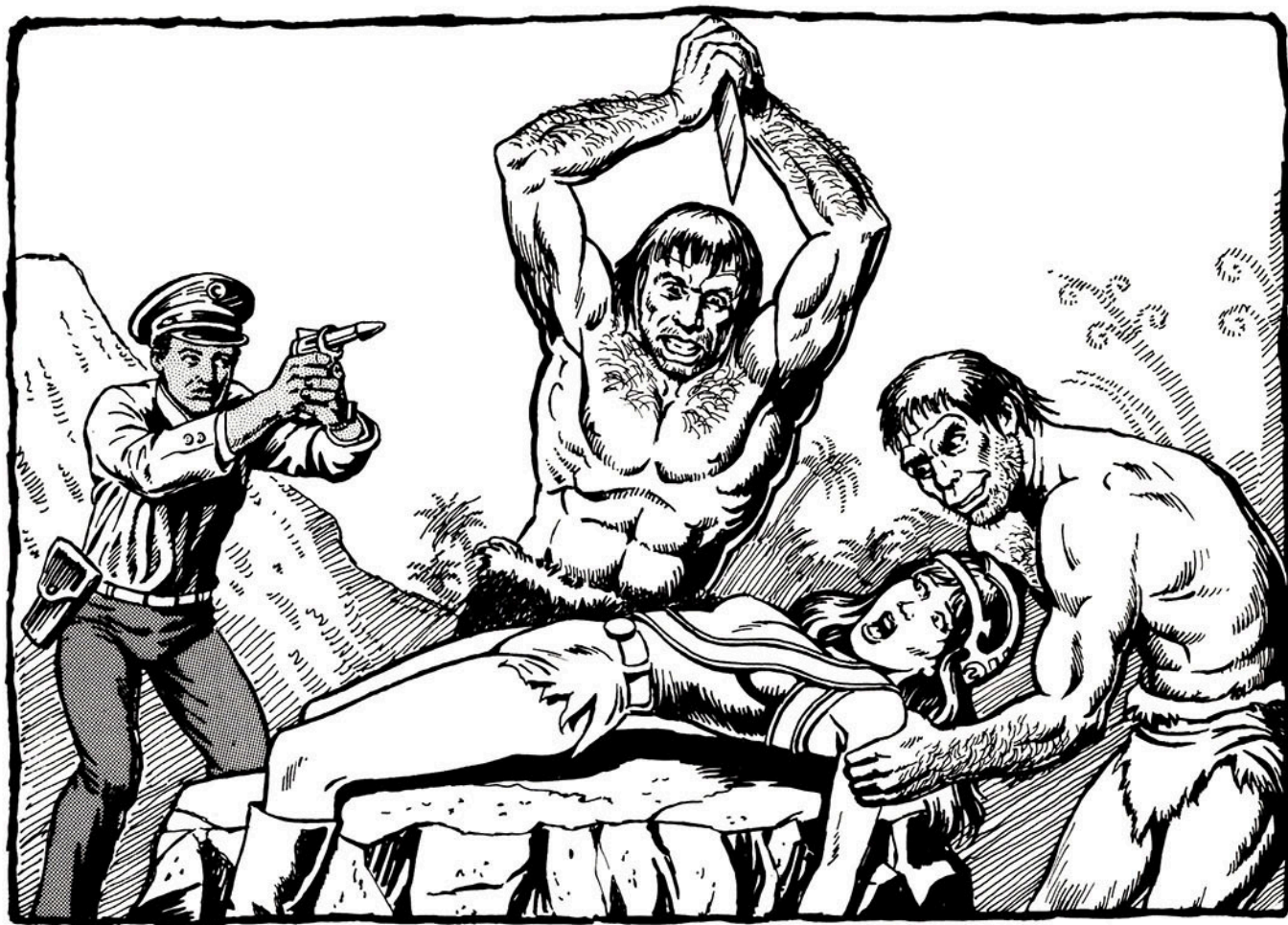
*reaction roll modified by -2

**reaction roll modified by +2

If you feel that the number rolled up is too difficult for the characters, give them fewer of that particular creature. If the characters try to cross the lake and get a random encounter, it is with 1-3 Plesiosaurs (AT=16 x 3, D=3-30, I=+7, A=none, LP=110, M=90', L=12... XP=54).

ENCOUNTER F4: VOLCANO

When the characters reach the southern side of the lake, a volcano erupts. The volcano is located in the closest mountain hex. The volcano erupts with an explosion that scatters hot ash. Each character makes a Luck Roll to avoid taking 1-10 points of damage from falling hot ash. After the initial explosion, hot magma flows out of the volcano—a signal to the characters to leave quickly or be quick fried.



ENCOUNTER F5: SACRIFICE

The characters encounter 12 Neanderthal (AT=16, D=1-6+3, I=+2, A=none, LP=25, M=60', L=7... XP=3). The Neanderthal are 2d6 x 10' away. The Neanderthal are a small tribe. They are leading one of their group as a sacrifice to still the hostile volcano god. When they see the characters, the Neanderthal decide that one of the characters would make a better sacrifice and they attack.

ENCOUNTER F6: THE GOLDEN SPHERE

The characters have just crossed the second row of crystal pillars. Suddenly, a huge golden sphere appears. The sphere appears to be partly made from some kind of rubbery plastic, and partly made from pure energy. It is 300 feet in diameter. The golden sphere appears out of nowhere and comes bouncing toward the characters. Before they have a chance to flee, the characters are engulfed by the golden sphere. Their encounters inside the sphere are described in **F7-F10**.

The Golden Sphere is a dimensional loop, another artifact of the First Ones. The characters find themselves first in the elemental plane of Earth, then Air, Fire, and Water. Until the characters solve the puzzle of how to end the dimensional loop, the earth, air, fire, water sequence continues to repeat. Each time the cycle repeats, the characters have to face a guardian one step higher in the hierarchy of the elemental planes. The order of guardians is Minor Elemental, Elemental Animal, Elemental Human, Elemental Alien, Elemental Spirit, and Major Elemental.

For the duration of the loop, death is held in abeyance. Any character who would have died instead suffers the penalty of a magical contract to perform one service for the Baron or Baroness of that place (the same kind of service as that of the

Invoke Elemental power, only in reverse). Any character who is forced into a magical contract then is restored to full Life Points. A similar arrangement holds for any elemental guardian that has a Personal Force (the Elemental Humans and Elemental Aliens only). Only the character who did the killing attack gains the contract (even though the other characters helped). So, it is important that the characters roll initiative among themselves, and that you conduct their attacks in the initiative order.

On each elemental plane there is a table like altar. Affixed to each altar are five goblets arranged in a cross pattern. On the altar are three gems, each of which can fit in a goblet. To open a portal to the next dimension, the three gems must be put in three of the goblets. Since there is nothing in this part of the elemental plane except the altar and guardian, it means death by starvation to merely stay there. When the gems are put in any three goblets a magical doorway appears and glows behind the altar. The characters can't fit more than one gem in one goblet.

On each plane the altar, goblets, and gems are made of different materials. Each plane has a special arrangement of the gems in the goblets. When the characters put a gem in a correct goblet, that gem glows and can't be removed. When all three gems are in the correct goblets on all four elemental planes, the dimensional loop is finished, and the characters find themselves back on the island. If the characters can't get the arrangement of gems correct in six cycles of the dimensional loop, a Baron of Earth sends them back to the island in return for a magical service (via contract) from each character (in addition to any magical contracts that characters might already have been forced to sign).

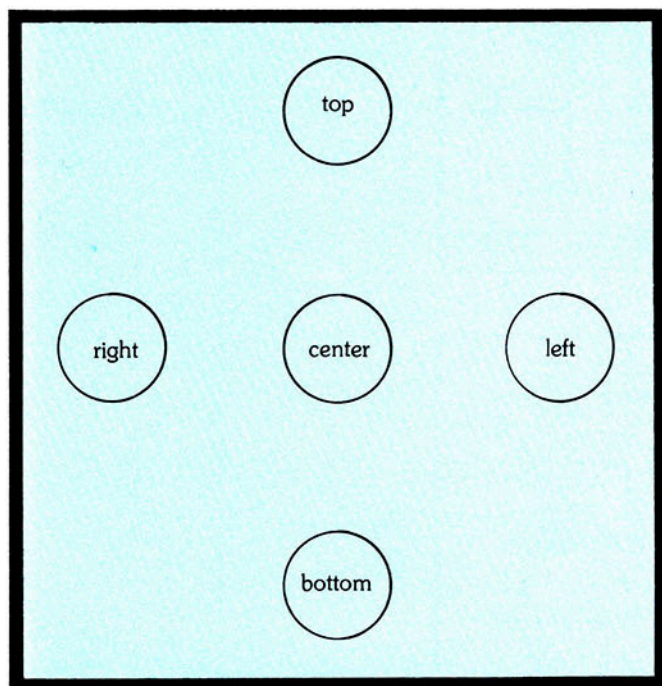
When the characters have put any one gem in its correct goblet, a page from the notebook of Magister Peregrine appears on the altar. The page contains clues to help the characters figure out the correct sequences to end the loop. The page has been reproduced and should be given to the players at the appropriate time.

ENCOUNTER F7: EARTH

Because it is not certain how many cycles in the Dimensional Loop the characters will have to go through, it is easier and quicker to look up the appropriate listing in THE BOOK OF FOES rather than try to use the short form. On each cycle there will be one guardian. The order of guardians is: Rokke, Wyrmis, Antaen, Tellurian, Earth Spirit, and Earth Elemental.

The altar on the plane of Earth is made of stone. The goblets are iron, the gems are emeralds.

To avoid confusion, both you and the players should consider the five goblets to be top, right, center, left, and bottom (from the characters' viewpoint). The positions are diagrammed below:



(altar)

The correct arrangement for Earth is an upside down triangle. The gems should be placed in the right, left, and bottom goblets. The order of placement makes no difference.

ENCOUNTER F8: AIR

The sequence of guardians is: Aeron, Welkin, Ethereal, Genie, Air Spirit, Air Elemental. The altar is made of solid cloud, the goblets of silver, the gems are diamonds. The correct arrangement for Air is a rightside up triangle. The gems should be placed in the top, right, and left goblets.

ENCOUNTER F9: FIRE

The sequence of guardians is: Ember, Salamander, Empyrean, Afreet, Fire Spirit, Fire Elemental. The altar is made of basalt (solidified lava), the goblets are brass, the gems are rubies. The correct arrangement for Fire is a vertical line. The gems should be placed in the top, center, and bottom goblets.

ENCOUNTER F10: WATER

The sequence of guardians is: Comber, Syringos, Aquaen, Lachrymon, Water Spirit, Water Elemental. The altar is of seaweed-covered coral, the goblets are gold, the gems are sapphires. The correct arrangement for Water is a horizontal line. The gems should be placed in the right, center, and left goblets.

The arrangement of the gems in the goblets follow the only patterns that can be made to conform with symbols on the page from The Notebook of Magister Peregrine; use all three gems to form the pattern, and still have the patterns for Fire—Water, and Earth—Air be the inverse of each other.

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ENCOUNTER F11: COYOTE THE TRICKSTER

While they are crossing the valley that leads to the City, the characters encounter Coyote the Trickster (AT = 26×5 , D = 26, I = +20, A = -6(all), LP = 260(100), M = 100', L = 30, P = 20 . . . XP = 686). Coyote looks like a tall American Indian in fancy beaded leather clothing. He loves to trick the unsuspecting.

Coyote runs toward the characters as fast as he can. He keeps glancing fearfully over his shoulder. Chasing him are four Barghests (AT = 17×2 , D = 4 - 24, I = +4, A = -5(all), LP = 50, M = 90', L = 10 . . . XP = 25).

"Help me, please!" Coyote begs the characters.

If the characters help Coyote, he turns and joins the fight against the Barghests. Once the Barghests are defeated, Coyote thanks the characters telling them, "I could handle one or two of them easily . . . but not the whole pack. I wish there was something I could do for you in return. Wait a minute . . . that ring of three wishes."

Coyote sits down on a rock and takes off one of his calf-length moccasins. Inside the moccasin he has hidden a ring. He smiles at the characters and tells them: "This could have saved me if I could have reached it. At the time it seemed a nice safe hiding place. This ring is a magical ring of three wishes, one of the most powerful magic items in existence. Because of a magical geas, I can't simply give it away—but there is nothing in the geas against trading it away."

Coyote first tries to trade for a magical item (such as one of the elemental service contracts that might possibly be held by the characters—one of the contracts that lets the characters call on the service of an elemental, not a contract where the characters have to serve an elemental. Coyote explains that because of the geas, he has to trade first for a magic item. Only if the characters have no magic items can he trade for some other powerful piece of equipment.

The ring appears to be made from fine gold. It glows with a mysterious light for as long as Coyote wants it to glow. After he has made the trade and is leaving, he warns the characters to "use the ring carefully, wishes can be tricky."

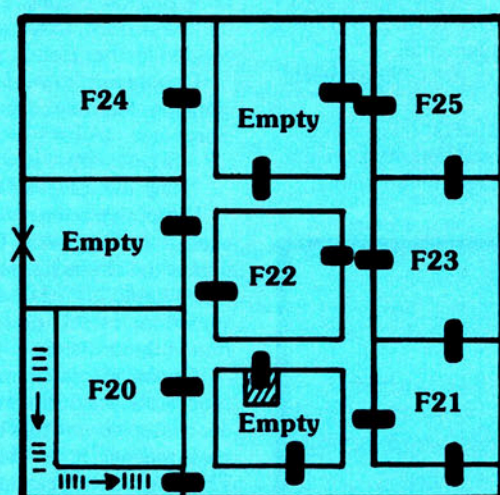
Coyote walks off leaving the characters with the magic ring. When the characters look at the ring again, it no longer glows. It appears to be made of brass instead of gold. Stamped on the inside of the ring is *Made in Hong Kong*. The characters have been conned by a master.

In reality, Coyote controlled the Barghests and was never in danger. He used the fake attack as a diversion to make his trading trick seem more believable. Having tricked the characters into trading for a worthless ring, he disappears into another dimension. The next time he shows up, he uses Shape Shift so no one recognizes him.

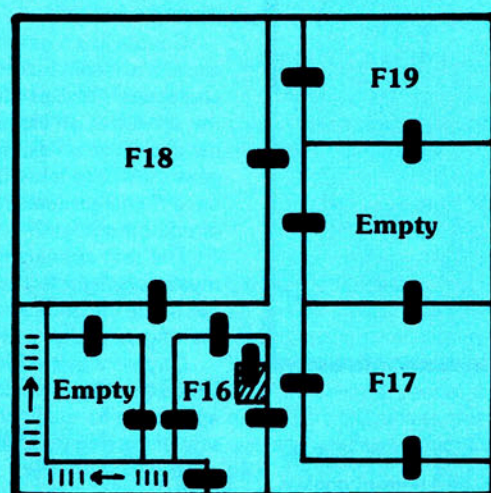
The characters can get experience points for the Barghest fight, but they get no XP for Coyote since they were in no real danger from him.



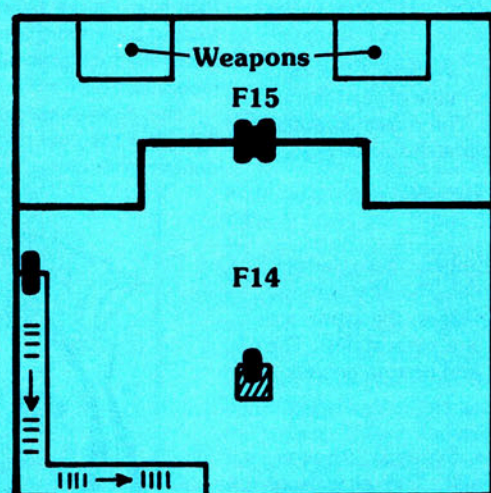
Shadow Stronghold



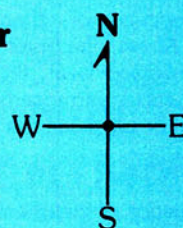
Third Floor



Second Floor



First Floor



ENCOUNTER F12: THE CITY

No one knows the name of the large city on the south edge of the island because it was built, and abandoned, by the First Ones ages ago. Since it is the only city on the island, it is simply called The City.

The City is built of huge blocks of stone held in place by some strange sort of plastic-metallic cement. Some of the buildings are strangely shaped with doors, windows, and rooms that couldn't possibly be meant for humans. Other buildings look like human habitations. Though it has been abandoned for milleniums, The City is in perfect shape. It has not turned to ruins, and is kept clean by 4 foot tall metal cubes that move about by no visible means. The cubes have no sensing devices, or arms, or tracks, or wheels, but as they pass through a part of The City, they clean it. The cubes aren't restricted to the horizontal plane, and can be seen moving vertically along the sides of buildings.

The City is practically uninhabited, though a few scattered races live in it. It takes the characters 15, ten minute rounds to find Shadow Stronghold. During those 15 rounds, the characters have a random encounter on a 6 roll on 1d6. Possible random encounters (in order) are:

1. One Feline Hero (AT=20×2, D=5-30+1 or 1-10+5, I=+6, A=-6 Energy, LP=65(22), M=70', L=9, P=6... XP=31). The Feline Hero is armed with Proton Beamer and Energy Claws and has the Electrosensing power. As long as the Feline is treated courteously his reaction is +2.

2. One Fomorian (AT=20×2, D=2-12+7, I=+4, A=-3 Magical, LP=70(22), M=70', L=10, P=4... XP=47). Fomorians have the powers of Shape Shift, Animal Control, Necromancy, Fly, Curse, and Storm. Its reaction is -2.

3. One Oliphant Hero (AT=14×3, D=2-16+6, I=+6, A=-6 Energy, LP=70(22), M=70', L=11, P=6... XP=50). The Oliphant is armed with a varilance and has the power of Mind Block. As long as the Oliphant is treated courteously his reaction is +2.

4. One Werewolf (AT=18×2, D=4-24, I=+5, A=-6(all), LP=70, M=90', L=12, P=5... XP=66). The Werewolf has the powers of Magic Armor, Physical Control, Dermal Armor, Regeneration, and Energy Absorption. Since all lycanthropes are invulnerable to all nonsilver weapons, be cautious using the Werewolf as a random encounter unless the characters have already run into the Werefox in **Scenario D** and are thus aware that lycanthropes exist. The simplest solution is to have the characters chance across some items made of silver before encountering the Werewolf. The items could be found in the pack of a dead man. The reaction of the Werewolf is -2.

ENCOUNTER F13: SHADOW STRONGHOLD

Encounters F13-F24 take place inside Shadow Stronghold. Once inside Shadow Stronghold, the characters no longer have The City random encounters.

The map that the characters recovered from a Phantom leads the characters to Shadow Stronghold. Shadow Stronghold is one of those buildings that looks like it once may have been inhabited by humans. The building is only three stories tall (though each story is about 30 feet tall). The one unusual aspect of Shadow Stronghold is that all the surrounding buildings are much taller. The result is that Shadow Stronghold is always entirely within the shadows of the taller buildings.

A careful examination of Shadow Stronghold reveals that, while all the windows are barred, the window marked "X" on the map has lost two bars. Note that the window is on the third floor. The only other entrance to Shadow Stronghold is the front door.

Since all the foes guarding Shadow Stronghold come from the Elemental Plane of Shadow, keep that page giving the listing for SHADOW, THE ELEMENTAL PLANE OF in THE BOOK OF FOES open while the characters are inside Shadow Stronghold. In this case, using THE BOOK OF FOES directly is easier than using the short form for foe listings. The short listing form isn't given for **Encounters F14-F24**.



ENCOUNTER F14: LOBBY

The lobby, where the first floor entrance to the elevator and stair is located, is guarded by three Phantoms. Shadow Stronghold has no automatic alarm systems, but guards sound a general alarm if they spot the characters. If the general alarm is sounded, the following foes become Random encounters on a roll of 6 on 1d6. Roll for random encounters at the beginning of each turn.

Shadow Stronghold Random Encounters

1. Four Phantasmagorias from **F22**.
2. Six Gloums from **F17**.
3. Two Spectres from **F19**.
4. Two Phantoms from **F18**.
5. Two Shadow Spirits from **F18**.

The random encounters occur sequentially.

All creatures from the plane of shadow are hostile. Don't roll reaction; roll morale normally.

ENCOUNTER F15: ARSENAL

Room **F15** is the arsenal for Shadow Stronghold. A wide assortment of every type of weapon is stored in the two vaults marked weapons on the map. Only Erebus can open the vaults. The vaults have no lock and key; Erebus uses his Personal Force to open them. The characters don't have enough explosives to blow open the vaults.

ENCOUNTER F16: PHANTASMAGORIA GUARDS

Room **F16** houses four Phantasmagorias who serve as guards.

ENCOUNTER F17: STOREROOM

The storeroom is guarded by six Gloums. If the general alarm is sounded, the gloums become a possible random encounter.

ENCOUNTER F18: BARRACKS

The various foes from the plane of shadow live in the barracks at **F18**. The barracks is guarded by two Phantoms and two Shadow Spirits. The Phantoms and Shadow Spirits become two different possible random encounters if the general alarm is sounded.

ENCOUNTER F19: BRIEFING ROOM

Room **F19** is a briefing room where Erebus gives orders to his minions. The walls are covered with strange maps of different dimensions including one map of the island, and another of New Bristol. The briefing room is guarded by two Spectres who become a possible random encounter if the general alarm is sounded.

ENCOUNTER F20: RADIO ROOM

Room **F20** contains a radio that receives reports from various groups patrolling the island. The room is guarded by five Spectres.

ENCOUNTER F21: CONTROL ROOM

Erebus lives in Room **F21**. Presently, the room is empty.

ENCOUNTER 22: PHANTASMAGORIAS

Four Phantasmagorias are stationed in room **F22**. They become possible random encounters if the alarm is sounded.

ENCOUNTER F23: SHADOW ELEMENTAL GUARDS

Room **F23** contains two Shadow Elemental guards. They check every hour to make sure Prometheus is soundly chained.

ENCOUNTER F24: STOREROOM

Six Gloums are stationed in **F24** to guard the storeroom.

ENCOUNTER F25: PROMETHEUS UNCHAINED

A tall muscular man is chained to the wall of room **F25**. The chains that bind him are made of smoky, dark iron. The character



who had the vision of the two giants fighting (**Encounter C1**) recognizes the chained man as the one who wielded the sword of light in the vision.

The chained man holds out his bonds and asks: "Please, cut me loose. Only my sword *Lightbringer* can cut these chains of shadow iron."

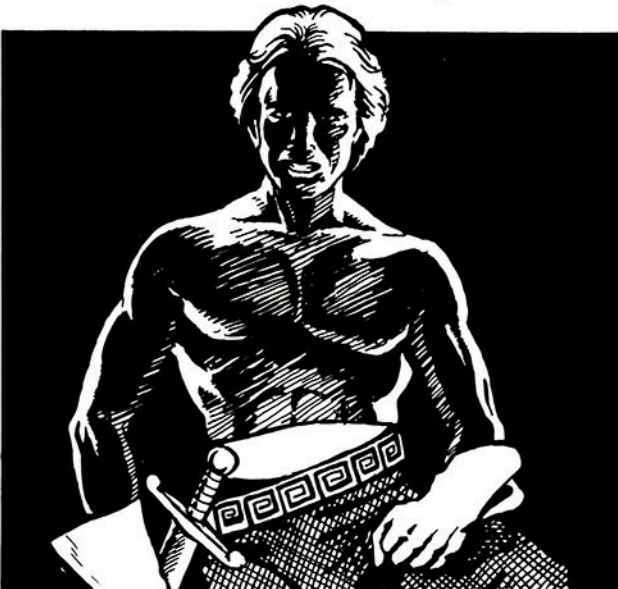
Give the characters a chance to free the chained man of their own free will. If they don't, then the character who has the sword *Lightbringer* is forced to cut the chains. If the characters voluntarily decide to help the chained man (and by now they have had plenty of clues that he is their friend) then give the characters a bonus of 100 XP.

The man chained to the wall is Prometheus, the Titan. He is a good friend and a staunch ally of the characters. He has been helping the characters secretly throughout the adventure. He guided them to the sword *Lightbringer* because without his help, the characters stood no chance of defeating their real enemy, Erebus, Lord of Shadows.

ENCOUNTER F26: EREBUS, LORD OF SHADOWS

Erebus, Lord of Shadows, for reasons known only to himself, has decided that the characters are his enemies. He sent the Phantoms to destroy the characters. When he realizes that his enemy, Prometheus, has been freed, Erebus suddenly appears and attacks. An epic battle between Erebus and Prometheus follows.

Both Erebus and Prometheus swell to giant size. Erebus is



armed with his shadow shield and shadow spear. Prometheus is armed with *Lightbringer* (grown back to its normal size). The battle scene duplicates the vision from **Encounter C1**.

You don't have to actually run the combat. A description of the battle is sufficient. Prometheus asks the characters to keep out of the battle because it is a personal one between the two Lords of Creation. The two characters are so powerful that their struggle begins to topple the building. The building's foundation starts to shake. First bits of mortar, then whole chunks of stone begin to fall.

Just as the characters run for safety, they see Erebus, who is losing the battle, open up a portal to another dimension and leap through it. Prometheus starts to follow, then realizes the danger the characters are in. Instead of following Erebus, Prometheus goes with the characters to make sure they escape the collapsing building safely.

ENCOUNTER F27: ENDING

The room with the unbarred window is blocked by rubble. The elevator cable has snapped. Only the stairs remain. As they are running for safety, the characters encounter another prisoner, the King of the Sharkmen. The king is trapped under a falling block of stone. Prometheus signals the characters to wait. He telekinetically raises the block of stone and frees the King of the Sharkmen. Prometheus then keeps open a corridor free from falling rock so that the characters and the king escape.

Once outside, Prometheus briefly explains to the characters the previously unknown reasons behind the entire adventure. As a means of showing his thanks, he provides the character who rescued *Lightbringer* with a +1 magic weapon (close combat only) of the character's choice. He gives each of the other characters a nonmagical weapon of their choice (rescued from the armory of Erebus). The gift weapons don't include reloads, so, when a ranged Energy weapon runs out of power, it becomes useless.

Prometheus also gives the whole party a golden door lock and a gold key to fit the lock. The door lock fits over any normal-sized

door. Prometheus explains that the door lock temporarily turns a normal door into an interdimensional portal. Unfortunately, he doesn't know which dimension the portal leads to. The door lock also works only at certain times, when the cosmic forces are in the proper alignment.

The interdimensional portal is actually a device for you, the GM. If, at some future date, you want to design an interdimensional adventure, then the characters already have the means of transportation. It is up to you, therefore, to determine exactly when the cosmic forces are in the proper alignment for the portal to work.

The King of the Sharkmen is so grateful to the characters that he offers the service of his people to temporarily clear a channel back through the seaweed. Prometheus gives the characters the coordinates for the tunnel of light that takes them back to their home dimension. Prometheus also stays long enough to make sure the king keeps his word. Prometheus then tries to track down Erebus. The characters sail back to New Bristol with no further problems.

Before leaving the island, if the characters search the rubble, they find the body of a Phantom that can be used to collect the \$100,000 reward.

The Attack of the IRS

If the characters return to New Bristol and collect their reward, they find the Internal Revenue Service has anticipated their return. Death may not be inevitable for the characters, but taxes still are. The IRS is on hand to deduct taxes from the reward money. In addition to normal taxes, the IRS insists that the characters pay taxes on the value of the *Seahawk*, even though it was a gift. The result is that the IRS deducts \$48,000 from the reward money.

Naturally, the state and city income tax people also get in on the deal. The State of Massachusetts takes \$14,000 in taxes. The city of New Bristol takes \$5,000.

Unfortunately, the voyage the *Seahawk* took was a rough one. The characters barely manage to limp back into port. It re-



quires \$15,000 to restore the *Seahawk* to prime condition. Furthermore, it is necessary to rent a year's dock facilities and to join the New Bristol Yacht Club, which costs another \$10,000.

In the end, the characters have a seaworthy ship, but only \$8,000 left out of the reward money.

NOTES FOR THE GAME MASTER

Most of the information in the Notes for the Game Master has already appeared at places scattered throughout the adventure. The information is repeated here for emphasis and as a final reminder.

MODIFYING THE ENCOUNTERS

Human beings are extremely complex. No matter how much playtesting is done, it is impossible to predict every reaction the players might have. You should feel free, therefore, to modify any encounter that you feel needs such a modification.

The encounters were designed for 7 characters (the average party is between 4 and 10). There may be more, or less, than 7 characters actually playing the adventure. If you keep in mind that the adventure was designed for 7 characters, it often helps when modifications are needed.

An intelligent character with reasonably good luck should survive the entire adventure. The most common cause of character death is poor playing on the part of their player and simple bad luck. On the other hand, in every scenario at some point, the character's lives are seriously threatened. Few characters make it all the way through the adventure without being knocked out at least once. Of the 40-50 characters who have playtested to adventure thusfar, six have died. Knowing how the game was supposed to be play-balanced gives you some measure to judge whether the encounters are too easy or too difficult for a particular group of characters.

Modifying the encounter doesn't mean that you should spend a lot of time inventing something new. It's simply a matter of using a few less or a few more foes in some of the encounters.

MAKE NOTES

First of all, the adventure was written to be read in its entirety by you before playing. Much of the information in the encounters can be repeated every time it is applicable. Rather than waste space with useless repetition, the information is usually only mentioned once. If the entire adventure isn't read through first, you may miss valuable information.

When reading the adventure, it is a good idea to take notes if you feel something should be looked up or clarified. Write any additions that would help the adventure run more smoothly in the appropriate place in one of the margins of the adventure booklet. The fewer times you have to look up a rule the smoother the adventure flows.

INTRODUCING NEW CHARACTERS

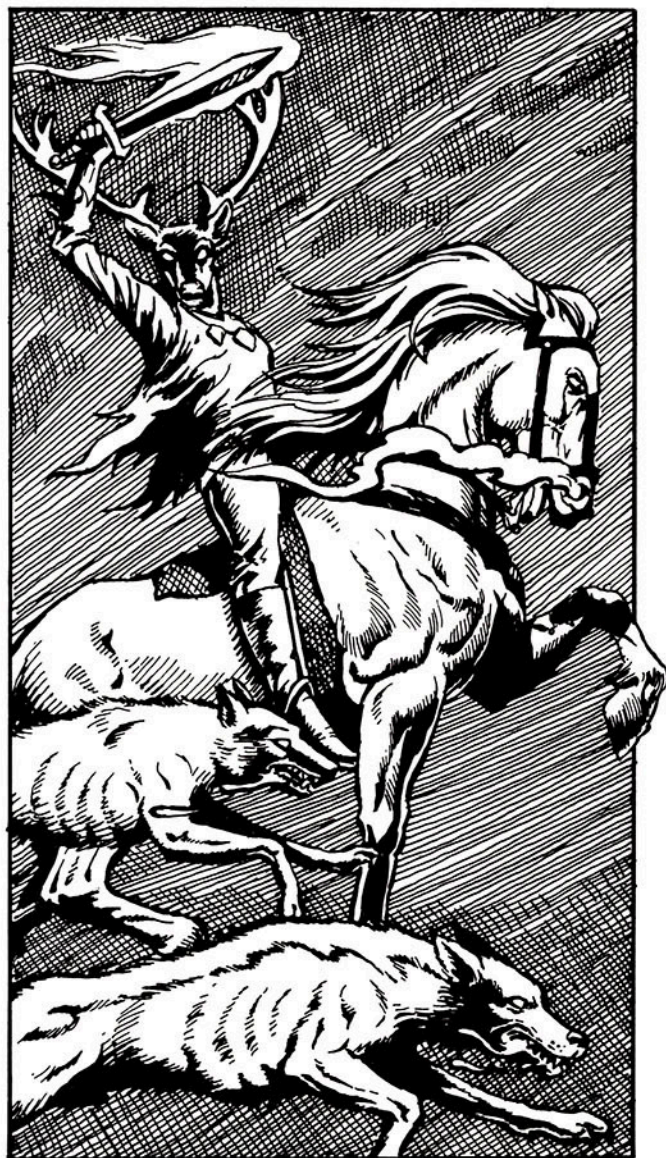
During adventures, there often comes a time when new characters want to join the adventure. Such new characters could be replacements for dead characters, or merely the character of a new player who joined the adventure late. You should look for the most logical way to explain the presence of new characters. There is almost always a simple logical explanation for the presence of new characters in an adventure.

NO EXPERIENCE ENCOUNTERS

Not every encounter gives the characters experience points. Some encounters are merely added for effect. Other encounters details areas where it is possible for characters to have encounters, but where the characters do not necessarily have to go. Still other encounters are with friendly characters. Just because the short form for foe statistics calls for the XP value of that individual doesn't mean that you have to award the XP to the characters. Experience points are never given for encounters where the characters are in no real danger of dying. Experience points are never given to characters for encounters where they meet friends who help them.

Non-Human Weapons

Characters often use weapons or armor which they have won by defeating opposing foes. The only weapons and armor that can be used with no modifications are those weapons or armor intended for use by humans. Some foes are close enough to human size and shape that their weapons can be used with no modifications. Armor requires a closer fit. So, a character can use a Dwarven weapon, but can't fit into Dwarven armor. There is usually a -2 modifier to hit, and do damage, when using weapons intended for alien hands. Armor intended for aliens almost never fits characters. The final arbitrator of what is and what is not to be considered alien is you. Note that Robot armor and weapons can never be used by characters.



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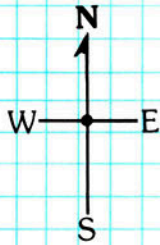
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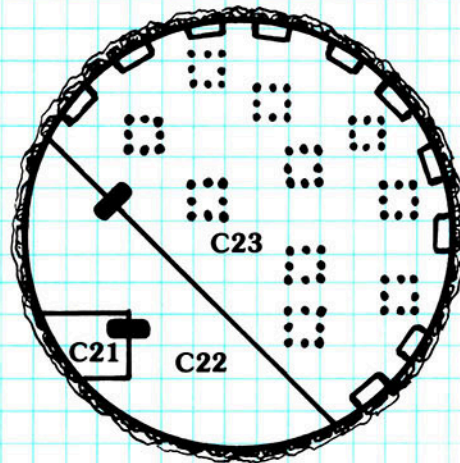
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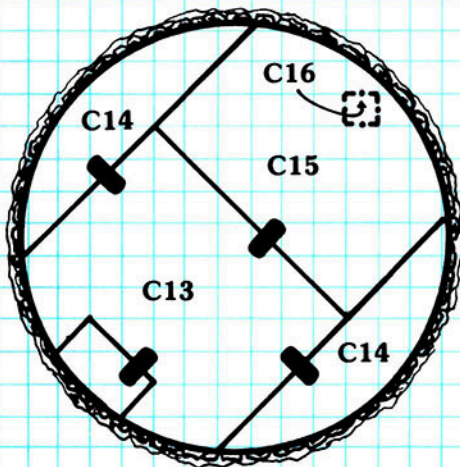
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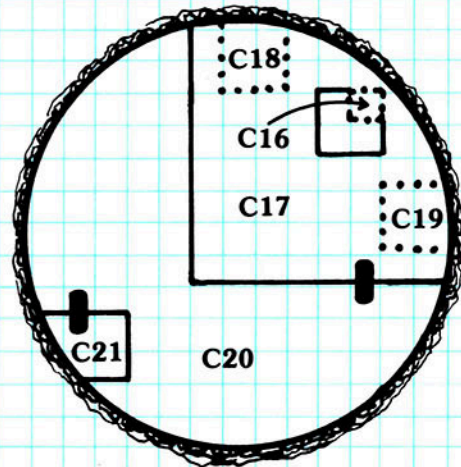
Scale: 1 square = 10 feet



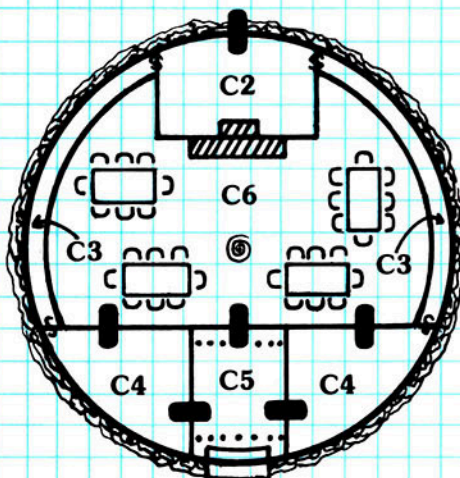
Fifth Floor



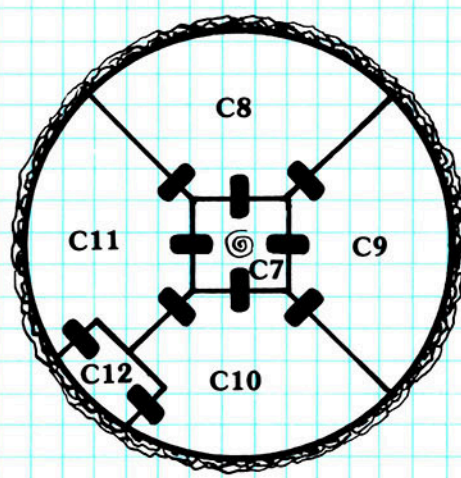
Third Floor



Fourth Floor



First Floor



Second Floor



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This diagram illustrates a crime scene in a room. The scene is divided into several areas, each labeled with a number from 1 to 36. The room features a desk (1) with a chair (2) and a window (3). A man (15) is lying on the floor, and a car (16) is parked nearby. A desk (17) and a chair (18) are also visible. A window (19) and a door (20) are shown. The wall (21) has a light switch (24) and a door handle (25). The floor (22) has a door lock (26) and a door frame (27). The ceiling (23) has a door hinge (28) and a door latch (29). The door (30) has a door handle (31) and a door lock (32). The door frame (33) has a door hinge (34) and a door latch (35). The door handle (36) is also labeled.

KEY TO THE ROOM DIAGRAM

1. The doorway from the penthouse to the study. The door is closed but unlocked.
2. A four foot tall wooden bar with the usual bar accessories.
3. Ice bucket half-filled with ice.
4. Rack for glass tumblers. The tumblers are monogrammed JHM (John Herbert Manchester). One tumbler is missing from the set.
5. Bottle of Johnny Walker Black Label Scotch. Enough scotch for two drinks is missing from the bottle.
6. Three barstools.
7. A partly-filled wastepaper basket. The basket contains: 17 ticket stubs for 17 different nights of *The Mousetrap* which was performed at the New Bristol Opera House, (the last being for Sunday afternoon); cigarette ashes; two cigarette butts with gold-tipped filters marked *Special Blend*, smeared with violet lipstick, and two damp paper tissues, one tissue smells faintly of scotch and has violet lipstick smears on it; the other is covered with cigarette ashes.
8. Half-filled soda siphon.
9. Brick fireplace. One of the bricks has been pock-marked.
10. Fireplace screen.
11. Fireplace logs (unlit).
12. Page of crumpled newspaper. The page has been reproduced for the player's benefit. Give the reproduction page to the players for reference.
13. A chip of brick that fits the pock-mark in the brick fireplace. Closer inspection reveals a ricochet .45 bullet partly embedded in a log.
14. Metal basket holding a fireplace poker, shovel and tongs.
15. Two matching stuffed chairs.
16. The dead man, John Manchester. The dead man's skin has a faint blue tinge that isn't usual even for a corpse. Otherwise, the body is unmarked. The body shows signs of having undergone convulsions before death. Rigor mortis has not yet set in. In fact, the body is still warm. John Manchester is clutching a golden medallion engraved with the design of a hawk. The medallion appears to be several centuries old. The faint, sweet smell of bitter almonds still wafts around the corpse.
17. Glass tumbler similar to those in the bar rack. A wet patch on the floor contains the remains of a scotch and soda drink with partly melted ice cubes. Enough liquid is left in the glass to analyze that the drink contained hydrogen cyanide. Detectives will know that hydrogen cyanide (known more popularly simply as cyanide) is derived both from organic and inorganic sources. If the seeds or kernels of certain fruits (apricots, apples, cherries, peaches, pears, plums, quinces) are ground up, they release the hydrogen cyanide. Hydrogen cyanide can also be chemically derived from certain fertilizers, pesticides, and chemicals used in photography. The hydrogen cyanide added to the drink was in liquid form and it is impossible to tell the exact source.
18. Bookshelf with one empty space.
19. Locked window.
20. Circular wooden table.
21. Hardback book *Witchcraft in Old Massachusetts*. A bookmark marks the story of the trial and hanging of Roger Mortimer and Temperance Allerton, who were known as the King and Queen of the Witches. The trial judge was Lionel Manchester. The trial took place in 1684. Before hanging, Roger and Temperance vowed to return from the grave to exact vengeance against all male descendants of Lionel. Their vow has been underlined in pencil. Written in the margin, in John Manchester's handwriting, are the words, "Utter nonsense".
22. Two slightly damp ring marks that fit the bottoms of the glass tumblers.
23. Empty ashtray. Closer inspection reveals that a few traces of ash still linger in the ashtray.
24. Parallel skuff marks on the carpet (the same size as the legs of the stuffed chair).
25. Unlocked window.
26. Sliding glass door. There is a jagged hole in the glass. Shards of glass litter the carpet on the inside of the study near the glass door.
27. Six trees that have been planted in the outside terrace garden.
28. Casing from a .45 automatic pistol shell.
29. Fire escape. Closer inspection reveals bits of dirt on the rungs (an analysis reveals that it matches the soil in the terrace garden).
30. Outside terrace with garden.
31. Footprints in the garden soil. The shaded areas indicate the deeper part of the print.
32. Flagstone patio. A trail of dirt connects the two sets of footprints (the one around the tree, and the one leading from the patio to the fire escape).
33. Wall safe. The door is closed, but not locked. Inside the safe is: a metal box filled with jewelry; John Manchester's will splitting his estate equally between his wife Lydia and his brother Ralph; an unsigned codicil to the will that states that the portion originally assigned to Lydia Manchester is to go instead to Linda Ann Thompson; John Manchester's checkbook that shows nothing but typical stubs except for a check for \$1200 to Sam Phillips (dated October 8), and checks for \$10,000 paid the first of every month to Kelly Brothers Construction company (every month except October and November), and a memo that reads, "Emergency meeting with Donald, 9 o'clock sharp—my office."
34. Five cigarette butts (Pall Mall regular).
35. Small toolchest for garden tools. Included in the toolchest is a bottle of pesticide that contains hydrogen cyanide as one of the ingredients. There are five scratch marks on the side of the bottle. The scratch marks run parallel from near the top of the bottle to about half-way down the bottle. The last scratch mark is at the same level as the contents of the bottle. The toolchest is kept locked, but the safe contains a spare key.
36. A typewritten note that reads, "Success is empty. Everything seems futile. It's too difficult to explain, but I'm just too weary to continue." The note is typed on Manchester Electronics Company stationery. The note is signed (not typed) "John Herbert Manchester".

TOM MORGAN'S LIST OF SUSPECTS

John Herbert Manchester—the dead man.

Lydia Manchester—John's wife.

Billy Manchester—John's nephew.

Catherine Manchester—John's niece.

Elizabeth Manchester—John's sister-in-law.

Donald Matthews—John's junior partner.

Chuck Garrison—the Manchester chauffeur.

Betty Mae Jordan—the Manchester cook.

Tim Irving—the Manchester gardener.

Bartholemew Edwards—the Manchester butler.

Maria Neapoli—the Manchester maid.

David Foster—the Manchester lawyer.

Doris Clark—John Manchester's personal secretary.

Sam Phillips—private investigator.

Ken Dillingham—elevator operator at New Bristol Arms.

Daniel Kellerman—night clerk at New Bristol Arms.

Linda Ann Thompson

Detective characters also have the local contacts of Bob Davidson, the New Bristol chief of police, Tom Morgan, the owner of the New Bristol Arms, and Joe Greeley, an underworld informer.

Magister Peregrine—his notebook

page 784

Fire

Dry, Hot, Light, Energy,

Choleric Personality

inverse is Water

symbols:   
 Ken Rune = Torch
 Eye of Fire
 Rising Sun

Air

Damp, Hot, Dark, Gas,

Sanguine Personality

inverse is earth

symbols:   
 Ing Rune = Sky
 Waxing & Waning Moon
 Setting Sun

Water

Damp, Cold, Light, Liquid,

Phlegmatic Personality

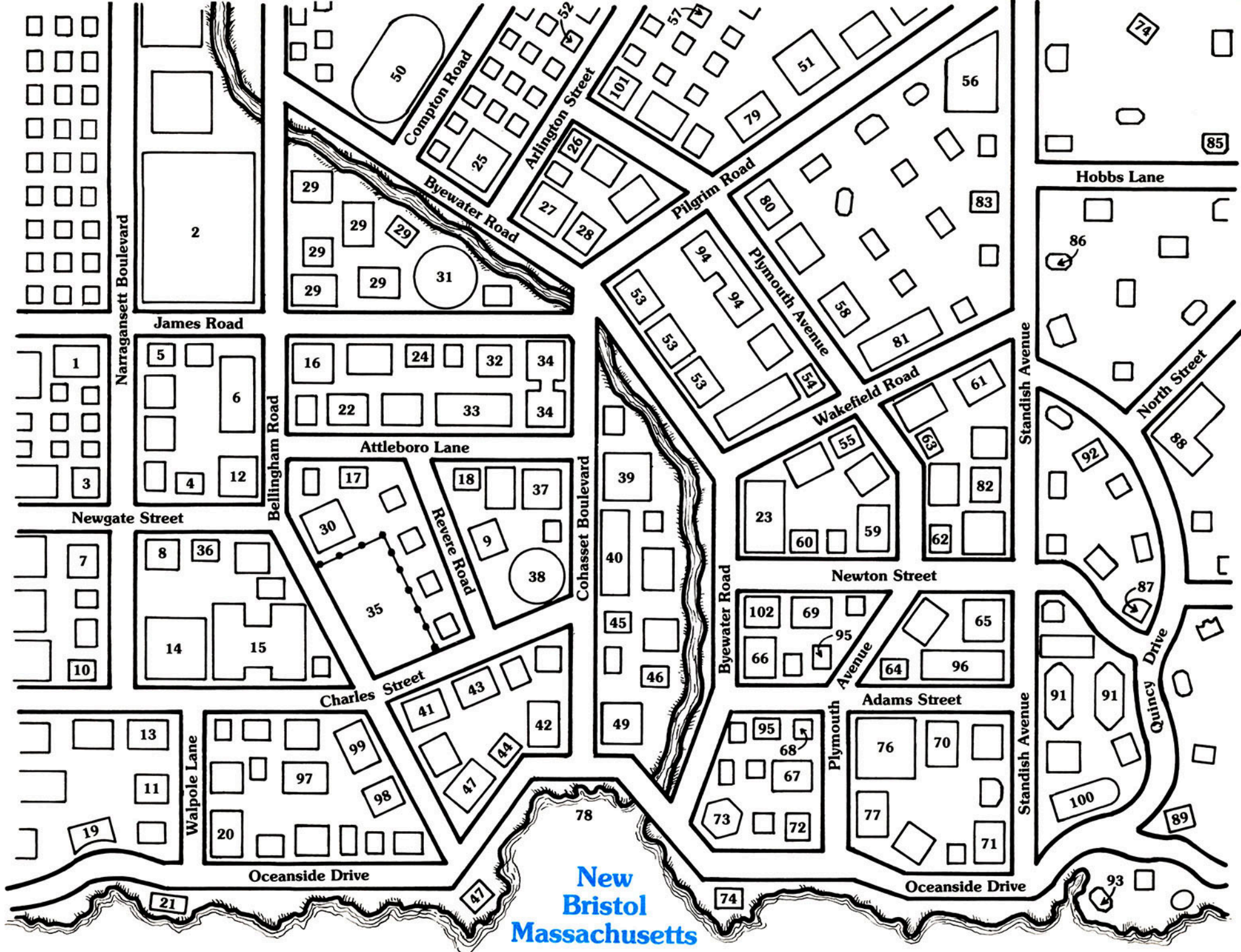
symbols:   
 Lagu Rune = Water
 Running Water
 Alchemic Water

Earth

Dry, Cold, Dark, Solid,

Melancholic Personality

symbols:   
 Peorth Rune = Earth
 Ceres, Earth Mother
 The Earth



KEY TO THE MAP OF NEW BRISTOL

1. Wolcott Building
2. Manchester Electronics Plant
3. Jackson's Plumbing Supplies
4. The Wilderness Store
5. Corner Gas Station
6. Massachusetts Power and Light
7. Dell's Tool and Die
8. Dell's Machine Shop
9. Bell Telephone of Massachusetts
10. Black's Lumber Yard
11. Steven's Electrical Supply
12. Blaine Office Building
13. Olsen's Gymnasium & Health Spa
14. St. Mary's Cathedral
15. New Bristol Public Library
16. New Bristol Art Museum
17. Mansfield Residence
18. Gray Drug Store
19. Club Apollo
20. Fraternal Order of Dock Workers
21. Seaside Resort
22. The Computer Store
23. Smith's Discount Center
24. Tricks, Novelties & Costumes
25. New Bristol Post Office
26. Warlord Games
27. First National Bank of
Massachusetts
28. Standard Oil Station
29. University of Massachusetts at
New Bristol
30. Museum of Natural History
31. Parking Deck
32. Department of Motor Vehicles
33. New Bristol Courthouse
34. Police Station and Jail
35. Dexter Upton Memorial Cemetery
36. The News and Tobacco Store
37. Loring Office Building
38. Manchester Building
39. New Bristol Times
40. Wilson's Department Store
41. New Bristol Fire Station
42. Dockyard Warehouse
43. Sutler's Boat Sales
44. Ancient Mariner (Diving Supplies)
45. China Clipper Bar
46. Trader Bill's Curio Shop
47. Seaman's Rest Hotel
48. Wharf Rat (Bar)
49. Bijou Theatre
50. New Bristol University Football
Stadium
51. O.K. New & Used Cars
52. Irving Residence
53. Byewater Apartments
54. Massachusetts Gas Company
55. Burne's Pawn Shop
56. A&P Super Market
57. Jordan Residence
58. Chemical Supply House
59. New Bristol Aquarium
60. Hawkin's Bakery
61. Coe's Hardware Store
62. Albert & Son Jewelry
63. Ryan's Bar & Grille
64. Acme Gun Shop
65. Kelly Brothers Construction
Company
66. New Bristol Opera House
67. Roxie Burlesque
68. Jack's Bar
69. Haven of Rest Funeral Home
70. Adams Pharmacy
71. Trans-Ocean Shipping
72. Europa Travel Agency
73. New Bristol Arms
74. Fresh from the Sea
(Seafood Restaurant)
75. The Book Store
76. Adams General Hospital
77. Adams Clinic & Medical Center
78. New Bristol Docks
79. Military Surplus Store
80. Medical Supplies
81. Massachusetts Stock Exchange
82. New Bristol Hall of Records
83. Ralph Manchester Residence
84. Matthews Residence
85. Van Horn Residence
86. Nelson Residence
87. Wright Residence
88. First Methodist Church
89. Cartwright Residence
90. Perkin Residence
91. Adams Apartment House
92. Fairweather Residence
93. Ashton Manor
94. Deluxe Cinema
95. Abercrombie Furs
96. Massachusetts Security Trust Bank
97. Patriot Insurance Company
98. Value food—24 Hour Store
99. The Union Hall
100. Masonic Lodge
101. Jason's Photo-Supply

PLANE LOST AT SEA

Associated Press Wire Service

Disaster struck Thursday when an army cargo plane disappeared while on a routine supply mission from Fort Benning, Georgia to San Juan, Puerto Rico. The last message from the plane was: "I see strange clouds massing to the east. I am veering west to avoid possible bad weather."

Two hours later, the plane still had not reached its destination. A massive 48-hour air and sea search made by more than 300 vessels found no clue to the missing plane. "Sabotage and hijacking have been ruled out," an army spokesman said, "It is feared that when the pilot flew west to avoid a storm he inadvertently flew out of radio range and became lost. As long as any hope remains, we will continue the search."

Piloting the plane was Flight Lieutenant see PLANE, page 7

GRAVEYARD IN TURMOIL

by Carl Kolchak

Saturday morning the Dexter Upton Memorial Cemetery was a shambles. Graves were opened; coffins littered the open ground. Strange blood red symbols had been sprayed on crypts. "What kind of sick mind would do such a thing?" asked Jack Halloram, the cemetery's caretaker.

Twice before, on April 30, and August 1, the Dexter Upton Memorial Cemetery has been the scene of similar crimes. The cemetery was one of the first in Massachusetts. In the past see GRAVEYARD, page 19

LAST WEEK FOR THE MOUSETRAP

by Steve Davis

This is the last week to catch *The Mousetrap*, currently playing at the New Bristol Opera House. The play has run now for six weeks and has been a smash success. The Bristol Players have sparked in their performances. In particular, Miss Trixie Starr is a joy to behold. Her stage presence is commanding; her charm and beauty are overwhelming. If you have not yet seen the play, do so by all means. There are evening performances from 8-11 on Tuesday, Thursday, Friday, and Saturday plus a special matinee from 2-5 on Sunday.

MONDAY NOVEMBER 3 GRAND REOPENING THE CLUB APOLLO

Dine and Dance in congenial surroundings.
Sicilian Cuisine our specialty.
Located at 356 Oceanside Drive.
Open Mon.-Sat. 8 a.m. to 12 p.m.
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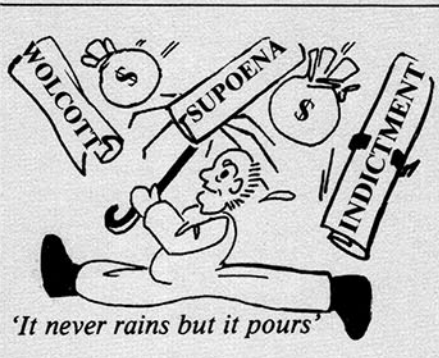
—Advertisement—

CRIME STALKS NEW BRISTOL

An Editorial

Gangland murders and Syndicate Crime belong to Chicago and New York, right. Wrong! Our own city of New Bristol is the scene of one of the most vicious and brutal crime organizations in the country. The editor has definite proof that the so-called "Dock Workers Fraternal Order" is actually a front for the Jarrett Gang. Every conceivable aspect of crime is controlled by Tommy Jarrett and his gang of thugs. Bribery, terror, and corruption are rampant.

Worst of all, the gang is a blight upon the good name of New Bristol citizens of Italian, Irish, and Central European descent. Criminals such as Johnny Kelly, Carlo Marchessi, and Stan Resinski are by no means representative of those industrious and honorable citizens who have helped make New Bristol a thriving metropolis. But such criminals grab headlines and see CRIME, page 5



CONTRACT SCANDAL ROCKS CITY HALL

by Mark Jamieson

Five councilmen were indicted Friday for accepting bribes as scandal continues to shake New Bristol. The councilmen were accused of accepting more than \$100,000 in bribes to award city building contracts to the Kelly Brothers Construction Company. The arrests mark the third set of indictments this week dealing with corruption in City Hall.

The scandal first began when the Wolcott Building collapsed, injuring 11 persons. The building had only been finished three months ago. State inspectors discovered substandard building materials to be the cause of the disaster. The first arrests came see CITY HALL, page 11

VOODOO MAGIC!

Now Opening at the Club Apollo, the Fabulous Nell Tarot and her Voodoo Magic Act.

"An epic of entertainment not to be missed"—Variety
Club Apollo is located at 356 Oceanside Drive. Nell Tarot will be appearing at 8 and 11 Monday through Saturday nights.

—Advertisement—

CAT BURGLAR STRIKES AGAIN!

by Ann Lyndon

Jewels valued at more than \$70,000 were stolen Saturday night from the Van Horn residence. The burglar entered through an upper story window and silently cracked open the family safe. "It's a professional job, all right," said Chief of Police Bob Davidson, "the only items stolen were jewels and a valuable coin collection. The heavy silverware, and expensive appliances, were untouched. The safe was broken open by a professional. It was all quick and quiet."

This robbery marks the fifth time in seven months that burglars have hit the prestigious suburb of North Hill. The burglaries show similar methods and may well be the work of the same gang. More than \$250,000 worth of goods have thus far been stolen.

see BURGLAR, page 8

HIT AND RUN DEATH

by Ann Lyndon

Mr. Ralph Manchester died late yesterday as the result of a hit-and-run accident. The police are investigating but have no suspects as yet. Mr. Manchester was crossing Byewater Road when a car ran through a red light and smashed into him. The driver continued on without even a backward glance. Mr. Manchester was pronounced dead on arrival at Adams Memorial Hospital.

Ralph Manchester is survived by his wife, Elizabeth, his son, William, his daughter, Catherine, and his brother, John. He was Vice President of Research and Development at Manchester Electronics. Funeral services will be held Tuesday morning at 10 at the First Methodist Church, 4172 North Street.

SCIENTIFIC BREAKTHROUGH

by Mark Jamieson

The biggest boost to the electronics industry in more than a decade has recently been invented right here in New Bristol. Manchester Electronics announced Friday their patent on an electronic circuit that would obsolete all previous hardware. "Our Micro-Circuit Number 9, or M-C 9 for short, can store one hundred times the amount of information as a silicon chip, in the same amount of space," said John Manchester, president of Manchester Electronics. "Our scientists have been working on the project for over five years. Not only will the M-C 9 renovate the electronics industry, it will bring hundreds more jobs to New Bristol."

In these days of endless recession and sagging economy, a change for the better is a novelty. Let's hope this is the beginning of a new trend.

For more information of the M-C 9 see page 4

UNEMPLOYMENT HITS NEW HIGH

Associated Press Wire Service

Government unemployment figures released this month show a continuing rise in unemployment. The October jobless rate reached a high only exceeded by the Depression years. The breakdown of the figures show see UNEMPLOYMENT, page 22

TODAY'S FORECAST

High Today 67.
Scattered showers today.

Low Tonight 32.
Clear skies and warmer tomorrow.

Partly cloudy

LORDS OF CREATION®

CHARACTER RECORD SHEET

Character _____ Player _____

Basic Ability Scores							(+ 10) Modifications				
MUSCLE							Damage				
SPEED							Init.				
STAMINA							Healing				
MENTAL							Powers				
LUCK							Roll(+ 5)				
Total							Force				

Character Abilities
Money
Move

Physical					
Title					
Armor					

LP					
XP					

Weapon	Attack	Damage

Character Skills

Character Powers

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Dear Avalon Hill,

I'm sending you this REG CARD from your _____
game. In return I automatically get on your mailing list
which means I'll get new product info before the general
public does.

1. Game is:

☐ Too Simple ☐ Just Right ☐ Too Complicated

2. I enjoyed playing this game:

☐ a) ☐ b) ☐ c) ☐ d) ☐ e)

(a means you enjoyed it very much, e means not at all)

3. I heard about the game through: (check all that apply)

☐ Avalon Hill Literature ☐ Magazine Ad ☐ Newspaper Ad
☐ Friend's Recommendation ☐ Happened to see it in a store
☐ Gift ☐ Other: _____

4. Point of purchase of this game: (check one only)

☐ Direct from Avalon Hill ☐ Department Store
☐ Hobby Store ☐ Book Store ☐ Toy Store
☐ Military Outlet (PX, Co-op, Book, etc.) ☐ Other _____
☐ Stationery Store ☐ Gift Store ☐ Card Shop

5. I subscribe to The General ☐ yes ☐ no

All Star Replay ☐ yes ☐ no

6. My favorite Avalon Hill game is _____

Name _____ Age _____

Street Address _____

City _____ Occupation _____

State _____ Zip _____

V-7653 4/82

DO A FRIEND A FAVOR.

If you know someone who has the basic brain power to comprehend Avalon Hill games then get him to send us this postcard.

In turn you'll be doing yourself a favor . . . you might pick up a new opponent in your neighborhood or even one from another city with whom you can "play by mail." (If you wish, fill in his name and address, yourself, and send it in.)

Check here ☐ and send \$1.00 for our large Products Catalog describing each game in great detail with components displayed in full color.

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The Horn of Roland®

The strange little man in gray had been tailing me ever since the convention began. He was getting to be a pest. Stare at him and he'd fade back into the crowd; glance away, and he'd come right back. Twice I tried to find out what he was up to, but when I walked over to confront him, he just seemed to disappear, but never really left. He always hovered just out of sight. It was amazing, and it was frustrating.

The man in gray wasn't the only thing strange in New Bristol. There had been the murder of John Manchester in the penthouse of the convention hotel. Manchester had been a friend of Tom Morgan, the hotel owner running the convention; and when Tom wired me to investigate the murder, I couldn't

refuse. The murder investigation was yielding unexpected results. Political corruption in New Bristol, possible mob connections, marital problems, industrial espionage, and an unscrupulous business partner gave me a wealth of too many suspects.

Then there was the wierd behavior of that truck driver. I swear I'd seen him enveloped in a thick fog just before he tried to run me down. For a bit, his eyes seemed to glow with a cold blue light. He claimed he couldn't remember a thing, but I wasn't so sure. Was he a mob hit man? Could it have just been an accident? Could it all be part of the "Manchester curse", or was he somehow tied to one of my suspects? I'd soon find out!

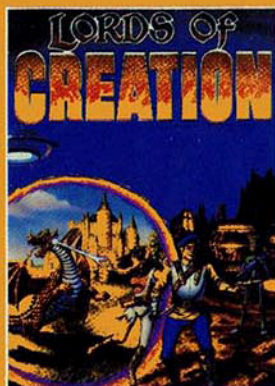
The Horn of Roland is a **Lords of Creation®** adventure module for newly-created player characters. The adventure begins at a present-day gaming convention. The characters are faced with a series of bizarre events, including a murder mystery. During the course of their investigation, the characters chance upon stranger and stranger settings, until they eventually confront their ultimate adversary.

The Horn of Roland contains:

- A **48-Page Adventure**
- 5 **Special Player Aids**, including maps of the area and a diagram of the murder scene.



This is but the first adventure which will lead the characters to fantastic worlds, other dimensions, the remote past and scientific future.



The **LORDS OF CREATION®** packaged set, which includes the **Book of Foes** and **Rule Book**, **is required to play The Horn of Roland Adventure.**



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